UQE Quake 2

Installation Notes – v3.23

Patching Quake 2

This section applies if you do not have the mission packs.

Decompress the *UQE Quake 2* archive to a clean folder. (ex: "*c:\quake2*")

Next we need to copy the original (source) *Quake 2* data files from its original location to the newly decompressed location of (destination) *UQE Quake 2*.

The following files needs to be copied:
[source]/baseq2/maps.lst > [destination]/baseq2/maps.lst
[source]/baseq2/pak0.pak > [destination]/baseq2/pak0.pak
[source]/baseq2/pak1.pak > [destination]/baseq2/pak1.pak
[source]/baseq2/pak2.pak > [destination]/baseq2/pak2.pak

Also copy the video folder "/baseq2/players" with its content.
Also copy the video folder "/baseq2/video" with its content, if available.

With these actions performed your copy of *Quake 2* is completely upgraded to *UQE Quake 2*.

Patching Quake 2 Mission Packs: The Reckoning & Ground Zero

This section applies if you have any of the two the mission packs.
Once you have successfully patched *Quake 2* to *UQE Quake 2*, we can go to the next step.

The following files needs to be copied: (dependant of which mission packs you own)
[source]/rogue/pak0.pak > [destination]/rogue/pak0.pak
[source]/xatrix/pak0.pak > [destination]/xatrix/pak0.pak

Also copy the video folder "/rogue/video" as well as "/xatrix/video" with its content, if available.

With these actions performed your copy of *Quake 2* is completely upgraded to *UQE Quake 2*.
You will be able to run any of the mission packs by using the corresponding batch file.

Engine Features

Using OGG, MP3 or WAV music files

Supported in the engine is the ability to execute OGG, MP3 and WAV playback for music. The engine takes preference when loading music files in the order of OGG, MP3, WAV if the base file name is found to be the same.

Under the "*baseq2*" game data directory or your own custom game data directories, create a "*music*" directory.

A good idea would be to convert your copy of *Quake 2* CD Audio to OGG. Name the *Quake 2* CD Audio OGG files from "*track02.ogg*" to "*track11.ogg*". Place these files in the "*music*" directory. You could also package the files into a PAK file. The engine will auto-select the music type with a priority given to file-based playback, if available.

The same may be done for the two official mission packs with "*xatrix*" music file names starting with "*mp1_track02.ogg*" and "*rogue*" starting with "*mp2_track02.ogg*".

Using Classic Rendering Mode

Since the software renderer has been omitted as from version 3.22 an alternative method has been developed for the OpenGL renderer to emulate the look and feel the dated software renderer provided.

To enable the classic rendering mode, make sure the GPU driver settings does not force any settings related to textures filtering and anti-aliasing. Once that is done, on the video options menu change the texture mode to "*point sampled*". To complete the experience, start-up the engine at a lower resolution like 640x480.

Console Commands

fmod_restart
Stops any playback and restarts FMOD sound system.

fmod_playmusic
Start audio file playback. fmod_playmusic *[filename]*

fmod_stopmusic
Stop audio file playback.

fmod_pausemusic
Pauses the currently playing audio file.

fmod_resumemusic
Resumes playback of the currently paused audio file.

Console Variables

vid_overbrightbits
Sets the amount of gamma overbright bits to use. Default: "*0*". gl_overbright *[0 to 2]* (archiving)

gl_texturemode
Sets texture modes from point sampled to the highest anisotropic filtering your graphics processing unit (GPU) supports. Default: "*0*". gl_texturemode *[0 to *]* (archiving)

gl_wireframe
Sets world rendering mode from textured to wireframe mode. Default: "*0*". gl_wireframe *[0 to 1]*

scr_fps
Displays the current Frames Per Second (FPS) rate. Default: "*0*". r_fps *[0 or 1]* (archiving)

Runtime Environment

If there are issues getting the engine to start the "Visual C++ Redistributable for Visual Studio 2015" package installation may be required.
https://www.microsoft.com/en-us/download/details.aspx?id=48145

Thanks

A special thank you goes to Lyubomir Ivanov for helping with rigorous playtesting and identifying bugs.
https://quake.fandom.com/wiki/User:Vorknkx

Ultimate Quake Engine

Jacques Krige
https://www.jacqueskrige.site
https://www.moddb.com/mods/uqe-quake-2
https://github.com/jacqueskrige/uqe-quake-2
https://quake.fandom.com/wiki/Ultimate_Quake_Engine