Quake II Release Notes

This file contains notes on last minute information pertinent to Quake II.

Quake II Version 3.12 – January 26, 1998

Note on the 'Crosshair':
- The crosshair is an approximation and thus may not always be accurate.
However, it is consistent, so you should be able, with time, to learn to use
this tool, just as you would learn to use any other tool.

Using 'Lookspring' and Keyboard Looking:
- If you use keys to '+lookup' and/or '+lookdown', lookspring does not work
with these functions. If you want to center your view, use the '+centerview'
command. Lookspring does work when Mouselooking.

CD Audio:
- You cannot enable CD Music once the game has been started with CD Music
disabled. The player must enable CD music, then restart the game.

Video Issues:
- If you are experiencing a video problem, you will most likely be able to
solve the problem by downloading the newest drivers from your card or chip
manufacturers' website. If this does not work, you should attempt using the
video drivers that are installed with DirectX 5 included on the CD. Please
see the DirectX section of this document for frequently asked questions and
installation instructions.

- Rendition GL Support: For Rendition support you should select "Default
OpenGL" in the Video menu.

- Riva128:   Riva support is now available using their Win95 OpenGL drivers
available directly from http://www.nvidia.com

- VooDoo Rush: Currently the Voodoo Rush chipset only supports OpenGL in
Windows 95. Check your card/chipset manufacturer's website for updated
drivers.

- Diamond Stealth 64 DRAM: If you are currently experiencing problems with
the Diamond Stealth 64 DRAM video card, you should attempt using the video
drivers that are installed with DirectX 5 that is included on the CD. We
have found that this will solve your video problems. Please see the DirectX
section of this document for frequently asked questions and installation
instructions.

Sound Issues:
- MWave: We have found that if you are using an MWave sound card, and are
using the low quality game sounds in deathmatch, the right and left audio
channels are reversed. This problem is solved by using the high quality game
sounds.

- Ensoniq: If you are running an Ensoniq Sound Scape or AudioPCI card, pull
down the console by pressing the tilde key (~) or choose the "Go To
Console" selection from the "Options" menu, and type 's_primary 0' and press
ENTER. This setting will be saved when you properly exit the game.

- Joysticks: To enable a joystick you must type in_joystick 1 from the
console. To access the console, either press the tilde (~) key or choose
the "Go To Console" selection from the "Options" menu.