

**ezquake**

**COLLABORATORS**

	<i>TITLE :</i> ezquake		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

**REVISION HISTORY**

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# Chapter 1

## ezquake

### 1.1 Easy Quake Documentation

EASY QUAKE USER MANUAL

Please select any of the topics listed below.

Disclaimer

Copyright and Distribution

Introduction

Config & Usage

History

Future

And the Amiga tale lives on in the new millenium!

### 1.2 Easy Quake Disclaimer

Easy Quake Disclaimer

The author cannot be held liable for the suitability or accuracy of this manual and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this manual and/or the program it describes is the sole responsibility of the user her/him self.

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However, to aid in developing this program the user is asked in a gentle way to report any strange behaviour of the program.

## 1.3 Easy Quake Copyright and Distribution

Easy Quake Copyright and Distribution

Program        Easy Quake  
Version        1.0.4 (28-01-2000)

Legal            ©Copyright 1998-2000 Visionary Software - All rights reserved

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This program is FREEWARE which means that you may use the executable freely. Donations are welcome and appreciated.

This program may be freely distributed as long as all files are included in the distribution without any modifications.

Commercial distribution of EZQuake and/or it's relative files is \*NOT\* allowed without written permission from the author.

## 1.4 Easy Quake Introduction

Easy Quake Introduction

Are you a person which likes to play Quake ? Then this program might be useful for you. This program offers a front-end for running your Quake game. And this without the need to create a number of icons to get going and frag the baddies.

It offers a ClassAct/OS3.5 GUI with the parameters for starting up Quake. To use it you should have the ClassAct library installed, or have the latest OS3.5 installed.

Go on, fire up EZQuake. Then, just click and fill in the options. When options are what you want click "Play". And off you go to kill those ugly and violent monsters...

Got a new extension or option pack ? Then just unpack the archive in your Quake directory, fire up EZQuake and select the game's place using a standard directory requester. Hit "Play" and Quake starts up

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with the installed extension or pack.

You will find a string gadget for any extra parameter you would like to supply. Currently I'm using it to supply my playername to Quake. But you could easily enter others if needed.

I'm quite sure you appreciate my effort providing this little program.

Enjoy and frag some for me...

#### COMPATIBILITY & KNOWN ISSUES

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WarpQuake (by Jarmo Laakkonen [jami.laakkonen@kolumbus.fi])  
QuakeWOS (by Frank Wille [frank@phoenix.owl.de] and Steffen Hauesser)  
AWinQuake (by Peter McGavin [p.mcgavin@irl.cri.nz])

All above ports use the "-mem <size in MB>" format of specifying the memory heap size. For all the above you must turn on the "MemAs" gadget.

Quake (by ClickBoom)

Here the memory heap size is specified as "-memory <size in KB>", for running this version you have to switch off the "MemAs" option.

**WARNING:** some options that can be set might not be available in all versions of Quake, since there are a couple of ports around you should check the docs of the particulate port you're trying to run.

EZQuake is known to work with most PPC ports and sets a default stack of 500.000 bytes for executing Quake as required by most of them.

## 1.5 Easy Quake Usage

Easy Quake Usage

Configuration

Commands

Registering

## 1.6 Easy Quake Configuration

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## Easy Quake Configuration

The keyfile has been removed and EZQuake will be freeware as of version 1.0.3. So if you are upgrading it is safe to delete the obsolete "s:ezquake.key" file.

## Tooltypes

Following are supported, but optional now. You could also fill in the Exec gadget and save it in the prefs. Following tooltypes are available:

QUAKEDIR=<your quake game dir>

fe. QUAKEDIR=Work:Games/QuakePPC

QUAKEEXEC=<your quake executable>

fe. QUAKEEXEC=QuakeWOS

If above are missing and no prefs (Exec gadget) are found then

"Work:Games/Quake/QUAKE"

is assumed.

## 1.7 Easy Quake Commands

### Easy Quake Commands

GAME Command [-game <gamedir>]

Sets a Easy Quake game extention or pack.

This gadget opens up a file requester which lets you choose the game's directory or extention directory.

EXEC Command

Sets the Quake executable.

This gadget opens up a file requester which lets you choose the game's executable ↵

ADDPARM Command

Supply extra parameters for usage in Quake.

eg. +scr\_conspeed 3000;name "Helios"  
r\_drawviewmodel 0

SAFE Command [-safe]

Runs Quake with no network options and with minimum memory.

NOSOUND Command [-nosound]

Disables any sound.

MMUHACK Command [-mmuhack]

Runs program with MMU hack in place.

CDDEVICEALIKE Command [-cddevicealike]

The CD is cd.device alike.

CDAUDIO Command [-nocdaudio]

Turns on CD Audio, after you do this make sure to set the CDDEVICE and CDUNIT parameters.

CDDEVICE Command [-cddevice <name>]

When CDAUDIO is on, enter the device driver for your CD.

CDUNIT Command [-cdunit <unit>]

When CDAUDIO is on, enter the device unit for your CD.

CROSSHAIR Command

Enable/disable targetting crosshair.

WATERWARP Command

Enable/disable waterwarp (underwater distortion).

MODELOFF Command

Enable/disable model of weapon (speed up for some users).

MINMEMORY Command [-minmemory]

Use as little memory as possible, if it is selected the MEMORY gadget will become unavailable.

MEMORY Command [-mem[ory] <size in MB[KB]>]

Use <nn> MB of memory, if it is greater than 0 the MINMEMORY gadget will become unavailable. If the MEMORY setting is equal to 0, the command is not issued to Quake (cause Quake needs some... all or a part of it), in this case the game will take as much memory as there is. The max. available memory is detected automatically for setting the amount.

NETWORK Command

Sets network options. Either disabled or enabled, to disable a protocol

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use NOTCPIP, NOSERIAL or NOIPX. Do not forget to set port, when network is enabled the port is added.

#### PORT Command

The network port to use.

#### LISTEN Command

Make it a listen server, this way you can still play while others are connected to you. When this command is not selected, your machine will act as a dedicated server.

#### FPU Command [-fpu]

Change Floating Point mode.

## 1.8 Easy Quake Registering

Easy Quake Registering

Freeware, but donations/gifts are welcome.  
See you, and happy Quake'ing.

## 1.9 Easy Quake History

History

V 1.0.0 (07-11-1998)

- Fixed some GUI logic
- Corrected CDAUDIO command
- Corrected NETWORK, PORT command
- Implemented LISTEN command
- Implemented CROSSHAIR command
- Implemented WATERWARP command
- Implemented ADDPARM command
- Implemented SAVE button, prefs can be preserved now
- Users have to register to get keyfile which enables SAVE feature.

V 1.0.1 (20-11-1998)

- NETWORK prefs setting fixed
- MMUHACK prefs setting fixed
- PORT value range fixed

V 1.0.2 (30-01-1999)

- Implemented MODELOFF command.

V 1.0.3 (19-01-2000)

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- Quake\_exec now run with stack of 500.000
- TOOLTYPE QUAKEEXEC added.

V 1.0.4 (28-01-2000)

- Added Exec gadget (pro-activ!), I expected comments on it...
- rearranged some strings (cleaner)
- added MEMORYAS gadget to support ports and ClickBoom versions
- window now width sizeable.

## 1.10 Easy Quake Future

Future

Upcoming Releases (indication only - its FREEWARE ya know!)

- implement more commands (name, scr\_conspeed, ...). This has been provided in this version by the ADDPARM command. You can help me by sending command specs and usage notes.
- options for port specific triggers?

Keep the momentum going !

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