

## **Welcome to QPed - .PAK editing made easy**

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### **Introduction**

Welcome to QPed, a program to edit existing and create new .PAK files for id Software's, Quake. With QPed you can create your own .PAK files to make distributing that cool Quake conversion to the masses that much quicker and easier.

### **QPed's web site**

The most up-to-date releases and information can be found at the QPed web site:

<http://www.planetquake.com/qped>

**Note:** To view .MDL files your system must be capable of running OpenGL. This is native in Windows NT and later versions of Windows 95. The files needed if your system cannot currently display OpenGL can be found at either the QPed web site or any Microsoft source.

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Shareware Version : You may use QPed for a period of up to 30 days, after which you must register QPed or stop using it. YOU ARE LEGALLY BOUND TO REGISTER THE SOFTWARE IF YOU USE IT FOR MORE THAN 30 DAYS. Please see order.txt for registration information.

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Windows is a trademark of Microsoft Corporation.

OpenGL is a trademark of Silicon Graphics, Inc.

## **What is a .PAK file?**

Quake uses the .PAK file format for storing most of its data - pictures, sounds, models, code etc. The full retail Quake ships with 2 of them, pak0.pak and pak1.pak.

## **Why would I need to edit one?**

If you were writing a Quake mod, you would probably end up with a directory full of files and sub-directories. By creating your own .PAK file containing this structure, you could easily distribute your mod.

## **Where does QPed fit in?**

With QPed you can easily create your .PAK file using its explorer-like interface. Once you created one, updating and adding to it is a piece of cake.

## **What else can I do with QPed?**

QPed has some extra features that make it useful for more than just creating .PAK files. You can listen to the sounds, view the models and even extract textures from maps to use with a map editor like Worldcraft to create your own maps.

## File Menu

### **New :**

Closes the existing .PAK file and creates a new, empty .PAK file ready for you to add to. If QPed has to close a .PAK file that has been edited but not saved to do this, it will ask you if the changes should be saved first.

### **Open :**

Opens an existing .PAK file. QPed will display the standard Open File dialog for you to locate the .PAK you want to open. If QPed has to close a .PAK file that has been edited but not saved to do this, it will ask you if the changes should be saved first.

### **Save :**

If the currently open .PAK file has a name, this will simply save it under that name. If a name has yet to be given to it, QPed will display the standard Save File dialog for you to specify one.

### **Save As :**

This command will present a Save File dialog box even if the current .PAK file already has a name. Handy if you wish to save the file but don't wish to save over the top of the previous copy.

### **Exit :**

Close QPed. If the open .PAK file has been changed but not saved, QPed will ask if you want to save the changes

## **Edit Menu**

### **New Directory :**

Creates a new sub-directory of the currently selected directory. QPed will create the directory and name it "Untitled". It will then allow you to edit the name to whatever you want.

### **Cut :**

### **Copy :**

### **Paste :**

These commands are not yet implemented.

## Object Menu

### **Import From File :**

Imports a file into the .PAK file. QPed will display the standard Open File dialog for you to select the files you want to import. It will then add them to the currently selected directory.

### **Import From Directory :**

Imports a chosen directory structure into a .PAK file. QPed will prompt you for the directory on your disk that you want to import. It will then import all the files in all the subdirectories off of the chosen one into the currently selected directory in the left hand pane.

### **Export To File :**

Exports the selected object to a file. QPed will display the standard Save File dialog for you to choose the destination and file name for the exported object.

### **Export Textures :**

Exports the textures from a .BSP file to a .WAD file. QPed will display the standard Save File dialog for you to choose the destination and file name for .WAD file that you can then use with a map editor (eg Worldcraft) to create your own maps.

### **View :**

Views the currently selected object. If it is a .WAV file, QPed plays the sound. If it is a .MDL file, QPed will display it using it's inbuilt OpenGL viewer.

## **View Menu**

**Toolbar :**

Toggles the toolbar on and off

**Status bar :**

Toggles the status bar on and off

**Large Icons :**

**Small Icons :**

**List :**

**Details :**

Select the style of the right hand pane.

## Playing sounds

Sounds in .PAK files end with the .WAV extension. To Listen to them either double click on one in the right hand pane or select one and pick View from the Object menu.



## Viewing models

Models are the 3D mosters and pickups etc you see in the game. In the .PAK file they end with the .MDL extension. To view them either double click on one in the right hand pane or select one and pick View from the Object menu.

## Extracting textures

The maps you play in quake begin life as a .MAP file. They are then compiled into a .BSP file, a format the game engine can understand. The .BSP files are the ones find in a .PAK file and not only contain all the geometry but also the wall textures. QPed can extract these textures and create a .WAD file that you can use with a map editor (like Worldcraft) to create your own maps.

To extract the textures select a .BSP file and either pick the Extract Textures item from the right hand menu or Extract Textures from the Object menu.



