classicQ

User's manual

Server browser

UP Arrow Key – moves selection highlight up
DOWN Arrow Key – moves selection highlight down
CTRL, **SHIFT** – if either of them is held down, the UP and DOWN arrow keys
allow to move up and down a page

TAB – moves between columns (ping, number of players, map, hostname)
ENTER – joins the selected server
CTRL + **ENTER** – joins the selected server as an observer

LEFT or **RIGHT Arrow Keys** – change mode filters (all game modes, duel, 2on2, 4on4)
CTRL + **R** – refreshes the list of servers

CTRL + **F** – opens a player search box
/ – opens a map/server search box

ESC – quits the server browser

Default keys

W – moves forward
S – moves back
A – moves left
D – moves right

SPACE – jump

Left Mouse Button – (primary attack) Rocket Launcher
Right Mouse Button – (secondary attack) Thunderbolt
Middle Mouse Button – (tertiary attack) Grenade Launcher

Q – Axe
E – Shotgun
SHIFT – Nailgun

T – say something
G – say something to your team

F5 – opens the server browser
F6 – sends a message containing the IP and the hostname of the currently selected server
in the server browser
F12 – takes a screenshot which will be saved in the **\Fodquake\qw** folder

Essential commands

To open the console press the **~** (tilde) key. It's usually located just below the **ESC** key.

`sensitivity` – adjusts mouse sensitivity
`volume` – adjusts the sound volume
`observe` – reconnects as an observer
`observe <server>` – connects to a specific host as an observer
`join` – joins as a player (while in observer mode)
`join <server>` – connects to a specific host
`enemycolor 12 12` – makes all enemies appear yellow
`teamcolor 4 4` – makes all team members appear red
`enemyskin base` – disables enemy skins
`teamskin base` – disables team skins
`reconnect` – reconnects to the server
`disconnect` – disconnects from the server
`quit` – exits the game

Teamplay Messages

You can quickly send automated notifications to your team by using the following keys. This may appear a little confusing at first, but once you start playing team games everything will become self–explanatory.

1 – Enemy [Powerup]
2 – Team [Powerup]
3 – Quad Dead/Over
4 – Get Quad
5 – Get Pent
6 – Replace [Location]
CTRL – [Item you look at] at [Item Location]
ALT – [Armor]/[Health] [Best Weapon]:[Ammo] [Location] c:[Cells Ammo] [Powerup]
Z – Safe [Location] [Best Weapon]:[Ammo]
X – Help [Location] [Number of Enemies]
C – Coming [Location]
R – Need [What you need] [Location]
F – Took [Item you took] [Item Location]
V – Lost [Location where you died] [Number of Enemies]
B – Enemy Slipped [Location]
Y – Yes/OK [Location]
H – Trick [Location]
N – No/Cancel [Location]
U – You Take [Location]
J – Waiting [Location]
K – Kill me [Location] [Best Weapon]:[Ammo]

Changing maps

maps displays the list of all the available maps on the server. To change maps, simply type in the map's name. **dm2**, **dm4**, **dm6**, **ztndm3** and **aerowalk** are considered essential and you should learn all of them. For teamplay, the standard maps are **dm2**, **dm4**, **dm6**, **ztndm3**, **aerowalk**, **dm3** and **e1m2**.

On the FFA (Free For All) servers, you can also use the **next_map** command to vote to change the map.

Starting the match

Only the FFA servers will allow you to play straight away. If you want to become good at Quake, try to avoid the FFA servers and focus on duels and teamplay first.

KTX (Kombat Teams eXtreme) are considered "standard" and these type of servers are the most common in QuakeWorld.

After joining a KTX server, set the correct gameplay mode first by typing in **1on1** (duel), **2on2** or **4on4** for teamplay. Then each player must type **ready** to start the match.
Type **break** to come back from **ready** or to vote to stop the match.

In the teamplay modes, you can use the **rpickup** command to randomly assign players to each team. The **whonot** command shows which players are not ready.

Saving settings

Type **cfg_save** and press **ENTER**, then again **cfg_save** and **ENTER** to confirm.

Reset to default settings

If you ever find yourself in a situation where you need to restore the default „classicQ" settings, simply navigate to the **\Fodquake\configs** folder and delete the "default.cfg" file.
Do not remove the "default.cfg" from the \Fodquake\ folder!

Demos

To view demos, go to the "main menu" (the **ESC** key) then "multiplayer" and "demos".
ClassicQ already contains some nice recordings. Make sure to check them out!

You will often see the "Server starts recording" and "Server recording completed" messages in the console. Most QuakeWorld servers automatically record each game. To display the list of recorded demos on the server, use the **cmd dlist** command. **cmd dl <number>** will download the selected demo from the list. **cmd dl .** (dot instead of a number) will download the latest. **cmd dl cancel** cancels the download.

Gibs

Many players choose to play with gibs and corpses disabled for better visibility. To enable these filters, simply type in the following: **`cl_gibFilter 1`** and **`cl_deadbodyFilter 1`**

ServeMe

"[ServeMe]" bots are part of a broadcasting service that allows sending messages
to the QuakeWorld servers and the QuakeWorld IRC channels. When you are on a server where a [ServeMe] bot is observing the game use **`.qw <message>`** or **`.spam <message>`** to broadcast messages. You are limited to few messages per minutes. Please don't spam and be polite and respectful at all times.

QuakeTV

To join QuakeTV stream please use the following format:
`/qtvplay <stream id>@<hostname>:<QuakeTV port>`

For example: **`/qtvplay 4@mission.net.pl:28000`**

Team Fortress

Although the Team Fortress mod is compatible with classicQ, and sometimes you will see TF servers in the server browser, in order to play it, you will need to set it up on your own. TF is very different from traditional QuakeWorld and has a separate community. It's just not an area of focus for classicQ.

Updates

To get the latest updates, either visit the classicQ repository at http://github.com/classicQ to find the most recent commit or simply download the latest Fodquake build from the official site at http://www.fodquake.net. classicQ uses Fodquake as a QuakeWorld client.

Source code

Please note that the copy of the Fodquake source code that is located at http://github.com/classicQ is for reference only. The most recent version is only available at http://www.fodquake.net and has a dedicated Git repository.

Additional support

Support is available at the following two places:
http://www.quakeworld.nu – forum
irc.quakenet.org – #qwrookie, #quakeworld and #fodquake channels