

ezquake

COLLABORATORS

	<i>TITLE :</i> ezquake		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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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

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.

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 1.0.0 (07-11-1998)

Legal (C) Copyright 1998 Visionary Software
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This program is MAILWARE which means that you may use the executable for testing purposes, if you like it then you should reward the author with a postcard or letter. After this you will receive the keyfile to unlock all features.

This program may be freely distributed as long as all files are included in the distribution without any modifications. The keyfile of a registered user is personal and may not be used by others. Doing so will automatically unregister the user. Please honor the developers who stick with the beloved Amiga system.

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

This program uses the ClassAct GUI SDK (C) Finale Development.

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 GUI with the parameters for starting up Quake. To use it you should have the ClassAct library 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 extention 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 with the installed extention or pack.

New in this version 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 (see Pic Of GUI). 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...

1.5 Easy Quake Usage

Easy Quake Usage

Configuration

Commands

Pic Of GUI

Registering

1.6 Easy Quake Configuration

Easy Quake Configuration

If you are a registered user, then copy the keyfile to the S: directory.

Tooltypes

Following MUST be present ! If not the default "Work:Quake" is used.

QUAKEDIR=<your quake main directory>

fe. QUAKEDIR=Work:Games/Quake

1.7 Easy Quake Commands

Easy Quake Commands

GAME Command

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.

ADDPARM Command

Supply extra parameters for usage in Quake.

```
eg. +scr_conspeed 3000;name "Helios"  
    r_drawviewmodel 0
```

SAFE Command

Runs Quake with no network options and with minimum memory.

NOSOUND Command

Disables any sound.

MMUHACK Command

Runs program with MMU hack in place.

CDDEVICEALIKE Command

The CD is cd.device alike.

CDAUDIO Command

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

CDDEVICE Command

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

CDUNIT Command

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

CROSSHAIR Command

Enable/disable targetting crosshair.

WATERWARP Command

Enable/disable waterwarp (underwater distortion).

MINMEMORY Command

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

MEMORY Command

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). The max. available memory is detected automatically.

NETWORK Command

Sets network options. Either disabled or enabled, to disable a protocol use NOTCPIP, NOSERIAL or NOIPX.

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

Change Floating Point mode.

1.8 Easy Quake Registering

Easy Quake Registering

As of V 1.0.0 you are asked to register yourself. Since this program is MAILWARE, you must reward the author with a postcard/letter. The postcard is used to pin on a worldmap. Only send email after being registered or for bug reports.

On your postcard/letter clearly write your email address (if you have one), the keyfile unlocking all features will be send uuencoded to the supplied email address. If you have no access to electronic mail please supply the necessary postage for reply via regular mail. Check the rates below for reference. This way the keyfile/latest version can be supplied on a floppy.

Europe	:	\$5
World	:	\$10

Do NOT use coins/money orders/cheques, only paper money (bills) !
The fee includes the floppy, so no need to send one.

When you receive your keyfile, just copy it to the S: directory.

See you, and happy Quake'ing.

1.9 Easy Quake History

History

V 0.9.0 (15-09-1998)

- First public BETA release

V 0.9.1 (20-09-1998)

- Implemented MINMEMORY and MEMORY commands

V 0.9.2 (21-09-1998)

- Cleaned up code

- Moved CDALIKE gadget to new position, so window is a bit smaller

- Implemented CDAUDIO, CDDEVICE and CDUNIT commands

- Added active help

- Added EZQuake icon
- Added busy pointer during file requester

V 0.9.3 (26-09-1998)

- Implemented NETWORK, PORT parameter
- Amount of FAST memory is detected for MEMORY command
- Added FPU command
- Memory is flushed now before launch of Quake

V 0.9.4 (20-10-1998)

- Removed symbol for translator.library

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.

1.10 Easy Quake Future

Future

This program is MAILWARE so public releases will depend a bit on you.
If you feel the need to see some feature, then send mail and register...

Upcoming Releases (indication only)

- implement more commands (name, scr_conspect, ...). This has been provided in this version by the ADDPARM command. You can help me by sending command specs and usage notes.

Keep the momentum going !
