

Chase Morph Combination QuakeC patch

This is just a combination I compiled of the Chasecam,v 3.3 patch by Rob Albin and the Morph2 patch by Jeff Epler. Now you can watch the little fiend slash grunts to pieces =)
Just create a cmorph directory in quake, place the progs.dat in it then run "quake -game cmorph "
Enjoy!

Nathan Kennedy
nathan@freenet.scri.fsu.edu

Description of the Modification Morph2

This patch allows you to morph into various monsters.

- 90: Human
- 91: Zombie
- 92: Vole (aka shal-rath)
- 93: Scrag (aka wizard)
- 94: Hell Knight
- 95: Shambler
- 96: Fiend (aka demon1)
- 97: Ogre

Monsters with two weapons (ogre and hell knight) press 1 to choose melee and 2..8 to choose missile. Fiend leaps forward with jump key and slashes with attack key. Hold attack and jump to help the fiend climb out of the water.

Description of the Modification Chasecam

impulse 30 View-point toggle
(Chase view, Strafing view, Normal view)
impulse 31 Laser-targeter toggle
(Standard, Glowing, off)

impulse 200 multiskin impulse up
impulse 201 multiskin impulse down

Multiskin v1.1

-The server code for Multiskin v1.1 by Dennis Noordsij is built in, the player.mdl is not included, but if you have the player.mdl, you can add it to this game as described in Multiskin.

Auto switching

-Chase view temporarily auto disables while in water. Quake does not like to track the view between water surfaces. So the chase view avoids it like the plague :)

Multi Player

-Chase eyes are visible behind a player when in chase view.
Haven't run any tests yet, but I've heard it works fine for MP.

Single Player

-In single player only, your current settings for the targeter and view are saved between levels.

(Only saves when switching levels, not if you die and restart - they'll auto-switch to what they were when you first entered)