**UQE Quake**

Installation Notes - v1.11

**Patching Quake**

This section applies if you do not have the mission packs.

You need to "clean" your *Quake* game by removing all old files. We are interested in the "*quake*" root directory as well as the "*id1*" game data directory. Delete all files in the root directory. Delete all files in the game data directory leaving only the "*pak0.pak*" and "*pak1.pak*" original files intact.

If you have already run the original GL Quake, there will be a directory named "*glquake*" under your "*id1*" directory. If the directory exists, delete the "*glquake*" directory completely. Once this is done you may continue and unzip UQE to your game's root "*quake*" directory to effectively install and upgrade your copy of Quake to UQE Quake.

**Patching Quake Mission Packs: Scourge of Armagon & Dissolution of Eternity**

This section applies if you have any of the two the mission packs. Once you have successfully patched Quake to UQE Quake, we can go to the next step.

If you don't own any of the two mission packs the UQE upgrade would have created the two game directory directories "*hipnotic*" for "*Scourge of Armagon*" and "*rogue*" for "*Dissolution of Eternity*". In this case nothing further needs to be done. If you do own any of the mission packs the UQE upgrade would have placed a new "*pak1.pak*" in each of the game data directories.

You need to "clean" your existing mission pack game directories by removing all old files. Delete all files in the game data directories leaving only the "*pak0.pak*" and "*pak1.pak*" files intact.

If you have already run the original GL Quake, there will be a directory named "*glquake*" under your "*hipnotic*" and "*rogue*" game directories. If the directory exists, delete the "*glquake*" directory completely.

Engine Features

**Using OGG Vorbis, MP3 or WAV music files**

Supported in the engine is the ability to execute OGG, MP3 and WAV playback for music. The engine takes preference when loading music files in the order of OGG, MP3, WAV if the base file name is found to be the same.

Under the "*id1*" game data directory or your own custom game data directories, create a "*mod*" directory.

A good idea would be to convert your copy of *Quake* CD Audio to OGG. Name the *Quake* CD Audio OGG files from "*track02.ogg*" to "*track11.ogg*". Place these files in your respective "*mod*" directories. You could also package the files into PAK files. When you set the engine music type to "*MOD*" on the *Options* menu you will be able to enjoy the original audio without having to have the respective official CD in your CD/DVD-ROM drive.

To use this feature in custom levels add a new key namely "*mod*" to your "*worldspawn*" entity with a string value of "*Reznor*" for example. Place your OGG/MP3/WAV file namely "*reznor.ogg*", "*reznor.mp3*" or "'reznor.wav'" in the "*mod*" directory and you're done!

[track][02][.ogg] = [track][track number][format]

[reznor][.ogg] = [mod name][format]

**Using Quake2-style skyboxes**

The method to implement a skybox is exactly the same as how it's done in Quake 2.

Under the "*id1*" game data directory or your own custom game data directories, create a "*skies*" directory.

Skyboxes works with custom levels. Add a new key namely "*sky*" to your "*worldspawn*" entity with a string value of "*trent*" for example. In the "*skies*" directory, place the six skybox textures with the naming conventions "*trent\_bk.tga*" (back), "*trent\_dn.tga*" (down), "*trent\_ft.tga*" (front), "*trent\_lf.tga*" (left), "*trent\_rt.tga*" (right), "*trent\_up.tga*" (up). The engine supports skybox formats TGA and JPG with a width and height up to 1024x1024.

[trent][\_][bk][.tga] = [sky name][seperator][direction][format]

**Using External BSP Textures**

Under the "*id1*" game data directory or your own custom game data directories, create a "*textures*" directory.

The engine supports two texture formats namely TGA and JPG.

There's a few special naming conventions to be taken note of when adding new external textures. Warping textures like water textures normally a named for example "*\*water1*" inside the BSP. To replace the internal texture with an external one, name the texture file "*#water1.jpg*". The "*#*" sign indicates to the engine that it's a warped texture.

The JPEG library used by Quake III Arena was ported to the engine and there was found that certain JPG files have a tendency to crash the engine. If this does happen, please make sure the JPG files are being encoded using a standard and generally supported format. Alternatively use TGA files as they tend to load much faster.

[#][water1][.jpg] = [warp indicator][original name][format]

Animated textures with 4 animation frames like for example "*slip*" can be represented as external textures as "*+0slip.jpg*" (frame 1), "*+1slip.jpg*" (frame 2), "*+2slip.jpg*" (frame 3), "*+3slip.jpg*" (frame 4). The "*+*" sign indicates to the engine that it's an animated texture and the number following is the frame number.

[+][0][slip][.jpg] = [animation indicator][frame number][original name][format]

Normal map textures gives surfaces an added bumpiness or unevenness. To use a normal map texture for the texture "*ceiling5.tga*" all that's required is the normal mapped texture needs to be named "*ceiling5\_norm.tga*".

Luma textures gives surfaces a glowing effect that does not get affected by any existing lightmaps creating the illusion of light emanating from the texture. To use a luma texture for the texture "*ceiling5.tga*" all that's required is the luma texture needs to be named "*ceiling5\_luma.tga*".

**Using External Colored Lightmaps**

Under the "*id1*" game data directory or your own custom game data directories, create a "*maps*" directory.

Place any colored lightmap files (.lit) in the "*maps*" directory of the appropriate game data directory. If the CVAR "*gl\_coloredlight*" is set to a value of "1" the engine will load the appropriate .LIT file that contains the colored lightmap information for the loaded level (map). The .LIT files should carry the same name as their matching .BSP level files.

**Using External MDL Skins**

Under the "*id1*" game data directory or your own custom game data directories, create a "*models*" directory.

The engine supports two skin formats namely TGA and JPG.

There's also naming conventions to be taken note of when adding new external skins. The Enforcer will be used as an example using its "*enforcer.mdl*" model with two skins namely "*skin0*" and "*skin1*". To replace the internal MDL skins with external ones, name the skin files "*enforcer\_0.jpg*" (skin0), "*enforcer\_1.jpg*" (skin1).

[enforcer][\_][0][.jpg] = [original name][seperator][skin number][format]

**Using External Sprite Textures**

Under the "*id1*" game data directory or your own custom game data directories, create a "*sprites*" directory.

The engine supports two sprite texture formats namely TGA and JPG.

Important to note is that the external sprite texture frames should be identical in width and height per-frame, since the engine actually replaces each internal sprite texture frame pixel with the external sprite texture frame pixel. In a future release of the engine real 32bit sprite support will be added via a custom SPR32 format.

There's also a naming conventions to be taken note of when adding new external sprite textures. The yellow spark sprite will be used as an example using its "*spark.spr*" sprite file with its ten animation frames. To replace the internal sprite textures with external ones, name the sprite textures from "*spark\_0.tga*" (frame 1) to "*spark\_9.tga*" (frame 10).

[spark][\_][0][.tga] = [original name][seperator][frame number][format]

**Using PAK and PK3 (zip) files**

The engine can load any content from PAK or PK3 files, even if they are mixed. Take note that identical content found in both PAK and PK3 files will result in the matching content being loaded from the PK3 instead of the PAK as PK3 files are loaded after PAK files irrespective of its base file names. Base file name order only gets taken into account where the file extensions match.

To ensure loading order and engine stability, please note that all original base game content plus original UQE base data should all be either PAK or PK3 data. Anything else being added can be in either PAK or PK3 format. Its recommended not to mix PAK and PK3 files if you encounter any engine stability issues resulting from a mixture of PAK and PK3 files.

**Using Classic Rendering Mode**

Since the software renderer has been omitted as from version 1.10 an alternative method has been developed for the OpenGL renderer to emulate the look and feel the dated software renderer provided.

To enable the classic rendering mode, make sure the GPU driver settings does not force any settings related to textures filtering and anti-aliasing. Once that is done, set the console variable "*gl\_framebuffer*" to "*0*" and on the options menu change the texture mode to "*point sampled*". To complete the experience, start-up the engine at a lower resolution like 320x240 or 640x480.

Console Commands

**cmdlist**

Lists all console commands that are available for use.

**cvarlist**

Lists all console variables that are available for use.

**fmod\_restart**

Stops any playback and restarts FMOD sound system.

**fmod\_playmusic**

Start audio file playback. fmod\_playmusic *[filename]*

**fmod\_stopmusic**

Stop audio file playback.

**fmod\_pausemusic**

Pauses the currently playing audio file.

**fmod\_resumemusic**

Resumes playback of the currently paused audio file.

Console Variables

**cl\_mlook**

Replaces the *mlook* (mouse look) command and can also be set on the options menu. This console variable is also better known as *free look* in later Quake engines like Quake 2. Default "*1*". cl\_mlook *[0 or 1]* (archiving)

**cl\_slook**

Also known as *slope look*. This console variable enables or disables the ability to adjust the player's viewpoint according to a upwards or downwards sloping part of a map in front of the player. Default "*1*". cl\_slook *[0 or 1]* (archiving)

**gl\_framebuffer**

Enables or disables the ability to use the frame buffer object OpenGL extension on which a multitude of post processing effects rely on.

**gl\_framebuffer\_msaa**

Multi-sampled anti-aliasing. Sets the anti-aliasing level from 1x to the GPU's maximum supported level that can be used to enhance the image being transferred to the frame buffer. It may require an engine restart for a changed setting to take effect. Default: "*2*". gl\_framebuffer\_msaa *[0 to \*]* (archiving)

**gl\_bloom**

Enables or disables the bloom effect. Relies on "*gl\_framebuffer*" being active. Default: "*1*". gl\_bloom *[0 or 1]* (archiving)

**gamma**

Hardware gamma control (brightness). Based on Quake III Arena gamma control. Default: "*2.3*". gamma *[0.5 to 2.75]* (archiving)

**gl\_overbrightbits**

Sets the amount of gamma overbright bits to use. Default: "*0*". gl\_overbright *[0 to 2]* (archiving)

**gl\_skytype**

Determines whether to render the standard scrolling sky or render the skybox. Where *0* renders the classic scrolling sky and *1* renders the skybox. See "*Using Quake2-style skyboxes*" in the "*Engine Features*" section on how to setup a skybox. Default: "*0*". gl\_skytype *[0 or 1]* (archiving)

**gl\_texturemode**

Sets texture modes from point sampled to the highest anisotropic filtering your graphics processing unit (GPU) supports. Default: "*2*". gl\_texturemode *[0 to \*]* (archiving)

**r\_fps**

Displays the current Frames Per Second (FPS) rate. Default: "*0*". r\_fps *[0 or 1]* (archiving)

**r\_dynamic\_sidemark**

Blocks most of any dynamic lights from shining through walls by testing if a dynamic light source's origin is infront of the plane of a face that is being considered for dynamic lighting. The current implementation doesn't yet consider any visibility list data. Default: "*0*". r\_dynamic\_sidemark *[0 or 1]*

**vid\_scale2d**

Determines whether the 2D art like statusbar, console and menus are rendered according to original size or enlarged to fit the screen. Default: "*0*". vid\_scale2d *[0 or 1]* (archiving)

**gl\_normalmap\_generate**

Enables or disables normal map texture generation. Default: "*0*". gl\_normalmap\_generate *[0 or 1]* (archiving)

**gl\_normalmap\_render**

Enables or disables normal map texture rendering. Default: "*0*". gl\_normalmap\_render *[0 or 1]* (archiving)

**gl\_lumatex\_render**

Enables or disables luma texture rendering. Default: "*0*". gl\_lumatex\_render *[0 or 1]* (archiving)

**gl\_texture\_non\_power\_of\_two**

Enables or disables whether non-pow2 are acceptable. Default: "*1*". gl\_texture\_non\_power\_of\_two *[0 or 1]* (archiving)

**cl\_maxfps**

Sets the maximum frames per second rendering rate. Default: "*110*". cl\_maxfps *[1 to 500]* (archiving)

**sv\_fps**

Sets the server's frame rate. Default: "*20*". sv\_fps *[1 to 20]* (archiving)

**gl\_coloredlight**

Enables or disables colored lightmap rendering. Default: "*0*". gl\_coloredlight *[0 or 1]* (archiving)

**gl\_overbright**

Enables or disables lightmap overbright rendering. Default: "*1*". gl\_overbright *[0 or 1]* (archiving)

Known Issues

**Can’t re-enable “gl\_framebuffer” on the console**

Sometimes it happens that the engine would experience a crash situation when the engine started up with the “gl\_framebuffer” CVAR being disabled. If that is the case, open the CFG file and search for the “gl\_framebuffer” line and change its setting from 0 to 1.

Ultimate Quake Engine

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