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Quake Live's Next Update - Steam Exclusive

The forums will be moving to Steam as of the upcoming release. Find out more.

Thread: Quake Live's Next Update - Steam Exclusive

Yesterday 06:25 AM		#1
<div><div><div>SyncError</div><div>Producer</div><div></div><div></div><div><div>Join Date: Aug 2010</div><div>Posts: 1,670</div></div></div></div>	<div><div>Quake Live's Next Update - Steam Exclusive</div><div>The next Quake Live update is on the horizon, and with it brings some important changes as to how players will access and play Quake Live. As early as next week, Quake Live will be discontinuing our Launcher and will be available exclusively on Steam. With the move we will be replacing many of our services with Steamworks alternatives, including many new features such as in-game achievements, voice chat, lobbies, workshop, and more! If you haven't transitioned yet, please visit us on Steam today to join us and keep fragging on Steam!</div></div>	<div>Reply Reply With Quote </div>
Yesterday 07:31 AM		#2
<div><div><div>nxs_</div><div>Junior Member</div><div></div><div><div>Join Date: Dec 2013</div><div>Posts: 6</div></div></div></div>	<div><div>Thanks for keeping us updated Adam!</div><div>Can't wait to see it roll out- LG 7 dmg again right!? Also quad damage for qcon2016... what's it take to change your mind??</div></div>	
		<div>If you can't explain it simply, you don't understand it well enough.</div>
		<div>Reply Reply With Quote </div>
Yesterday 07:55 AM		#3
<div><div><div>dark_confidant</div><div>Junior Member</div><div></div><div><div>Join Date: Jun 2013</div></div></div></div>	<div><div>cool. cant wait for it.</div></div>	

Posts:2


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Yesterday 08:01 AM

#4

Emexrulsier


Senior Member



Join Date:Oct 2010

Location:Yorkshire born
Yorkshire bred

Posts:119



"Quake Live will be discontinuing our Launcher and will be available exclusively on Steam. "

This is something I said would happen as soon as you launched on Steam but the message that came back was "there are no plans". There is always a plan 🤔

There are three kings of people in this world, those that can count and northerners


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Yesterday 08:30 AM

#5

Kapiter

Member



Join Date:Aug 2010

Location:PARIS, FRANCE

Posts:37

How PRO subscriptions will be handled ? Will they still be automatically active on steam ?

EDIT: transfered my account, subscription is fine 😊

Last edited by Kapiter; Yesterday at 06:35 PM.

French Frag Factory - Quake, news & trolls since 1998


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Yesterday 08:39 AM

#6

Patrol1985

Senior Member



Join Date:Jan 2014





Posts:197

Can't wait! Thanks for info! 🤔

Said on June 4th, 2015:
<sponge> rocket should be powerful they are the backbone of what makes quake quake, and fun to use
<sponge> a quake game with a weak rocket is a game that shouldn't exist

Said on July 27th, 2015:
<sponge> ql is an old game based on an older game that was the worst selling of all the games in its franchise
<sponge> who cares about its player numbers play it if you enjoy it watch it if you enjoy it

'Nuff said 😊

		Reply Reply With Quote
Yesterday 08:46 AM		#7
<div><div>Xsi ◉</div><div>Junior Member</div><div><div></div></div><div><div>Join Date:</div><div>Aug 2010</div></div><div><div>Location:</div><div>Cracow</div></div><div><div>Posts:</div><div>3</div></div></div>	Changelog before update? Or gimme beta key, I will see it for myself	Reply Reply With Quote
Yesterday 09:09 AM		#8
<div><div>SergeantRock44 ◉</div><div>Senior Member</div><div><div></div></div><div></div><div><div>Join Date:</div><div>Aug 2010</div></div><div><div>Posts:</div><div>299</div></div></div>	Will pre-existing accounts work on Steam, or will we need to create whole new accounts and just forget the pre-existing ones? I have had a Steam account for some time but never started one for Quake Live because I didn't know how that would impact my existing ones with the standalone launcher. The standalone launcher allowed the pre-existing accts that were started back when QL was a browser-based game...	Reply Reply With Quote
Yesterday 09:36 AM		#9
<div><div>Mike68 ◉</div><div>Senior Member</div><div><div></div></div><div></div><div><div>Join Date:</div><div>Sep 2010</div></div><div><div>Location:</div><div>Lost in the fog</div></div><div><div>Posts:</div><div>1,086</div></div></div>	<div><div> Originally Posted by SergeantRock44 </div><div>Will pre-existing accounts work on Steam, or will we need to create whole new accounts and just forget the pre-existing ones? I have had a Steam account for some time but never started one for Quake Live because I didn't know how that would impact my existing ones with the standalone launcher. The standalone launcher allowed the pre-existing accts that were started back when QL was a browser-based game...</div></div> <div>Currently, when you download the game on Steam, you'll be asked if you want to connect an existing account. If you do so, then you will carry on as you are, but connecting through Steam. Not sure how it's going to work out for people who haven't yet moved over after the update.</div> <div>M</div>	Reply Reply With Quote
Yesterday 10:15 AM		#10
<div><div>Tudermaci ◉</div><div>Junior Member</div><div><div></div></div><div><div>Join Date:</div><div>Aug 2010</div></div><div><div>Posts:</div><div>6</div></div></div>	Hey.I installed steam and work my old profile,but dont update my settings,binds,etc..this normal or im too lame? help	Reply Reply With Quote

+ Reply to Thread

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