* 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.
* **info\_player\_start** now only used for Team Unassigned; **info\_player\_start\_director** used for Director Team and **info\_player\_start\_player** used for Player Team.
* Add GameAPI function **ClientCommand\_NoConsole** (for forwarding commands to the server without them being accessible via console) and **clc\_stringcmd\_noconsole** client message
* Add ZombonoUI engine (see **cl\_ui.c** and **cl\_ui\_scripts.c**, as well as Zombono UI document)
* Add gameflag **GF\_ITEM\_FRIENDLY\_FIRE** to allow team-specific items to harm the teams (e.g. Zombies can harm directors
* **T\_Damage** now allows disallowing certain teams (overridden by **GF\_ITEM\_FRIENDLY\_FIRE)**, which allows weapons to be team-specific.
* Add extra build config **Playtest**:
  + Do not allow connection to server other than playtest server on this build config.
  + Run **config\_playtest.cfg** instead of **config.cfg**
  + Disable singleplayer mode.
* Dedicated servers now automatically run **server.cfg**.
* Don’t force maxplayers to 1 if **gamemode** (formerly **deathmatch**) cvar is not set.
* Add **team** integer to **client** section of layout string, extend the vertical length of a player’s score information from 32 to 40 pixels, and display what team the player is on in the TAB menu.