News

QUAKE LIVE'S NEXT UPDATE AND BEYOND (443 comments)
Posted by nsx0r @ 00:42 BST, 31 July 2015 - iMsg   (Major News: QL)

SyncError was in a chatty mood today in ZLive chat, I tried to sum everything in a clear post, in case you missed it. Sounds good to me.

Chat Log
QUAKECON TOURNAMENT FORMAT?
<syncerror> [swiss brackets] was a one time thing.
<syncerror> Next year will most likely be Quad Damage Duel with a double elim format.
<syncerror> Q1, Q2, QL, Q4

NEXT UPDATE, WHEN?
<syncerror> fall, septemberish
<syncerror> [...] this is the apology update.
<syncerror> Hope you accept it.

STEAM ONLY?
<syncerror> We'll be leveraging Steam accounts instead of QL accounts.
<syncerror> How we're doing that, will be explained later.

SERVERS?
<syncerror> While we're still profitable, I don't think enough people subscribe to justify keeping that system in place forever. It requires too much time and money to maintain the infrastructure.
<syncerror> I'm told all of our servers are crap, which is why we look forward to turning most of them off.
<syncerror> Let the community run their own and sort it out.
<syncerror> We will keep running our own, but not sure for how long.
<syncerror> But I imagine that the majority of the servers in the future will be hosted by players/community.
<syncerror> End of our reign, beginning of the communities.
<syncerror> :p
<syncerror> Besides, freeing us up isn't a bad thing.
<syncerror> There are better things we could be doing than maintaining a fragile infrastructure for a 16 year old game.

DOES THAT MEAN... LAN SUPPORT?
<syncerror> Yes, there will be LAN support.
<syncerror> Both dedicated and listen servers.
<syncerror> Listen servers are also improved and nothing to be scared of in LAN situations.
<syncerror> Although by improved, I mean more the experience of joining/browsers, etc. Nothing overly technical.
<syncerror> You can just launch a map and people can connect to you.

LOADOUTS?
<syncerror> Loadouts are mostly being made optional, defaulted off, and easily enabled by either the server owner or via callvote.

RANKINGS?

<syncerror> QLRanks could be rebuilt using our new Stats API
<syncerror> But they probably won't, instead some other community group will most likely create something similar.
<syncerror> No reason they couldn't.
<syncerror> And now servers can opt-in.
<syncerror> I've always wanted transparent rankings.
<syncerror> Even from the early design.
<syncerror> Servers would have to opt into a stats collector.
<syncerror> So you can run servers that are off-the-record.
<syncerror> Basically you can run stats just for small leagues, or the community could create a hugely popular one that everyone joins into.

GRAPPLING HOOK?
<syncerror> Dunno, I hope

REMOVED MAPS?
<syncerror> They will be back.
<syncerror> Removed maps will be in officially.
<syncerror> Oddball maps like Space Camp or Campgrounds Intel [without branding] will be official workshop items that players/servers can opt into.
<syncerror> Private servers can run custom maps, via Steam Workshop.

GIBS?
<syncerror> Gibs coming in an 18+ DLC
<syncerror> But we're not allowed to sell it in Germany due to the current rating of QL.
<syncerror> We're not using the Q3 blood.
<syncerror> It's Q3 gibs + new blood effects.
<syncerror> It's jibs.

LG DMG BACK TO 7?
<syncerror> Not clear yet. I personally like the idea of 7 again.
<syncerror> I think our lower damages are worse for pubs, but 6dmg is better for competition.

GTV?
<syncerror> Not happening
<syncerror> We don't have the time, resources, for either the development or QA.

ANTICHEAT?
<syncerror> We already have VAC in the beta build.

LAST WORDS?
<syncerror> Yeah, most F2P games just close and vanish.
<syncerror> We don't want that to happen to QL.

96%   *Edited by xou at 19:15 BST, 31 July 2015 - 49327 Hits*

First unread comment: by date (#430)

<< Comment #1 @ 00:48 BST, 31 July 2015 >>

By neeple   (Link, Reply)

Thanks for recording all this. Interesting stuff

<< Comment #2 @ 00:54 BST, 31 July 2015 >>

By Teen Queen   (Link, Reply)

If at least half of this turns out to be realized, then QL will be "saved". Although I do expect people to find something to complain about, even when it'll be run like this.

2%

By 🏴 **Memento_Mori** **- Reply to #2** (Link, Reply)

It's unclear to me how much they are fading out. It seems like they are dropping QL, but instead of pulling the plug completely, they are giving the community enough tools to make it survive. Is that correct?

7% *Edited by Memento_Mori at 09:00 BST, 31 July 2015*

By 🔴 **son1dow** **- Reply to #38** (Link, Reply)

Seems so to me too. QL is "free'd", but won't have any new improvements, like ladders :X

By 🇫🇷 **_gory** **- Reply to #70** (Link, Reply)

Bumps > ladders.

By 🇸🇬 **KittenIgnition** **- Reply to #38** (Link, Reply)

QL 3.0 :')

The comeback

By 🏴 **mouse*** **- Reply to #2** (Link, Reply)

" man ql is dead remember when id use to run it? great times man. now we have this shit."

By 🇵🇹 **Anonymous (85.138.167.150)** **- Reply to #94** (Link, Reply)

said no one ever

By 🏴 **mouse*** **- Reply to #180** (Link, Reply)

yet

15%

By 🇵🇹 **Anonymous (85.138.167.150)** **- Reply to #220** (Link, Reply)

q3 flourish when community took over.

will be same for ql

6%

By 🇸🇪 **memph1s_** (Link, Reply)

too late?

13%

By 🏴 **nemecel** **- Reply to #3** (Link, Reply)

Common sense always arrives late, but it's better than never.
We need a solid Q3, accessible worldwide and up to date, for the future generations. The true spirit of competitive FPS gaming must not and I repeat MUST NOT be forgotten like tears in the rain. This is our last chance, our last chance for you to fucking get it. Screw this one buddy and you are FUCKED. Syncerror has on stake the generations of generations of generations of gamers. They either choose to do this right and immortalize the objective pinnacle of competitive gaming accesible forever in perfected, non-limited original format without annoyances, if graphics should be updated to keep it looking fresh then so be it, if matchmaking is needed to make newbs stick then so be it, as long as 1:1 core gameplay is there, or buddies im telling you we are FUCKED. Imagine a future where Q3 is nothing, absolutely

nothing and forgotten by COD's 9000th installment. We must make feel those current AND future kids feel like SHIT, like they are fucking nothing, when they look at Q3/QL matches. We must humble down those big mouth motherfuckers, I hate those fucking stuck up CSGO, COD, LOL... playing idiots and they must be put where they belong: In the shitty, low-skill-tier group. Because if you don't know how to play Q3, you my friend are nothing, you've not even started to walk. These idiots must know that, once upon a time, before socialism arrived into gaming to even the playing field for everyone, true talents battled for intense, unadultered duels that made you literally sweat like a collapsing pig. Q3 shall survive for the eternity as long as entropy allows for it, it is our duty as the choosen ones to not dissapoint mankind with this very important mission.

<< Comment #26 @ 07:55 BST, 31 July 2015 >>

By 🏴 davis-[lats]   - Reply to #25   (Link, Reply)

wow.

5%

<< Comment #29 @ 08:10 BST, 31 July 2015 >>

By 🇵🇱 wrekt   - Reply to #25   (Link, Reply)

Error: The target user can't receive judgements

Edited by wrekt at 08:45 BST, 31 July 2015

<< Comment #55 @ 09:40 BST, 31 July 2015 >>

By 🇿🇦 fnx-za   - Reply to #25   (Link, Reply)

This needs some epic braveheart music behind it or something.

3%

<< Comment #67 @ 10:14 BST, 31 July 2015 >>

By 🇷🇺 johnny83   - Reply to #55   (Link, Reply)

Darude Sandstorm?

20%

<< Comment #64 @ 10:14 BST, 31 July 2015 >>

By 🏴 Anonymous (77.50.236.187) - Reply to #25   (Link, Reply)

should be in bold impact 20 on QL's loading screen

<< Comment #86 @ 11:36 BST, 31 July 2015 >>

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #25   (Link, Reply)

In the shitty, low-skill-tier group

spoken like real q3 player!!!

1%

<< Comment #144 @ 14:24 BST, 31 July 2015 >>

By 🇺🇸 Anonymous (162.115.236.103) - Reply to #25   (Link, Reply)

as much as i agree, people don't like hard video games -- that shit isn't successful in today's market unfortunately

imagine if you were a noob, trying to learn quake -- it must be awful, losing every single duel with nobody to help you learn and grow

don't get me wrong, i wish quake was popular again. when my lan teammate for csgo asked me what i was playing (reflex to warmup @ lan) and i told him it was basically a quake 3 promod remake, he asked "what's quake?"

<< Comment #148 @ 15:05 BST, 31 July 2015 >>

By 🇫🇷 Brainie   - Reply to #25   (Link, Reply)

nemecel president

5%

<< Comment #177 @ 17:36 BST, 31 July 2015 >>

By 🇳🇱 **Anonymous (85.17.24.66) - Reply to #25**   (Link, Reply)

AMEN.

4%

By 🏴 **JPO.Paspao   - Reply to #25**   (Link, Reply)

F**k yeaaaah

3%

By 🇺🇸 **lolograde   - Reply to #25**   (Link, Reply)

I read this in Trump's voice.

1%

By 🏴 **0x5f3759df   - Reply to #25**   (Link, Reply)

and you wonder why you're on probation

By 🏴 **jstn   - Reply to #273**   (Link, Reply)

Some of the Q3 fanaticism on ESR is pretty amazing. I don't see it on this terrifying of a level in many other games/communities. I feel like an anthropologist could get a good article or two out of this forum.

By 🏴 **0x5f3759df   - Reply to #313**   (Link, Reply)

agreed.

By 🏴 **gojira_   - Reply to #25**   (Link, Reply)

Yeah I felt exactly like nem a few times.

By 🏴 **Yakumo   - Reply to #25**   (Link, Reply)

Error: The target user can't receive judgements

By 🏴 **ellehooq - Reply to #25**   (Link, Reply)

wow that is passion

By 🏴 **generic nickname**   (Link, Reply)

pretty informative, have a [+]

quake confirmed at qcon 2016 is fantastic news

5%

By 🆚🅸🅿 **tath   - Reply to #4**   (Link, Reply)

imagine first QuakeCon without Quake.. end of the world!

By 🏴 wem420   (Link, Reply)

Servers run by then community should be interesting. I wonder if they would be as reliable or less.

<< Comment #39 @ 09:02 BST, 31 July 2015 >>

By 🏴 Memento_Mori   - Reply to #5   (Link, Reply)

I suspect it actually means less coverage worldwide, but possibly better servers for regions with enough players.

<< Comment #348 @ 13:59 BST, 2 August 2015 >>

By 🇺🇸 pcfs   - Reply to #5   (Link, Reply)

One thing I liked about the id controlled servers was that there was a certain homogeneity to the servers. I know modders have done great things, but I can also think of games I've played where it just becomes this mess of dumb sound packs and awful 'mods' too. I guess I just prefer a pretty vanilla experience. Look forward to NYC servers and 10 ping again though.

4%

<< Comment #368 @ 18:46 BST, 3 August 2015 >>

By 🇺🇸 Regent   - Reply to #348   (Link, Reply)

I agree. In some old games the pubs all got ruined by stupid mods/bots/maps. Thinking CS1.6, ET and a bunch of others. When a favorite server was full or down, pub hunting was a painful experience.

I hope a universal server setup is adopted for people like us with ranks and decent geographical coverage.

Right now I have a solid selection of duel, ca, and ffa servers to choose from and it's all ranked, stats tracked etc.

<< Comment #6 @ 01:19 BST, 31 July 2015 >>

By 🇵🇹 Gobotz   (Link, Reply)

" I'm told all of our servers are crap, which is why we look forward to turning most of them off. "
lol

6%

<< Comment #133 @ 13:43 BST, 31 July 2015 >>

By 🏴 eburbeck   - Reply to #6   (Link, Reply)

i guess id really does listen to what people are saying

<< Comment #8 @ 01:56 BST, 31 July 2015 >>

By 🇩🇪 Anonymous (217.229.201.34)   (Link, Reply)

wow, lets see how this works out. this is more of an end-date imo

<< Comment #7 @ 01:55 BST, 31 July 2015 >>

By 🇪🇸 Anonymous (85.138.167.150)   (Link, Reply)

september, last id update?

good. private server owners can handle thing better.

but is too late, 10 people care still and id is not profitable now as he say so ql only survive because of lan support.

i hope id care more about this doom4 game and hope syncerror does no run that game.

<< Comment #12 @ 02:36 BST, 31 July 2015 >>

By 🇨🇦 FlashSoul   - Reply to #7   (Link, Reply)

I think you read that wrong.

       \<syncerror\> While we're still profitable

By 🏴 **Anonymous (85.138.167.150) - Reply to #12** (Link, Reply)

number of people play have not change much in passed months. if not profitable in september, then is not profitable now. i know you are smart person, think maybe that a dev cannot say opposite of truth. if he say is not profitable he may lose job. duh

By 🏴 **FlashSoul - Reply to #22** (Link, Reply)

I can understand why you think he could be telling lies. I don't mind that. My reaction was about :

     id is not profitable now as he say so

...because he didn't say so. But maybe I understood incorrectly what you meant. Sorry if that's the case.

By 🏴 **Memento_Mori - Reply to #7** (Link, Reply)

They are profitable for now, but it's possible that the trend is descending and they decided to go this path.

By 🏴 **qwih - Reply to #40** (Link, Reply)

Steam #s have been trending downwards for a while afaik. Certainly the latter trend of nazibots kicking everybody nonstop didnt help and made it so its impossible to play if you are new.

By 🏴 **Memento_Mori - Reply to #43** (Link, Reply)

I missed that. All I saw were CA bots warning that repeated leavers would be banned. Are these also banning players not in the right skill window?

Edited by Memento_Mori at 09:15 BST, 31 July 2015

By 🏴 **qwih - Reply to #45** (Link, Reply)

Not all of them but some do. All of them kick newer accounts even in the right skillrange tho.. And what often happens is: dude tries to join 3 or 4 times, gets moved to spec instantly, repeats coz its not clear whats happening, stacks 3 or 4 "quits" and 0 game finished in 5 secs, gets flagged as a quitter, it's permabanned from the server.
sadly the shuffle is so much worse than the elo one so people will still use it.

thank god there are the team combat servers for noobies

6%

By 🏴 **losty - Reply to #47** (Link, Reply)

I went traveling to come back to my account deleted and someone registering this name in the meantime. Started a new one and keep getting booted even though my elo is boosted. Another month or so and the bots will accept me :(

By 🏴 **Lave - Reply to #45** (Link, Reply)

well i wanted to play some CA last week after Quote a long break,
clicked "play now", multipletimes with these results:
- Server full
- kicked by bot because sub 1900 elo
- kicked by bot because sub 2250 elo
- nach running with full teams & 3 specs
- kicked by bot for a reason i didnt even have time to read (not member of some Clan i think)
- connected to a game in warmup with free slots atlast.

now im not a new player and thus i dont get demotivated by " trying to play quake struggle" easily. But if that was my first atempt at this game.. it'd be my last aswell

1%

<< Comment #169 @ 16:44 BST, 31 July 2015 >>

By 🇵🇱 GogettO   - Reply to #166   (Link, Reply)

Solution: don't play CA, it's not a Quake anyway.

4%

<< Comment #171 @ 16:56 BST, 31 July 2015 >>

By 📈 Lave   - Reply to #169   (Link, Reply)

boring standart answer, you should feel bad

2%

<< Comment #358 @ 01:01 BST, 3 August 2015 >>

By 🔳 Vig1lante   - Reply to #166   (Link, Reply)

Those bots are the main reason Quake's dying. now if they banned Tydeus who came up with that shit in the first place, we'd be all happy by now.

<< Comment #85 @ 11:36 BST, 31 July 2015 >>

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #40   (Link, Reply)

ok maybe yes, but i think they are close to even line

is def not that they are 20,000 in green, maybe 2,000 only. i think they made right call to put end to ql for id own server.

community will do better job

<< Comment #132 @ 13:42 BST, 31 July 2015 >>

By 🗾 M1zzu   - Reply to #7   (Link, Reply)

I just realized that ql is probably one of the more successful projects at that company, bar the new doom, whose success derives from name only.

<< Comment #9 @ 01:59 BST, 31 July 2015 >>

By 🟩 Ephemix   (Link, Reply)

I want people to remember that chances are things will not be 100% smooth in the beginning.

1%   *Edited by Ephemix at 02:01 BST, 31 July 2015*

<< Comment #10 @ 02:11 BST, 31 July 2015 >>

By 🔴 sofiene   (Link, Reply)

Quad-Damage Tournament next year ? :o :o :o

SEE YOU AT QUAKE-CON 2016 !!!!

Also [+] for Gibs

2%

<< Comment #11 @ 02:34 BST, 31 July 2015 >>

By 🇨🇦 FlashSoul   (Link, Reply)

    <syncerror> It's jibs.

Oh no, you didn't!

<< Comment #16 @ 04:03 BST, 31 July 2015 >>

By 🇳🇱 Anonymous (85.17.24.66) (Link, Reply)

¿dedicated servers? (5 years later ok) If id-Software allow the option of dedicated servers would be more international competition. In the next QuakeCon´s, we will see more players and more teams from other countries. Quake Live is currently only for North America and Europe and that's not fair. I'm from Colombia and spent years waiting for this. Great news for quakers communities from Latin America, North Africa and Asia. If this happens, Quake Live will live many more years. My english is bad, sorry.

By 🇲🇽 Gobotz   - Reply to #16 (Link, Reply)

Dedicated servers = Mexicans can buy their own servers.

By 🇳🇱 Anonymous (85.17.24.66) - Reply to #233 (Link, Reply)

You need a girlfriend, stop masturbating :D

By 🇲🇽 Gobotz   - Reply to #245 (Link, Reply)

Do you want a bunch of mexican jumping beans on your server?

I don't fuckin' think so!

By 🇳🇱 Anonymous (85.17.24.66) - Reply to #255 (Link, Reply)

¿Mexico = Colombia? You know how to use Google Maps? LOL !

By 👧 Teen Queen   - Reply to #271 (Link, Reply)

Uhhh yes I do have Google maps and Colombia is still the capital of Mexico. Please educate yourself before talking :S

By 🇳🇱 Anonymous (85.17.24.66) - Reply to #272 (Link, Reply)

Ok retard, you win...

By 🧑 pet_cia_mole (Link, Reply)

If the community takes over with their servers, you will have assholes banning/kicking for stat padding in duels.

Not good at all.

By 🔳 lithz   - Reply to #15 (Link, Reply)

So, people complain when there aren't dedicated servers, people complain when there is? Assholes are kickbanning people already for no reason, it's not gonna change anything.

By 56K 7ep3s   - Reply to #42 (Link, Reply)

ppl complain cuz they can

By 🔳 lithz   - Reply to #81 (Link, Reply)

People asked for dedicated servers for years, now they're getting added... What is there to complain about? :D

<< Comment #93 @ 11:57 BST, 31 July 2015 >>

By 56K 7ep3s   - Reply to #89   (Link, Reply)

i havent been around on esr for long enough to be able to answer this question :D

<< Comment #244 @ 00:30 BST, 1 August 2015 >>

By Anonymous (190.158.119.138) - Reply to #15   (Link, Reply)

This problem is old, It comes from Q1, Q2 and Q3

<< Comment #13 @ 03:29 BST, 31 July 2015 >>

By Venser   (Link, Reply)

I'm not sure quad damage duel is a good idea, Loved it the last time but I don't think many would participate now....

<< Comment #14 @ 03:50 BST, 31 July 2015 >>

By bobwinters   - Reply to #13   (Link, Reply)

At least Tox has a chance to win now...

<< Comment #24 @ 07:07 BST, 31 July 2015 >>

By pet_cia_mole   - Reply to #14   (Link, Reply)

What are you talking about? He's a Tri-Masters Champion.

<< Comment #157 @ 15:43 BST, 31 July 2015 >>

By dadS   - Reply to #24   (Link, Reply)

Tox is Barry potter!

Fucking phones.

Edited by dadS at 15:44 BST, 31 July 2015

<< Comment #163 @ 16:08 BST, 31 July 2015 >>

By sofiene   - Reply to #13   (Link, Reply)

Remember : not only QL players will participate, those who like QW, Q2 and Q4 might participate aswel.

<< Comment #205 @ 19:43 BST, 31 July 2015 >>

By johnny83   - Reply to #163   (Link, Reply)

Purri for example.

<< Comment #268 @ 02:02 BST, 1 August 2015 >>

By sofiene   - Reply to #205   (Link, Reply)

Exactly !

<< Comment #379 @ 18:20 BST, 4 August 2015 >>

By Lave   - Reply to #268   (Link, Reply)

or rather
Purri. period.

4%

<< Comment #431 @ 19:53 BST, 28 August 2015 >>

By Smilecythe   - Reply to #379   (Link, Reply)

Would love to see some Damiah vs Purri action once again.

1%

<< Comment #17 @ 04:07 BST, 31 July 2015 >>

By poros1ty   (Link, Reply)

How about removal of item timers and universal ammo packs? Loadouts going away is a good start but not a complete reversal of their dumb down of FFA.

1%

<< Comment #28 @ 08:06 BST, 31 July 2015 >>

By Anonymous (200.43.242.192) - Reply to #17 (Link, Reply)

FFA was always dumb.

<< Comment #41 @ 09:06 BST, 31 July 2015 >>

By Memento_Mori - Reply to #28 (Link, Reply)

WTF? FFA is an awesome mode, and probably the most fun if you are playing solo/pub.

22%

<< Comment #50 @ 09:36 BST, 31 July 2015 >>

By amOKchen - Reply to #41 (Link, Reply)

It was nice before loadouts and COD weapon :)

<< Comment #54 @ 09:40 BST, 31 July 2015 >>

By Memento_Mori - Reply to #50 (Link, Reply)

He's saying 'always dumb'. Burn him!

<< Comment #69 @ 10:17 BST, 31 July 2015 >>

By johnny83 - Reply to #54 (Link, Reply)

FFA still need to remove HMG.

3%

<< Comment #314 @ 18:23 BST, 1 August 2015 >>

By jstn - Reply to #41 (Link, Reply)

'Fun' and 'Dumb' are far from mutually exclusive. :)

I love FFA and it's all I play in QL anymore, but it is pretty dumb most of the time. Even more so with loadouts and ammo packs. Timers I don't mind so much in FFA because timing is boring and not fun imo, and FFA should be all about whatever is most fun.

Edited by jstn at 18:24 BST, 1 August 2015

<< Comment #56 @ 09:40 BST, 31 July 2015 >>

By Pineapple Pizza! - Reply to #17 (Link, Reply)

"this is the apology update" makes me think those will also get nuked.

<< Comment #18 @ 04:24 BST, 31 July 2015 >>

By imdaniel (Link, Reply)

"<syncerror> But I imagine that the majority of the servers in the future will be hosted by players/community.
<syncerror> End of our reign, beginning of the communities"

Can't wait to be banned from most public user made servers...
Let's hope they don't allow perma ban from user made servers. If they could keep the admin rights as they are now this would be ok. That and allow us to set the server snap rate sv_maxFPS or w/e it was, up to 100 or something.

<< Comment #23 @ 07:07 BST, 31 July 2015 >>

By pet_cia_mole - Reply to #18 (Link, Reply)

They already have a Clan Arena bot that auto-kicks/bans new users when joining someones spawned server.

<< Comment #19 @ 05:06 BST, 31 July 2015 >>

By zlr (Link, Reply)

7 years too late.

<< Comment #20 @ 05:58 BST, 31 July 2015 >>

By 🏳️ kdawg - Reply to #19 (Link, Reply)

At least he's getting down to brass tacks. That's worth something.

<< Comment #21 @ 06:18 BST, 31 July 2015 >>

By 🔳 Vig1lante (Link, Reply)

yea the Quad Damage tournament was what they been talking about for a while now (at least thats what i know)

<< Comment #27 @ 08:03 BST, 31 July 2015 >>

By 🇬🇧 Disrepute (Link, Reply)

The Quad Damage tournament was a laugh last time they did it, but an awful idea at this point.

Why run a successful team based event then drop it instantly for the numbers limiting duel. On top of that make it so players have to be good in all 4 dead games.

19%

<< Comment #30 @ 08:16 BST, 31 July 2015 >>

By 🦊 xou - Reply to #27 (Link, Reply)

Biased TDM lover ! :)

2%

    << Comment #32 @ 08:24 BST, 31 July 2015 >>

    By 🇬🇧 Disrepute - Reply to #30 (Link, Reply)

    Yep :)

    But even if we ignore teams. Having duel over 4 very different games that are all dead makes no sense at all.

6%

        << Comment #34 @ 08:44 BST, 31 July 2015 >>

        By 🦊 xou - Reply to #32 (Link, Reply)

        I couldn't agree more.

        But I don't think QuakeCon has ever aimed at being a serious/competitive event. It's more about fun with cashprize.

            << Comment #52 @ 09:39 BST, 31 July 2015 >>

            By 🇨🇭 Memento_Mori - Reply to #34 (Link, Reply)

            I think anyone who went there can confirm this year was a lot of fun. Actually, my experience is that team modes improve the fun of events by an order of magnitude. And I mostly care about duel results.

14%

                << Comment #62 @ 10:04 BST, 31 July 2015 >>

                By 🇬🇧 Disrepute - Reply to #52 (Link, Reply)

                Exactly!

            << Comment #234 @ 22:42 BST, 31 July 2015 >>

            By 🔲 Gobotz - Reply to #34 (Link, Reply)

            if its fun and cash prizes why can't i ever join the duel tourney.... seems it's only reserved for pros.

        << Comment #57 @ 09:46 BST, 31 July 2015 >>

        By 🟩 Dird - Reply to #32 (Link, Reply)

        It'd be better if they just replaced the quad cup with a CS:GO tournament but I don't see that happening

By 🇨🇭 Memento_Mori - Reply to #27   (Link, Reply)

As much as I love duel, I agree with this.

I think the major flaws of this tournament was the Swiss System. I think it worked okish for teams as there were no real fuckup/surprises, but mostly because of luck. In duel, it became pretty obvious something was definitely broken. Now that players are aware of the flaws, they would throw matches early on, to get easier opponents later.

The way I would fix things would be:

- Keep the 3 disciplines (CTF, TDM, Duel)
- Keep the matches as 3 maps with points per map and per win.
- Change the way seedings are applied, and go back to a 1 vs 16, 2 vs 15, etc.. (this was the real fuck up).
- Distribute money across top teams, so that last round has more than 1 meaningful match.

If there can still be 40K prize purse, this would make it an awesome tournament, imho.

18%

By 🇩🇪 weltschmerz   - Reply to #51   (Link, Reply)

And don't force duellers to participate in team games, or ctf teams in tdm and vice versa. People should be allowed to focus on what they want to play.

5%

By 🇳🇱 Anonymous (85.17.24.66) - Reply to #109   (Link, Reply)

Totally agree !

By 🏴 rehepapp   - Reply to #51   (Link, Reply)

And make it team duel!

7%

By 🇦🇺 Fraze   - Reply to #112   (Link, Reply)

Winners league style tbh, so I can be like flash and knock out all 4 opponents? ;DD

9%

By 🇪🇪 zaggs   - Reply to #51   (Link, Reply)

The swiss worked perfectly, in my view the only thing wrong was that we didn't have enough rounds, and I would have liked to see a 4+ player playoff in duel. Because of staggered rounds there was a lot of confusion about points as it was happening. The theory that playerd should be throwing a map to get easier pairings is really dumb, if evil had done this he would not have made the final, not to mention it can totally wreck your buckholdz score if the person you threw to loses out. I would have been fine with a chance/rapha final, but that's why you play out all the rounds right? The reason challenge does seeds the way it does it to make throwing maps in hopes of gaiming the swiss incredibly risky...

1%   *Edited by zaggs at 16:40 BST, 31 July 2015*

By 🇨🇭 Memento_Mori   - Reply to #164   (Link, Reply)

Of course if everyone plays everyone then it's good, but with limited rounds it's pretty bad.

I guess what made it obvious to evryone is Chance's case. He won his fist match easily (like many in round 1). Then he lost 0-3 to Rapha. Because of that he then faced two easy opponents, beating them and ending up with 15 points above everyone except Rapha and Evil who still had to play.

And it's just fortuitous that they did exactly the score that would put them both above him. Without that score, chance would have been second, and would have played on stage, with no achievement inthe tournament justifying it.

By 🏴 zaggs — Reply to #170 (Link, Reply)

Right, if evil had lost 0-3 he would have the same record vs. Rapha as chance, chance beat the other common opponent he had with evil (vodkax) much more convincingly. Evil by his own admission played his first 2 rounds somewhat poorly. Chance played every round well enough to earn that spot in the finals if evil didn't play to his potentlal..

1%

By 🇨🇦 FlashSoul — Reply to #183 (Link, Reply)

It's not a great strategy but Memento_Mori isn't the first to think of it.

https://en.wikipedia.org/wiki/Swiss_Gambit#Other_uses

1%

By 🇩🇪 scowl — Reply to #183 (Link, Reply)

　　chance beat the other common opponent he had with evil (vodkax) much more convincingly

That's debatable. Chance won his first map against vodkax with a 2 frag difference, while evil's closest map against vodkax had a 4 frag difference. In other words, chance was closer to losing a map against vodkax than evil was.

Also, you shouldn't fixate on evil alone. Chance also placed above dahang and cooler. However, dahang had to beat cooler and cypher; and cooler had to beat fazz and tox.

　　Chance played every round well enough to earn that spot in the finals if evil didn't play to his potentlal.

The point is, a fifth round would have been necessary in order for chance to prove that he can beat another top8 player. In the four rounds played, the best opponent that chance beat was Bronson (who placed 11th), and the best player that Bronson beat was dkt (who placed 10th). Clearly, 4 rounds weren't enough to pair up chance against two players seeded #1 to #8, while everyone else in the top8 had to play two strong opponents.

Edited by scowl at 08:55 BST, 2 August 2015

By 🇵🇱 Pawulon — Reply to #51 (Link, Reply)

I would say that a full-fledged Duel tournament would be preferable (instead only 4 round in Swiss System). We missed Clawz, Strenx, Spartie, Dem0n, Pavel, Zero4 and more. We missed many good potential matchups. IMO it would be cool to have 2x group stages and then 4/8 players playoffs, though it would take many matches and couldn't be made in ine day I'm afraid.

2%

By 🎌 daytripper — Reply to #51 (Link, Reply)

　　In duel, it became pretty obvious something was definitely broken. Now that players are aware of the flaws, they would throw matches early on, to get easier opponents later.

For duel, the pairings for the first round were top half vs bottom half.
For the second & third round it was random (or hand picked).
For the last round it wast 1st vs 2nd, 3rd vs 4th etc.

By 🇸🇪 fazz — Reply to #27 (Link, Reply)

There will be a team tournament in Doom4 I'm sure.

3%

By 🏴 zaggs — Reply to #191 (Link, Reply)

i hope so man. based on what we saw at qcon it has the potential to be a really fun game, even if its competitive life-cycle is more like quake 4 or doom 3 than quake 3.

1%

<< Comment #33 @ 08:43 BST, 31 July 2015 >>

By 🇫🇷 Grota (Link, Reply)

At least make the quad damage tourney bo5 with all 5 quakes

1%

<< Comment #87 @ 11:44 BST, 31 July 2015 >>

By 🇸🇪 *creep   - Reply to #33 (Link, Reply)

There's 6 quakes

*Edited by *creep at 11:45 BST, 31 July 2015*

<< Comment #118 @ 13:14 BST, 31 July 2015 >>

By 🟩 Dird   - Reply to #87 (Link, Reply)

QW to Q1 is like CPM to Q3

<< Comment #120 @ 13:19 BST, 31 July 2015 >>

By 🇸🇪 *creep   - Reply to #118 (Link, Reply)

ET:QW

<< Comment #128 @ 13:35 BST, 31 July 2015 >>

By 🟩 Dird   - Reply to #120 (Link, Reply)

if a game was released in a forest and nobody was around to play it, does it really count?

<< Comment #130 @ 13:40 BST, 31 July 2015 >>

By 🇸🇪 *creep   - Reply to #128 (Link, Reply)

No. But etqw was not released in a forest and people did actually play it. your point being?

<< Comment #214 @ 20:24 BST, 31 July 2015 >>

By 🎮 triforce   - Reply to #130 (Link, Reply)

how are you going to play 1v1 in etqw

<< Comment #218 @ 20:47 BST, 31 July 2015 >>

By 🇸🇪 *creep   - Reply to #214 (Link, Reply)

one player join each team, not hard math. BUT... did I ever suggest this "version" of quake to make it into next quakecon?

spoiler

<< Comment #224 @ 21:26 BST, 31 July 2015 >>

By 🎮 triforce   - Reply to #218 (Link, Reply)

etqw is only a quake game by name and art theme, its actually an enemy territory game by nature and gameplay.

<< Comment #129 @ 13:37 BST, 31 July 2015 >>

By 🟦 douille   - Reply to #120 (Link, Reply)

Is neither a quake or an ET

<< Comment #131 @ 13:41 BST, 31 July 2015 >>

By 🇸🇪 *creep   - Reply to #129 (Link, Reply)

Then what is it?

By 🇫🇮 duumed   - Reply to #131   (Link, Reply)

shittier battlefield

By 🇩🇰 BruceLeet   (Link, Reply)

Of course he's joking in half of what he's saying eg. "Quad Damage Duel " - no way haha :D - But I sure hope they'll focus primarily on the duel mode this time, although admittedly flag/quad-runs CAN be somewhat entertaining to watch sometimes.

Regarding the servers. I've never had any issues with them, and I don't hope they intend to shut them down because of people complaining about them, although it would certainly make their infrastructure easier to maintain. I hope it's just a bad excuse, and I do of course see an economic gain from their perspective, which is understandable.

Anyways.. letting us host our own servers, online and on LAN, is probably one of the best news for a long time. And luckily I have 2 fiber connections and a beast of a server running on 0.01% resources, so I'm just hoping it'll be possible to host a dedicated QL server in Linux that doesn't take up any more resources than it absolutely has to.

About stats. If they offer a Web Api, it'll be easier than pie to fetch data from it and make it look nice on a skinny website, like Qlranks, so fear not in this regard. I'm sure Qlranks will quickly adapt since db lookups is handled exclusively by the API, only leaving a few things for the web developer; requesting and using those data to present information to the user.

Thanks for your c/p skills. Great read - septemberish, at least we're now a little closer to a release date. :-)

1%   *Edited by BruceLeet at 09:06 BST, 31 July 2015*

By 🇩🇰 GEKKO-   - Reply to #35   (Link, Reply)

I am pretty sure "Quad Damage Duel" is just the tournament name due to the quintet of Quake titles, just like it this year was the "Trimaster Tournament" :>

1%

By 🇨🇭 Memento_Mori   (Link, Reply)

Does this mean, no more Pro subscription?

By 🇮🇹 qwih   - Reply to #36   (Link, Reply)

And i guess people wont be able to make servers with it?

By 🏴 Slajer   - Reply to #36   (Link, Reply)

They might keep that since renting a root server or just a game server can still be more expensive than a pro subscription.

1%

By 🇨🇭 Memento_Mori   - Reply to #63   (Link, Reply)

<syncerror> There are better things we could be doing than maintaining a fragile infrastructure for a 16 year old game.

Isn't 'maintaining a fragile infrastructure' exactly about this?

By 🇷🇺 Slajer   - Reply to #72   (Link, Reply)

yes, but he also said:
<syncerror> But I imagine that the majority of the servers in the future will be hosted by players/community.

I guess it pretty much depends on how much longer people are willing to pay for subscriptions.
They will however release dedicated servers anyway.

My guess is that they will only be available via steam tools tho, since it's much cheaper to let steam host everything.

1%

<< Comment #210 @ 19:56 BST, 31 July 2015 >>

By 🇳🇱 Weird   - Reply to #72   (Link, Reply)

it's kinda strange that 16 years ago there was no infrastructure... And no QL for that matter.

QL is only 6 years old, as is the infrastructure.
TCP/IP didn't change much ;)

1%

<< Comment #280 @ 04:57 BST, 1 August 2015 >>

By 🇺🇸 wem420   - Reply to #210   (Link, Reply)

Word.

<< Comment #44 @ 09:13 BST, 31 July 2015 >>

By 🇨🇭 Memento_Mori   (Link, Reply)

Made it major news, as I think many are interested in this.

7%

<< Comment #46 @ 09:19 BST, 31 July 2015 >>

By 🦊 xou   - Reply to #44   (Link, Reply)

Forgot the Category :)

<< Comment #49 @ 09:30 BST, 31 July 2015 >>

By 🇨🇭 Memento_Mori   - Reply to #46   (Link, Reply)

Oh god, sorry. I must have done it dozens of times by now.

<< Comment #48 @ 09:27 BST, 31 July 2015 >>

By magadog   (Link, Reply)

WTH WTH WTH, QUAD DAMAGE TOURNEY?

QUAD DAMAGE TOURNEY?

NO

They really had something this year with the teams, it just could be tweaked. Now that a lot of the duelers are better at ctf and tdm, next year should be better. But now it's going to be dropped completely for games no one plays or cares about? WTF

I HOPE THAT IS A TITTY-FUCKING JOKE

Maybe take the two team modes and have each team play one map vs another team in each mode, double elim and then the quarter finals on up are full out BO3's with a cash prize at end

Then the better your team does in the team tourney the more money a dueler can win in the duel cup or something. Like if you get first in TDM and CTF you get 3x your duel reward or something and everyone that played on team competes in duel as well.

The rest sounded pretty good about giving the game to the community.

12%   *Edited by magadog at 09:32 BST, 31 July 2015*

<< Comment #61 @ 09:57 BST, 31 July 2015 >>

By 🇵🇹 neeple   - Reply to #48   (Link, Reply)

As much as I love the Quad Damage Tournament, I think I'd like to see another triathalon again too. This one was a lot of fun and the buildup to the event with all the teams forming and changing and drama and practice streams was great

Some of the CTF and TDM games were insane

21%

By 🇩🇰 amOKchen   (Link, Reply)

I am scared and intrigued at the same time.
Will be intersting, hope it will work out well.

Hope stats wont die with this, eventhough many people hate on it. Statistics and matchstatus is important for any game.

By 🇨🇭 Memento_Mori   - Reply to #53   (Link, Reply)

It's funny eh? People have been bitching about how id has handled QL for years, but it's somewhat scary now the return to the wild west.

By 🏴 obi   - Reply to #53   (Link, Reply)

scaretrigued

Edited by obi at 18:38 BST, 31 July 2015

By 🇩🇪 Kaldur   (Link, Reply)

So there wont be any matchmaking? Pretty disappointing

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #66   (Link, Reply)

sponge say is too hard

By 🏴 Dird   (Link, Reply)

They already did Quad Cup a few years ago

I hope Quakecon 2016 can be PQL 1v1 and PQL CTF cups

By 🇮🇹 J4sper   (Link, Reply)

The prediction code? Will change that too? :)...

P
L
E
A
S
E

By 🇮🇹 Insaccato   - Reply to #65   (Link, Reply)

?

By 3P illiterate   (Link, Reply)

no gtv?

guess we gonna be stuck with stream for decades to come :(((((((((((

By 🏳 Slajer (Link, Reply)

<syncerror> Yeah, most F2P games just close and vanish.
<syncerror> We don't want that to happen to QL.

Well TF2 is very successful.. so you just need hats and weapons with custom skins :)

I'm still amazed at how much money people spend for ingame items. Altho that wouldn't work for quake community.. i doubt anyone would care.
Unless.. the top players got a few cool looking items for free.. then the fanboys would most likely follow.

By 🚩 son1dow (Link, Reply)

I just really wish they gave somebody the green light to code ladders :(

6%

By 🇫🇷 Anonymous (88.169.47.171) (Link, Reply)

Still no GNU/Linux client?

By ◼ nsx0r   - Reply to #78 (Link, Reply)

why would you use linux if you want to play games?
it's like buying a boat and keep complaining it doesn't fly.

By 🏳 Slajer   - Reply to #80 (Link, Reply)

Well Quake was known for having linux support

And i know he is talking about client version.. but i would still like to mention that most quake servers were actually running on linux

By 🇩🇪 weltschmerz   - Reply to #83 (Link, Reply)

Linux support was the primary reason I started playing id games to begin with. Worked great with all the dooms and quakes. Often also more robust and performant than the windows versions.

9%

By 🇷🇺 Anonymous (93.73.34.215) - Reply to #114 (Link, Reply)

id quake-wise was over even before Carmack left.
it's at least 10 `time to let go` years already.

By 🇺🇸 Meph1stoo   - Reply to #80 (Link, Reply)

How is that a fair comparison? Aren't there 1000+ games that run on Linux, including all pre-rage Id titles? Hell even ql ran on Linux and Linux support was dropped because awesomium is windows only. Ql running on Linux isn't like a boat trying to fly, but Ql not running on linux is like a boat that is banned from the water for whatever stupid reason

Edited by Meph1stoo at 13:34 BST, 31 July 2015

By 🇵🇱 Lam   - Reply to #127 (Link, Reply)

1. Awesomium isn't Windows-only.

2. You don't need Awesomium to play. You can have external game browser which runs QL +connect. There already are several community apps that utilize this on Windows/WINE. [1]

3. Because of some dependencies in the build system, a stripped Linux client like I described is/was still built, probably not needing too much work to make it able to connect to servers from the console. [1]

4. Sponge only pretends he's not nice to us. In reality, he tries to keep his changes least intrusive/reversible/portable, so one day a Linux client is easier to bring back if someone makes that decision.

[1] Understandably, a fucked up client like that can't be released as official client with support. But in the past (Q3,Q4,D3), there always were unofficial builds. That's why we all play id Software games.

So again: it's possible and easier than ever before to make available basic Linux and OSX clients that would connect to the Steam QL servers.

<< Comment #197 @ 19:06 BST, 31 July 2015 >>

By Meph1stoo   - Reply to #187   (Link, Reply)

I'm fully aware that you can play without awsomium, I do it every day.

What has changed so drastically on 11.9.2014. That Linux was dropped? Why didn't they just compile the Linux binary and released it for us to figure out how to make a browser?

I asked sync in twitch chat will they ever give us a Linux binary to use with already functional browser made by FX and he said that they will never cater to alternative launchers

<< Comment #282 @ 07:00 BST, 1 August 2015 >>

By Lam   - Reply to #197   (Link, Reply)

Yes, that was a decision they made and it made more sense for the standalone.

But maybe it's worth rethinking for Steam?

<< Comment #284 @ 07:49 BST, 1 August 2015 >>

By Meph1stoo   - Reply to #282   (Link, Reply)

I sincerely hope so

<< Comment #73 @ 10:30 BST, 31 July 2015 >>

By syncore   (Link, Reply)

The new server functionality is really nice. From what I've played around with, the way that stats and rcon are now handled opens up tons of possibilities for community projects (one quick simple example: think pickups without using shitty IRC bots from 1999 similar to tf2 lobbies)

Edited by syncore at 10:35 BST, 31 July 2015

<< Comment #77 @ 10:36 BST, 31 July 2015 >>

By Memento_Mori   - Reply to #73   (Link, Reply)

Are there any details?

<< Comment #235 @ 22:45 BST, 31 July 2015 >>

By syncore   - Reply to #77   (Link, Reply)

zeromq is integrated into the game engine. You can use your language of choice to listen to and send messages from outside of the game. So I can control my server from a python script, or a bot, or website, etc. Each server also has a stat feed through zeromq. The stats provided by each server look like this (shared with sponge's permission). In fact, the linux dedicated server binaries come with two stats and rcon python scripts for reference. Using the Steam API it is not inconceivable that lobbies could be set up and what not. Or on-demand server spawning etc.

18%   *Edited by syncore at 22:47 BST, 31 July 2015*

<< Comment #74 @ 10:30 BST, 31 July 2015 >>

By stripy   (Link, Reply)

tnx for the info SyncError, nsx0r

By 😎 stripy (Link, Reply)

so guess i'll finally have to make a steam acc. been resisting for over 10 years:)

By 🇵🇱 Slajer   - Reply to #75 (Link, Reply)

So you're gonna be a noob!

By 🇵🇱 Xsi (Link, Reply)

I hope he is talking about linux/unix dedicated servers... ?!?

btw if most of this happens I will reconsider my support for this game.

11%

By 🎮 mdv (Link, Reply)

and these ideas only took them ...2 years?

By 🇵🇱 Xsi   - Reply to #88 (Link, Reply)

more like 7

4%

By stfu lithz (Link, Reply)

apology update for what?

By 🖼 pacmanpl   - Reply to #90 (Link, Reply)

???

By stfu lithz   - Reply to #110 (Link, Reply)

<syncerror> [...] this is the apology update.
<syncerror> Hope you accept it.

By 🇸🇪 *creep   - Reply to #113 (Link, Reply)

For the uber megs shitty loadout/steam update that everyone hated. ffa is still in ruins and ctf.. get well soon.

By 😡 neeple (Link, Reply)

   <syncerror> It's Q3 gibs + new blood effects.

I can already hear the whiners bitching about how the gibs arent the same

Some of the changes sound great. Especially the removal of loadouts. I wonder how well the community will pick up the slack regarding servers.

It almost sounds like they are packing Quake Lives bags ready to send him off into the wilderness. I wonder what Sync and Sponges focus will be if QL doesnt take up

much of their time anymore after this

<< Comment #97 @ 12:03 BST, 31 July 2015 >>

By 🔳 lithz   - Reply to #92   (Link, Reply)

The gibs are the same, the blood isn't. Blood as in the current impact sparks kind of trail.

<< Comment #303 @ 13:29 BST, 1 August 2015 >>

By 🖼 M1zzu   - Reply to #97   (Link, Reply)

source? that would mean the "gibs" are just a few beige blobs with sparks.

<< Comment #306 @ 14:23 BST, 1 August 2015 >>

By 🔳 lithz   - Reply to #303   (Link, Reply)

Don't think there'll be sparks with the gibs, either will be optional though I guess. They'll probably have reworked it a little to make it more HD too. Just assumptions, no source.

<< Comment #260 @ 01:01 BST, 1 August 2015 >>

By 🔳 daytripper   - Reply to #92   (Link, Reply)

How they did the blood was what made it awesome.
So they're giving back gibs but making it shitty... can't say I'm surprised anymore.

Also neeple: this naive happy fun time optimism, where is it coming from?

<< Comment #402 @ 19:16 BST, 11 August 2015 >>

By 🔴 Yakumo   - Reply to #260   (Link, Reply)

Interesting baseless assumption

<< Comment #409 @ 18:45 BST, 12 August 2015 >>

By 🔳 daytripper   - Reply to #402   (Link, Reply)

But you saw into the future?

I'm just looking at their track record and reacting to mindless optimism.

<< Comment #95 @ 11:58 BST, 31 July 2015 >>

By 🟦 mouse*   (Link, Reply)

quake is ... preserved!

<< Comment #96 @ 12:03 BST, 31 July 2015 >>

By 🖼 pacmanpl   (Link, Reply)

       <syncerror> It's jibs.

FU

<< Comment #99 @ 12:20 BST, 31 July 2015 >>

By ◼ nsx0r   - Reply to #96   (Link, Reply)

teeeeeehehehhehehehehehehehe

<< Comment #101 @ 12:29 BST, 31 July 2015 >>

By 🇿🇦 fnx-za   - Reply to #96   (Link, Reply)

http://i.imgur.com/0zp0Uin.gifv

same applies to Gibs

edit: maybe I'm wrong on this one, seeing as gibs is short for giblets (pronounced jiblets), but I've always said gibs.

I don't know anymore, my life has been a semi enjoyable lie ;___;

18%

By ▨ nsx0r   - Reply to #101   (Link, Reply)

or as funnyb says "yibs"

3%

By 🏴 Lorfa   - Reply to #101   (Link, Reply)

It's unfortunate because there are words where the J sound is like, not negotiable. Otherwise I wish it was always a 'g' sound.

gin
giant
giblet
ginger

Then there are words with 'gib' in them, that are pronounced with the 'g' sound:

gibbon
gibbous

imo 'gib' is pronounced with the 'g' sound, and so is gif. Otherwise it's just adding to the irregulars for no good reason.

By 🇮🇹 qwih   - Reply to #101   (Link, Reply)

following his own reasoning he should call it Gee I Eff.

By 🇬🇧 Oleedee   - Reply to #101   (Link, Reply)

guna hav to rename cg_gibs then, syncy you fuking tart

By 🏴 solobeNNN   (Link, Reply)

Heres a 10/10 DLC idea: Green LG beam $4.99

sync PM me for my paypal info

By 🇵🇱 Tebeg   - Reply to #98   (Link, Reply)

Pink LG. And Cooller as voice announcer. And tons of other shit.

23%

By 🏴 solobeNNN   - Reply to #100   (Link, Reply)

Trolling aside I would actually pay for cooller announcer

32%

By 🇵🇱 Tebeg   - Reply to #103   (Link, Reply)

You're not the only one.

3%

<< Comment #173 @ 17:05 BST, 31 July 2015 >>

By 🇬🇧 losty   - Reply to #103   (Link, Reply)

Levelling the scores while out of control... "zis is rapha"

3%

<< Comment #107 @ 12:48 BST, 31 July 2015 >>

By 56K 7ep3s   - Reply to #100   (Link, Reply)

FREEZE POLICE

16%

<< Comment #160 @ 15:48 BST, 31 July 2015 >>

By 🇵🇱 Tebeg   - Reply to #107   (Link, Reply)

Oh god, Dan Moroz as voice announcer o.0 My wallet would be empty so quickly.

13%

<< Comment #105 @ 12:46 BST, 31 July 2015 >>

By 🇲🇩 Ffleri   (Link, Reply)

quake5?

6%

<< Comment #106 @ 12:47 BST, 31 July 2015 >>

By 🇿🇦 fnx-za   - Reply to #105   (Link, Reply)

Let's not get ahead of ourselves just yet :P

<< Comment #156 @ 15:39 BST, 31 July 2015 >>

By 🏴 donka   - Reply to #105   (Link, Reply)

for at least couple of years, then go back to Q3

Edited by donka at 15:40 BST, 31 July 2015

<< Comment #242 @ 00:19 BST, 1 August 2015 >>

By 🇨🇦 FlashSoul   - Reply to #105   (Link, Reply)

QL 5.0

<< Comment #291 @ 10:48 BST, 1 August 2015 >>

By 🇵🇱 Pawulon   - Reply to #242   (Link, Reply)

QL 6.66b

<< Comment #108 @ 12:49 BST, 31 July 2015 >>

By 🌐 tony   (Link, Reply)

thx syncerror and quakelive staff

<< Comment #111 @ 12:53 BST, 31 July 2015 >>

By 🏴 NinjasInPyjamas   (Link, Reply)

<syncerror> But we're not allowed to sell it in Germany due to the current rating of QL.

cya life.

<< Comment #116 @ 13:03 BST, 31 July 2015 >>

By 🇩🇪 weltschmerz   - Reply to #111   (Link, Reply)

Yeah what's wrong with the germans? Killing millions of people ok but a little computer blood makes them freak out. They SUCK!

<< Comment #125 @ 13:29 BST, 31 July 2015 >>
By 🇸🇪 *creep   - Reply to #111   (Link, Reply)
o/

<< Comment #115 @ 13:00 BST, 31 July 2015 >>
By 🇵🇱 kaboom   (Link, Reply)
why so late? most of these changes we needed a few years ago

<< Comment #119 @ 13:15 BST, 31 July 2015 >>
By 🇩🇪 weltschmerz   - Reply to #115   (Link, Reply)
They're presumably phasing out what technically would be competition to their upcoming game(s).

<< Comment #185 @ 17:49 BST, 31 July 2015 >>
By 🇬🇧 earth_quake   - Reply to #119   (Link, Reply)
lol :D

if you wanted to make a competitor to quake, a new quake would be the best thing to do.

I cannot see any chance that id are going to make a new AFPS of this scale.

<< Comment #186 @ 17:54 BST, 31 July 2015 >>
By 🇩🇪 weltschmerz   - Reply to #185   (Link, Reply)
With regard to entire fps noobs or noobs already playing quake and ready to jump ship at first notice, obviously. That anonymous crowd that brings in the profits, you know. I wasn't particularly thinking of cypher there. LOL.

<< Comment #204 @ 19:38 BST, 31 July 2015 >>
By 🇬🇧 earth_quake   - Reply to #186   (Link, Reply)
what are you on about? :D

<< Comment #206 @ 19:43 BST, 31 July 2015 >>
By 🇩🇪 weltschmerz   - Reply to #204   (Link, Reply)
Enlightenment and serenity.

<< Comment #212 @ 20:15 BST, 31 July 2015 >>
By 🇵🇱 noctis   - Reply to #206   (Link, Reply)
Serenity was cancelled, even Romero has moved on.
4%

<< Comment #215 @ 20:26 BST, 31 July 2015 >>
By 🇩🇪 weltschmerz   - Reply to #212   (Link, Reply)
You guys were awesome.

<< Comment #297 @ 11:55 BST, 1 August 2015 >>
By 🇬🇧 earth_quake   - Reply to #215   (Link, Reply)
And you make no sense!

<< Comment #117 @ 13:08 BST, 31 July 2015 >>
By 🇸🇪 cribba   (Link, Reply)
Why did they add the HMG and not the Chaingun to normal game modes? if the Chain had longer startup similar to Q2 it would serve as a nice weapon with different

properties, unlike the HMG which is just a more powerful MG.

Are we going to see classic Threewave CTF in the future? even TF2 has grapples and runes now.. maybe even the Power shield?

7%

By 🇵🇱 Tebeg - Reply to #117 (Link, Reply)

I'd love to see runes back! As an option for custom servers would be decent.

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #161 (Link, Reply)

now new server owners can add it back i think?

By 🇵🇱 Tebeg - Reply to #178 (Link, Reply)

I have no idea.

By 🐱 nex1 - Reply to #117 (Link, Reply)

HMG was meant to be a fedora tip toward CS newbs.

Only it ended up as a caricature of a real weapon.

The awkward generic shape (the iron sights lol) and the farting sound when fired makes it comical.

By cl0ck (Link, Reply)

Will there be a team-game tournament as well?

By nYshak (Link, Reply)

There's good and there's bad things in this plan.

What about modding the game? After all, what most people remember so fondly isn't vanilla Q3 either. It was OSP / CPMA that brought tons of usability improvements and additions to the game. Now it sounds like we get to run our servers, but no mods. Or how would VAC treat any mod?

By lithz - Reply to #123 (Link, Reply)

What kind of additions?

By nYshak - Reply to #124 (Link, Reply)

http://orangesmoothie.org/tourneyQ3A/

By 🦊 xou - Reply to #142 (Link, Reply)

Kinda sad to see this website still alive, while promode.ru is gone :(

By 🇷🇺 johnny83 - Reply to #142 (Link, Reply)

Time flies but orangesmoothie site still like 17 years ago.

By 🇵🇱 dehumanizer (Link, Reply)

<syncerror> Private servers can run custom maps, via Steam Workshop.

D E F R A G
E
F
R
A
G

Edited by dehumanizer at 13:31 BST, 31 July 2015

By 🖼 megaman3 - Reply to #126 (Link, Reply)

custom maps =/ custom mods =/ custom Q3 mods

Despite the upcoming changes, Q3 will still be much superior than QL in terms of features and content, so the Defrag and CPM communities will stay in Q3.

By 💀 kodisha - Reply to #126 (Link, Reply)

hmmm...

They will have to modify Race mod a bit in order to use good ol' DeFRaG maps.

In DF you have start&end line, in Race you need to hit exact point to register time.

At least, to my knowledge, there might be something I don't know?

By 🇬🇧 earth_quake - Reply to #231 (Link, Reply)

But you would just add a start and finish checkpoint (maybe 'checkpoint' would be made into a line) - rather than having checkpoints at intervals to mark the route - like in ctf maps

By 🇵🇱 Nalipotanka (Link, Reply)

And Sync again didnt mention are they working or at least have a plans for new Quake. :(

By 👁 neeple - Reply to #134 (Link, Reply)

A while ago on stream Sync said that his current project is the next quake game. Take from that what you will

By 🇵🇱 Nalipotanka - Reply to #141 (Link, Reply)

Wow, I hope so! :)

By 🖼 daytripper - Reply to #143 (Link, Reply)

I hope NOT. He's done enough damage.

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #143 (Link, Reply)

2 quake games in a row that fail? should not be given 3rd opportunity.

can someone explain why he is only person who can do job? why id not hire someone else?

By 🖼️ Teen Queen   - Reply to #257   (Link, Reply)

You just need a scapegoat

Edited by xou at 13:39 BST, 1 August 2015

By 🏴 Anonymous (85.138.167.150) - Reply to #258   (Link, Reply)

that do not answer question

clearly more experienced dev exist that should be give opportunity

By 🇬🇧 earth_quake   - Reply to #294   (Link, Reply)

wtf

e: I think your comment got nested in the wrong place :p

Edited by earth_quake at 12:00 BST, 1 August 2015

By 🦊 xou **- Reply to #300** (Link, Reply)

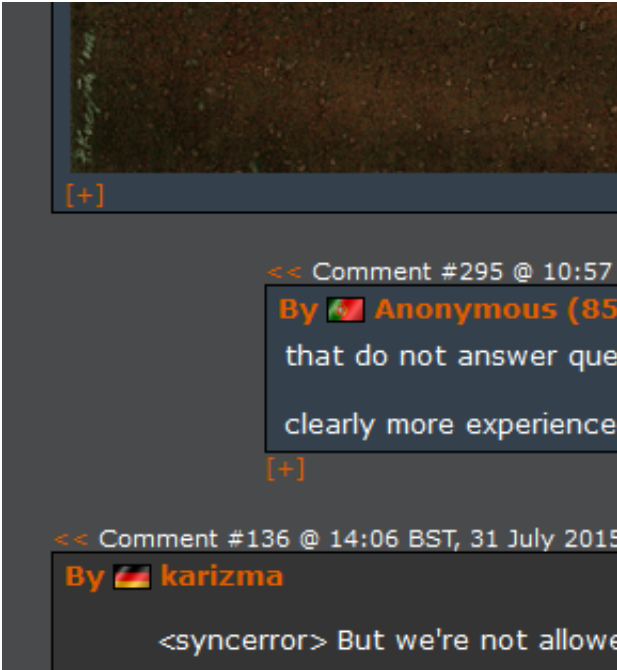Teen Queen's html at work...

fixed :)

<< Comment #307 @ 15:19 BST, 1 August 2015 >>

By 🇬🇧 earth_quake **- Reply to #304** (Link, Reply)

sigh of relief

<< Comment #322 @ 23:20 BST, 1 August 2015 >>

By 🌐 Teen Queen **- Reply to #304** (Link, Reply)

It looked fine on my end :(

<< Comment #336 @ 07:01 BST, 2 August 2015 >>

By 🇬🇧 earth_quake **- Reply to #322** (Link, Reply)

When I tried to reply to your comment (#258) I was taken to respond to some completely random comment :d

<< Comment #342 @ 08:55 BST, 2 August 2015 >>

By 🖼 Anonymous (2.92.68.87) **- Reply to #304** (Link, Reply)

teen queen is just a girl, what do u expect...

<< Comment #376 @ 14:20 BST, 4 August 2015 >>

By 😼 nex1 **- Reply to #342** (Link, Reply)

If Mr. Teen Queen had a cent every time some idiot tought he was a female, he's be rich by now.

It never stops to amaze me how it's enough to have a girly name, not even behaviour, just the name, to have fleets of nerds wanking furiously over your avatar or trying to creep their way into your attention.

<< Comment #136 @ 14:06 BST, 31 July 2015 >>

By 🇩🇪 karizma (Link, Reply)

     <syncerror> But we're not allowed to sell it in Germany due to the current rating of QL.

i'm a little confused here. afaik, f2p games do not receive ratings at all. checked USK page, quake live trailer from years before was rated 16+, but no rating for ql yet.

<< Comment #139 @ 14:09 BST, 31 July 2015 >>

By 🇦🇺 Meph1stoo **- Reply to #136** (Link, Reply)

The dlc is not free

<< Comment #259 @ 00:58 BST, 1 August 2015 >>

By 🇵🇹 FlashSoul **- Reply to #136** (Link, Reply)

I don't know where you got that. F2P has nothing to do with ratings. Also, if you look there :

http://store.steampowered.com/app/282440/
http://www.quakelive.com

...you can see ESRB's Teen rating. It's also the very first thing shown on the Steam trailer video.

<< Comment #292 @ 10:53 BST, 1 August 2015 >>

By 🇵🇱 Pawulon **- Reply to #259** (Link, Reply)

He's talking about their USK rating board, afaik those guys who unbanned Doom just 4 years ago.

By 🇨🇦 FlashSoul   - Reply to #292   (Link, Reply)

I see, thanks.
Interestingly, you could get the first part of the original Doom for free since it was shareware. Does that mean that without the paid part, Doom would never have been banned?

By 🇺🇸 function9   (Link, Reply)

So they're gonna disable loadouts, but no mention of removing universal ammo packs and HMG? Sounds more like trolling than an apology.

By 🏴 jizzle   (Link, Reply)

Having community servers sounds great, but in reality it will probably mean less servers for most regions. It will also mean a lot less duel servers I suspect since the majority will host team modes.

I also really enjoy spawning a server quickly when I want to duel with some friends, sounds like this will be gone in the future. I don't want to be in the business of hosting a ql server, instead I want to be able to spawn one quickly when needed and not have to worry about maintenance or hosting.

It may not be sustainable for them, but I think for most users it is way better to have the infrastructure centrally handled with the ability the bring servers up and down on demand.

By 🇪🇺 phy1um   - Reply to #138   (Link, Reply)

I just did 2 minutes of research, and it would cost me roughly 3x a regular QL subscription per year to run a 10-12 slot Q3 server, additionally with an extra free 12 slot Mumble server through one host. I would have total control over maps, and the modes. I could run a TDM match every Wednesday night with friends no worries, immediately after playing a duel without waiting for servers to behave. There would be no hoping the load in my area isn't too high, and no idling your server to keep it alive. People with good enough net can even run them out of their back yard, for private 1v1s.

I can't imagine QL servers costing any more that Q3 to host.

Also don't forget the ultimate positive, which is that this model has LAN support.

Edited by phy1um at 15:08 BST, 31 July 2015

By 🏴 Dird   - Reply to #150   (Link, Reply)

> 3x a regular QL subscription

no thx, maybe if it was 1/3

By 🏴 jizzle   - Reply to #150   (Link, Reply)

its more money, more of my time for maintenance and setup not to mention that I only want a server on demand (so maybe 10 hours a month) for random days instead of paying more for a server that I won't use most of the month.

I much prefer software/system as a service model since I am not looking to run a 24/7 server. Let someone else handle the hard things and I'm willing to pay them to do it instead of me.. my time is more valuable.

LAN doesn't matter at all to me, I only play online anyway.

23%

By 🇵🇱 Tebeg   - Reply to #159   (Link, Reply)

Exact same situation for me.

By phy1um   - Reply to #159   (Link, Reply)

Those are fair points. Honestly if it's what you prefer then it's what you prefer. I can understand the convenience of having the server maintenance done for you, but I can't stop seeing the extra versatility in paying for it myself.

Also remember that if you're like me and really only play lots during the summer, you could just rent the server for 2-3 months of the year and it would be cheaper!

It will be a different game, though, for sure. There will be a lot less private games in general. I can understand why that would be a put off for lots of people, but hopefully we'll see some good community tools that will make it all worthwhile. Or maybe I'm just too positive. Only time will tell!

e: Just reread the part where you specifically mentioned duel. I think the most potential in this will be team modes., and that's definitely what excites me most. There will probably be less duel servers in lots of places.

1%   *Edited by phy1um at 16:31 BST, 31 July 2015*

By faerie_   - Reply to #159   (Link, Reply)

" Let someone else handle the hard things " he said, and nothing got done.

By phy1um   - Reply to #159   (Link, Reply)

My posts yesterday were pretty rambly, and I missed some key points.

The ideal model in my opinion is to have both id and community servers. People could use the id service to spawn private servers easily if they pay id, or pay their money to other people and do it themselves. From what I gather this is what's going to happen for a little while, but the days of id running servers seems pretty limited, sadly.

By faerie_   (Link, Reply)

Expecting inbreds like nemecel to shell out 2bucks a month for a server, this is going to go well....

By sonic   - Reply to #140   (Link, Reply)

he'll be too busy playing reflex

By SSRI   (Link, Reply)

How is it that when Blizzard create the pinnacle of e-sports rts with Starcraft 1, they realize that they have stumbled upon something perfect and they cherish it but when id create the perfect e-sports fps they malnourish it almost to extinction?

When the time came, Blizzard modernized their game with proper functionality and graphics and they have a very successful and I bet profitable niche. Games that require effort and mastery to unlock their pleasures (that is e-sports) will probably never get the same numbers that games played to relax get but I don't think that it's naively optimistic to think that quake could and should have become what Starcraft 2 is today. No company should scoff at having a successful e-sports niche like Blizzard have.

Was it a lack of imagination? Do the people in charge of assigning resources to new projects see quake as a poor man's Call of Duty? Is it because they have never felt the pleasures of hitting an air rocket, masterful movement or timing items that they don't see quake as something special?

For me, seeing quake die would be like seeing chess die because the rules were too complicated and everyone moved on to checkers.

Hopefully the coming update will move us in the right direction.

Edited by SSRI at 20:33 BST, 31 July 2015

By FlashSoul   - Reply to #181   (Link, Reply)

How is it that when Blizzard create the pinnacle of e-sports rts with Starcraft 1, they realize that they have stumbled upon something perfect and they

cherish it but when id create the perfect e-sports fps they malnourish it almost to extinction?

StarCraft (the first) was much bigger than Quake ever was though and maintained its popularity in the genre while Quake's was dwarfed by emerging sub-genres which players preferred.

3%

<< Comment #355 @ 22:26 BST, 2 August 2015 >>

By 🔲 son1dow   - Reply to #181   (Link, Reply)

blizzard did nothing for sc1, even less than id did for quake 3

<< Comment #149 @ 15:07 BST, 31 July 2015 >>

By 🔵🔴 gluttony   (Link, Reply)

jibs:

73%   *Edited by gluttony at 15:08 BST, 31 July 2015*

<< Comment #154 @ 15:38 BST, 31 July 2015 >>

By 🔲 donka   - Reply to #149   (Link, Reply)

looks like it hit the fan

33%

<< Comment #296 @ 11:09 BST, 1 August 2015 >>

By 🔲 baksteen   - Reply to #154   (Link, Reply)

lol

By Derb_ - Reply to #149 (Link, Reply)

ahaha jibowned

By nemecel - Reply to #149 (Link, Reply)

Holy Fuck. I Forgot how cool gibs looked like. What a fucking disgrace, id, how could you get rid of those.
I can almost go back in time being like 11 and splattering those fucking cyberpunk-demon-robots-weirdfucks all over the place in Q3DM17. Everytime you hit a mid-air rail it felt so fucking good, it was addictive. THAT WAS FUN. And to think the new kids are playing COD. Jesus H Carmack.

By Teen Queen - Reply to #188 (Link, Reply)

Can't really blame id for not adding gibs, they wanted to but couldn't get away with free accessible online game and evading T rating which would make the game available in all regions.

By nemecel - Reply to #251 (Link, Reply)

True, but I don't think the T thing matters. GTAV is 18+ and is the most successful game ever for the 12-17 age range.

By donka (Link, Reply)

scrolled to the bottom first to make sure is not a troll

1%

By Rothaarig3 (Link, Reply)

1) beyond = support for FreeBSD / PC-BSD :)

Minimum:

OS: Windows 7 or later

Recommended:

OS: Windows 7 or later

2) When it is Windows & Linux i could use SteamOS on my maschine, so you get nothing ...

"GIBS?
<syncerror> Gibs coming in an 18+ DLC
<syncerror> But we're not allowed to sell it in Germany due to the current rating of QL."

3) **I already own a Quake3Arena original CD from 1999, so ...** :)

3%   *Edited by Rothaarig3 at 17:52 BST, 1 August 2015*

By losty (Link, Reply)

Fair play to him. Some cute replies too showing he pays attention and probably agrees the changes haven't worked out. The community is quite toxic and hugely ungrateful generally but Quake with loadouts is ridiculous. The fact they've worked on this game, built a solid product and are willing to pretty much let the community have it is fantastic really. Quake was and is never going to attract large numbers as it's too alien to the general gamer but hey once you're bitten you're fucked and I'll play this until it's impossible to do so.

27%

By gSTRUCTOR (Link, Reply)

The server thing makes me nervous... ie:Today one QL server hosts many servers of different modes. With the new system, you will need to pay one server for each mode?

Edited by gSTRUCTOR at 17:36 BST, 31 July 2015

By noctis   **- Reply to #175** (Link, Reply)

No, you can callvote modes

By gSTRUCTOR   **- Reply to #203** (Link, Reply)

I see, so you can change modes, but obviously one at a time. So if you want for example one duel server and one tdm at the same time, you have to pay for 2 servers, right?

Edited by gSTRUCTOR at 19:49 BST, 31 July 2015

By megaman3   **- Reply to #208** (Link, Reply)

Of course.

another unnecessary long explanation on why it doesn't matter

Edited by megaman3 at 20:10 BST, 31 July 2015

By skulp   **- Reply to #209** (Link, Reply)

they never contributed to anything afaik

By megaman3   **- Reply to #175** (Link, Reply)

I think the good old system works way better for us than the centralized one used in QL, so don't worry. I don't know if you had played other games before QL, but in the Q3 days the servers worked better and were cheaper for our local communities to host.

unnecessarily long explanation

Edited by megaman3 at 20:07 BST, 31 July 2015

By skint (Link, Reply)

If all that happens it's going to be very very good!

By V1R7U4L (Link, Reply)

We could send 3 teams next year to Quakecon! Just make a CTF tournament also!

13%

By kapca (Link, Reply)

No official servers is a terrible news (who said the servers are crap?). One of the very best part of QL was the ability to spawn a server anywhere, it's a feature worthy to keep and fight for.
Having the ability to spawn community servers finally is awesome ofc, but no official servers where pro players could spawn their games will bring back the times when every single game started with an hour long server search and endless arguing.

It's gonna be a very sad day when those times will come back to Quake.

21%

Edited by kapca at 18:28 BST, 31 July 2015

By Teen Queen   **- Reply to #190** (Link, Reply)

who said the servers are crap?

Who said they weren't?
Honestly I've seen a lot of threads complaining about servers.

On the other hand, you only hear from people having issues, the vocal minority.

<< Comment #278 @ 04:39 BST, 1 August 2015 >>

By 🇭🇺 kapca   - Reply to #250   (Link, Reply)

Yea we had lots of issues. Routing changed suddenly, servers crashed, etc... but we survived those times somehow, and things have been good for years finally.

Again, the concept that you can spawn a dedicated server on demand is the best thing, and the system should be expanded not toned down.
I understand it's expensive and less servers might be a possibility if community servers will come in, but a backend and a few boxes world wide (especially in the EU where the majority of the players are) shouldn't be impossible to do.

<< Comment #192 @ 18:36 BST, 31 July 2015 >>

By 🇧🇪 dem0n   (Link, Reply)

Hmmm Q4 and QL ok but dont think id have extra time to (re)learn q1 and q2 :(

<< Comment #193 @ 18:37 BST, 31 July 2015 >>

By 🇺🇦 Nakilon   (Link, Reply)

Isn't professional centralized support of infrastructure more effective than giving that to "community"? I see no profit. It's a kill.

<< Comment #196 @ 18:43 BST, 31 July 2015 >>

By 🇦🇹 r34Lh4t3   (Link, Reply)

o boy
wahahha payed 2days ago for 12months

seems end of september no more spawning official servers o_O

give me half of my money back ^^ :[]

<< Comment #198 @ 19:06 BST, 31 July 2015 >>

By 🇭🇺 kapca   - Reply to #196   (Link, Reply)

I don't think it's for the coming years, they just did a subscription sale during Quakecon (I also bought another year, and my current one is still running + I have some tokens too).
If offering a sale for a service you are about to shut down wouldn't qualify as a massive fraud, I don't know what would.. so no, they won't do that imo.

5%

<< Comment #222 @ 21:06 BST, 31 July 2015 >>

By 🇦🇹 r34Lh4t3   - Reply to #198   (Link, Reply)

waited till quakecon 4 little steamsale magic but in the end saw nothing changed and bought it for 35,99€ over steam

<< Comment #223 @ 21:17 BST, 31 July 2015 >>

By 🇭🇺 kapca   - Reply to #222   (Link, Reply)

It's the same weirdness for me too, Steam still says it's on sale (with the green -33% thingy next to the price too), but the actual price is still 36€.
I'm confused... the sale is only next to the auto-renewing sub, perhaps they mean it will be cheaper in the second year?

Anyways, I bought it on their site instead because you only pay $36 there.

<< Comment #239 @ 23:25 BST, 31 July 2015 >>

By 🔲 nYshak   - Reply to #198   (Link, Reply)

They will kill some of the servers, not all of them. I guess they will keep servers in those regions that are used the most. For europe that would be Frankfurt for

instance.

By 🇨🇦 **FlashSoul**   **- Reply to #198**   (Link, Reply)

There was no special sale for QuakeCon (regarding QL). You're probably confusing with the "discount" from subscribing for one year. It appears as "Save up to 35%" on Steam.

3%

By 🇵🇸 **kapca**   **- Reply to #264**   (Link, Reply)

Thanks for the correction. Well it's still confusing imo, it's cheaper if you buy it for a whole year, but perhaps it won't be there for that long?:
http://i.imgur.com/4cpchzL.jpg

Play Quake Live™

Free to Play   Play Game

View in Stea
View in Stea
View PCGan
Share   Embe

Subscriptions

Current Lowest Price: $0.00 at **Steam** (Info)
Historical Lowest Price: $0.00 at Steam on Sat Dec 06 2014 (Info)

Buy Quake Live Pro

35,99€ at checkout, auto-renewed every 12 month(s) at 35,99€ as determined by your game account.

Save up to 33%   12 Month(s) @ 2,99€/Month ▾   Add to Cart

Single-player
Multi-player
Steam Trading
Partial Controlle
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Non-Recurring Subscriptions

Buy Quake Live Pro

Buy Quake Live Pro to host your own private servers or customized matches! This is a non-recurring purchase of Quake Live Pro.

Quake Live: 12 month non-recurring Pro - 35,99€ ▾   Add to Cart

Customize

Badge Progress

View Badge Pr
View Foil Badge

Languages:
Interf
English ✓

Recommended By Curators

"Frankly the changes made to this game have been controversial but as of the time of writing there is little to contend with the arena shooter classic."
Read the full review **here**.

👍 88%   👎 12%
Title: Quake Live™
Genre: **Action**, Free to P
Developer: **id Software**

Edited by kapca at 04:56 BST, 1 August 2015

By 🇨🇦 **FlashSoul**   **- Reply to #279**   (Link, Reply)

It will stay there. It's been there for years. By that I mean that even on browser QL the cost/months was reduced the more months you paid for. A pretty

common business practice. It's exactly the same thing on Steam, just with a weird presentation.

<< Comment #285 @ 08:06 BST, 1 August 2015 >>

By 🏴 kapca - Reply to #281 (Link, Reply)

Yes, when I was about to buy, I went to Steam and saw the green thingy, so I though it's on "sale", but checked the price and realized it's still more expensive than if I would just buy on their site (euro>dollar), so I did that instead. I never even realized it's not a sale but a permanent discount (which is also the exact the same price as the Non-recurring sub where there is no "-33%" displayed)

<< Comment #217 @ 20:31 BST, 31 July 2015 >>

By 🇧🇪 Clau (Link, Reply)

"Next year will most likely be Quad Damage Duel with a double elim format.
Q1, Q2, QL, Q4"

Man, I may be in a minority, but I'm so happy to see something like this again. The best Quake Player in the world should be good in all Quakes :)

7%

<< Comment #229 @ 21:57 BST, 31 July 2015 >>

By 🇺🇸 Anonymous (63.228.28.107) - Reply to #217 (Link, Reply)

In my opinion that player is fox I played against him at the first quad damage tournament in 2007. First round. He made it to the finals and Tox only won because the TB was q4. Had it been another quake he would have lost to Fox.

<< Comment #252 @ 00:40 BST, 1 August 2015 >>

By 🇳🇱 Weird - Reply to #229 (Link, Reply)

+ q3 was dm6 in that game...
Which back then was pretty much tox' only 'awesome map' (iirc)

1%

<< Comment #267 @ 02:01 BST, 1 August 2015 >>

By 🇭🇺 noctis - Reply to #252 (Link, Reply)

They had already played dm6 so if quake 3 would have been the tie breaker they would have played ztn which was still in fox's favour.

1%

<< Comment #277 @ 03:50 BST, 1 August 2015 >>

By 🇳🇱 Weird - Reply to #267 (Link, Reply)

ye but didn't fox win qw and q2, then tox won q3, q4, q4...
While on most q3 maps fox would've gotten the win?
(right?)

1%

<< Comment #293 @ 10:54 BST, 1 August 2015 >>

By 🇭🇺 noctis - Reply to #277 (Link, Reply)

That's what i'm saying. If QW, Q2 or Q3 would have come up as the tie breaker fox would have more than likely been the champion.

3%

<< Comment #256 @ 00:45 BST, 1 August 2015 >>

By 🏴 daytripper - Reply to #217 (Link, Reply)

No, this is beyond retarded, especially at this time.

Maybe they don't want QL to compete with the new Doom, but then just run a Doom tournament, would at least make sense.

<< Comment #219 @ 20:57 BST, 31 July 2015 >>

By 🟢 Fartwraith (Link, Reply)

HAAAAAAAIIIIIIL YEAAAAAAAAAH!!!

By 🎮 **Yellack**   (Link, Reply)

This years quakecon was super successful in terms of players/teams attending. Why ruin it? :/
If you have 3 days, I fail to see why you can't have a 'normal' tourney each day of each mod.

10%

By 🖼️ **Teen Queen**   **- Reply to #221**   (Link, Reply)

3k viewers for grand finals doesn't make up for keeping the infrastructure alive for the whole year.

2%

By 🎮 **Yellack**   **- Reply to #249**   (Link, Reply)

The quad tourney wont have more viewers either if its 4/5am in the morning (EU time).

By 🍎 **magadog**   **- Reply to #249**   (Link, Reply)

Every year the finals has less viewers than the rest of the tourney. It's because we lose Europe and Russia viewers. There was always a solid 8-9k for the team stuff IIRC. Then you add in all the views over the years of the vods. Each qcon final probably gets 100's of thousands of views over the years.

By 🖼️ **Teen Queen**   **- Reply to #328**   (Link, Reply)

8K is big for quake because we're used to seeing 700 viewers for online cups.

8K is not big for someone who dished out 40.000$

By 🏁 **daytripper**   **- Reply to #332**   (Link, Reply)

You would think that.

But they also gave away 30.000$ in a raffle.

By 🇨🇦 **FlashSoul**   **- Reply to #360**   (Link, Reply)

Do you think that's a net loss of $30k for them?

By 🏁 **daytripper**   **- Reply to #361**   (Link, Reply)

I think there are better ways to give away $30k.

By 🏳️ **gSTRUCTOR**   **- Reply to #332**   (Link, Reply)

I watched it with friends, im sure lots of quake fans unite to watch the most important event for the game, so those are 8k computers reproducing the stream, not 8k specs.

By 🖼️ **Teen Queen**   **- Reply to #364**   (Link, Reply)

But do they control their aspartame intake?

By 🇺🇸 **wem420**   **- Reply to #364**   (Link, Reply)

if I don't control for aspartame its dangerous anyway migraines etcetera diabetes. Teen go no soda period!

<< Comment #265 @ 01:40 BST, 1 August 2015 >>

By 🇨🇦 FlashSoul   - Reply to #221   (Link, Reply)

What if the available prizepool isn't enough to attract teams? Well I mean there would be people coming regardless but it certainly has an influence. Without that 40k this year I doubt half of the non-NA teams would have showed up.

<< Comment #302 @ 13:15 BST, 1 August 2015 >>

By 🏴 Yellack   - Reply to #265   (Link, Reply)

Ye well, in this case, we don't know either how many people will show up for Q1/Q2/Q4 from their own pocket. There were surprisingly many sponsors this year, can't see anything semiliar happening with the quad tourney.

<< Comment #225 @ 21:33 BST, 31 July 2015 >>

By 🇧🇪 Gravgon   (Link, Reply)

Q2

4%

<< Comment #226 @ 21:46 BST, 31 July 2015 >>

By ▨ nsx0r   - Reply to #225   (Link, Reply)

omg aof gervais

<< Comment #232 @ 22:19 BST, 31 July 2015 >>

By 🇧🇪 Gravgon   - Reply to #226   (Link, Reply)

the one and only !

p'tain NSX j'aurais jamais pensé te retrouver ici :D

<< Comment #237 @ 23:03 BST, 31 July 2015 >>

By ▨ nsx0r   - Reply to #232   (Link, Reply)

1%   *Edited by nsx0r at 23:03 BST, 31 July 2015*

<< Comment #228 @ 21:57 BST, 31 July 2015 >>

By 🇦🇷 Anonymous (181.114.133.89)   (Link, Reply)

please no 4 quakes tourney, just make a NORMAL ctf tourney and a NORMAL duel tourney, this year was ridiculous, chance almost got to finals playing nobody, cmon, its the last big quake event, u cant host a nice duel tourney? so sad

<< Comment #227 @ 21:51 BST, 31 July 2015 >>

By magadog   (Link, Reply)

I really think if they did a standard duel tourney but made it so whoever made it in the top 3 of duel gets bonuses if they placed above their duel opponent in team points it may work

The idea being to get everyone to play and care about the team games while giving us a real duel tourney at the same time.

<< Comment #230 @ 22:00 BST, 31 July 2015 >>

By 💀 kodisha

10/10 will sub again.

By 🏴 Anonymous (197.160.170.171)

how will there be a quakecon if dev are giving up on quake ? who will fund it , who will attend it ?

By 👧 Teen Queen   - Reply to #246

>> I keep repeating this but QuakeCon is not focused about that petty competition that 3k viewers will watch from their basements, it's a much larger bethesda event to showcase new tech, new games etc. It welcomes Cosplayers, gamers and what have you.

The fact that it holds a cup for an old game and still borrows the "quake" name is just tradition, nothing else.

This is a huge convetion that also spares some energy and time for a little cup, not a Quake Live LAN which also happens to host the convention.

10%

By 🏴 daka

if now was year 2008 i'd be ecstatic

7 years later...

present day: who cares by now

By 🖼 Derb_   - Reply to #236

still matters, as evidenced by many of the replies. I agree that it's late, but you know the old saying...

By 🇨🇿 malfin

all looks good, really looking forward for it, better late then never, we shall have many good games for many more years :-)
just a lil question - what about minobot? will it work on the VAC and on the new UI?

By 👧 Teen Queen   - Reply to #241

AFAIK bot managed servers will be gone. No more minobots and elobots and whathaveyouBots.

By 🖼 phy1um   - Reply to #248

Fingers crossed someone figures out a bot that can interact with the server CLI then.

4%   *Edited by phy1um at 02:04 BST, 1 August 2015*

By 🇬🇧 Anonymous (86.148.246.31)

Will Mac support ever come back?

4%

By 🏴 daytripper

LG DMG BACK TO 7?

<syncerror> Not clear yet. I personally like the idea of 7 again.
<syncerror> I think our lower damages are worse for pubs, but 6dmg is better for competition.

Shouldn't this be the other way around?
It's the pro's that want lg 7 and the casual players that complain lg is too dominant.

By ▣ skulp   - Reply to #261   (Link, Reply)

I feel like what syncerror meant is that lg should be stronger so noobs get stomped quicker and shit

By ▣ FlashSoul   (Link, Reply)

I'm surprised nobody said ensuring QL's survival after id pulls the plug is a bad thing because then nobody will go back to Q3A.

By ▣ magadog   - Reply to #266   (Link, Reply)

As long as people can mod QL like they did Q3 then QL is better. I still feel like Q3 was a touch slower or something (in a good way), felt more 'real' or 'solid' as far as the physics. But QL is def the better of the two if people can build on it and add features, etc.

Edited by magadog at 01:14 BST, 2 August 2015

By ▣ dru1d   (Link, Reply)

<syncerror> Next year will most likely be Quad Damage Duel with a double elim format.
<syncerror> Q1, Q2, QL, Q4

In writing that looks awesome but unless It's officially announced tomorrow with a $100k prize pool then nobody is going to train for it and only the usual top 5 duelers will bother to take part. Team games are a necessity.

<syncerror> While we're still profitable, I don't think enough people subscribe to justify keeping that system in place forever. It requires too much time and money to maintain the infrastructure.
<syncerror> I'm told all of our servers are crap, which is why we look forward to turning most of them off.
<syncerror> Let the community run their own and sort it out.

The community knew all of this years ago and weren't shy about speaking up about it but okay, thanks for the updates.

LOADOUTS?
<syncerror> Loadouts are mostly being made optional, defaulted off, and easily enabled by either the server owner or via callvote.

Did I mention the thing about the community already knowing about the.. Nevermind.

<syncerror> Yes, there will be LAN support.

facepalm

I think It's positive news in general though, if it's real.

Edit: I just have something to get off my chest. They hold their Quakecon livestream every year which as far as I can tell is the best opportunity for them to show off their Quake game to the world. However every year It's a livestream that to the average casual viewer (me) appears to be more of a burden to them than anything else.

The way id/bethesda/zenafuckers/whoever gives more credence to nauseating cringey raffles and awkward panels than pro quake players playing and winning in their game that they apparently want to sell is beyond me. "Quakecon"? what a sham. Every year fewer fucks are given about their own game which the convention is named after. Quake con is right. It's a quake fucking con. They should be proud of the game, force it into people's minds, instead they sweep it under the rug and hold raffles.

1%   *Edited by dru1d at 04:26 BST, 1 August 2015*

<< Comment #275 @ 03:09 BST, 1 August 2015 >>

By **StywoO**   (Link, Reply)

Maybe there's a chance they will patch Q4 then. Ramp Jumping is too strong.

1%

<< Comment #276 @ 03:10 BST, 1 August 2015 >>

By **sofiene**   (Link, Reply)

Anyone seen this one ?

6%

<< Comment #287 @ 09:31 BST, 1 August 2015 >>

By 🏳 wrekt   - Reply to #276   (Link, Reply)

Looks meh.

<< Comment #309 @ 15:49 BST, 1 August 2015 >>

By 🏴 nYshak   - Reply to #287   (Link, Reply)

I like it. Ranger be best :)!

6%

<< Comment #316 @ 20:09 BST, 1 August 2015 >>

By 🏴󠁧󠁢 Oleedee   - Reply to #276   (Link, Reply)

what is this?

<< Comment #319 @ 22:12 BST, 1 August 2015 >>

By 🏴 sofiene   - Reply to #316   (Link, Reply)

How QL will look like in the next (and maybe final) update.

<< Comment #365 @ 15:58 BST, 3 August 2015 >>

By 🇦🇺 gSTRUCTOR   **- Reply to #276**   (Link, Reply)

That looks very nice, much better than the cold screenshot showed on splash screen today. A bit doomish tho...

<< Comment #286 @ 09:11 BST, 1 August 2015 >>

By 🇩🇰 BruceLeet   (Link, Reply)

Is there any way to get access to the new Quake Live Steam Beta Client? Who do we pay?!?!? If someone has a key, you're more than welcome to send me a pm! :-)

Alternatively, has anyone heard if it'll open up for the public before the final version is released? Can't wait!

<< Comment #352 @ 19:16 BST, 2 August 2015 >>

By 🇧🇪 outside   **- Reply to #286**   (Link, Reply)

Zorak was talking about it, unfortunately the vid did not save on twitch. I dont remember exactly but he went to steam, then entered a beta code that looked like: qltest1

<< Comment #288 @ 10:15 BST, 1 August 2015 >>

By 🇵🇱 dizzle   (Link, Reply)

when ID drops support we lose pub and we only have 300 player left

1%

<< Comment #420 @ 11:55 BST, 19 August 2015 >>

By 🏴 adem   **- Reply to #288**   (Link, Reply)

and 250 of them would be russians and poles.

<< Comment #421 @ 14:48 BST, 19 August 2015 >>

By ▨ nsx0r   **- Reply to #420**   (Link, Reply)

420th reply to dizzle
nice

<< Comment #305 @ 13:46 BST, 1 August 2015 >>

By 🏴 M1zzu   (Link, Reply)

Regarding the quad damage tourney, why not use the same team based structure as this year, but instead of 3 modes in ql, the best mode for each of the 4 titles is to be played in that respective title?
tdm in qw
whatever people played in q2 in q2
duel or ctf in ql
duel in q4
Assuming there's again 40$k around, that's 8k$ for each game with an additional 8k$ for the team which does best. Like this year. Quad-master tournament.

Regarding the servers, it really is a good idea to hand this over to the community. I never understood how hosting them could be as expensive as id claim it to be since in cpma/defrag, there are like 10 empty servers for every active player. Either everyone in the community is rich as fuck, or it is much easier/cheaper for them to organize the hosting.

Edited by M1zzu at 13:46 BST, 1 August 2015

<< Comment #318 @ 22:10 BST, 1 August 2015 >>

By 🏴 sofiene   **- Reply to #305**   (Link, Reply)

We play Duel and TDM in q2, mostly duel :)

<< Comment #311 @ 17:38 BST, 1 August 2015 >>

By 🇺🇸 Makie   (Link, Reply)

rip quake. time to move on brothers and cu in another life
np: Enya - May It Be

12%

<< Comment #312 @ 18:05 BST, 1 August 2015 >>

By rp< telly (Link, Reply)

Multi game/mode tournaments are stupid.

How about for a really revolutionary idea (for Quakecon) they just have a normal tournament with well thought out rules and a fair (i.e. not winner takes all) prize distribution.

Edited by telly at 18:21 BST, 1 August 2015

By 🇪🇺 zaggs - Reply to #312 (Link, Reply)

so.. every year prior to 2015?

By rp< telly - Reply to #317 (Link, Reply)

No. Quakecon tournaments have always had stupid rules. 2015 and 2014 were a joke. 2013 ended the double elimination with a single best of 5. The earlier tournaments they just picked the maps at random and ended up with finals like the Zero4 vs Zamus one where they played Q3DM6 twice.

Edited by telly at 23:22 BST, 1 August 2015

By 🇨🇦 FlashSoul - Reply to #321 (Link, Reply)

What was a joke about 2014? The fact that it was single-elimination after the groups? The fact that it had Cure? Aerowalk?

By rp< telly - Reply to #323 (Link, Reply)

Why did they have the groups at all? They didn't work as a seeding round. They were just exhibition matches with nothing at stake. It was bizarre.

By 🇨🇦 FlashSoul - Reply to #326 (Link, Reply)

http://zmi-cdnstatic.s3.amazonaws.com/bethblo...lebook.pdf

2.1.14.4 Playoff Seeding
Group Stage performance will determine seeding the Playoff stage of the tournament.

By 🇩🇪 scowl - Reply to #326 (Link, Reply)

That's wrong.

Dahang got 1st place in the group stage and cypher got 2nd place. Because of that, Dahang was seeded #1 in the brackets and cypher was seeded #2. As a consequence, dahang met cypher in the grand final, and not earlier in the bracket.

To sum it up: Dahang reaching the grand final at Quakecon 2014, without having met evil/cypher in the brackets, was a direct result of him getting first place in the groupstage.

By 🇪🇺 zaggs - Reply to #326 (Link, Reply)

so yeah, they did effect seeding.. all the players i've spoken to enjoyed the groups in 2014, and if anything wished there were more group stage rounds...

By 🇫🇷 StillBlaze (Link, Reply)

Am i correct in understanding that come September my last 6 months of premium will no longer be able to host a server?

10%

By 🇨🇦 FlashSoul - Reply to #315 (Link, Reply)

No. That said, if you really meant "premium" then that one was never able to host servers (in case it's a trick question!)

Edited by FlashSoul at 00:07 BST, 2 August 2015

<< Comment #325 @ 00:10 BST, 2 August 2015 >>

By ▪ StillBlaze   - Reply to #324   (Link, Reply)

Sorry i guess i meant PRO i got a year back in late 2014 when it was 50% off, my pro expires like Febuary 2016. I also didnt understand, No i will be able to host still, or No i wont be able to host?

<< Comment #330 @ 01:54 BST, 2 August 2015 >>

By ▪ FlashSoul   - Reply to #325   (Link, Reply)

No, you will still be able to host. It's obvious id won't host servers until the ends of time but it won't end this year.

<< Comment #320 @ 22:17 BST, 1 August 2015 >>

By ▪ FienD   (Link, Reply)

Awesome updates! Should have a dedicated QW tourney for the 20 year anniversary, similar to Doom a few years ago :) Has there ever been a large scale international QWTDM with a decent prize pool?

7%   *Edited by FienD at 22:18 BST, 1 August 2015*

<< Comment #335 @ 04:52 BST, 2 August 2015 >>

By ▪ pvh   - Reply to #320   (Link, Reply)

The only international QW 4on4 LAN series I recall is Deathrow vs Clan 9 in 1998, and that was just an exhibition match.

<< Comment #390 @ 06:51 BST, 6 August 2015 >>

By ▪ davis-[lats]   - Reply to #335   (Link, Reply)

we'd all lose to Milton at this point

<< Comment #333 @ 03:17 BST, 2 August 2015 >>

By ▪ qr   (Link, Reply)

100 tick?

<< Comment #337 @ 08:13 BST, 2 August 2015 >>

By ▪ Hexagon   (Link, Reply)

Rankings? Stats? Honestly, QLRanks.com ruined this community. Everybody is so hung up on their imaginary internet points and they've forgotten how to have fun.

People hung up on their elo are always raging at new players for causing them to lose their precious points instead of gracefully welcoming beginners.

People are always trying so hard that they get stressed out and forget that this is just a game where you're supposed to have fun.

I truly hope they just demolish any stats and ranking support and bring us back to the old days where nobody had permanent kill/death ratio or elo points to worry about and everybody just had fun instead.

<< Comment #338 @ 08:15 BST, 2 August 2015 >>

By ▪ Teen Queen   - Reply to #337   (Link, Reply)

It's a double edged sword - not having stats to see your progress or just to satisfy stats-needy people is a step back in 1990.

unbind +score, don't have a frag or time limit, just let people join and shoot each other till they disconnect.

It just doesn't work that way. While there are elo craving players, I think the positive sides of stats grossly outweigh the bad ones.

6%

<< Comment #380 @ 18:31 BST, 4 August 2015 >>

By ▪ donka   - Reply to #338   (Link, Reply)

then you have shitheads like kgb that overcompensate for their qcon performance online by ruining the system

By 🏴 eyeK0n   - Reply to #338   (Link, Reply)

People use elo which really means jack all because it's easily manipulated and shouldn't have any bearing on team-based gameplay. Back in the day we had leagues and ladders to determine who the best players and teams were now we have elo pub whores. qlranks is the 2nd worst thing to happen to this game the first being syncerror ....

1%

By 🏴 gSTRUCTOR   - Reply to #381   (Link, Reply)

Youre blaming the wrong people. QLranks is awesome, problem are childish minded players not playing or doing stupid things to keep their ELO higher cause for them ELO=EGO

Then theres people like me who just play all the duel i can, with worse or better players, for me losing 5 maps in a row vs a more skilled player is more fun than screwing a lower skilled player.

By 🇫🇷 Grota   - Reply to #337   (Link, Reply)

to avoid this problem, qlranks should've stayed for duel only

By stfu lithz   - Reply to #375   (Link, Reply)

Good idea actually! It should be added for duel only when the update hits.

1%

By 🔴 sofiene   - Reply to #337   (Link, Reply)

I have to agree with this one, nowadays everyone is worried about their Elo, everyone wants a higher Elo in order to look " good and strong " in this game.

Plus, they are not accurate, i was beaten by 1300 elo players while completely annihilate 1700 elo players, and no the 1300 player did not make an account two days ago, he got the account two years ago.

Plus again, those who orginize tournaments relay on Elo to determine the exact level of the participants (DreamHack, Quake-Con etc...) which do suck, some skilled players dont have a really high Elo (ofc not 1200 but maybe 1900) others do have higher Elo but that do not reflect how skilled they are.

But again (3rd time ?) am just stating the negative side of QLranks, am sure lots of players do like stats and wants to have higher Elo in order to be seen as one of the bests.

Also, lets remember that Qlranks do not only provide Elo, but other stats aswel, which is good imo.

By 🏴 T1E   (Link, Reply)

Meh, now we have to rent servers too?

By 🏴 T1E   - Reply to #339   (Link, Reply)

... and learn how to even administrate them even?

By ⬛ nsx0r   - Reply to #340   (Link, Reply)

T 1 E
1
E

By 🇺🇸 T1E   **- Reply to #343**   (Link, Reply)

/ipban 127.0.0.1, 192.168.*.*

<< Comment #347 @ 12:27 BST, 2 August 2015 >>

By ◨ nsx0r   **- Reply to #345**   (Link, Reply)

your infinite wisdom will echo through time and spase like butter

<< Comment #356 @ 23:03 BST, 2 August 2015 >>

By 🔵 sonic   **- Reply to #347**   (Link, Reply)

he's amazing isn't he, completely unrivalled

<< Comment #357 @ 00:49 BST, 3 August 2015 >>

By 🔲 lithz   **- Reply to #339**   (Link, Reply)

Surely the one and only Type 1 Encryption won't need to rent any server, they'll be gifted to him. No doubt!

<< Comment #346 @ 12:26 BST, 2 August 2015 >>

By 🇸🇪 memph1s_   (Link, Reply)

I hope they can make QL alt+tab properly.

<< Comment #349 @ 15:14 BST, 2 August 2015 >>

By 🔳 nYshak   **- Reply to #346**   (Link, Reply)

At least alt+enter works...

r_noFastRestart 0
r_colorbits 32 (assuming u use a 32bit color desktop)
make sure ur monitor can do whatever refresh rate ur using in quake@window in the quake@fullscreen

<< Comment #354 @ 20:19 BST, 2 August 2015 >>

By 🇸🇪 memph1s_   **- Reply to #349**   (Link, Reply)

Yes but alt+enter is clumsy. I hope syncerror/sponge see this.

2%

<< Comment #351 @ 18:08 BST, 2 August 2015 >>

By 🇸🇪 Makie   (Link, Reply)

ADD RTCW TOURNAMET TOO AWESOME TEAM PLAIZZZZZ BEST EVER

<< Comment #359 @ 01:03 BST, 3 August 2015 >>

By 🔲 Vig1lante   **- Reply to #351**   (Link, Reply)

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<< Comment #362 @ 11:46 BST, 3 August 2015 >>

By ⬛ SergeantRock44 (Link, Reply)

So wasn't Quake 3 community-driven? What happened to Quake 3? Why did we go from Q3 to Quake Live? And isn't Quake 3 still active, to a certain degree? Would there be redundant game versions if Quake Live went back to community servers?

<< Comment #367 @ 17:01 BST, 3 August 2015 >>

By 🇩🇪 Anonymous (84.19.169.226) - Reply to #362 (Link, Reply)

tons of
- servers with stupid modifications
- servers with stupid custom maps
- servers filled with bots
- servers run by stupid admins

thats ur quake life now

<< Comment #373 @ 03:50 BST, 4 August 2015 >>

By 🏴 daytripper - Reply to #367 (Link, Reply)

This is certainly a concern.

On the other hand; one would think that if the servers with weird modifications remain empty and the servers with the normal game are overcrowded, that situation would correct itself. (It's not exactly a market system with supply & demand, but still.)

So I'm wondering how bad will it really get. I suppose if you like CA there is nothing to worry about.

<< Comment #369 @ 18:48 BST, 3 August 2015 >>

By 🇫🇷 FlashSoul - Reply to #362 (Link, Reply)

Agreed. The advantages of Quake-as-a-service with QL fade out if the service disappears. Thankfully we're not there yet.

<< Comment #371 @ 20:43 BST, 3 August 2015 >>

By 🇵🇹 Anonymous (85.138.167.150) - Reply to #362 (Link, Reply)

more choice with q3, i do not see why people would stay with ql when id leave it to community. can make maps with q3 and so many options of servers and mods and custom maps. lvlworld show this.

<< Comment #374 @ 07:28 BST, 4 August 2015 >>

By 🍎 magadog - Reply to #362 (Link, Reply)

I wouldn't worry about it, the only reason people went to QL is because id made the switch, the pros made the switch, it was new.

Since they did make QL, I'd think the community would stick with it but the only question would be who would host the HUB? Like the QL part where you log in and see your friends etc.

The Quake community will keep this game alive until some other fps comes out that is better or until we all grow too old to play.

It might lead to something good if people can start modding it and adding cool features.

By 🏴 mi (Link, Reply)

It's a good news, the maintenance team syncerror/sponge/sasparillo are free, they can get a job, do exercises or whatever.

    <syncerror> Besides, freeing us up isn't a bad thing.
    <syncerror> There are better things we could be doing than maintaining a fragile infrastructure for a 16 year old game.

    <syncerror> While we're still profitable, I don't think enough people subscribe to justify keeping that system in place forever.

So, shitting on the old community, infesting the game with loadouts, hmg, etc. to satisfy cod steamies didn't work? Awww, that's too bad.

1%

By 🔴 Raist (Link, Reply)

I rented the turkish servers for a year but the "no virtual server, we want a dedicated machine" requirement was too much for me to keep the server up after a year, it was too expensive for me :(

By 🔘 Yakumo   - Reply to #372 (Link, Reply)

The no virtual server requirement was basically because they were horrible to play on, id had some for a while but scrapped them.

Edited by Yakumo at 13:59 BST, 12 August 2015

By 🔴 Raist   - Reply to #403 (Link, Reply)

I understood this but the prices are really expensive for a full dedicated machine.

By 🏳️ hello_world (Link, Reply)

Basically, one last round of undoing their fuck-ups before washing their hands of it? Yeah...

By 🔴 sofiene (Link, Reply)

Check out my news-post about the QL update in here : http://druidz.se/nyheter/2/2877/

4%

By 🏳️ eyeK0n (Link, Reply)

What a joke this is 5 years too late. QL should have had community control from the start. That's what made Q3 so great. Years later we're still waiting on basic features that were available in Q3 sure there have been "improvements" such as higher resolution texture models ect but the game is 7 years old now and itseems like we're still in beta ffs.

The NA community is all but dead. Theres a small group of players that play pickup TDM and the odd CTF games but other than CA everything is dead. CA is dying out too as you spend most the time waiting to get into the one server that has ppl or is your appropriate elo level thanks to restrictive ql server scripts than you do actually playing.

1%

By 🇬🇧 Disrepute   - Reply to #382 (Link, Reply)

Problem was duel

6%

By 🖼️ Teen Queen   - Reply to #384 (Link, Reply)

incoming 200 replies

<< Comment #387 @ 02:21 BST, 6 August 2015 >>
By 🍁 FlashSoul   - Reply to #386   (Link, Reply)
1

<< Comment #389 @ 02:46 BST, 6 August 2015 >>
By 🏳 wem420   - Reply to #387   (Link, Reply)
2! , ;p

<< Comment #393 @ 18:00 BST, 6 August 2015 >>
By 🇬🇧 Disrepute   - Reply to #386   (Link, Reply)
Not likely. Most of the community have woken up and agree now.

<< Comment #396 @ 23:28 BST, 6 August 2015 >>
By 🍁 FlashSoul   - Reply to #393   (Link, Reply)
We need a poll.

<< Comment #395 @ 20:56 BST, 6 August 2015 >>
By 🏴 Anonymous (176.195.199.54) - Reply to #384   (Link, Reply)
No. Duel saved Quake.
7%

<< Comment #394 @ 20:45 BST, 6 August 2015 >>
By 🇮🇩 mrichi   (Link, Reply)
people told them that the servers were bad.

funny, dont you play your own game? sync start the game and try to find a good server and play ffa for example. noone will need to tell you that the serverbrowser is shit, the loadouts, the hmg. the rail and lg damage,
                                                            Edited by mrichi at 20:46 BST, 6 August 2015

<< Comment #399 @ 19:13 BST, 10 August 2015 >>
By ⬛ nemecel   - Reply to #394   (Link, Reply)
The rail is good imo, 100 was OP.

<< Comment #408 @ 17:33 BST, 12 August 2015 >>
By 🐢 gojira_   - Reply to #399   (Link, Reply)
And I thought you were a true diehard fan of quake...

<< Comment #410 @ 19:25 BST, 12 August 2015 >>
By ⬛ nemecel   - Reply to #408   (Link, Reply)
Diehard quake fans want RL to be the main weapon, not instagibfest.

<< Comment #411 @ 07:34 BST, 13 August 2015 >>
By 🏳 wrekt   - Reply to #410   (Link, Reply)
LG*

<< Comment #397 @ 02:16 BST, 10 August 2015 >>
By 🏴 Vig1lante   (Link, Reply)
Hopefully we see Monsoon in QL as a Workshop item, and a revamped phrantic with strogg textures in the next few months

By ▨ un4x (Link, Reply)

Question is, will we find servers / companies willing to host servers for us?

Edited by un4x at 00:28 BST, 11 August 2015

By ▨ FlashSoul — Reply to #400 (Link, Reply)

As long as people are willing to pay, sure.

1%

By ▨ gojira_ — Reply to #400 (Link, Reply)

"You're new here, aren't you?" -- Alkor the Alchemist

By ▨ gl00my (Link, Reply)

Slowly going back to OSP i see. Why destroy the community with all the bullshit in the first place then ?
Dead game filled with 12 year old CoD kids now. Some of them have even found their way here.

By ▨ nemecel (Link, Reply)

I think someone mentioned in-game currency. Well why not take it to the next level and make an in-built betting system where users can bet Bitcoin that they will win
in a duel agains their opponent, and the winner wins both his money and the opponent's bet back.
Now this would be exciting. There would be ranking of most money won etc. And you would actually be winning real money, not some game currency.

By ▨ phy1um — Reply to #412 (Link, Reply)

Surely there's all kinds of red tape with betting laws though. I imagine that's why games don't do this kind of thing more. Also is there a single game with anticheat
so solid you'd be prepared to wager any sum of money in a pub game?

By ▨ wrekt (Link, Reply)

QL Test: Crouchslide Teaser

H Y P E

Y
P
E

<< Comment #415 @ 23:45 BST, 16 August 2015 >>

By ⚑ Raist **- Reply to #414** (Link, Reply)

please no

1%

<< Comment #416 @ 16:23 BST, 18 August 2015 >>

By ⚑ Anonymous (37.201.240.159) - Reply to #415 (Link, Reply)

no worries Raist. This is not active by default.

<< Comment #422 @ 18:51 BST, 21 August 2015 >>

By ⚑ Mitritch **- Reply to #416** (Link, Reply)

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<< Comment #417 @ 09:27 BST, 19 August 2015 >>

By ⚑ filo **- Reply to #414** (Link, Reply)

mmmm, me like.

<< Comment #418 @ 10:42 BST, 19 August 2015 >>

By ⚑ pepidda **- Reply to #414** (Link, Reply)

PLEASE NO

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<< Comment #423 @ 19:17 BST, 21 August 2015 >>

By ⚑ T1E **- Reply to #414** (Link, Reply)

Looks fun and really high speed, but is there any downside to crouchsliding? You're harder to hit than while strafing, you're probably almost as fast, and hitbox is smaller than while standing/jumping/walking.

In terms of gameplay there should be some kind of penalty or handicap to it.

<< Comment #424 @ 19:21 BST, 21 August 2015 >>

By ⚑ W0LF13 **- Reply to #414** (Link, Reply)

When is this going to end!!??

Why not just give them wheels and be done with it?
or just turn on 'Flight'
I dearly hope this definitely 'IS' off by default.

How much time is being spent continually twisting and warping this game until it's completely broken..
instead of spending the time productively?

Leave this cheap mechanic where it belongs.

oh hang-on...
maybe it's another thing we demanded?

<< Comment #425 @ 22:56 BST, 21 August 2015 >>

By 🇨🇦 FlashSoul   - Reply to #424   (Link, Reply)

Leave this cheap mechanic where it belongs.

Where does it belong? In Quake 4?

<< Comment #432 @ 20:33 BST, 28 August 2015 >>

By 🏴󠁧󠁢󠁥󠁮󠁧󠁿 rexob   - Reply to #414   (Link, Reply)

Crouch sliding is fun. Judging from that video it seems a bit op at the moment, maybe it's something you can configure in the server settings I guess. Q4 1.3 sort of speed would be good, that video looks even faster than 1.4.2

Overall I think it's a good feature and is easier to learn than strafe jumping for new players I think.

<< Comment #419 @ 11:33 BST, 19 August 2015 >>

By 🇳🇱 bolus major   (Link, Reply)

How awesome to have LG 7 again.

<< Comment #426 @ 01:16 BST, 22 August 2015 >>

By 🇫🇷 me   - Reply to #419   (Link, Reply)

please no

<< Comment #429 @ 10:09 BST, 22 August 2015 >>

By 🇳🇱 bolus major   - Reply to #426   (Link, Reply)

ok

<< Comment #430 @ 16:24 BST, 26 August 2015 >>

By 🇫🇷 me   - Reply to #429   (Link, Reply)

tx!

<< Comment #427 @ 01:37 BST, 22 August 2015 >>

By 🖼 Teen Queen   (Link, Reply)

<sponge> anyway its looking like the steamworks ver isn't going to have skillrating/matching so vOv
[02:15] <Patrol1985_> no skill matching?! :o
[02:15] <Anhe> Yeah what's up with that
[02:15] <@sponge> with third party deds what are you gonna do, run 4 servers one for each tier?
[02:15] <@sponge> it makes less sense
[02:15] <@sponge> plus all that stuff was in the python backend
[02:15] <@sponge> so it'd have to be reimplemented in c
[02:16] <@sponge> and a hacked ded server could set skill rating to whatever they wanted
[02:16] <Patrol1985_> can't you restrict skillmatching to official servers?
[02:16] <Anhe> You mean tiers are getting scrapped altogether?
[02:16] <@sponge> yea
[02:17] <Patrol1985_> that's..... big :o
[02:17] <Anhe> yeah this is kinda big.
[02:17] <Anhe> Wait so
[02:17] <Anhe> Matchmaking CAN be done, it just takes a lot of time to rewritte the code in c?
[02:18] <@sponge> yea but official servers are going to be more limited, 3rd party deds will make up most of the matches
[02:18] <Patrol1985_> you do realize that all the newbies will get absolutely slaughtered?
[02:18] <@sponge> we dont have that many newbies anymore

part II
[02:32] <@sponge> it's not in yet but steam workshop support for ded servers should be dropping in the next week or two

part III
[02:32] <@sponge> it's not in yet but steam workshop support for ded servers should be dropping in the next week or two

We'll see how that play out.
To be honest, maybe having no restrictions and having stats only visible by yourself and your friends is a step in the right direction.

It's how quake 3 worked and people were fine with it.

more:
[03:09] <@sponge> so yea we've disabled autodownload support from anywhere but steam workshop
[03:09] <@sponge> so you shouldnt have to worry about slow download speeds

also cool:

[03:16] <@sponge> steam streaming might work since the game is in released state
[03:17] <@sponge> and yea any server can run any gametype now, unlike current ql
[03:17] <@sponge> so you can do /callvote map aerowalk ffa and then /callvote map bloodrun duel

Edited by Teen Queen at 02:18 BST, 22 August 2015

<< Comment #428 @ 04:20 BST, 22 August 2015 >>

By 🇨🇦 FlashSoul   - Reply to #427   (Link, Reply)

    It's how quake 3 worked and people were fine with it.

They were fine with it because the alternative was unknown back then. I'm not very happy with that. It's a step back IMO. It takes away from what made QL something distinct from Q3.

<< Comment #433 @ 14:04 BST, 30 August 2015 >>

By 📷 filo   - Reply to #428   (Link, Reply)

remeber when all the ney sayers said: aa fuck tiers, every1 everywhere!

... shorterm and longterm fail, but as i see offical servers are already empty. I gues ded servers will have tiering.

<< Comment #434 @ 17:45 BST, 30 August 2015 >>

By 🇨🇦 FlashSoul   - Reply to #433   (Link, Reply)

If this quote is accurate...

        <sponge> anyway its looking like the steamworks ver isn't going to have skillrating/matching so vOv

... then that would mean no tiers. As for those who were saying nobody ever wanted a system like that to fragment the playerbase... well I wonder if they're still playing with the servers running minobot with QLRanks rating restrictions left and right today.

<< Comment #435 @ 20:47 BST, 30 August 2015 >>

By 📷 filo   - Reply to #434   (Link, Reply)

ofc they are, because that kind of servers gives a lot bigger procentage of better balanced games then public servers.

... IDK why people say elo is shit, as if they like getting 10-0 raped and ofc elo is not perfect, but it sure is better then non-elo systems.

By maxterid (Link, Reply)

What happened with this? Maybe the most wanted update and there are not new news about it

By Teen Queen   - Reply to #437 (Link, Reply)

What kind of info are you seeking?

By maxterid - Reply to #438 (Link, Reply)

Maybe the final release, or some content to see (more than we already saw)

By Teen Queen   - Reply to #439 (Link, Reply)

There's tons of info circulating on IRC by devs themselves, if you're interested in particular topic I can probably shed some light.

If you want something more detailed, hang around on IRC, sponge is very chatty lately and isn't hiding much - quite the opposite, even the focus channel leaks aren't looked down upon as much as they did few years ago.

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By maxterid - Reply to #440 (Link, Reply)

Maybe in all LAN stuff, or maybe the new look, or the changes in-game, but i'm anxious about have the new update right now.

By Teen Queen   - Reply to #441 (Link, Reply)

Engine/graphics will remain unchanged.

If you mean the new client look, ask sponge on IRC and he will be happy to oblige and provide you with a beta key that you can use to install beta client on steam

Just don't be too needy, don't spam and don't mention that you're from brazil, apparently they're using bots to copy/pasting and spam a single badly translated sentence from a BR forum and query him.

Otherwise check this video here

Bear in mind that they update the client almost every day, this was uploaded 3 weeks ago.

The updates are very frequent and they're constantly adding and fixing stuff. There's a different layout for viewing team mate positions (those yellow triangles are gone).

I think It's best if you just ask around on IRC at normal times (10am @dallas)

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By maxterid - Reply to #442 (Link, Reply)

oh, it looks very cool, thanks for the responses

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