

Quake HD Pack v1.45, 05 Jul 2013; This readme will help you get the best out of this pack! Latest update on [quakecone](#).

Shareware demo Quake episode included. Execute **Quake HD Pack\darkplaces-sdl.exe** to play it. Buy full Quake from [id Software](#) or [Steam](#). Original Quake still has unmatched, unique atmosphere. If you are about to play it for the very first time, give it a try, check: **Quake_Classic\00_QP_README.pdf**

I: Setup

Quake Full Version setup:

- Copy **PAK0.PAK** and **PAK1.PAK** files from **quake\id1** (your original quake installation) to **VISpatch\id1**
Steam version: you will find **PAK0.PAK** and **PAK1.PAK** at **\Steam\steamapps\common\quake\id1**
- Execute **VISpatch\id1\vispatch.exe** to make dynamic objects visible under water surface.
- Move into **Quake HD Pack\id1** folder vis-patched **PAK0.PAK** and **PAK1.PAK**, execute **Quake HD Pack\darkplaces-sdl.exe** and enjoy.

Scourge of Armagon setup:

- Copy **PAK0.PAK** from **quake\hipnotic** (your original quake installation) to **VISpatch\hipnotic**
- Execute **VISpatch\hipnotic\vispatch.exe** to make dynamic objects visible under water surface.
- Move into **Quake HD Pack\hipnotic** folder vis-patched **PAK0.PAK** execute **Quake HD Pack\Mission Pack 1.exe** and enjoy.

Dissolution of Eternity setup:

- Copy **PAK0.PAK** from **quake\rogue** (your original quake installation) to **VISpatch\rogue**
- Execute **VISpatch\rogue\vispatch.exe** to make dynamic objects visible under water surface.
- Move into **Quake HD Pack\rogue** folder vis-patched **PAK0.PAK** execute **Quake HD Pack\Mission Pack 2.exe** and enjoy.

II: Optional Content & Settings

Keep downloaded QHD .7z archives, so you can restore them in case the build gets messed up, after experimenting with configs, or other mods.

Other Settings: mentioned console commands (press "~" to show console), are already written into console history, you can just scroll through them with arrow keys:

- Keys: '+' - '-' full classic HUD - custom ibar - sbar only - hide HUD; '[' ']' adjust HUD/MENU size; 'c' 'x' show/hide compass, inventory; 'Tab' show scorebar;
- You can adjust strength of parallax mapping effect with console variable: **r_gls_offsetmapping_scale 0.04** (0.04 current value).
- Deluxemapping: **r_gls_deluxemapping 2**; 0 = disable, 2 = enable, 1 = use .dlit files (not used/included in this compilation).
- If you have GPU that is ~50% faster than GF GTX460 / R HD5870 you can try higher quality parallax mapping: **r_gls_offsetmapping_reliefmapping 1**
- If you have ATI Crossfire setup - rename executable to **AFR-FriendlyOGL.exe** (or minus the .exe on Linux). I don't know about nvidia SLI.

In **Readmes and Options** folder:

- e2m6_full** level with restored part by John Romero, copy it into **Quake HD Pack\id1** folder to use, keep a save from **e2m5** just in case.
- DP engine build from 2011** – change in **autoexec.cfg**: **set darkplaces_build 0** and **set player_refraction_fix 0**, when using it:

DP 2011: A bit better performance, but in some rare places difference is huge. Player model in water refraction is not an issue, coronas don't shine through models. There are two issues with **DP 2011** builds and **MP1:SoA**. In **hip1m1** level you have to "push" gold card door and slowly slide to the right, for it to open. In **hip2m3** and only when playing on **hard**, or **nightmare** difficulty, two vores don't spawn in a room with horn of conjuring preventing further progress.

DP 2013: Support for **BSP2** map format used by some new community made maps. The two issues with **MP1: SoA** present in older builds are fixed. It's used by default.

Additional modifications can be enabled by editing **Quake HD Pack\id1\autoexec.cfg**. Default configuration is intended to be just a faithful HD remake of Quake.

Enabled by default mods will keep atmosphere faithful to original game, few of them will change gameplay a bit, though – if it bothers you, they can be easily disabled:

- Improved AI allows ogres and zombies to aim vertically and makes ogres take distance into account when aiming: **set ogreaim**, **set zombieaim**. They are not easily exploitable anymore! It can introduce difficulty spikes and spoil few cool encounters, where level designers relied on how ogres aim.
- Destroyable corpses (issue: can block doors, elevators and jumping monsters until destroyed): **set gibablecorpses**. Simple gib/corps physics: **set gyroset**.

Some **autoexec.cfg** changes won't apply properly until you finish current level, or restart it from scratch (get killed, or use console command: **restart**).

III: Performance Guide

If you are satisfied with your framerate you can skip this paragraph, otherwise you can apply some of the following steps:

- If you have less than **768MB VRAM**, check **Video Memory Optimization** section at the top of **Quake HD Pack\id1\autoexec.cfg** file.
- Turn off offset (parallax) mapping (bump mapping will still be used), type in console: **r_gls_offsetmapping 0** ('1' will activate it back).
- Water shader and reflections will cause huge performance hit when you look at water's direction (even through closed doors, or hidden moving walls). Remove **DP_Water.pk3** from **Quake HD Pack\id1** folder and change in **autoexec.cfg** in '**Darkplaces Engine Config**': "**r_water"" 0**"
You'll see simple transparent water surface now, alternatively you can also use not vispatched PAK files - it will disable water transparency completely.
- Turn off realtime lighting in the options → customize lighting menu.

IV: Appendix: If you want to expand / modify this compilation:

- If you want to update [Small Mods Compilation](#), you'll have to remove all **DP_SMC *.pk3** and **autoexec.cfg** files from **id\hipnotic** and **rogue**. Then follow instructions from the **SMC** readmes. Included in this pack **SMC** was slightly modified in many ways, you'll loose these changes after the update.
- pk3 files are zip archives with renamed extension. To be able to change zip file extension without 3rd party soft under Windows: Go to organize > Folder and Search Options, then click the View tab. Uncheck the box titled "Hide extensions for known file types"
- Overlapping files loading priority: **1**. Unpacked files from **id1** folder; **2**. files from pk3 packs – file from a .pk3 last in the alphabetical order will be loaded; **3**. files from PAK; If there is the same texture present in more than one format – **1**. DDS if enabled via "r_texture_dds_load""1" cvar; **2**. png; **3**. tga; **4**. jpg;
- If you want to use this pack with other than **SMC** game code mods, change change **sv_entpatch 0** in **autoexec.cfg**, or remove **DP_SMC_*_Entities.pk3**.

Credits:

You'll find more precise info about files content and "who did what" inside .pk3 packs, or in **READMEs** folder.

Darkplaces Engine -- Lord Havoc ; **Quake Revitalization Project** -- [Moon\[Drunk\]](#) ; My-Key ; **Quake Reforged** -- Alfader ; Nergal ; **Ruohis** -- Ruohis ; **SMC** -- Seven OoPpEe ; Plague ; Andy Bay ; O.Sezer ; M. Lawrence ; FCZvyozdochka ; Webangel ; Nahuel ; Dresk ; Moo ; inkub0 ; romi ; AndehX ; Jakub1 ; Spike ; Smith ; MH ; Lightning_Hunter ; PrimeviL ; Urré ; Zombie ; DrLabman ; Entar ; Spinvis ; Bluntz ; Wazat ; Seanstar ; Chip ; Ivana Gibson ; ennio ; Nightfright ; ObiWan ; OSJC ; Arioh ; Fragger ; d1554573r ; Andrew Joll ; FriederikH ; Tabun ; Teamonster ; Yellow ; Ogro ; Roy Batty ; daniocampo1992 ; Splitterface ;

Links: [quakecone](#) ; [quaddicted](#) ; [FTE](#) ; [WaterVis](#) ; [inside3d](#) ; [Plague's Pack](#) ; [Tabun's Portfolio](#) ; [Shamblers Castle](#) ; [Generations Arena](#) ; [kleshik](#) ; [xonotic](#) ; [QuakeWiki](#) ;

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