



StarFive
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Play Chocolate Doom on VisionFive Application Note

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About This Manual

Introduction

This document mainly provides the users with the necessary information to play Chocolate Doom on the Fedora system using VisionFive.

Revision History

Version	Released	Revision
V1	2022-01-27	The first official release.

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1 Preparation

Make sure you have prepared the following:

1.1 Preparing Hardware

You need to prepare the following hardware items:

- VisionFive
- 16GB (or more) micro-SD card
- micro-SD card reader
- Computer (PC/Mac/Linux)
- USB to serial converter (3.3 V I/O)
- Ethernet cable
- Power adapter (5 V / 3 A)
- USB Type-C Cable

1.2 Flashing Fedora OS to a Micro-SD Card

Now we need to burn Fedora (which is a Linux distribution) to a micro-SD card so that it can run on the VisionFive. Follow the steps in the *Flashing Fedora OS to a Micro-SD Card* section in the *VisionFive Single Board Computer Quick Start Guide*.

2 Playing Chocolate Doom on VisionFive Fedora

2.1 Compiling

Step 1 Execute the following commands to compile codes on the VisionFive Fedora system:

```
sudo dnf install SDL*
cd ~
git clone https://github.com/JeremyAngCH/chocolate-doom.git
cd chocolate-doom
./autogen.sh
./configure
make && make install

mkdir -p ~/.local/share/chocolate-doom && cp *.cfg ~/.local/share/chocolate-doom/.
```

2.2 Download and Play Chocolate Doom

Step 1 Download the game from [Doom](#) to the /home/<User_Name>/chocolate-doom under the VisionFive Fedora system:

Information:

<User_Name> refers to the board user name.

Step 2 Start the game by executing:

```
chocolate-doom -iwad DOOM1.WAD
```

Result:

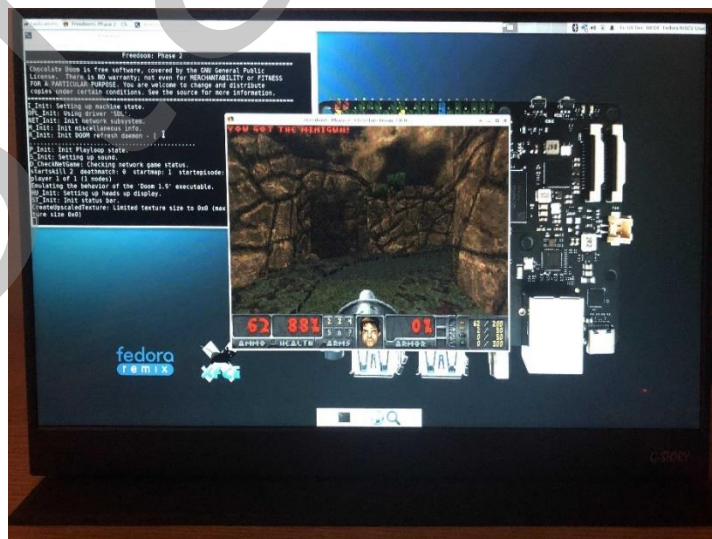


Figure 2-1 Playing Doom on VisionFive

Now you can play the Chocolate Doom on VisionFive!