Welcome to Quake!

This file details how to get Quake running on your system and what to do
if you have problems.   We would like to thank Gandalf Technologies, Inc and
MPath Interactive for the use of their technology.   We would also like to
thank Trent Reznor and Nine Inch Nails for their tremendous contributions
to Quake's entire audio portion.

The NIN logo is a Registered Trademark licensed to Nothing Interactive, Inc. All Rights Reserved.

Be sure to install the Quake patch included on this disc. Click on the Quake Patch button on the next demo screen to update Quake to the latest version.

Quake System Requirements

IBM PC and Compatibles
Pentium processor or better
VGA Compatible Display or better
8MB RAM minimum, 16MB recommended (16 MB required for running under Win95)
CD-ROM drive Required
MS-DOS 5.0 or better or Windows 95
Hard Drive (30MB for Shareware, 80 MB for Registered)

*** *IMPORTANT!*: Quake requires a floating point processor. Systems that do not have an FPU installed will not
run Quake -- at all.

Here are the text files included with the shareware release of Quake and
what they are:

README.TXT	This file
TECHINFO.TXT	Technical information on Quake's subsystems and their advanced use.
MANUAL.TXT	Text version of the printed game manual
LICINFO.TXT	Info on the various license files included with Quake
SLICNSE.TXT	Shareware Quake end-user license
ORDER.TXT	How to order Quake
HELP.TXT	How to get help with Quake

Here are the text files included with the registered version of Quake and
what they are:

README.TXT	This file
TECHINFO.TXT	Technical information on Quake's subsystems and their advanced use.
MANUAL.TXT	Text version of the printed game manual
LICINFO.TXT	Info on the various license files included with Quake
RLICNSE.TXT	Registered Quake end-user license
COMEXP.TXT	Commercial exploitation agreement
ORDER.TXT	How to order Quake
HELP.TXT	How to get help with Quake

Running Quake

DOS: To launch Quake from the DOS Prompt, go to the Quake directory and simply type "QUAKE" <ENTER>. (no quotes)

Windows 95:   To launch Quake in single player mode, double click on the file QUAKE.EXE From Wndows Explorer.   To run Quake in Multi-Player mode using the TCP/IP protocol, first check your network settings to ensure the protocol is installed, then double click on the Q95.BAT file to launch the game. In this version (v0.91) there is a minor bug that will cause the Q95.BAT file to exit the first time you run it, without running Quake. Merely double-click on that file again and it will work.

Audio Setup

When using a Sound Card with Quake, there are a few setup steps which must be taken. First, the "BLASTER" environment variable setting must be in your autoexec.bat (or you can type it in manually from the MS-DOS command prompt). Running the Sound Blaster utility diagnose.exe will automatically configure your sound card and put this statement in your autoexec.bat file for you. A typical blaster setting looks like this (although yours may vary):

SET BLASTER=A220 I5 D1 H5 P330 T6

If you want to play the audio track from the CD-ROM while playing Quake, you must ensure that the audio cable from the CD-ROM is connected to the sound card.

If you don't get sound while trying to play the audio track, check to see if a small cable goes from the back of your CD-ROM player directly to your sound card.   If the CD-ROM audio cable is connected to your sound board (or the motherboard in some cases) and you STILL don't hear CD Audio coming from your speakers, make sure the MIXER program has the CD volume turned up. You will also need to run the CD-ROM driver MSCDEX.EXE. Here is an example of the files you should see (yours probably will vary) listed in your CONFIG.SYS and AUTOEXEC.BAT (explanation is in parentheses):

CONFIG.SYS:

DEVICE=C:\PROSCSI\CDROM.SYS /D:PROCD01 (CD-ROM driver)

AUTOEXEC.BAT:

SET BLASTER=A220 I5 D1 H5 P330 T6 (sound environment variable setting)
C:\WINDOWS\COMMAND\MSCDEX.EXE   /D:PROCD01 /L:D (CD-ROM driver)

Mouse Setup

If you are going to use a mouse when playing Quake, you will need to load your mouse driver.   This should go in the AUTOEXEC.BAT file as well.   Here is an example:

C:\LOGITECH\MOUSE\MOUSE.EXE (mouse driver)

Booting Clean

If you are going to be running Quake with only 8 megabytes of RAM, it is best to boot clean .   You eliminate unwanted utilities or applications from taking up valuable memory, without having to alter your regular AUTOEXEC.BAT and CONFIG.SYS. Booting clean can be done in one of two ways. If you have MS-DOS version 6.xx, booting clean is as simple a pressing the shift key when you see the words "Starting MS-DOS". If you have MS-DOS ver 5.xx you will need to make a system disk.

To make a boot disk, type the following from the MS-DOS command prompt:

FORMAT A: /S

1. Make sure that this is a disk you wish to erase.
2. This disk absolutely HAS to be formatted in the A: drive.

To use the system disk, place the disk in the A: drive and reset the computer.

NOTE: If your sound card requires a driver to be loaded, or you will be using a mouse, or you will be using Quake's CD audio feature, the system disk will need to have a CONFIG.SYS and AUTOEXEC.BAT that load the appropriate drivers.

Creating a Quake Shortcut

As an alternative to making a Boot Disk, Windows 95 users can create a Quake Shortcut.   By double clicking onthis shortcut, Windows 95 will reboot in MS-DOS mode and install only the desired drivers, giving you the same results as using a Boot Disk.   To create a Quake Shortcut, do the following:

1.   Using Explorer, right click and drag the file QUAKE.EXE, from the Quake directory, to your desktop. Windows 95 will make an MS-DOS Icon titled "Shortcut to quake".
2.   Right click on the new icon, and from the menu that pops up, choose "Properties".   Then choose the "Program" tab at the top.
3.   Now click on the "Advanced..." button near the bottom.   The "Advanced Program Settings" window should appear.
4.   Select the "MS-DOS mode" check box and the "Specify a new MS-DOS configuration" option button.
5.   Now simply fill in the "CONFIG.SYS for MS-DOS mode:" and "AUTOEXEC.BAT for MS-DOS mode:" boxes with the same sound, CD-ROM and mouse settings as mentioned above in the Boot Disks section.
6.   Click on "OK" when you are finished.   If you wish, you can change your Quake Shortcut Icon to something a little more exciting by clicking on "Change Icon...".
7.   To finish, click on "OK" again.
8.   You can rename your Quake Shortcut by right clicking on the shortcut icon, choosing "Rename" and typing in the new name.


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==                   Known Problems                  ==
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Problem: Zombies sometime get stuck on the ground and connot get back up. (You can still hear them, but you cannot kill them. This bug makes it impossible to get 100% kills on whatever level it occurs on.)
Solution: There is no workaround for this bug.

Problem: It is sometimes possible for the player to get stuck in a room or in a wall.
Solution: If you get stuck, use the 'kill' console command. It is a good idea to save your game often.

Problem: View centering problems. Sometimes during a game, the view will not center properly.   The end result is the player view looking up torwards the ceiling while walking.
Solution: Exit to the next level or use the 'kill' console command..

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==                 Troubleshooting                  ==
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If Quake fails to start up, or has problems not addressed elsewhere in the documentation, try the -safe command line switch, which disables a number of parts of Quake that can be problems if there are hardware or configuration problems.   The -safe command line switch is equivalent to -stdvid, -nosound, -nonet, and -nocdaudio together. Those four switches do the following:

-stdvid: disables VESA video modes.

-nosound: disables sound card support.

-nonet: disables network card support.

-nocdaudio: disables CD audio support.

If -safe makes the problem go away, try using each of the switches
individually to isolate the area in which you're experiencing the problem then either correct the configuration or hardware problem or play Quake with that functionality disabled. If you still have problems, try booting clean in conjunction with the -safe command line parameter.   For information on booting clean, refer to the "Booting Clean" section above.

Technical Support

If you are having trouble installing or running Quake you can receive technical support by sending e-mailing to support@idsoftware.com.   You can also refer to our web page, www.idsoftware.com, or call 1-800-idgames.

When sending support e-mail, cut and paste the following into your e-mail message and fill in the blanks:

Date:
Name:
Phone number:
E-mail address: (please include this, we redirect tons of mail)
Game Title:
Version #:
Operating system (i.e., DOS 6.0 or Windows 95):
Computer type:
BIOS date:
BIOS version:
Processor type:
Processor speed:
Do you program at school/work?
Do you provide tech. support at school/work?
Please state the problem you encountered:
Please state how to reproduce the problem:

If program crashed with nasty undecipherable techno-garbage, please look for the eight-digit hex number which comes after "eip=" and write it down here:

** NOTE: If you are sending a bug report, PLEASE refer to the TECHINFO.TXT file for the correct form and procedures.