02:47 BST - **365 users online**   Not Logged In | **Login** | **Register**

Forums > **Quake Live Forum**   new ql thread
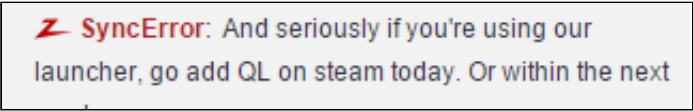
QL STEAM SWITCH Q&A WITH SYNCERROR (99 comments)
Posted by mouse* @ 20:34 BST, 15 October 2015 - iMsg   (Forum: QL)

Its happening, make sure to switch by this week.

> ⚡ **SyncError**: And seriously if you're using our
> launcher, go add QL on steam today. Or within the next

15%   *Edited by mouse* at 21:07 BST, 15 October 2015 - 5025 Hits*

<< prev QL thread || next QL thread >>

<< Comment #1 @ 20:42 BST, 15 October 2015 >>

By 🏴 Meph1stoo   (Link, Reply)

within next.... WHAT; WHAT. so much suspense WOW

6%   *Edited by Meph1stoo at 20:43 BST, 15 October 2015*

<< Comment #3 @ 20:43 BST, 15 October 2015 >>

By 🏁 mouse*   - Reply to #1   (Link, Reply)

week. sorry

<< Comment #2 @ 20:42 BST, 15 October 2015 >>

By 🏁 mouse*   (Link, Reply)

---

live streams

CS:GO **BOXR** (65 viewers)
CS:GO **ESL CS:GO** (1999 viewers)
SC2 **ESL SC2** (1011 viewers)
QL **FlairTV** (6 viewers)
CS:GO **sulit** (9 viewers)

scheduled listings

In 16:12 - **125 FPS Pro League S#26, Group C2** (123)
In 17:12 - **HoQ TDM Fall 2015 - Round 1** (45)

more...

other ql threads

QL Steam switch Q&A with Syncerror (99)
Failed to load quake live site - error (21)
Your Top 3 Quake frag / Defrag movies (64)
Somebody in Sweden had a bad day(MollyB) (14)
Looking for Movie-/Video creater (16)
Mouse,Monitor and setup for twitch? (33)
cannot join any server (15)
butthurt 2k elo (91)
FFA world championships (fu critics) (125)
Dropped counts in mouse movement (48)

more...

latest threads

Latest Comments
News **HoQ TDM Fall 2015 - Round 1** (45)
News **125 FPS Pro League S#26, Group C2** (123)
Movie **TRASH3.0** (79)
Demo **REKT -vs- POXUI** (0)
Column **Using code names for maps alienates new** (18)

more...

Latest Forum Threads
Q4 **Fatal1ty vs Toxic WSVG 2006** (12)
QL **QuakeLive Netcode** (380)
GG **/!\WARNING/!\ Cooler gets back in form** (2)
ESR **Dark violin music helps w/ concentration** (33)
HW **Razer Abyssus** (3)

more...

Latest Journals
Refugee Crisis = FAIL. (616) by Jamerio
ulbe please (11) by Lam
Press 1 if you want me back (52) by ZhuMusic
I'm on a train again, bitches. (28) by CrazyAI
QL-Like Mouse Acceleration Script (133) by Mitritch

more...

Hot Topics
Forum **QL Steam switch Q&A with Syncerror** (99)
Forum **TotalBiscuit :(** (97)
Movie **TRASH3.0** (79)
Forum **What's the purpose of ESreality?** (73)
Forum **Doom closed Alpha** (61)

mousestar1: so for what do i need a key if ql is free to play on steam?

SyncError: `Mousestar1`, primarily because this is our last update.

SyncError: So we want to ensure that everything is working.

toomuchcoffeesam:

XOUP: Syncerror > Qkcon demos !!!

Zwatrem: so it's confirmed like that the day after overwatch release, quake will die?

SyncError: If people don't test it, then if someone is still broken, it will probably remain that way unless it is a critical issue that needs to be addressed.

mousestar1: ok thanks

qzcybo: dang

SyncError: QL will probably be way more popular after this update than before.

10%   *Edited by mouse* at 20:43 BST, 15 October 2015*

<< Comment #4 @ 20:49 BST, 15 October 2015 >>

By ▨ mouse*   (Link, Reply)

I got more questions coming stay tuned

<< Comment #6 @ 21:04 BST, 15 October 2015 >>

By ▱ dizzle   (Link, Reply)

who cares anymore? this game is dead

<< Comment #5 @ 21:02 BST, 15 October 2015 >>

By ▨ mouse*   (Link, Reply)

more...

Here you go the entire Q&A

melbaa: when are you making quake live opensource

SyncError: Workshop is for maps, huds, factories (custom gametypes), player models, player configs, etc.

SyncError: @Melbaa never

MicalexaN: will the maps be re-added to the game without the billboards

SyncError: @Micalexan No, in many maps they are nice to break up large ugly walls. They will stay with default ql logos.

Linkyyy1: syncerror will there be /cv ruleset in the new update

SyncError: @Linkyyy1 Rulesets have been removed. Instead we now have something called factories. You can specify any factory when you callvote a map.

SyncError: cv map bloodrun duel

XOUP: zis is a revolution 😑

SyncError: cv map stonekeep ctf

mhj050178: "Drop the base" - (c) Shpuld

SyncError: Factories define not just gametype but rules.

Shpuld: SyncError, custom weapon models?

SyncError: @Shpuld You can do custom models, but not like CS:Go. Basically a workshop item needs to be made for either each weapon or a pack of all of them, and a server needs to subscribe to that workshop item.

Zwatrem: is he not playing?

Linkyyy1: LARSLARSLARS

SyncError: Players autodownload workshop items the server is running.

22%   *Edited by mouse* at 21:02 BST, 15 October 2015*

<< Comment #8 @ 21:17 BST, 15 October 2015 >>

By 🆙 **lithz**   **- Reply to #5**   (Link, Reply)

Don't really understand the weapon models part. Can you have different skins on separate guns?

<< Comment #10 @ 21:21 BST, 15 October 2015 >>

By 🏁 **mouse***   **- Reply to #8**   (Link, Reply)

I think it means the skins need to be of the same set of skins. if you have camouflage models and pink models you have to decide for a coherent set? dunno,

thats all he said.

Edited by mouse* at 21:21 BST, 15 October 2015

<< Comment #37 @ 18:06 BST, 16 October 2015 >>

By 🇵🇱 Lam   - Reply to #8   (Link, Reply)

You can enable custom models ON A SERVER and then all players who connect will automatically download and use them.

You can't have custom models on vanilla servers.

(Swapping models can lead to cheating - remember same model is used for enemies so you can make it huge and bright. So server admins are in control and all clients have the same advantage.)

<< Comment #7 @ 21:14 BST, 15 October 2015 >>

By 🇳🇱 bolus major   (Link, Reply)

Last of the standalone mohicans

19%

<< Comment #9 @ 21:20 BST, 15 October 2015 >>

By 🇮🇳 MarzenGold   (Link, Reply)

So QL will now be more popular than before. So id are abandoning it? WTF?!

4%

<< Comment #11 @ 21:22 BST, 15 October 2015 >>

By 🇵🇱 wrekt   - Reply to #9   (Link, Reply)

Don't question it, embrace it.

<< Comment #33 @ 15:10 BST, 16 October 2015 >>

By 🇺🇸 gojira_   - Reply to #11   (Link, Reply)

I'll embrace the community since they are responsible for keeping the quake series alive.

<< Comment #83 @ 00:20 BST, 19 October 2015 >>

By 🇬🇧 Oleedee   - Reply to #33   (Link, Reply)

I'll embrace you in a minuite!

<< Comment #16 @ 22:20 BST, 15 October 2015 >>

By 🖼 megaman3   - Reply to #9   (Link, Reply)

He assumes the game will become more popular, but not to the point idsoftware/Zenimax would become more interested in putting resources into QL than into other projects of theirs such as Doom 4, Quake 5 or Commander Keen 2020. Rather reasonable.

Also, id abandoning QL is another sign of them now developing Quake 5, as obviously they wouldn't want to compete with themselves. (the other sign is that they don't have any other successful franchise that could use a sequel made by them).

3%   *Edited by megaman3 at 22:27 BST, 15 October 2015*

<< Comment #38 @ 18:10 BST, 16 October 2015 >>

By 🇵🇱 Lam   - Reply to #16   (Link, Reply)

They have Wolfenstein, Doom and Rage, all 3 with titles confirmed in development (Doom 4, Rage 2 are confirmed and a sequel to Wolf:TNO that was accidentally revealed by a Polish blonde).

So there's a nice queue of titles in the other franchises that are currently being worked on.

Surely they're planning Quake 5, but it can be another 10 years before that actually materializes ;)

4%

<< Comment #12 @ 21:35 BST, 15 October 2015 >>

By 🇮🇹 cityy   (Link, Reply)

Now we all just need to turn 14 again so we can waste all of our days playing quake and creating content.

31%

<< Comment #28 @ 13:52 BST, 16 October 2015 >>

By 3Nex   - Reply to #12   (Link, Reply)

Well I'm gonna do that anyway, I don't see what difference it makes how many times I spun around a star

1%

<< Comment #13 @ 21:56 BST, 15 October 2015 >>

By Raist   (Link, Reply)

it was fine back in the day when id stopped caring about updating q3 cause the mod support was all we needed.

I am assuming this workshop stuff is not the same thing as that?

<< Comment #14 @ 22:03 BST, 15 October 2015 >>

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

factories (custom gametypes)

Maybe you could do a bit with that? I dunno.

<< Comment #17 @ 23:05 BST, 15 October 2015 >>

By Meph1stoo   - Reply to #14   (Link, Reply)

Thats all very limited

<< Comment #24 @ 02:49 BST, 16 October 2015 >>

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

It certainly isn't mod support. You can't run custom code with that.

<< Comment #15 @ 22:17 BST, 15 October 2015 >>

By M1zzu   (Link, Reply)

ql will probably be way more popular after this update than before

leveling, classes, hats, scopes, weapon unlocks, hud timers and loadouts in all modes and gibs dlc confirmed.

2%

<< Comment #18 @ 23:44 BST, 15 October 2015 >>

By 56K 7ep3s   (Link, Reply)

OK SO CAN WE GRAPPLING HOOK ONLINE AFTER UPDATE OR NOT

1%

<< Comment #25 @ 02:49 BST, 16 October 2015 >>

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

Yes.

<< Comment #26 @ 02:56 BST, 16 October 2015 >>

By phy1um   - Reply to #18   (Link, Reply)

I've been playing with hook+crouchslide CTF. Yet to actually make a game happen because people are lame, but videos will come in the next few months.

<< Comment #34 @ 16:37 BST, 16 October 2015 >>

By neeple   - Reply to #26   (Link, Reply)

I am so hard for crouchslide CTF. I never had the pleasure in quake 4, only duel, so I'm going to be all over this. I'm loving all this Q4 related shit youre teasing

By 🇩🇪 twister (Link, Reply)

How do you connect ql to steam? U gotta download it all again?

By 🏴 mouse*   - Reply to #19 (Link, Reply)

I downloaded ql on steam, it then asks you if you want to create a new account or connect an already existing one.

By 🟫 Yakumo   - Reply to #20 (Link, Reply)

Atm you can pause or stop the download then copy or move your pk3 files over from your stand alone install to save lots of bandwidth.

7%   *Edited by Yakumo at 01:49 BST, 16 October 2015*

By 🟥 Anonymous (94.162.141.162) - Reply to #22 (Link, Reply)

I tried starting the download, then paused and copied all the pk3 files here: C:\Program Files (x86)\Steam\SteamApps\downloading\282440\baseq3 because there's no Quake Live folder yet in Steamapps. But when I resume the download it tries to replace all the pk3 files.
So I don't know exactly what to do, can you be a bit more specific?

By 🟫 Yakumo   - Reply to #93 (Link, Reply)

In that case I'd try cancel the download, hopefully Quake Live will still be listed in your library, create the Quake Live folder so it's as below :

C:\Program Files (x86)\Steam\SteamApps\common\Quake Live\

and a baseq3 directory within that, then move the pk3 files into that folder , and then try within steam - properties on Quake Live -> Local Files tab -> Verify Integrity of Game Cache.

If this doesn't work, the total download is 1gb, it's not huge for a steam game.

By 🏴 pvh   - Reply to #97 (Link, Reply)

Regardless, when the new update appears you will have to download it all again anyway.

By 🟥 yoyoman (Link, Reply)

Where the fuck are the demos FFS! just answer like a honest human being and not like a politician for once!

By 🇷🇺 CAREEM (Link, Reply)

Im looking forward:)

1%

By 🇦🇹 r34Lh4t3 (Link, Reply)

gibs dlc ?!?

;_;

1%

By 🏳️ gSTRUCTOR *(Link, Reply)*

I really dont understand his reply to the key question. No more keys will be needed after the update?

<< Comment #39 @ 02:03 BST, 17 October 2015 >>

By 🇦🇺 phy1um **- Reply to #29** *(Link, Reply)*

You need a key now because this is the testing version. They don't want to make it public yet, just for people who know and love Quake that want to help by playing. When it's finished and polished it will be publicly released - no more keys.

12%   *Edited by phy1um at 02:03 BST, 17 October 2015*

<< Comment #49 @ 14:51 BST, 17 October 2015 >>

By 🇵🇱 Xsi **- Reply to #39** *(Link, Reply)*

So where can I get this "key" ?

<< Comment #54 @ 18:08 BST, 17 October 2015 >>

By ⬛ PerpetualWar **- Reply to #49** *(Link, Reply)*

Ask SyncError or sponge.

<< Comment #32 @ 15:08 BST, 16 October 2015 >>

By 🇩🇪 Anonymous (217.229.219.52) *(Link, Reply)*

http://m.memegen.com/e0tkbj.jpg

<< Comment #30 @ 15:02 BST, 16 October 2015 >>

By 🏴 gojira_ *(Link, Reply)*

Lol

<< Comment #31 @ 15:08 BST, 16 October 2015 >>

By 🏳️ T1E *(Link, Reply)*

rip =/

<< Comment #35 @ 17:12 BST, 16 October 2015 >>

By 🇧🇩 mushi *(Link, Reply)*

how about the servers? until when they will be online? is it possible to run ql dedicated server ?

Edited by mushi at 17:13 BST, 16 October 2015

<< Comment #36 @ 17:58 BST, 16 October 2015 >>

By 🇪🇸 Nuked User - Reply to #35 *(Link, Reply)*

NUKED

<< Comment #40 @ 02:06 BST, 17 October 2015 >>

By 🇦🇺 phy1um **- Reply to #35** *(Link, Reply)*

Every man and their dog will be able to host their own dedi once the update is public.

<< Comment #41 @ 03:19 BST, 17 October 2015 >>

By 🇨🇦 quake is potat *(Link, Reply)*

As someone who has been completely out of the loop for several months... I don't even get what "key" means or where I get one of these magical "keys".

Could someone please elaborate?

And why is syncerror suddenly suggesting to "add ql on steam within the next week" with a tone of urgency? Why is this so important? Why the short notice? What happens after this week if you don't add steam? What happens if someone is on holiday this week or doesn't even visit ESR or hang around it twitch? Donut much?

THESE ARE THE QUESTIONS

<< Comment #42 @ 03:39 BST, 17 October 2015 >>

By 🏳 Skinny_Puppy   - Reply to #41   (Link, Reply)

"And why is syncerror suddenly suggesting to "add ql on steam within the next week" with a tone of urgency? Why is this so important? Why the short notice?"

Short notice? This has been known for months!

<< Comment #44 @ 12:39 BST, 17 October 2015 >>

By 🔴 Yakumo   - Reply to #41   (Link, Reply)

Seems to be some confusion between ql on steam (no key required) and the ql beta (also on steam but key from them required while its beta).
The latter they'll want testing as much as possible before it goes fully public and that's not far off now.

2%

<< Comment #52 @ 17:11 BST, 17 October 2015 >>

By 🔴 sofiene   - Reply to #44   (Link, Reply)

And how can i join the beta testers group ? (trying for ages but nothing helps)

2%

<< Comment #55 @ 18:08 BST, 17 October 2015 >>

By 🔴 Yakumo   - Reply to #52   (Link, Reply)

Sync's been giving out a lot more keys recently, try catch him on quakenet irc #quakelive.

4%

<< Comment #70 @ 14:33 BST, 18 October 2015 >>

By 🏴 r34Lh4t3   - Reply to #52   (Link, Reply)

or twitter

2%

<< Comment #43 @ 03:44 BST, 17 October 2015 >>

By 🔴 sofiene   (Link, Reply)

Gibs ! i want Gibs ! Bring Dem Gibs !

4%

<< Comment #45 @ 13:09 BST, 17 October 2015 >>

By 🏴 daka   (Link, Reply)

cg_nomip or gtfo

3%   *Edited by daka at 13:10 BST, 17 October 2015*

<< Comment #51 @ 17:08 BST, 17 October 2015 >>

By 🇷🇴 groparoo   - Reply to #45   (Link, Reply)

^ This is what I miss the most

<< Comment #81 @ 20:54 BST, 18 October 2015 >>

By 🏳 g0uken   - Reply to #45   (Link, Reply)

Oh God, yes please. Those damn rocket explosion fills up the entire screen....

1%

<< Comment #46 @ 13:32 BST, 17 October 2015 >>

By 🏳 Anonymous (66.249.83.152)   (Link, Reply)

Possibly because if you don't switch to steam before update, you'll lose your old account stats /friends?

<< Comment #47 @ 13:48 BST, 17 October 2015 >>

By ⬛ Anonymous (108.55.64.28) - Reply to #46 (Link, Reply)

no more stats

By ⬛ Anonymous (108.55.64.28) (Link, Reply)

yay! 11,000 people coming to steam!!!

right?
http://ql.leeto.fi/#/activity2

oh wait...
http://steamcharts.com/app/282440

fail propaganda for 6 years?

By ⬛ gSTRUCTOR   - Reply to #48 (Link, Reply)

Go play one of the heavily populated dumbed down fps if graph stats of players are so important for you :)

By ⬛ Anonymous (108.55.64.28) - Reply to #50 (Link, Reply)

not the point.

yakumo has been saying for years that the steam population is just a very small percentage of the total playerbase often times linking back to the 10s of thousands playing on the ql leeto page. Now we see how ironically false that propaganda was and how much Yakumo lied for the past 6 years everytime someone said something negative about QL.

By ⬛ megaman3   - Reply to #53 (Link, Reply)

I don't think you (raythenoob? cooloutac?) have played Quake in many years, because you are assuming that right now QL is steam-exclusive, when in fact it is not today and it never has been. That makes your whole premise wrong and so is your conclusion.

So, Yakumo is right. What's accurate for QL is ql.leeto.fi, while steamcharts is way off. He did not spread "false propaganda".

Steamcharts will be more accurate for QL than what it is now, once the new (and last) update makes the game be steam-exclusive. Until then it's better to wait for the results (a couple of months).

Edited by megaman3 at 22:22 BST, 17 October 2015

By ⬛ Yakumo   - Reply to #53 (Link, Reply)

what?

1. I've never said that, that makes no sense whatsoever, only that players currently online reported by steam, even across a 24 hour period, is absolutely not equal to the total number of people that you could consider to be players (ie, have the game installed and like to play every now and again).

2. The only time I recall arguing about stats, and specifically bringing ql.leeto.fi into it was in comparison to how many Q3A players there were , that entire conversation is here for posterity : http://www.esreality.com/post/2662028/#pid2661869
(Oh and this chat about runes - http://www.quakelive.com/forum/showthread.php...poll/page2 but that's not really relevant here)

3. The fact that conversation took place a year ago, and has been sat visible online since, does not mean I've been 'saying the same thing for years', it was still just a comment at the time that it was said, though it does happen to also be correct if you read it rather than the version you're making up.

4. Quakelive was released on Steam Sep 17, 2014, one year and one month ago today, not years ago

5. Everything that noctis and megaman3 say in #58 #60 #62

6. Could you BE any more wrong?

7. Stop making things up and rewriting history.... oh.... it really is you isn't it...

1%   *Edited by Yakumo at 02:59 BST, 18 October 2015*

<< Comment #66 @ 11:48 BST, 18 October 2015 >>

By 🔴 neeple   - Reply to #61   (Link, Reply)

> 6. Could you BE any more wrong?

C H A N D L E R
H
A
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E
R

7%

<< Comment #56 @ 20:16 BST, 17 October 2015 >>

By 🏴 noctis   - Reply to #48   (Link, Reply)

The ql.leeto.fi stats are 11k unique players over the course of 24 hours.

Steam stats are players who have the game open at the same time. There is a difference.

13%

<< Comment #58 @ 22:10 BST, 17 October 2015 >>

By 🖼 megaman3   - Reply to #48   (Link, Reply)

What noctis said + that only a small portion of the playerbase uses Steam to play the game, therefore right now the steamcharts stats are way off for QL. You are assuming that QL is steam-exclusive, but it's not.

In other words,
1.- ql.leeto.fi is by far the most accurate way to measure how QL is doing.
2.- ql.leeto.fi will still be more accurate than steamcharts after QL goes steam-only, due to what noctis said.
3.- When QL goes steam-only in the upcoming weeks, then you will be able to compare ql.leeto.fi with steamcharts, plus reliably compare steamcharts stats with other games.

Edited by megaman3 at 22:23 BST, 17 October 2015

<< Comment #60 @ 22:40 BST, 17 October 2015 >>

By 🏴 noctis   - Reply to #58   (Link, Reply)

2. is wrong. Unless rulex gets access to every server anyone is ever going to host, he won't be able to get the same stats as before since stats are now aquired on a per server basis (those that give him access) and not from a central API.

From what i gathered rulex has already added support for the steam only release but his data set will never be as complete again as it is currently.

Edit: Actually this only applies if his stats just come from match stats (which he is what he is doing i think). Anyone can still just query the master server and check how many people are currently on a server, but that would probably just show the same number as steam stats. Maybe less since steam numbers show people who have the game open (they don't have to be on a server or actually play).

Edited by noctis at 22:43 BST, 17 October 2015

<< Comment #92 @ 17:55 BST, 19 October 2015 >>

By 🔵 Crotazzo   - Reply to #48   (Link, Reply)

omg didnt know that ql.leeto.fi tool....

now start banning them cheaters!!!

http://ql.leeto.fi/#/top?gt=duel&col=LG_A...;sort=desc

funny how there is a clear jump between 48% to 54% acc.

By 🏴 cha0z_ (Link, Reply)

So, no one clearly told why is so urgent to switch asap to steam ql? We will lose our accout/nickname or what? Also we should go for ql steam or ql beta steam version that requires to contact sync/sponge? Can someone explain this part as it's the most important one and I don't have a lot of time recently to even play one game. :(

1%

By 🏴 squadmeta   - Reply to #57 (Link, Reply)

ql steam, sync not giving keys our for beta anymore

By 🏴 squadmeta (Link, Reply)

With the new custom models available soon, maybe some clever guy/girl can make something cool to show our appreciation for...

'Alexey A from the Moscow region' <3

Nice idea?

28%

By 🔲 mouse*   - Reply to #62 (Link, Reply)

Nice idea.

2%

By 🇮🇹 ndp15 (Link, Reply)

It seems we have a date: 26th October.

4%

By 🏴 lithz   - Reply to #65 (Link, Reply)

Source?

By 🏴 Yakumo   - Reply to #67 (Link, Reply)

Somebody wrong, they've always targeted Tuesdays

2%   *Edited by Yakumo at 14:02 BST, 18 October 2015*

By 🇵🇱 r34Lh4t3   - Reply to #69 (Link, Reply)

must be destiny if its 27.10

its my birthday \,,/ o_X \,,/

8%

By 🇺🇸 Anonymous (24.16.196.213) - **Reply to #69**

Somebody wrong, they've always targeted Tuesdays

Monday to ID is Tuesday to others depending on where you live.

By 🔴 Yakumo - **Reply to #77**

Sure, but when they say Tuesday they're going to be talking relative to themselves, they start work at 9am - 10am ish (UTC -5) , so no one's going to be still on Monday ;p
(UTC -11 is as far as it goes)

1%

By 🇮🇹 ndp15 - **Reply to #67**

Hoq admin. I think he asked Sync but I'm not sure about it.

By 🇫🇷 imdaniel

Will I still be able to host DE servers with my subscribtion or is the game gonna be totaly free with no sub etc? I like DE servers because i get very low ping there despite beeing in France and many people have good or acceptable ping to DE thats why i host them there.

Are the private dedi servers gonna need Linux ?

By 🇩🇪 Anonymous (217.229.201.114)

lost my config and hud on the transfer. game looks pretty nice. announcer constantly saying positive things bout me. *top*

4%

By 🔴 Yakumo - **Reply to #73**

Going from standalone to steam just links your account, it doesn't move any files.

see https://steamcommunity.com/sharedfiles/filede...318#402953 for where to move your files.

If you've gotten a beta key then that's in a separate folder atm too.

By 🏴 NinjasInPyjamas - **Reply to #73**

<< Comment #91 @ 14:00 BST, 19 October 2015 >>

By RefuGee   - Reply to #75   (Link, Reply)

What a virgin xDDDDDD

<< Comment #95 @ 20:43 BST, 19 October 2015 >>

By jamalz   - Reply to #91   (Link, Reply)

yea, she's getting wet as fuck

3%

<< Comment #99 @ 23:17 BST, 19 October 2015 >>

By RefuGee   - Reply to #95   (Link, Reply)

That smile says "how the fuck did I end up here, I thought I was going to formula one".

<< Comment #79 @ 20:44 BST, 18 October 2015 >>

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

for QL steam beta just copy all your stuff (cfgs and ui folder) from

C:\Program Files (x86)\Steam\SteamApps\common\Quake Live\{randomnumberhere}\baseq3

to

C:\Program Files (x86)\Steam\SteamApps\common\Quake Live Testing\{randomnumberhere}\baseq3

ezpz))

<< Comment #76 @ 19:57 BST, 18 October 2015 >>

By quake is potat   (Link, Reply)

Wonder how this is gonna work with wolfcam business. Will there be a new .dm_xx protocol?

<< Comment #80 @ 20:46 BST, 18 October 2015 >>

By squadmeta   - Reply to #76   (Link, Reply)

demos from QCon were saved in a weird way as I remember from fazz looking through his on stream.

So most likely some changes.

<< Comment #82 @ 21:22 BST, 18 October 2015 >>

By Yakumo   - Reply to #76   (Link, Reply)

Already was as shown at qcon, and brugal updated wolfcam for it ages back now.

https://github.com/brugal/wolfcamql/releases

1%

<< Comment #84 @ 08:26 BST, 19 October 2015 >>

By ndp15   (Link, Reply)

Official statement

<< Comment #85 @ 10:21 BST, 19 October 2015 >>

By kapa   (Link, Reply)

No future update means we can wave goodbye to linux support? :(

By 🇵🇱 Xsi   - Reply to #85   (Link, Reply)

I wonder if there will be support for linux dedicated servers at least

By ⬛ PerpetualWar   - Reply to #86   (Link, Reply)

There is.

8%

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

\o/

By 🇦🇺 Meph1stoo   - Reply to #85   (Link, Reply)

fucking awesomium doesnt quite wirk with linux :(((

By 🇷🇺 CAREEM   (Link, Reply)

¸Where did you guys get beta key? I would also like to test it. PM plz

By ⬛ PerpetualWar   - Reply to #87   (Link, Reply)

Go to #quakelive channel and ask sponge or SyncError to give you one.

By 🇩🇰 g0uken   - Reply to #87   (Link, Reply)

Got mine an hour ago, by Sponge.

Reply to: #0
[Reset]
Formatting: **B** *I* U̲ S̶ ❞ 🔗 ▶ 📺 🏳 🔽

Content: