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*Quake III: Team Arena Readme*
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Installation and Point Releases
Quake III: Team Arena and Quake III Arena share the same executable file
(quake3.exe). When you install Quake III: Team Arena, the quake3.exe file is
automatically updated to version 1.27g (which will also be released to all Quake
III Arena owners in the form of a point release). As this update is
automatically included in Team Arena, you will not be required to download and
install the 1.27g point release.

As both of these games use the same quake3.exe file, when you play either Quake
III Arena or Quake III: Team Arena, you will be playing the 1.27g version.

Uninstalling - If you choose to un-install Q3:TA, your version of Quake III
Arena will stay at version 1.27g.

Installation Problems
It is important that you have a valid installation of Quake III Arena (Q3A) in
order to install Quake 3: Team Arena (Q3:TA) on your computer. The Team Arena
installer needs to detect where you have installed Quake 3 to properly install
the game files to your hard disk. If you encounter errors while installing
Q3:TA, it is likely that you do not have a valid installation of Quake III. You
may need to re-install Quake III if you encounter a Q3:TA installation error.

Error Message "Couldn't Load Default.cfg"
If you try to run Quake III: Team Arena and receive the error message, "Couldn't
Load default.cfg", the game is basically telling you that it can not find the \
baseq3 directory that is part of the original Quake III Arena. Most often this
message appears when you have a minimum install of Quake III Arena, have
installed Team Arena, and then attempt to run either game without the Quake III
Arena CD in the CD-ROM drive.

Both Quake III Arena and Quake III: Team Arena use data that is contained in the
\baseq3 directory of Quake III Arena.

If you are using a minimum install of Quake III Arena, you must have the Q3A CD
in your CD-ROM drive when playing either Q3A or Q3:TA.

CD Keys
You will need to have both your Quake III Arena CD Key as well as your Quake
III: Team Arena CD Key properly entered to play Quake III: Team Arena.

Demo Recording
If you have set the "Record Game" option to Yes in the Single Player screen,
please note that these games will take up some additional space on your hard
drive. If you would like to delete a recorded demo, the files may be located in
the ...\missionpack\demos folder of your Quake III Arena directory.

If you are recording a single player game, after playing the match, the "Demo"
button on the victory screen will appear grayed out and cannot be used. To view
your recorded demo, go to the Single Player setup screen, click on the gametype
and map with which you recorded the demo, then hit the "View Last Game" button
in the bottom right portion of the screen.

Problems finding Internet Games
If you are having problems seeing Internet servers in the Multiplayer Screen,
please make sure that you have checked the following before contacting customer
support.

Make sure that you are connected to the Internet (either through a Local Area
Network, dial-up connection, etc.). You must connect to the Internet before
starting the game.

The Multiplayer Screen has changed a bit in Quake III: Team Arena. Once you
have connected to the Internet and started the game, select the "MultiPlayer"
option from the "Play" menu. In the MultiPlayer screen, click the "Source" text
in the upper left portion of the screen until you see the word "Internet." Once
you have selected "Internet" as the source, click the "Get New List" button just
below the Source text.

If you are running firewall software on your system, such as "Zone Alarm,"
please note the "Issues When Using Firewall Software" section of this readme.

Configurations and the Quake III Interface
We have discovered that you may lose changes to your Team Arena configuration if
you enter the Team Arena menu through the main Quake III Arena interface. If
you make any Team Arena configuration changes and exit the game, then re-enter
Team Arena through the main Quake III Arena menu (using the Team Arena or Mods
submenu buttons), any changes you made will be reverted to your Quake III
configurations.

Allocating Memory Using com_hunkmegs
The command com_hunkmegs is used to increase or decrease the size of memory used
by the game. By default it is set to 56 which allows the game to run on
computers with 64 megs of ram. If your system has more than 64 MB of RAM, you
can adjust this value to allow for the loading of more unique models.

For example: If you have a machine with 256 megs of RAM you can use the command
com_hunkmegs 128 to allocate more memory to the program. You would do this by
accessing the game console (press the ~ key), and typing in:

\com_hunkmegs 128

(substitute the amount of memory that you would like to dedicate for the "128"
in the example above).

NOTE: You can only allocate up to 3/4 of your total system memory before you
may experience problems with your computer system.

Please refer to the Dedicated Server document for an example of how to alter
com_hunkmegs on dedicated servers.

Text is Blurry
It is difficult to render a font that is scalable and clear at all resolutions.
We have noticed that some of the Team Arena menu text may appear blurry at the
320 x 240 resolution. The map names and server settings may be difficult to
read on the Multiplayer "Start Server" screen. Also, if you're running at the
320 x 240 resolution in the game, some of the HUD text and pull down menu bars
may appear to be blurry.

Increasing your screen resolution fixes any problems with blurry text.

Bots
Bots are unable to see a player who is carrying the flag while using the
Invisibility item.

Bots will ignore the "Return Our Flag" command in One-Flag CTF games, as the
flag is actually "neutral."

Issues When Using Firewall Software
If you are using firewall software such as Zone Alarm and you are experiencing
problems, make sure your firewall software is set to allow UDP packets through
on ports 25950-25965. These are the ports that Quake III Arena and Quake III:
Team Arena use for connection, message of the day, server browsing, and so
forth.

In general we do not advise setting up a Quake III Arena or Quake III: Team
Arena server on a machine that is also either a NAT server (such as Microsoft's
Internet Connection Sharing) or ipForwarding for a LAN onto the Internet. These
machines see clients on your LAN as different addresses than the Internet and
thus you cannot authorize these clients.

Calling for a Vote After a Match

Calling for a vote will not work, once a match has ended. If you attempt to
call a vote once the final scoreboard is displayed, the proposed vote will be
broadcast as text, and players will not be able to vote. Votes should be
performed during a match, or during warm-up time.

Multiple Monitors
We have noticed that if you are running a machine with multiple monitors, and
each video card is an OpenGL compliant video card (i.e. Voodoo3 and GeForce),
you may experience problems running the game, as the game will recognize both
video cards.

Simply disable one of the monitors in the Windows(r) Display Properties.

Switching Video Card Drivers

If you want to switch video card drivers (i.e. OpenGL to Voodoo drivers), you
will have to do so from within Quake III Arena. Once changed in Q3A, the
settings will carry over when you launch Team Arena.

Low Memory Warning in NT 4.0
Users playing on NT 4.0 machines with less than 200 MB of virtual memory, may
receive low virtual memory errors.

Accuracy Award Change in Team Arena
The Accuracy indicator has been changed from the way it worked in Quake III
Arena. Your accuracy is now displayed at all times in the game scoreboard and
statistics screens - you no longer receive an award for accuracy above 50%.

Below the accuracy indicator, you will see your accuracy percentage (regardless
of how high it is).

Virtual Memory Swap File

In order to maximize the performance of Quake III: Team Arena, you must have at
least 100 MB of free hard disk space for the Windows(r) virtual memory swap
file.

Q3Tourney3 (Hells Gate) is not playable in Team Deathmatch.

On the Team Deathmatch menu, Q3Tourney3 is displayed as a selectable map. This
map is not designed for Team Deathmatch and will report a "No spawn point" error
if selected for this type of play.

Spawning Inside Another Player

Occasionally during games with large numbers of players, one player may appear
to spawn inside the other. We have discovered this occurs only when two members
of the same team spawn into the same spawn point at the exact same time.
Normally, this would result in one of the players being fragged or
"tellefragged," however in team games where team members can't hurt each other,
the result is one player spawning inside the other with no consequence to the
other player.

If you spawn inside another player simply lower the console using the ~ key,
type \kill and press the Enter key. This action will immediately frag you and
allow you to spawn back into the game.

Mouse Wheel with Logitech Mice

People having problems with the "mousewheel" on Logitech mice should grab the
latest version of Logitech's drivers from the following location. In addition to
the latest version of "Mouseware" drivers, you will need to download the "Mouse
Registry File for Gamers" which will allow the "mousewheel" to work within Quake
III.

Note: Although "Mouse Registry File for Gamers" is not listed as being needed
under Windows Millennium Edition you will still need to download it in order to
get the correct functionality from the wheel.

http://www.logitech.com/cf/support/mousefiles.cfm