

Quake modifications

- generally much fun can be had by modifying the quake series of first person shooters
 - some modifications can be extremely easy, and rewarding
 - other modifications can be extremely complex
- for some trivial modifications (petrol blood) to Quake see [here](http://floppsie.comp.glam.ac.uk://quake-html/quake-gore.html) (`http://floppsie.comp.glam.ac.uk://quake-html/quake-gore.html`)

some example filenames and other information

Quake modifications

- DarkPlaces engine was started because he was unsatisfied with the other engines available soon after the quake source release (which did little more than add some flashy effects), and craved modding features for his DarkPlaces mod, and wanted some real enhancements to the online gaming experience as well

Quake modifications

- more complex modifications include those done in a project known as darkplaces
- is a Quake modification built over the course of 6 years on and off experimenting - by a programmer known as LordHavoc
 - it had an overhaul when the Quake engine source code was released, and he began developing a custom OpenGL-only engine for it and other mods, which supports Windows WGL and Linux GLX, and has greatly improved graphics and image quality
- added realism of shell casings falling to the floor, much improved bullet impacts, 32bit color alpha blended explosions, blood flying everywhere and sticking to the walls
- behind the scenes the code has changed a great deal, improved the QuakeC code, greatly changed the engine while maintaining compatibility with normal quake modifications
- expanded the Replacement Content section with

Quake modifications

- it runs on Windows, Mac OSX, and GNU/Linux
- it supports the following games
 - Quake : -quake, this is active by default, gamedirs: id1
 - Quake: Scourge of Armagon: -hipnotic or hipnotic in executable name or path, gamedirs: hipnotic, id1
 - Quake: Dissolution of Eternity : -rogue or rogue in executable name or path, gamedirs: rogue, id1
 - Nehahra : -nehahra or nehahra in executable
- more details [here](http://icculus.org/twilight/darkplaces/index.html) (`http://icculus.org/twilight/darkplaces/index.html`)

Quake modifications

- also check out retexturing projects
 - [Ten Year Quake](http://www.quake10year.com/) <http://www.quake10year.com/>
 - [Quake Revitalization project](http://facelift.quakedev.com/) <http://facelift.quakedev.com/>

Demonstrating Darkplaces and Quake

- in our labs we have installed darkplaces and additional textures
 - open up a terminal and type `q1` to see darkplaces running in OpenGL
 - open up a terminal and type `q1 -orig` to see a Quake running using X11 (without OpenGL and without any fancy shading etc)
 - in the later you can bring up a console by typing `~` and then type `gore` and then `god` and `give all`
 - now type `~` again and test out the modifications

Quake 3

- is available in the labs, running the OpenArena maps
 - alas not as dark as the ones from Id, but the OpenArena maps are free
- switch off desktop effects
- open up a terminal
 - type `q3` in the terminal

Quake 2

- is also available in the labs
 - they are configured to run `quakeforge2` if you type in `q2`