

**Quest**

**COLLABORATORS**

	<i>TITLE :</i> Quest		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 7, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Quest</b>	<b>1</b>
1.1	Main . . . . .	1
1.2	Introduction to Quest . . . . .	2
1.3	What you need . . . . .	2
1.4	Installation . . . . .	2
1.5	Configuration of Quest . . . . .	3
1.6	Usage . . . . .	4
1.7	Tools . . . . .	6
1.8	Quest - related files . . . . .	7
1.9	FAQ . . . . .	7
1.10	Bugs . . . . .	7
1.11	Program history . . . . .	8
1.12	Thanks and hellos . . . . .	8
1.13	Future . . . . .	8
1.14	The author . . . . .	9

---

# Chapter 1

## Quest

### 1.1 Main

-----  
Q U E S T  
-----

Version 0.6.1 - 27 January 1999

Introduction

Requirements

Installation

Usage

Configuration

Tools

Related files

F.A.Q.

Known Bugs

History

Thanks to

To do

The Author

---

## 1.2 Introduction to Quest

### Introduction

Quest is a level editor for Quake I. You can view the level from the x/y/z axis, three-dimensional in the wired model view.

There are also some tools with Quest - qbsp, light and vis. They are found in the bin-directories. You need them to compile your map into a \*.bsp-file.

Quest was originally created for MSDOS. It was then ported to Linux and Irix (Intel and Alpha CPUs), and finally to the Amiga!

## 1.3 What you need

### Requirements

#### Hardware:

- 68020/68881 CPU or higher
- about 6-8 MB of free RAM for Quest
- at least 28MB (!) of free RAM in order to compile a level (suggested 64MB)

So, a 68060 Amiga with 48+ MB RAM is recommended. 32MB might be not enough.. But hey, go to a computer shop and buy 32MB fast page, it's not really expensive :-)

#### Software:

- OS3.0 or higher
- CyberGraphX V40 (Quest is compatible with P96) or AGA
- ixemul.library V47.3 or higher
- rexxmast running (for compiling the levels)

## 1.4 Installation

There's no installer script yet. Please use the manual method ↔ instead.

### Manual installation

Follow these steps to get Quest running properly:

1. Extract the archive where you want it to be. It will create a folder "Quest".
-

- Rename your desired version of AQuest-680x0 to "AQuest" in order to run Quest from workbench.

Quest needs two assigns (create them in your user-startup, preferably):

```

QUEST:      where the main executable is, e.g. "Work:Games/Quest"
QUAKEDIR:  your Quake directory, containing the id1-folder,
           e.g. "Games:Quake". (I didn't choose QUAKE: because this
           is the name of clickBOOM's Quake-CD)
```

Note that if you start Quest without these assigns, it will NOT show the "Please insert volume QUEST in any drive" requester!

If you start Quest with the supplied icon from workbench, these assigns are tested first, so you don't have to set them manually.

- The "bin" directories contain level building tools compiled for various processors of the 680x0-family. Rename your favourite one to "bin". Here's a short overview of memory requirements:

```

bin (68020/68881,68030,68040)
|___ qbsp    23.3M
|___ light   12.4M
|___ vis     12.0M
```

Tech info: These are the added sizes of all the chunks of the executables. All programs will additionally allocate further memory!

That's it with the installation. Read about  
starting Quest  
and about

configuring Quest

.

## 1.5 Configuration of Quest

Configuration-file

Quest will save a configuration file ".questrc" to the Quest: path. This file is self explaining but let's say something to it, anyway.

vid\_mode

You can open Quest on a 8bit-screen only. Choose among the resolutions 1-4, whatever you like best. There is no sense in opening a 16/24bit screen because Quest is designed to use 256 colours.

ENV-Variables

QUESTOPTIONS

The template of this string is : SCREENMODE/K  
Here you can give an alternate screenmode-ID if you don't like the mode-ID suggested by Quest.

## 1.6 Usage

Starting Quest

Start Quest by clicking on its icon, executing a script. The script will assign Quest: to the current directory and it will check for the Quakedir: assign. If all goes well, a screen should open, with a triple split editing part and a menu on the right. The status bar at the bottom should say "Quest amiga-0.6 initialized."

Quest has neither pulldown menus nor intuition gadgets. It uses its own GUI elements and requesters. (The Amiga port uses Amiga-requesters)

Explaining the screen

At the top left you can see the default texture (e.g. "rock4\_1"). Change it via the "Settings/Def texture" menu. (You must have a WAD file installed for this)

The top left gadget is showing the current view mode. Hit TAB to change.

The big middle part of the screen is showing two small views and one large view. The two small ones help you viewing the level from different axis.

At the bottom of the screen we have a scrollable message view. Use the up and down arrows to scroll, and the little dragging line as well.

The gadgets on the bottom right are as follows:

- arrows - rotate the camera
- T - Texture picker
- M - ?
- S - ?
- box - ?
- 2 squares - ?

Load or create a map

You might load an existing map to get used to Quest (see  
here  
on

how to get maps). Load it with the menu "File/Load".

If you don't have a map or want to create your own, you might start selecting

---

"Create/Brush/Room" from the menu.

Assigning a WAD file to your map

Choose "Settings/Default wadfile" from the menu and select a suitable WAD file from the "wads" directory.

Mouse buttons

Use the left mousebutton to select the editing window, use the middle mousebutton to zoom into the level, and use the right mousebutton to move it around. For those who are already using their MMB or have a a two-button mouse - use keys a and y to zoom in and out.

With the Shift- and Control-keys, you can multi-select the vertices.

Build the level

You will want to see your level progress in Quake, won't you? :-)  
Hit Alt-b and a selection window should pop up. You can choose between six building methods:

1. Fast build (no error checking)  
This will call the compiler tools without error checking. They will compute the level at a low precision, reducing compilation time. Once your bsp-file has been generated successfully, Quake is started from your Quakedir: assign.
2. Fast build (error checking)  
Same as 1, but with error checking. If a tool exits with an error, the script is aborted safely. This is the most needed choice.
3. Entities only  
If you have changed entities only you want to choose this option. It is a lot faster than recompiling the entire level.
4. Lighting only  
Recommended if you only changed lightsources.
5. Full Build  
This is the one you should choose when you have finished your level. The level compiler tools will compute at highest precision, thus taking much time.
6. Build visible  
Actually, this is the same as 1, so you can ignore this one.

After you have chosen one of these options, a window will open on the workbench screen so you can follow the compilation progress. Once the build has completed, Quake is being started. Make sure you have enough free ram, or Quake simply won't start. The executable should be "Quake.exe" or "Quake", residing in the QUAKEDIR: assign. Take a look at the "lib/go\*" scripts if you want to know about how it is started.

---



Texture Picker

Click on the "T" gadget at the right bottom corner of the screen. After a short while, you can choose between textures. Choose "Full screen" for a big selection!

## 1.7 Tools

Tools

Quest comes with a few tools which are recommended if you want to see your level in Quake. They are located in "bin" or "bin-68040". The "bin" tools are compiled for the 68020/68881 CPU/FPU and have proven slightly faster than the 68040 versions, on my 040. You might want to rename the directories appropriately.

There are some more directories "bin-big" and "bin-68040-big". They contain 68020/68881 and 68040 versions of the tools, requiring original memory sizes like the Linux version has.

The "bin" and "bin-68040" directories contain cut-down versions, eating a lot less memory than their big brothers. If some tool reaches maximum limit on any value (it will tell you so read its output) while computing on a level, you should use its big brother.

So let's explain a bit about the tools:

qbsp

This one is a real monster! It eats up a lot of memory. Watch your workbench title showing free ram becoming less....  
qbsp creates several files, and finally the bsp-file which is loaded by Quake later.

light

Creates the lightmaps.

vis

hm.. don't know.. :) But this tool takes a long time to complete if you have chosen "Full build".

Note the -threads option on these tools does not work with the Amiga port (originally used for Alpha CPU).

---

## 1.8 Quest - related files

Related files

In order to create a level you will need a Quake-WAD-file. Get it from

`ftp://ftp.cdrom.com/planetquake/prefab/quake/qed/quake101wad.zip`

or from a mirror

`ftp://sunsite.doc.ic.ac.uk/Mirrors/ftp.cdrom.com/pub/planetquake/prefab/quake/qed/quake101wad.zip` ↔

For example maps, try the  
Quest Homepage

.

## 1.9 FAQ

Frequently asked questions

Why is there no Amiga GUI (gadtools/MUI) ?

Because Quest has already a good GUI, and I would screw up the whole source code. Amiga Quest has asl-filerequesters and intuition requesters, though.

Is there a tool to convert bsp-files into map-files?

I don't know. You might search the internet for this. If you find a program which is able to do so, please  
send me  
the source for porting it!

## 1.10 Bugs

Bugs

Quest should be free of enforcer and mungwall hits.

If you should encounter bugs, send them to me (screenshots welcome!).

---

## 1.11 Program history

History

This history is for the Amiga port only.

V0.6.1

- Major bugfix: Brushes can now be dragged and changed with the mouse.
- Bugfix: Quest crashed if CyberGfx was not available.
- AGA support!
- Quest doesn't require CyberGfx V41 anymore, V40 will work too.
- Deleted small versions of qbsp/light/vis

V0.6

- First release.
- Changed filerequesters and "Yes/No"-requesters to Amiga style requesters.

## 1.12 Thanks and hellos

Thanks

Thanks must go to:

- Stephan Kanthak (for giving great help with the port and separating the system-specific code perfectly)
- The authors of Quest (for making this great program)
- clickBOOM (for bringing Quake to the Amiga)
- Marcus Gerards and Eike M. Lang (for suggestions and betatesting)

## 1.13 Future

Future ideas

- ARexx port, e.g. for batch compiling levels
- Installer script
- amiga-style pulldown-menus (items named after the standard Quest menu)
- A PPC port is currently in the process of creation.

Your favourite wish is not here? Contact  
me

---

for your suggestion!

Please contact me too if you have any good icons!

## 1.14 The author

Author

The original authors are named in the README files from this archive.

Regarding Quest functionalities (not Amiga specific ones), you should contact Stephan Kanthak: [kanthak@informatik.rwth-aachen.de](mailto:kanthak@informatik.rwth-aachen.de)

For questions or suggestions relating the Amiga port, contact me:

Sven Thoennissen  
Email: [svent@pool.informatik.rwth-aachen.de](mailto:svent@pool.informatik.rwth-aachen.de)  
IRC: A\_Storm #AmigaQuake  
ICQ: 13942067

Quest Webpage

Go to this URL to download updates, map examples and maybe wadfiles:

<http://www.informatik.rwth-aachen.de/I6/Colleagues/kanthak/Quest/quest.html>

You can also find the other ports of Quest here (Linux, Irix, Alpha).

---