* Replace “deathmatch” and “coop” cvar.with gamemode cvar; all code paths behave as if deathmatch
* Software renderer removed; Vulkan renderer currently disabled
* WAL and PCX textures removed, 24/32-bit TGA (optionally compressed) only
* **Team** changed from string to int.
* **Team** enum added
* - flag format: 1 for director, 2 for player, 4 for unassigned (prespawn)
* **gitem\_t->allowed\_teams enum** allows for items to only be picked up by certain teams.