

```
new ql thread
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( Forum: QL)

So, what you all gonna do now?



*Edited by gojira\_ at 20:24 GMT, 27 October 2015 - 4434 Hits*

First unread comment: **by date (#136)**

(Link, Reply)



*Edited by Whorechild at 09:30 GMT, 27 October 2015*

(Link, Reply)

(Link, Reply)

9%

(Link, Reply)

Say what you will but I enjoyed the fuck out of quakelive. I watched every single lan tournament and played lots of fucking quake. A FUCKING LOT, OF FUCKING QUAKE.

more...

more...

more...

more...

more...

New s **QL Steam Exclusive beta goes public** (199)  
Forum **QL final update today** (149)

I am satisfied that I enjoyed myself as much as possible I am very sad that quakelive failed because of shit devs,but I still got mine. And that's what counts.

33%

<< Comment #11 @ 13:43 GMT, 27 October 2015 >>

By  **imdaniel** - Reply to #3 (Link, Reply)

You can only judge rightly if you have the whole picture of how was namaged QL project, which none of us have.

To the contrary you decide to bash on SyncError who has proved to be very dedicated to something he like. Might i say he love.

Do you think your negative texts toward QL devs adds something positive or negative?

<< Comment #14 @ 14:05 GMT, 27 October 2015 >>

By  **quake is potat** - Reply to #11 (Link, Reply)



29%


Edited by quake is potat at 14:05 GMT, 27 October 2015

<< Comment #87 @ 17:41 GMT, 27 October 2015 >>

By  **Derb\_** - Reply to #14 (Link, Reply)

ahhahahaah just looking at this guy lmaoooooooooooooooo

<< Comment #131 @ 19:56 GMT, 27 October 2015 >>

By  **Brainie** - Reply to #14 (Link, Reply)

"Wanna hear about QL 3.0?"

<< Comment #17 @ 14:30 GMT, 27 October 2015 >>

By  **puritan** - Reply to #11 (Link, Reply)


Registered: 16 Jul 2015

<< Comment #30 @ 15:37 GMT, 27 October 2015 >>

By  **imdaniel** - Reply to #17 (Link, Reply)

What's the point focusing the debat on me?

<< Comment #32 @ 15:47 GMT, 27 October 2015 >>

By  **Anonymous (72.70.160.156)** - Reply to #30 (Link, Reply)

you are clueless that's why

You probably didn't know that syncerror was also responsible for Q4 and look how that turned out.

please go be naive somewhere else

<< Comment #33 @ 15:47 GMT, 27 October 2015 >>

By  **gojira\_** - Reply to #30 (Link, Reply)

Although I frowned at jamalz insult towards the devs, he did play and enjoy the fuck out of quake. I may not prefer ql but quake is quake is quake. He earned a plus.

New s **PCpowerplay Interview: Stratton on Doom** (135)

Movie **quanthem** (77)

New s **Reflex 0.37 Update Released** (53)

[more...](#)

esr virtual betting



**fazz**  
£ 121,110

£ 65,828  **Airman**

£ 52,266  **omek**

£ 45,952  **Lamur**

£ 19,352 **comrade**

£ 10,971  **sonic**

**Betting Leaderboard**  
**2 Open Betting Fixtures**


Ends in 21:18 - **[125FPS #26 PLAYOFFS] k1llsen vs lars** (0)

Ends in 21:18 - **[125FPS #26 PLAYOFFS] claws vs cypher** (0)

I don't think quake will ever go away so long as there are freaks like jamalz.

Edited by gojira\_ at 15:53 GMT, 27 October 2015

<< Comment #34 @ 15:47 GMT, 27 October 2015 >>

By  **Anonymous (72.70.160.156) - Reply to #11** (Link, Reply)


Syncerror only cared about his paycheck.

You are mistaken if you think he cared about growing the game. All his policies did the exact opposite of that.

Adam pyle was the reason Quake Live failed.

3%

<< Comment #83 @ 17:26 GMT, 27 October 2015 >>

By  **gojira\_ - Reply to #34** (Link, Reply)

So let me get this right.

He only cared about his paycheck. So he killed the game that produces his paychecks on purpose. An action that would get him fired or broke.

Yeah... Maybe you should study marketing and just accept that the head guys at id software don't share your enthusiasm for this 16 y/o game. Quake is legend and we all want it to be known as the best but the cards didn't fall that way on the table.

Sorry champ.

1%

Edited by gojira\_ at 17:39 GMT, 27 October 2015

<< Comment #13 @ 13:51 GMT, 27 October 2015 >>

By  **gSTRUCTOR - Reply to #3** (Link, Reply)


well said brah!

<< Comment #130 @ 19:55 GMT, 27 October 2015 >>

By  **Brainie - Reply to #3** (Link, Reply)

Why the fuck is nobody taking Q3 back? Let's bring it back, put on some servers or something.

<< Comment #4 @ 11:45 GMT, 27 October 2015 >>

By  **LOLatRoflexTimers** (Link, Reply)

I've just installed the beta to try it out, and I've noticed some bugs/flaws already, namely, when I do ^ (number) to enter a colored character, the black background (I play with cg\_viewsize 85 due my big monitor) goes the same color im intending to write with... really weird stuff.

<http://oi59.tinypic.com/whbj0.jpg>

I've also noticed cg\_drawCrosshairNames is stuck at 2, 1 does the same, 0 doesn't disable it (does the same)

cg\_drawCrosshairNamesOpacity doesn't change the opacity. Tried to disable it as I attempted to play some T4 for old times sakes with some guy, since I don't need this distraction for 1v1, this didn't work as well. Im stuck with the crosshair name showing every time.


The hud bug: Already addressed by someone else in here, I managed to fix it manually by adjusting the AMMO and ARMOR offsets.

Flaws I've noticed a lot of people complaining about:

- Unabilty to know what maps are actually voteable on a particular server. You just can't know what maps are installed on there, so a lot of the maps that you try to vote wouldn't do nothing (it will say vote passed and nothing happens).
- Nick format. Great that we can change them again, but your steam nickname looks like a mess if you try to color it up with ^2 and so on.

I hope that the crosshair bug gets fixed, I can't stand names during a duel. Literally useless.

<< Comment #5 @ 11:54 GMT, 27 October 2015 >>

By  pierow - Reply to #4 (Link, Reply)

the crosshair names are now cg\_enemyCrosshairNames and cg\_teammateCrosshairnames with separate opacity commands for each. opacity isn't currently working when looking at people with colored names, but will apparently get fixed in a patch in a week or 2. To get cg\_teammateCrosshairnames to work you have to disable the new boxes above teammates heads, which is like cg\_teammatenames or something.

11%

Edited by pierow at 11:55 GMT, 27 October 2015

<< Comment #6 @ 11:55 GMT, 27 October 2015 >>

By  Raist - Reply to #5 (Link, Reply)

thought the devs would stop supporting the game after todays patch

<< Comment #7 @ 12:19 GMT, 27 October 2015 >>

By  Meph1stoo - Reply to #6 (Link, Reply)

ofc there will be at least one bug fix patch

<< Comment #8 @ 12:23 GMT, 27 October 2015 >>

By  thechucker - Reply to #6 (Link, Reply)


They supported the game? Lol?

<< Comment #9 @ 12:48 GMT, 27 October 2015 >>

By  skint - Reply to #4 (Link, Reply)

LOLatQuakeLiveBeta


<< Comment #12 @ 13:48 GMT, 27 October 2015 >>

By  imdaniel (Link, Reply)

r\_subdivision doesn't work in QL Steam Beta, and there is no bind to voicechat you have to manualy type /bind x +voice

9%

<< Comment #15 @ 14:19 GMT, 27 October 2015 >>

By  Yakumo - Reply to #12 (Link, Reply)

For anyone console phobic -

Settings -> Input (which is the first pane to come up) - on the right hand column is the option to bind for 'Voice Chat' though you have to scroll down a bit to see it even on 1080p.

<< Comment #18 @ 14:36 GMT, 27 October 2015 >>

By  cha0z\_ - Reply to #15 (Link, Reply)

and still, r\_subdivision is read only. :P

<< Comment #25 @ 15:29 GMT, 27 October 2015 >>

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

That's intentional

<< Comment #65 @ 16:45 GMT, 27 October 2015 >>

By  cha0z\_ - Reply to #25 (Link, Reply)

Sadly, I knew... :(

<< Comment #24 @ 15:15 GMT, 27 October 2015 >>

By  SyncError - Reply to #12 (Link, Reply)

Default bind is v

17%

<< Comment #29 @ 15:36 GMT, 27 October 2015 >>

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

i think default bind got erased with my autoexec :D

<< Comment #35 @ 15:47 GMT, 27 October 2015 >>

By  Anonymous (72.70.160.156) - Reply to #24 (Link, Reply)

enjoy your good nights sleep after destroying this game for the past 6 1/2 years.

<< Comment #16 @ 14:27 GMT, 27 October 2015 >>

By  NinjasInPyjamas (Link, Reply)

They update in a hour-two hours.

<http://i.imgur.com/VimgB6g.png>

7%

<< Comment #19 @ 14:43 GMT, 27 October 2015 >>

By  gojira\_ - Reply to #16 (Link, Reply)

Nice catch!

<< Comment #20 @ 14:49 GMT, 27 October 2015 >>

By  Shipoopi (Link, Reply)

I hope this isn't the slow death of QL...

<< Comment #21 @ 14:52 GMT, 27 October 2015 >>

By  PerpetualWar - Reply to #20 (Link, Reply)


It's a quake reborn :)

<< Comment #132 @ 19:57 GMT, 27 October 2015 >>

By  Brainie - Reply to #21 (Link, Reply)

tbh Steam is gonna kill it.

<< Comment #22 @ 14:59 GMT, 27 October 2015 >>

By  Meph1stoo - Reply to #20 (Link, Reply)

I'm all for slow death. Let's hope its not fast death

<< Comment #23 @ 15:01 GMT, 27 October 2015 >>

By  ardor - Reply to #22 (Link, Reply)

Quake's been dying for 13 years.

<< Comment #28 @ 15:35 GMT, 27 October 2015 >>

By  hello\_world - Reply to #23 (Link, Reply)


Winter is coming.

<< Comment #68 @ 16:46 GMT, 27 October 2015 >>

By  cha0z\_ - Reply to #20 (Link, Reply)

Should be sufficient till next quake come out.

<< Comment #26 @ 15:30 GMT, 27 October 2015 >>

By  wrekt (Link, Reply)

Has anyone else been suffering from a huge FPS loss in the beta version? I'm at 60-90 fps at all times whereas before I had fairly stable 125 fps.




<< Comment #39 @ 16:03 GMT, 27 October 2015 >>

By  fotbh - Reply to #37

(Link, Reply)

This depends on the server set-up. It can all be turned off. And you can callvote it off now too I believe.

<< Comment #55 @ 16:33 GMT, 27 October 2015 >>

By  Teen Queen - Reply to #37

(Link, Reply)

There is no "default" anymore, it's user hosted servers.


<< Comment #41 @ 16:05 GMT, 27 October 2015 >>

By  slunge

(Link, Reply)

wtf is with the 6.99 to play on steam, ive already got a fkn pro sub ive paid for.

<< Comment #42 @ 16:13 GMT, 27 October 2015 >>

By  quake is potat - Reply to #41

(Link, Reply)

<https://www.youtube.com/watch?v=ON0iqz4ento&a...e&t=98>


<< Comment #43 @ 16:13 GMT, 27 October 2015 >>

By  SyncError - Reply to #41

(Link, Reply)

If you are a subscriber, but did not move over to steam yet, please contact support.

<< Comment #47 @ 16:20 GMT, 27 October 2015 >>

By  sonic - Reply to #43

(Link, Reply)

lol

<< Comment #48 @ 16:23 GMT, 27 October 2015 >>

By  madduck - Reply to #43

(Link, Reply)

What about previous subscribers ?

<< Comment #52 @ 16:27 GMT, 27 October 2015 >>

By  poros1ty - Reply to #48

(Link, Reply)

I agree. Anyone current or previous subscriber should have the game for free now.

<< Comment #66 @ 16:46 GMT, 27 October 2015 >>

By  blind\_ - Reply to #43

(Link, Reply)

what about the regular users who've been waiting for the standalone client to go off before switching to the Steam version? was it really such a problem to announce this switch to the buy2play model before the patch actually arrived?

<< Comment #69 @ 16:47 GMT, 27 October 2015 >>

By  Teen Queen - Reply to #66

(Link, Reply)

Guys, please switch to steam  
Guys, you should really get steam.

Guys, make yourselves a favor and link your QL account.

Ok guys this isn't funny anymore, we URGE you to switch from standalone to steam.

Guys switch to steam please.

Guys oh fuck it nevermind.




Then this thread pops up.

>"wow someone should have warned me, this came out of the blue"

24%


<< Comment #73 @ 16:53 GMT, 27 October 2015 >>

By  **slunge** - Reply to #69 (Link, Reply)

at what point was anyone told, that unless you move to steam - you are paying for qlive yet again???

1%

<< Comment #81 @ 17:26 GMT, 27 October 2015 >>

By  **blind\_** - Reply to #69 (Link, Reply)

Well, then, sorry, I guess I'm at fault for using a perfectly working (at least for me) standalone client that I've been using for years and not following all the news + whatever Sync says on twitter/irc/twitch.


Honestly, yeah, something like this did come out of the blue for me, because I certainly didn't expect to pay unless I switched on time, if I had ever expected that, of course I'd switch. Since it looks like I'm in the minority that didn't switch on time, I guess I should've paid better attention. Still, I think that some sort of official heads up would've been nice.

<< Comment #84 @ 17:36 GMT, 27 October 2015 >>

By  **Yakumo** - Reply to #81 (Link, Reply)


If you had a subscription contact [support@quakelive.com](mailto:support@quakelive.com) ...  
(even if it was in the past you may get lucky)

<< Comment #98 @ 18:00 GMT, 27 October 2015 >>

By  **ipodjunk** - Reply to #81 (Link, Reply)

I thought I had enough time to switch, too.  
Bought the game in 99. Then paid once, or even twice for QL. Now I was a day late and can not play anymore. This is really sad.

<< Comment #146 @ 20:27 GMT, 27 October 2015 >>

By  **quake is potat** - Reply to #69 (Link, Reply)

It doesn't really work like that. People might not necessarily use twitch chat. People might not necessarily check ESR or the QL forums. People actually might actually prefer to steer well clear of all 3 because they are generally full of fucktards anyway.

On top of this, you have the people who might not necessarily have played QL for the last X months/years despite having been a long term subscriber in the past. They come back now and they encounter this? Where was the "QL will cost 10,00 \$ on steam unless you sign up for the beta" news announcement on the QL launcher splash screen? Where was the "Hey we're migrating to Steam guys! (and it will cost 10,00 \$ unless you sign up to the beta)" e-mail which should have been sent to all registered e-mail accounts?

The "urgency" on behalf of syncerror wasn't communicated via the right channels, and even then the key point (that unless you do this by X date, you will have to pay) has been completely and systematically absent from any communication.

Even if someone does see syncerror on twitch, read ESR and check the forums, as slunge pointed out above, at which point is it mentioned that "if you don't do this now you will need to pay 10,00 \$ in the future"?

I myself already expressed my confusion at this apparently unnecessary urgency [here](#), and as you can see, even Yakumo was completely unaware of any 10.00 \$ shenanegens and his answer left me equal confused, so I just assumed it wasn't actually urgent at all, and planned to just migrate in 2016 at some point when I got back into QL.

Now syncerror is posting on ESR "hue hue gosh we never thought about this, pls contact support" and Yakumo is all "you might get lucky hue hue".  
Awesome.


<< Comment #72 @ 16:53 GMT, 27 October 2015 >>

By  **slunge** - Reply to #66 (Link, Reply)

im one of these :x




<< Comment #80 @ 17:16 GMT, 27 October 2015 >>

By  **ardor** - Reply to #41 (Link, Reply)

So? Pro sub only applied to non-steam Quakelive. The real steam product is entirely separate so you must pay again. ....:))

<< Comment #86 @ 17:41 GMT, 27 October 2015 >>

By  **slunge** - Reply to #80 (Link, Reply)

champion troll

<< Comment #45 @ 16:18 GMT, 27 October 2015 >>

By  **JS3**>\* (Link, Reply)

soooo... is quakelive is now \$10 for us people that were f2p previously?

<< Comment #50 @ 16:24 GMT, 27 October 2015 >>

By  **Yakumo** - Reply to #45 (Link, Reply)

If you had been playing on steam it seems you lucked out and get a total freebie.

If you'd been a subscriber on the standalone version but hadn't caught them strongly suggesting you convert over the past few weeks, contact support and they should sort you out (see #43 )

*Edited by Yakumo at 16:28 GMT, 27 October 2015*

<< Comment #124 @ 19:19 GMT, 27 October 2015 >>

By  **Joseph** - Reply to #50 (Link, Reply)

What if you were a subscriber but converted a few weeks prior? I think I had around 4 months of pro left.

I contacted support but no email back yet, no surprise they must be getting a ton of emails.

<< Comment #46 @ 16:20 GMT, 27 October 2015 >>

By  **Xsi** (Link, Reply)

9.99 ? SRSLY? FU!

<< Comment #57 @ 16:37 GMT, 27 October 2015 >>

By  **kodisha** - Reply to #46 (Link, Reply)

(preliminary info)

- if you had game on steam, you still own it in your library
- if you just had standalone and subscription, you email support@ and ask for key
- if you had standalone and free account ... well, you might have to pay \$9.99 and own the game forever.

also, if you had subscription at any point, say it in the support email, it might get you the game.

<< Comment #61 @ 16:40 GMT, 27 October 2015 >>

By  **Xsi** - Reply to #57 (Link, Reply)

Thank you captain obvious.

That is not the point. Here <http://www.esreality.com/post/2779723/n-a/#pid2779698>


<< Comment #63 @ 16:43 GMT, 27 October 2015 >>

By  **kodisha** - Reply to #61 (Link, Reply)

i KNOW, but even this what i wrote was not immediately clear to me,  
i wrote it so people don't think that even if they did own the game on steam they need to pay.

I totally agree with you, its kinda strange move not to inform anyone about it :(


<< Comment #71 @ 16:48 GMT, 27 October 2015 >>

By  Xsi - Reply to #63

(Link, Reply)

Yup, that's it. I thought that this update will bring some old people back. Right now I don't think so ...


<< Comment #75 @ 17:04 GMT, 27 October 2015 >>

By  gojira\_ - Reply to #71

(Link, Reply)

So, what you gonna do now?


<< Comment #78 @ 17:13 GMT, 27 October 2015 >>

By  Xsi - Reply to #75

(Link, Reply)

Play with bots sometimes maybe. And I am done with hoping that they will make this game big title again for sure. It took me 7 years so it's time to break.


<< Comment #67 @ 16:46 GMT, 27 October 2015 >>

By  Anonymous (145.116.26.18)

(Link, Reply)

WHERE ARE THE GIBS?!?!


<< Comment #51 @ 16:27 GMT, 27 October 2015 >>

By  Izi

(Link, Reply)

incredible hahahaha

<< Comment #53 @ 16:32 GMT, 27 October 2015 >>

By  obi

(Link, Reply)

posting in shitstorm thread

<< Comment #54 @ 16:33 GMT, 27 October 2015 >>

By  obi - Reply to #53

(Link, Reply)

Best shitstorm of all time m8 wot u expect?


<< Comment #123 @ 19:18 GMT, 27 October 2015 >>

By  harosh - Reply to #54

(Link, Reply)

something - something - teen


<< Comment #56 @ 16:35 GMT, 27 October 2015 >>

By  Meph1stoo

(Link, Reply)

I like this 10 euro thing because it will discourage cheaters. Same about ppl who got fucked by it tho :(


<< Comment #58 @ 16:38 GMT, 27 October 2015 >>

By  Xsi - Reply to #56

(Link, Reply)

Yeah, sure. That is why there are no cheaters in csgo

<< Comment #60 @ 16:40 GMT, 27 October 2015 >>

By  Meph1stoo - Reply to #58


(Link, Reply)

Well there would be far more of em if the game was free, no?

7%

Edited by Meph1stoo at 16:40 GMT, 27 October 2015

<< Comment #62 @ 16:42 GMT, 27 October 2015 >>

By  Xsi - Reply to #60

(Link, Reply)

heh, hard to disagree

<< Comment #70 @ 16:48 GMT, 27 October 2015 >>

By  **Iuukets** - Reply to #56 (Link, Reply)

where is your point if i'm not a cheater and I already paid over last 5 years around 200 \$?

<< Comment #77 @ 17:11 GMT, 27 October 2015 >>

By  **Meph1stoo** - Reply to #70 (Link, Reply)

contact support man. I hope youll get a copy, they must have records of you paying for the game

<< Comment #64 @ 16:45 GMT, 27 October 2015 >>

By  **\_shaka** (Link, Reply)

New Website!  
[www.quakelive.com](http://www.quakelive.com)

4%

Edited by \_shaka at 16:49 GMT, 27 October 2015

<< Comment #74 @ 17:03 GMT, 27 October 2015 >>

By  **decx** (Link, Reply)

now quakelive disappeared from my steam library, not bad

<< Comment #76 @ 17:05 GMT, 27 October 2015 >>

By  **AsphyxEvents** (Link, Reply)

thx for the update. fucked up my mouse settings completly :)

<< Comment #85 @ 17:37 GMT, 27 October 2015 >>

By  **sonic** - Reply to #76 (Link, Reply)

not just me then :s

<< Comment #90 @ 17:48 GMT, 27 October 2015 >>

By  **Crotazzo** - Reply to #76 (Link, Reply)

mine too.... no placebo at all... seems like accelsenscap went from .04 to .043... now i have .037 to even it out but my railgun zoom sens seems to be 3cm/360 off now.... anyone has the equation to even sens wmo at 500kz 376dpi zoomfov 44?

1%


<< Comment #79 @ 17:14 GMT, 27 October 2015 >>

By  **Jotazmo** (Link, Reply)



3%

<< Comment #82 @ 17:26 GMT, 27 October 2015 >>

By  **Izi**


(Link, Reply)

Bow down to one of the worst devs team in history ! 7 years of bug, visionless changes/updates and broken 'community management'. There is beauty in total disaster like this

2%

Edited by Izi at 17:30 GMT, 27 October 2015


<< Comment #96 @ 17:53 GMT, 27 October 2015 >>

By  **Anonymous (217.229.207.25)**

(Link, Reply)

how to stop the downloading of the maps? i copied them over to teh downloading folder, but it doesnt recognise them. wth halp plz

<< Comment #88 @ 17:44 GMT, 27 October 2015 >>

By  **NinjasInPyjamas**

(Link, Reply)

waiting for de gibs

<< Comment #89 @ 17:48 GMT, 27 October 2015 >>

By  **Xsi** - Reply to #88

(Link, Reply)

only 19.99\$!

<< Comment #117 @ 19:14 GMT, 27 October 2015 >>

By  **filo** - Reply to #89

(Link, Reply)

i would buy gibs for few euros!

<< Comment #121 @ 19:17 GMT, 27 October 2015 >>

By  **Xsi** - Reply to #117

(Link, Reply)

Only if they will give back any other gore/mature content together with gibs. And yes, Sarge's cigar too!!!

<< Comment #138 @ 20:14 GMT, 27 October 2015 >>

By  **filo** - Reply to #121

(Link, Reply)

no, cigar, 1,99€!

Edited by filo at 20:15 GMT, 27 October 2015

<< Comment #92 @ 17:48 GMT, 27 October 2015 >>


By  **Airman** (Link, Reply)

10\$ for a game is an epic fail :(  
In a past I could get some friends to play with me, because game was free and quick to set up...

There will be no new players now.


Edited by Airman at 17:48 GMT, 27 October 2015

<< Comment #95 @ 17:53 GMT, 27 October 2015 >>

By  **pet\_cia\_mole** (Link, Reply)


Good. No more shitty qlranks and shity elo.

<< Comment #135 @ 20:06 GMT, 27 October 2015 >>

By  **Jotazmo** - Reply to #95 (Link, Reply)


word

<< Comment #94 @ 17:53 GMT, 27 October 2015 >>

By  **Anonymous (80.123.21.239)** (Link, Reply)


cant create server...you need to follow utp port 27960! what is zis D:

<< Comment #100 @ 18:02 GMT, 27 October 2015 >>

By  **Meph1stoo** - Reply to #94 (Link, Reply)

google router portforwarding. also when you set that up disable firewall

<< Comment #93 @ 17:52 GMT, 27 October 2015 >>


By  **Selhouette333** (Link, Reply)

lazy to read the thread throughly

1. does qlranks.com still have any relevance to tthe game? elo is still being tracked?

2. if not did id care to replace qlranks.com somehow with worldwide stats where worldwide rank is pointed out or something?


<< Comment #97 @ 17:56 GMT, 27 October 2015 >>

By  **Teen Queen** - Reply to #93 (Link, Reply)

1. no

2. no, harder to get stats from steam

<< Comment #99 @ 18:01 GMT, 27 October 2015 >>


By  **hello\_world** (Link, Reply)

There are no words. Finally abandoned after years of neglect, some half-ass hype surrounding player numbers going up because standalone clients were forced to Steam, and then charging \$10 to ensure no one else ever plays it. I really thought I had seen it all. Go bankrupt already and lose your jobs. You fucking deserve it.

15%

Edited by hello\_world at 18:02 GMT, 27 October 2015

<< Comment #139 @ 20:15 GMT, 27 October 2015 >>

By  **davis-[lats]** - Reply to #99 (Link, Reply)

Idiots plussing this when anybody who is a current Quake player merely has to link their fucking account to Steam and not pay a dime.

For a game that supposedly requires such tremendous strategical thinking and insane reactions, the majority of you are truly fucking retarded.


Edited by davis-[lats] at 20:15 GMT, 27 October 2015

<< Comment #147 @ 20:28 GMT, 27 October 2015 >>

By  **Anonymous (72.70.160.156)** - Reply to #139 (Link, Reply)

What makes this game better than quake 3 at this point? Both don't have development yet quake 3 has 100x more maps and modes available to play. Why would anyone stick with QL at this point?

<< Comment #101 @ 18:03 GMT, 27 October 2015 >>

By  skint


(Link, Reply)

People crying over \$10. Although I do understand in regards to pushing new players away.

I'd pay it... but then I switched over 3 days ago after constantly seeing people including Sync mention it.

Edited by skint at 18:04 GMT, 27 October 2015

<< Comment #102 @ 18:05 GMT, 27 October 2015 >>


By  Meph1stoo - Reply to #101

(Link, Reply)

you get a full game with one time purchas, unless you were a subscriber or already had it on steam.

People pay 10 euros for fucking indie platformers you beat in 3 hours, i dunno whats everyones problem

<< Comment #141 @ 20:16 GMT, 27 October 2015 >>

By  davis-[lats] - Reply to #102

(Link, Reply)

basement dwelling non employed tryhards populating quake until it dies.

<< Comment #103 @ 18:10 GMT, 27 October 2015 >>

By  Anonymous (217.229.207.25)

(Link, Reply)


so i put all the maps into this folder:

steeam, steamapps, downloading, 282440, baseq3

bu it still wants to download 1gb

why?


<< Comment #109 @ 18:41 GMT, 27 October 2015 >>

By  Linkyyy - Reply to #103

(Link, Reply)

try restarting steam


<< Comment #113 @ 18:56 GMT, 27 October 2015 >>

By  FlashSoul - Reply to #103

(Link, Reply)

The maps are inside pak00.pk3 so I doubt you have a way out of this.

<< Comment #122 @ 19:18 GMT, 27 October 2015 >>

By  Anonymous (217.229.197.251) - Reply to #113

(Link, Reply)

i restarted the computer, doesnt worx. fml meh


<< Comment #104 @ 18:17 GMT, 27 October 2015 >>

By  Anonymous (178.148.186.18)

(Link, Reply)

my monitor flashing when someone hiting me with lg,is that normal now or i can disable that?

<< Comment #111 @ 18:42 GMT, 27 October 2015 >>


By  Linkyyy - Reply to #104

(Link, Reply)

cg\_screendamage 0

1%


<< Comment #105 @ 18:25 GMT, 27 October 2015 >>

By  Anonymous (193.200.150.152)

(Link, Reply)

Just wait til that bitch goes on sale @ like 75% off. Boom, QL for 2 fiddy.

<< Comment #114 @ 18:57 GMT, 27 October 2015 >>

By  WeedTaken

(Link, Reply)

Thank you bethesda for making game better

<< Comment #106 @ 18:29 GMT, 27 October 2015 >>

By  **Ryan2015** (Link, Reply)

Ah thats why it was updating glad i hadnt uninstalled yet , though im not that sure ill ever play it again...

<< Comment #107 @ 18:29 GMT, 27 October 2015 >>

By  **fragmaster\_** (Link, Reply)

any way to use my q3 settings in ql? can i transfer my q3 cfg over? i've never really played ql before.

<< Comment #108 @ 18:29 GMT, 27 October 2015 >>

By  **dem0n** (Link, Reply)

Red: swe\_zhu, zhannatti, headz, Fragmaster Blue: JESUS\_\_\_\_\_, lithz\_, Osnart\_, dem0n Map picker: Osnart\_

Got a pickup starting now with zhu and lith bbl.


11%

<< Comment #112 @ 18:54 GMT, 27 October 2015 >>

By  **lithz** - Reply to #108 (Link, Reply)

nope :(

<< Comment #110 @ 18:41 GMT, 27 October 2015 >>

By  **kapca** (Link, Reply)

Plot twist: if you were a faithful subscriber and didn't turn off auto-renewal in the standalone, then they will keep charging you every year, and they will just ban you when your card will expire. Enjoy!

<< Comment #115 @ 19:06 GMT, 27 October 2015 >>

By  **g0uken** - Reply to #110 (Link, Reply)

20:06 gouken • SyncError, do we have to disable our subscription somewhere or have you canceled them all?

20:06 @SyncError • subscription and renewal daemons have been turned off

\o/

*Edited by g0uken at 19:06 GMT, 27 October 2015*

<< Comment #126 @ 19:27 GMT, 27 October 2015 >>

By  **kapca** - Reply to #115 (Link, Reply)

You know that it was only a joke right?

<< Comment #149 @ 20:29 GMT, 27 October 2015 >>

By  **g0uken** - Reply to #126 (Link, Reply)

Yeah I know =).

<< Comment #120 @ 19:17 GMT, 27 October 2015 >>

By  **Anonymous (217.121.158.20)** - Reply to #110 (Link, Reply)

Tried mailing support. But email [support@quaklive.com](mailto:support@quaklive.com) seems offline .  
:-(

<< Comment #127 @ 19:28 GMT, 27 October 2015 >>

By  **kapca** - Reply to #120 (Link, Reply)

Please tell me you didn't actually believe that:)




<< Comment #116 @ 19:06 GMT, 27 October 2015 >>

By  **fau** (Link, Reply)

So, what you all gonna do now?

Just gonna say goodbye to quakelive for a while. For a while because you never know, but 1. No linux client/launcher 2. Steam only 3. Paywall 4. Few other decent online games I would like to play again, will probably keep me away for good.


<< Comment #119 @ 19:17 GMT, 27 October 2015 >>

By  **Anonymous (82.25.19.10)** (Link, Reply)

9.99? wew  
that's like, 3/4ths the price of Quake 3 Arena on steam... for like... 1/8th the content! wow wow! sign me up for this hot deal!!!!


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<< Comment #137 @ 20:12 GMT, 27 October 2015 >>

By  **davis-[lats]** - Reply to #119 (Link, Reply)

with this new update it will basically be a modernized Q3. But keep posting anonymously, I'm sure you were a god in Q3 cause it was so much better than QL!!

<< Comment #118 @ 19:16 GMT, 27 October 2015 >>

By  **filo** (Link, Reply)

kewl for me its smoother and rail feels better! :o

<< Comment #125 @ 19:21 GMT, 27 October 2015 >>


By  **PerpetualWar** (Link, Reply)

It's not so bad in general. Ye we need some sort of balancing again (ppl should already be on it), but I play with 35 ping instead of 65.

And font is prettier :D


4%

<< Comment #128 @ 19:39 GMT, 27 October 2015 >>

By  **gSTRUCTOR** - Reply to #125 (Link, Reply)

100% agree, font is \$\$\$ now


<< Comment #133 @ 19:59 GMT, 27 October 2015 >>

By  **Yakumo** - Reply to #128 (Link, Reply)

I am so, so glad


1Il| don't all look the same any more..

<< Comment #129 @ 19:40 GMT, 27 October 2015 >>

By  **gSTRUCTOR** (Link, Reply)


SyncError, ETA for official Argentina servers back? I saw you did some work in advance on some servers so they were ready for the update, no love for southamerica? :  
(

<< Comment #134 @ 20:02 GMT, 27 October 2015 >>

By  **gojira\_** - Reply to #129 (Link, Reply)

Run your own server noob.

<< Comment #148 @ 20:29 GMT, 27 October 2015 >>

By  **Anonymous (95.87.226.27)** (Link, Reply)


Can someone please tell me what I am supposed to do :

STEAM says I already have the game in Library, but I do not.

I had it free to play on that STEAM account and played it some time.  
I have been playing on standalone and have never had a subscription.  
Now Steam would not allow me to buy the game for myself.

What should I do ???

<< Comment #136 @ 20:11 GMT, 27 October 2015 >>

By  **davis-[lats]** (Link, Reply)

fucking LOL @ people who are Steam-phobic.

fucking LOL @ people who wouldn't spend ten dollars on one of the only multiplayer FPS they play, for many the only multiplayer FPS they play.

fucking LOL @ not having your account linked to Steam yet.

fucking LOL @ Quake players.

5%

<< Comment #140 @ 20:16 GMT, 27 October 2015 >>

By  **filo** - Reply to #136 (Link, Reply)


hey there buddy!

<< Comment #142 @ 20:18 GMT, 27 October 2015 >>

By  **davis-[lats]** - Reply to #140 (Link, Reply)

fucking LOL @ .\_o

<< Comment #143 @ 20:21 GMT, 27 October 2015 >>

By  **RefuGee** (Link, Reply)


The way they handled the whole switch to steam situation was very sneaky, they did yes suggest everyone to update to before the update didn't state why... Now we know. This was to catch people out who didn't know about the update, didn't want to install steam, or simply didn't get around to it. To charge people who have been playing this game for years in a lot of cases simply because they didn't install before date x is in my opinion is very wrong. You can say "oh they never subscribe so they didn't contribute anything" but a lot of people would not have had the means to subscribe, either simply cannot afford it, their parents didn't agree to subscribe or whatever. They did contribute it might just not have been financially even though this is the only way devs care that you contribute. I myself am stuck in this situation, I have no qualms about paying as it is only £6.99 and it is definitely worth paying for, I just feel it is very unfair for a lot of players who will be in the same boat.

<< Comment #144 @ 20:24 GMT, 27 October 2015 >>

By  **GanGBanG** (Link, Reply)

eh, it's not bad. it's sure better than the loadout version.

<< Comment #145 @ 20:27 GMT, 27 October 2015 >>

By  **Anonymous (72.70.160.156)** (Link, Reply)

LOL SO MUCH FOR FREE

Now they are charging 10\$

Quake 3 seems like the truly better option at this point

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