

Nail and Crescent Engine Documentation

Step 0. Installing things before starting

Install the “To Launch the program apps” to make the engine work.

To Launch the program

Engine download (Make sure to download it as a zip) <https://github.com/PalmliX/Q2RTX>

CM Make <https://cmake.org/download/>

Vulcan SDK <https://www.lunarg.com/vulkan-sdk/>

Patch for engine <https://drive.google.com/file/d/1C3vwUYbHf76-18wkxRaa68ltgKZFChR2/view>

Windows SDK <https://developer.microsoft.com/en-us/windows/downloads/windows-10-sdk/>

Visual Studio (Desktop Development for C++) <https://visualstudio.microsoft.com>

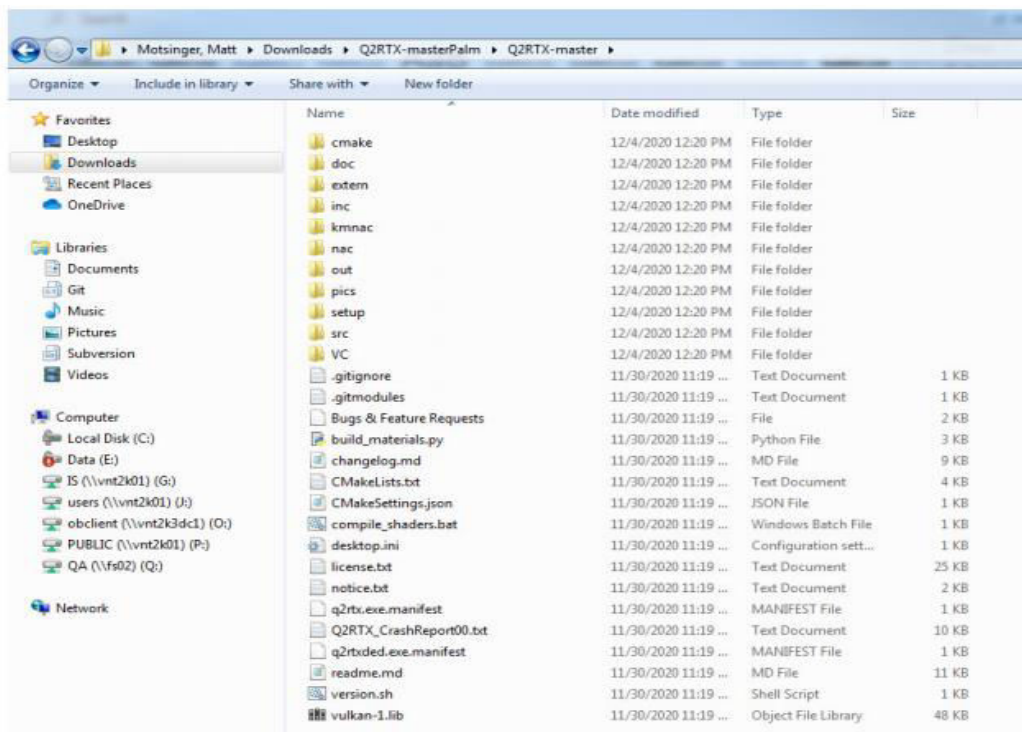
To Make games/mods

Trenchbroom <https://kristianduske.com/trenchbroom/>

There are some tools in the tool folder of the engine

Step 1

Install the zip and put it into any directory (I'll be using my main drive so C:\)



Step 2

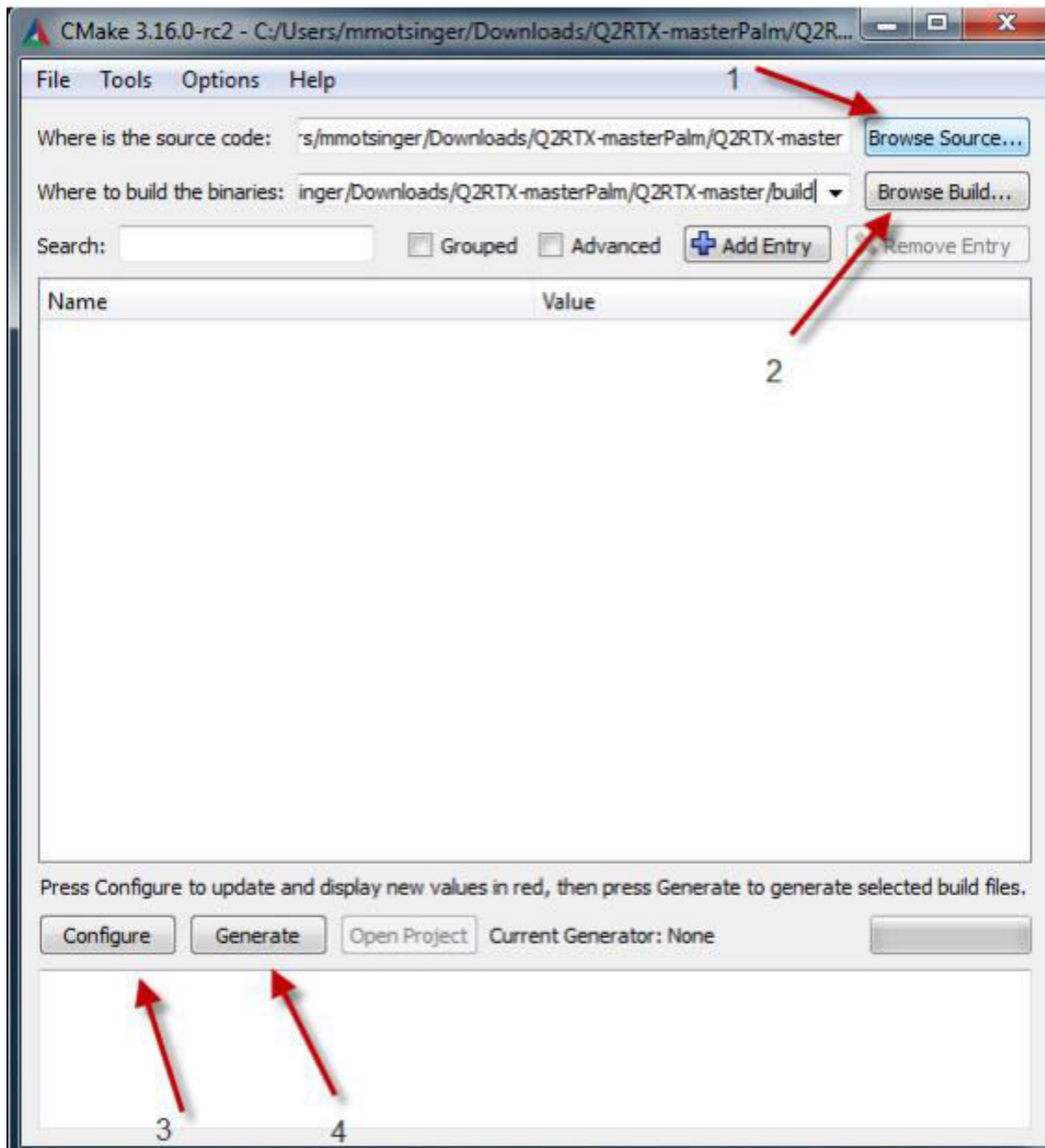
From the patch extract the zip and take the “nac” and “extern” folder and drop them into the engine folder. Overwrite the folders if prompted to

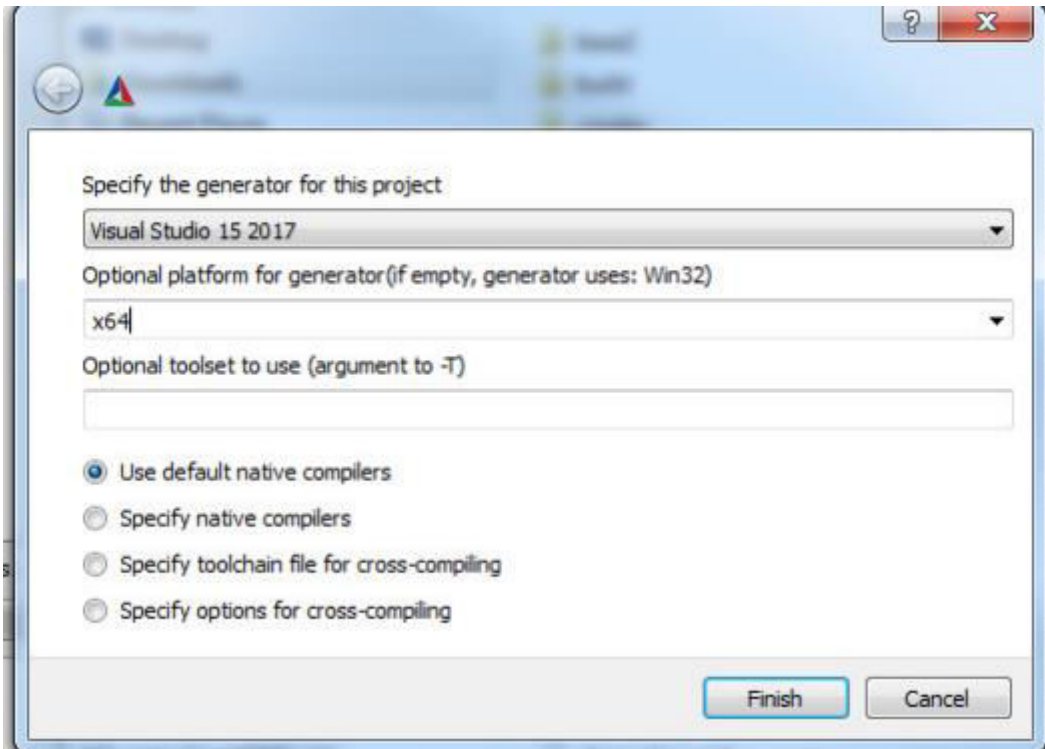
Step 3

In your engine folder make a folder called build

Step 4

Do What the pictures tells you. For the source files use the engine folder and for the binaries use the build folder. When clicking on configuration write in the “Optional Platform part” x64 (Like the second image. Also choose the generator as your version of Visual Studio)



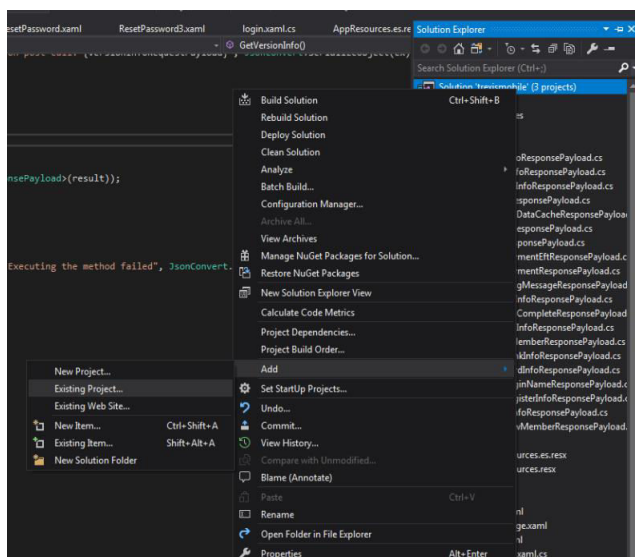


Step 5

Once you've generated the files and are done with CMake go to the folder and open "quake2_RTX.sln".

Step 6

Once you have open the file you should see the solution explorer menu. If not click on view at the top and select the solution explorer. After that, right click on the on the in empty space of solution explorer and right click. You will have a window open giving you options. Click on "Add" then "Existing Project".



Step 7

If you have completed step 6 the file app should show up prompting, you to select a project. Go into your engine folder and click on the folder "kmmac", then "game", "gamex86", and finally "gamex86_64.vsxproj"

Step 8

After that you should see another tab on the solution explorer. After that go into the build option and select rebuild. If everything works then you should get no syntax errors

Step 9

This is when things get wonky. Go back into CMake and press configuration. Then if you try now to click on q2rtx.exe that you just built it might run normal Quake 2 RTX or it might give you an error (It gave me an error.) First thing you need to do is to get the baseq2 files and put them into your baseq2 folder that was made with the engine. I recommend downloading the steam version of quake 2 rtx.

Step 10

Next you need to search for "materials.csv" in the engine folder. You should get a result. Find out where this file is and port into "baseq2".

Step 11

Go back into CMake and press the configure option (again). Then try launching the app. It should work and for the people getting errors it should be working for you now.

Step 12

Now that you got the engine working its time for modding/game developing. If you investigate the Tools folder in your engine folder you should see an archive. For now there are no good documentation of the tools (sorry devs for making fun of your documentation), but I intend to write more documentation for the project. If you need any help go to the discord. Its where I learned how to do this. Thanks for reading and good luck