

**Purpose**

This program has many useful purposes.

- Provides a control center for accessing the available options for Quake2, Quake, and Hexen2.
- Configuring the plethora of GLQuake2/Quake/Hexen2 options.
- Super cool script editing with drag-n-drop bindings, name editing, alias editing, and more!

In addition, GameLaunch 3D

- Is made to work with and/or configure GameSpy 3D.
- Will support more 3D games as they come out.

**What It Does**

GameLaunch 3D builds a batch file so it can change environment settings before launching a game. This is the only way to change many of the GL settings (without rebooting). Then there are certain parameters that must be on the command line, and these are executed in-line on the last line of the batch file. The rest of the settings are placed in a script file and run after the game starts up.

GameLaunch 3D can also create multiple batch files for GameSpy 3D and automatically setup the GameSpy 3D registry to use these files. Games currently supported are Quake2, Quake, and Hexen2.

## Scary Disclaimer

GameLaunch 3D Version 2.0

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GameLaunch 3D Help File by James "Tetsuo" Katic

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**Credits**

Programmer / Voodoo Guru:  
James "Tetsuo" Katic

Publisher / Motivator / Director  
Mark "Bastard" Surfas

Graphics:  
Walter "12|" Costinak

Thanks to Friendly Orion IV, who gave me permission to cut and paste from his web page 'GLQuake: OUR FAQ', which is a most ripping FAQ located at <http://www.geocities.com/SiliconValley/Pines/8567/glquake-our-faq.html>.

Thanks also to North\*Pole who set up the page. Thanks also to all those who contributed to the page - they are mentioned in the GLQuake section below. All paragraphs ending in \*\* came from the page.

In addition, thanks to the following alpha/beta testers: Tease, BreadTooth, SuperFly, and dweomer.

**Tech Support**

Tech support is available at [support@gamelaunch.com](mailto:support@gamelaunch.com). Registered users get priority (duh).

## Options

## Executable



This option allows you to edit/customize the list of executables. This list is presented to the Executables pick box. The default list might look like this (depending on the versions of Quake existent on your hard drive when GameLaunch 3D was installed)

- Quake
- GL Quake
- QuakeWorld
- GL QuakeWorld
- Hexen ][
- Quake2

these are associated with the following executables by default (if 'c:\quake' is your Quake directory)

- c:\quake\quake.exe
- c:\quake\glquake.exe
- c:\quake\qwcl.exe
- c:\quake\glqwcl.exe
- c:\hexen2\h2.exe
- c:\quake2\quake2.exe

There are four options under the Executable menu to manage this list.

These options can be accessed from the Options / Executable menu, or by clicking the pencil icon next to the executable list.



### **View All**

This option will display all Executable Titles and Path\Executables.

### **Add / Edit**

Selecting Add or Edit displays the following dialogue.



If you are adding, the text boxes will be empty. To Add, type a title for the executable (i.e. "Quake2"). You may type the path and name (i.e. "F:\QUAKE2\QUAKE2.EXE"), or use the Browse button.. If you are editing an executable, you may change the title and/or the path and executable name. For Adding and Editing, press 'OK' to save your entry, or 'CANCEL' to not save.

### **Delete**

This will delete the currently selected executable from the list. First, you are asked to confirm the deletion. Afterwards, another confirmation is displayed. If the deletion was OK, click 'Cool'. If an error was made, click 'Not Cool' and the deletion will be cancelled. This only removes the game from the list – it does NOT delete the game from your harddrive.

## Game



This option allows you to customize the list of custom games. A few examples might be

Hipnotic  
Rogue

These would reference the following command line parameters

-game hipnotic  
-game rogue

GameLaunch 3D scans your Quake2/Quake/Hexen2 directories for game subdirectories and adds them to the list automatically.

There are five options under the Game menu to manage this list.

These options can be accessed from the Options / Game menu, or by clicking the pencil icon next to the game list.



### **View All**

This option will display all Game Titles and Game Directories.

### **Add > Scan**

This will invoke the built in AutoScan and manually add new Game subdirectories.

### **Add > Manual / Edit**

Selecting Add > Manual or Edit displays the following dialogue.



If you are adding, the text boxes will be empty. To Add, type a title for the game (i.e. "Mission Pack 2"). You may type the game subdirectory (i.e. "rogue"), or use the Browse button.. If you are editing a game subdirectory, you may change the title and/or the game subdirectory. For Adding and Editing, press 'OK' to save your entry, or 'CANCEL' to not save.

### **Delete**

This will delete the currently selected game from the list. First, you are asked to confirm the deletion. Afterwards, another confirmation is displayed. If the deletion was OK, click 'Cool'. If an error was made, click 'Not Cool' and the deletion will be cancelled. This only deletes the game add-on from the list, it does NOT remove the game add-on your harddrive.

## Memory



This menu has two options for managing the memory list. Initially, this list looks like this

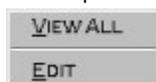
8 megabytes  
12 megabytes  
16 megabytes  
24 megabytes

and so on. These reference the following command line parameters -

-winmem 8  
-winmem 12  
-winmem 16  
-winmem 24

There are two options under the Memory menu to manage this list.

These options can be accessed from the Options / Memory menu, or by clicking the pencil icon next to the memory list.

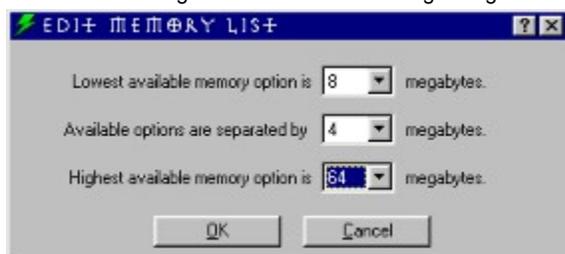


### View All

Displays all current memory selections.

### Edit

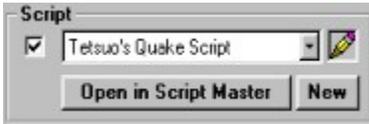
Selecting 'Edit' shows the following dialogue.



This provides a way to define the whole memory list by asking for three numbers. The first number is the smallest memory configuration you would like available (in megabytes). The next number is the size (in megabytes) between choices. The last number is the largest memory configuration you would like available (in megabytes). The list is then custom tailored to your specifications by pressing 'OK'. Press 'CANCEL' to abort any changes.

Note: Quake2 does not allow you to select an initial memory allocation amount. This is why the memory area is disabled when a Quake2 executable is selected.

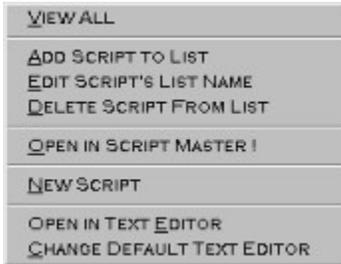
## Scripts



This option allows you to customize the list of scripts. No defaults are installed at startup.

NOTE For Quake2, the script must be in the 'BaseQ2' subdirectory. For Quake, the script must be in the 'ID1' subdirectory, and for Hexen2, the script must be in the 'DATA1' subdirectory. The correct subdirectory is automatically selected for you when you add or edit.

There are eight options under the Scripts menu to manage this list. These options can be accessed from the Options / Scripts menu, or by clicking the pencil icon next to the script list.

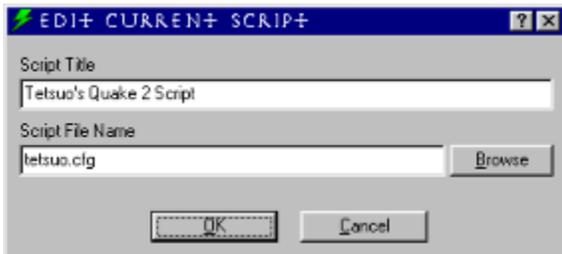


### **View All**

This option will display all Script Titles and Path\Script Files.

### **Add / Edit**

Selecting Add or Edit displays the following dialogue.



If you are adding, the text boxes will be empty. To Add, type a title for the script (i.e. "My Cool Script"). You may type the name (i.e. "ikickass.cfg"), or use the Browse button.. If you are editing a script, you may change the title and/or the script name. For Adding and Editing, press 'OK' to save your entry, or 'CANCEL' to not save.

### **Delete**

This will delete the currently selected script from the list. First, your are asked to confirm the deletion. Afterwards, another confirmation is displayed. If the deletion was OK, click 'Cool'. If an error was made, click 'Not Cool' and the deletion will be cancelled. This deletes the script from the list – it does NOT delete the script file from your harddrive.

### **Open in Script Master !**

This will open the script file for editing with [Script Master](#) , a built in Script Editor.

### **New Script**

This option allows for the creating of a brand new script. You enter the title and file name for the script. If a config.cfg can be found, the file is copied, and the new script is the same as config.cfg until edited. If config.cfg cannot be found, the new file will be totally blank until edited.

### **Open in Text Editor**

This will open the script file for editing with the default editor. The default default editor is notepad.exe.

### **Change Default Text Editor**

This will open a file dialogue box allowing you to select ant program to edit your script. The selection is saved for all time (unless you change it again).



## Demos



This menu allows you to customize the list of demos. Several defaults are installed at startup. The list looks like this -

- None
- Quake Demo #1
- Quake Demo #2
- Quake Demo #3

these reference the following command line parameters -

- +playdemo nodemo.dem
- +playdemo demo1.dem
- +playdemo demo1.dem
- +playdemo demo1.dem

NOTE For Quake, the demo must be in the 'ID1' subdirectory, and for Hexen2, the demo must be in the 'DATA1' subdirectory. The correct subdirectory is automatically selected for you when you add or edit.

There are four options under the Demos menu to manage this list.

These options can be accessed from the Options / Demos menu, or by clicking the pencil icon next to the demo list.

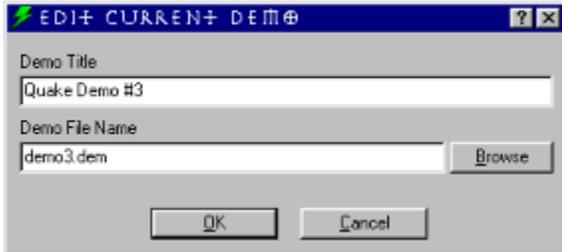


### **View All**

This option will display all Demo Titles and Demo File Names.

### **Add / Edit**

Selecting Add or Edit displays the following dialogue.

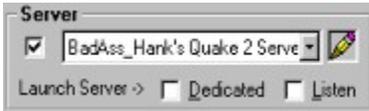


If you are adding, the text boxes will be empty. To Add, type a title for the demo (i.e. "My Cool Demo"). You may type the demo file name (i.e. "cooldemo.dem"), or use the Browse button.. If you are editing a demo, you may change the title and/or the demo file name. For Adding and Editing, press 'OK' to save your entry, or 'CANCEL' to not save.

### **Delete**

This will delete the currently selected script from the list. First, you are asked to confirm the deletion. Afterwards, another confirmation is displayed. If the deletion was OK, click 'Cool'. If an error was made, click 'Not Cool' and the deletion will be cancelled. This deletes the demo from the list – it does NOT delete the demo file from the harddrive.

## Servers



Well, we're not competing with GameSpy here, and I wouldn't want to use this as my main Internet tool! (In fact, if you don't already have it, go to <http://www.gamespy.com/> and get it because GameLaunch 3D and GameSpy can be used together!) This is here mainly for connecting to QW Servers on the LAN, but it WILL work for internet and other LAN servers.

The defaults are

None  
Search

these reference the following command line parameters -

<null>  
+connect

There are four options under the Servers menu to manage this list.

These options can be accessed from the Options / Servers menu, or by clicking the pencil icon next to the server list.



### View All

This option will display all Server Titles and Server Addresses.

### Add

Selecting Add or Edit displays the following dialogue.



If you are adding, the text boxes will be empty. To Add, type a title for the Server (i.e. "Joe's Cool Server"). You may type the server address and port (i.e. "123.45.67.89" and "27500" for internet, or possibly a computer name when on a LAN). If you are editing a server, you may change the title and/or address. Enter the password if applicable. For server type, choose the type of game the server is running. For Adding and Editing, press 'OK' to save your entry, or 'CANCEL' to not save.

### Delete

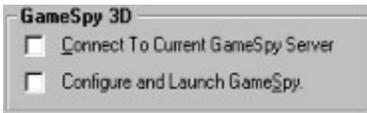
This will delete the currently selected server from the list. First, you are asked to confirm the deletion. Afterwards, another confirmation is displayed. If the deletion was OK, click 'Cool'. If an error was made, click 'Not Cool' and the deletion will be cancelled.

There are also several check boxes under the Servers section. Only one of the check boxes may be checked at once as they are mutually exclusive.

- **Dedicated** – this will launch a dedicated server (one that does not support a local host).
- **Listen** – more useful from a GameLaunch 3D perspective – this launches Quake with all your selected options, plus you will be a server and others can join your game over a network.



## GameSpy 3D



There are two methods provided for GameSpy integration.

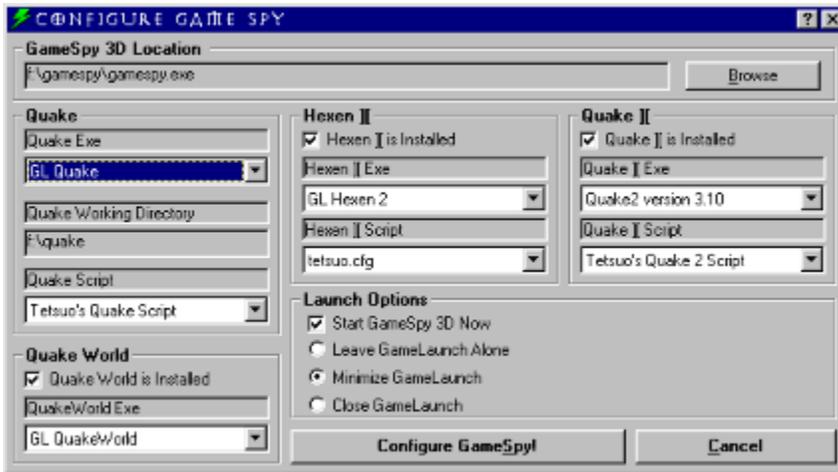
### Connect To Current GameSpy Server

Previous to using this option, you should start GameSpy, refresh the server list, and select a server by clicking on it. A single click is all that is required – remember – if you double click the server, GameSpy will start Quake and connect you.

After the server is chosen, switch back to GameLaunch 3D. Check the 'Connect To Current GameSpy Server' check box if it is not already checked. Now, when you press the launch button, GameLaunch 3D will go over and 'talk' to GameSpy, retrieving the server address. It will use this address to connect to the server.

### Configure and Launch GameSpy

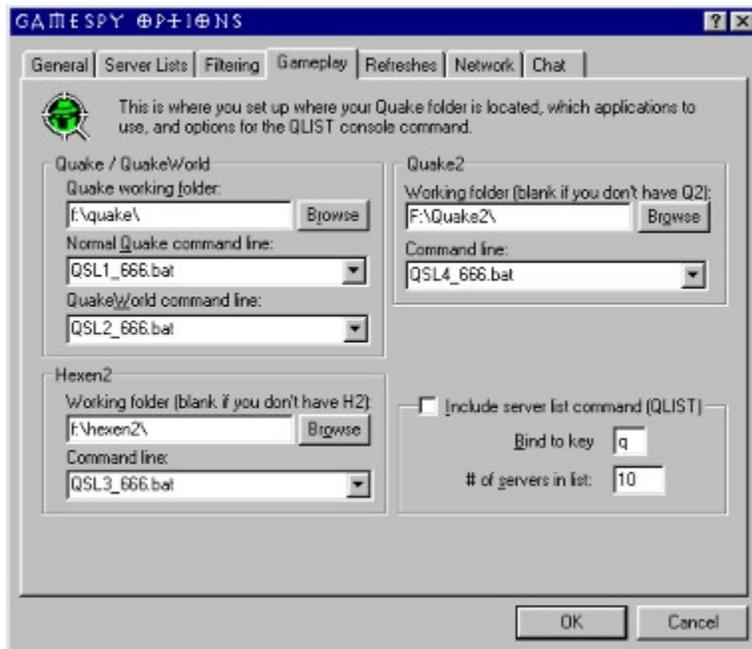
This option requires only that you have GameSpy installed. When this option is checked, Launching will display the following dialogue:



- 1) Choose your Quake Exe from the first pick-box.
- 2) Choose your Quake Script from the second pick-box.
- 3) If QuakeWorld is installed, check 'QuakeWorld is installed'
- 4) And choose your QuakeWorld Exe from the third pick box.
- 5) If Hexen II is installed, check 'Hexen II is installed'
- 6) And choose your Hexen II Exe from the fourth pick-box
- 7) And choose your Hexen II Script from the fifth pick-box
- 8) If Quake II is installed, check 'Quake II is installed'
- 9) And choose your Quake II Exe from the sixth pick-box
- 10) And choose your Quake II Script from the seventh pick-box
- 11) Choose your launch options
- 12) Press 'Do The Spy!'

What all this actually does---

The problem I had was how to configure all those GL options all the time, plus memory configurations, plus different scripts, etc. GameLaunch 3D handles all this quite nicely, but then you want to go out on the 'Net, and kick some but with these settings. Well, the steps above generate all the batch & script files needed for all GameSpy settings, and enter them in GameSpy's registry settings. Below is a screen shot from GameSpy 3D-

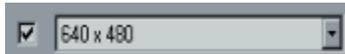


-After GameLaunch 3D has configured it. Once this is done, you can just launch from GameSpy like you always did, except now it is using all your cool options you selected in QuakeLaunch. You do not need to touch Quake Luanch again until you need to

- 1) play some single player
- 2) change your settings in GameSpy
- 3) do anything else you need GameLaunch 3D to do.

GL Options

## GL Resolution



GL Resolution must be set on the command line, and cannot be changed at runtime. This makes this option very handy. All possible resolutions are presented in the list, and so the list is not editable. Your system may not (in fact, probably won't) run all the resolutions. The following facts are presented for your benefit:

- Resolutions less than 512x384 do not display full-screen, that is, they take up only a small corner of the screen and the rest is a royal blue color.
- The 512x384 resolution will not run for Monster 3D owners until they upgrade the drivers to version 1.08.
- Resolutions greater than 640x480 do not run for Monster 3D owners because they only have 4MB of RAM on the card. GLQuake may appear to start, but it will only be running at 640x480 – take a screenshot and view it in Windows if you need convincing.
- If you want 800x600, you need an Obsidian card with 8MB of RAM. Voodoo2 cards will handle 800x600 as well. If you want to run GL at 1024x768, get 2 Voodoo2 cards.

### GL Bitness

 24 bit color

GL Bitness must be set on the command line. Considerable pickyness has been noted in this area. Some systems will only run in 16bit, some only in 24bit, and some only in 32bit. This option is pretty much here for you to play with, and results will vary. Just leave it unchecked if it gives you problems.

Note : Not applicable in Quake2.

## Windowed

This option adds both of these parameters to the command line. Basically keeps your desktop looking normal.

### -WINDOW

This command lets your desktop stay at the original resolution (like changing back and forth with ALT+TAB)

JC: "This will start glquake in a window on your desktop instead of switching the screen to lower resolution and covering everything." I (Orion IV) think it's a matter of how You interpret JC's statement, (mine:) using -window will result in win95 playing glquake in a "fullscreen" window in front of your desktop, while not using -window will make win95 zoom to the resolution thereby making your desktop look to be in lower resolution (like what Mystique owners know as a Virtual Desktop). \*\*

+\_WINDOWED\_MOUSE 1 (also a console command)

Necessary to use the mouse with -window (also toggles in the options menu (use mouse)) \*\*

Note: GLQuakeWorld, Threewave CTF and this option do not get along together. On all system (that I have seen), your mouse will not work once you are in the game. Turn this option off (unchecked).

**Show Set**

This prints out your environment settings and does a pause so you can see them (in the DOS window). Many of the GL options need to be set in environment variables. This lets you SEE them after they are set by GameLaunch 3D, but before Quake is launched (say that 10 times fast!)

Basically for debugging and troubleshooting.

## **Shadows**

Adds shadows to objects.

This causes every object to cast a shadow. However fast moving objects like nails will have shadows flying all over (looks weird) and torches also have shadows (often in the middle of the air). \*\*

### Values

0 = objects have no shadows

1 = objects have shadows

Note : Not applicable in Quake2.

## **Mirrors**

Adds reflectivity to certain stained glass windows.

JC: This changes one particular texture (the stained glass texture in the EASY start hall) into a mirror. The value is the opacity of the mirror surface (0 full mirror - 1 no mirror). \*\*

### Values

0.0 = full reflectivity

0.1 =

0.2 =

0.3 =

0.4 =

0.5 = 1/2 reflectivity

0.6 =

0.7 =

0.8 =

0.9 =

1.0 = no reflectivity

Note : Not applicable in Quake2.

## **Water Transparency**

Makes water transparent. Effect varies depending on if you have the newly vised maps from <http://razor.stomped.com/water/>

This sets the opacity of water textures, so you can see through it in properly processed maps. 0.3 is very faint, almost like fog. 1 is completely solid (the default). Unfortunately, the standard quake maps don't contain any visibility information for seeing past water surfaces, so you can't just play quake with this turned on. If you just want to see what it looks like, you must set "R\_NOVIS 1" also, but that will make things go very slow (half speed!). When I (JC) get a chance, I (JC) will probably release some maps that have been processed properly for this. \*\*

### Values

0.0 = totally clear

0.1 =

0.2 =

0.3 = like fog

0.4 =

0.5 =

0.6 = what I use

0.7 =

0.8 =

0.9 =

1.0 = not clear at all

Note : Not applicable in Quake2.

### **Round Texture Sizes Down**

GL\_ROUND\_DOWN

OpenGL only allows textures to repeat on power of two boundaries (32, 64, 128, etc), but software quake had a number of textures that repeated at 24 or 96 pixel boundaries. These need to be either stretched out to the next higher size, or shrunk down to the next lower. By default, they are filtered down to the smaller size, but you can cause it to use the larger size if you really want. This will generally run well on a normal 4 MB 3dfx card, but for other cards that have either worse texture management or slower texture swapping speeds, there are some additional settings that can drastically lower the amount of textures to be managed. \*\*

#### Values

0 = round texture sizes up

1 = round texture sizes down (default)

### **Texture Mip (Blur)**

GL\_PICMIP

This causes all textures to have one half the dimensions they otherwise would. This makes them blurry, but very small. You can set this to 2 to make the textures one quarter the resolution on each axis for REALLY blurry textures. \*\*

#### Values

0 = textures have normal dimensions (default)

1 = textures have 1/2 dimensions (blurry)

2 = textures have 1/4 dimensions (really blurry)

### **Player Mip (Blur)**

GL\_PLAYERMIP

Lets you control the blurriness of others as you get closer to them.

This is similar to picmip, but is only used for other players in deathmatch. Each player in a deathmatch requires an individual skin texture, so this can be a serious problem for texture management. It wouldn't be unreasonable to set this to 2 or even 3 if you are playing competitively (and don't care if the other guys have smudged skins). If you change this during the game, it will take effect as soon as a player changes their skin colors. \*\*

#### Values

0 = supersharp skins

1 = blurred skins

2 = really blurred skins (suggested for network play)

3 = really really blurred skins

### **Z Trick**

Provides a speed up.

JC: "GLQuake uses a buffering method that avoids clearing the Z buffer, but some hardware platforms don't like it. If the status bar and console are flashing every other frame, clear this variable." Instead of clearing the zbuffer every frame, it uses one of the 16 bits as an indicator of whether the value was from an even or odd frame. There will be a minor speedup and only 15 bits of precision in the zbuffer (no visual difference except maybe extreme cases). \*\*

#### Values

0 = 15bits of precision (faster)

1 = clears Z-buffer ever time.

### **Keep T Junctions**

Provides a speed up.

JC: "If you clear this, glquake will remove collinear vertexes when it reloads the level. This can give a few percent speedup, but it can leave a couple stray blinking pixels on the screen." Sometimes there are gaps in between adjacent polygons and you can see through to what should be blocked. This is pretty obvious in some places, like when there is a bright sky or lava behind it.

GL\_KEEPTJUNCTIONS 1 fills up the gaps, which looks much better if you can't see what the difference is, leave it off and gain maybe 1 or 2 fps. \*\*

#### Values

0 = removes collinear vertexes (faster)

1 = does not remove collinear vertexes (prettier)

**Polyblend**

Rippin! Eliminates the pasty screen when you go invisible, get the quad, go underwater, etc, and provides a speed up.

Values

0 = no paste (faster!)

1 = regular old paste

### **Texture Mode**

Can make GLQuake look like old Quake, but why?

These four levels of texturemodes set the picture quality from almost raw DOS-quake picture quality to the default glquake quality. The last (4.th) can only be used/seen on very high-end 3D hardware (NOT D3D/R3D!). If you think the 3D card is softening the picture too much, then try a lower texture quality - it might also improve speed. \*\*

#### Values

GL\_NEAREST (like regular quake)

GL\_NEAREST\_MIPMAP\_NEAREST

GL\_LINEAR\_MIPMAP\_NEAREST (Default)

GL\_LINEAR\_MIPMAP\_LINEAR

### **Issue a GL\_FINISH**

GL\_FINISH

Provides a speed up.

This causes the game to not issue a glFinish() call each frame, which may make some hardware run faster. If this is cleared, the 3dfx will back up a number of frames and not be very playable. \*\*

#### Values

0 = will not issue a glFinish()

1 = will issue a glFinish()

## **Lighting**

GL\_FLASHBLEND

Puts the old lighting scheme back in Quake.

By default, glquake just draws a shaded ball around objects that are emitting light. Clearing this variable will cause it to properly relight the world like normal quake, but it can be a significant speed hit on some systems (The default GL\_FLASHBLEND 1 could be faster!). \*\*

### Values

0 = old lighting scheme

1 = new GLQuake lighting scheme

### **Glide Swap Interval**

FX\_GLIDE\_SWAPINTERVAL

Offers a speed up, but can cause 'tearing' on the screen.

When setting this to 0, you are not waiting for even intervals of your refresh rate.

Seems to be much like the vid\_wait command in dosquake (see techinfo.txt), which means (0 update ASAP, 1 update when video card is ready, 2 update when monitor and video card both are ready). \*\*

#### Values

0 = off (might improve performance), to swap backbuffer/frontbuffer asap.

1 = swap on vsync.

2 = swap every two vsyncs.

### **Skip 3DFX Splash Screen**

FX\_GLIDE\_NO\_SPLASH

This option controls whether the 3DFX spinning logo displays when the 3D card takes over from the 2D card.

#### Values

0 = Logo will display

1 = Logo will not display

### **Red Gamma (Brightness)**

SST\_RGAMMA

Used to brighten the red.

#### Values

1.3 = darkest

1.4 =

1.5 =

1.6 =

1.7 = default

1.8 =

1.9 =

2.0 = brightest

HINT: to brighten your screen in general, increase the brightness of all three colors (Red, Green, & Blue)

### **Green Gamma (Brightness)**

SST\_GGAMMA

Used to brighten the green.

#### Values

1.3 = darkest

1.4 =

1.5 =

1.6 =

1.7 = default

1.8 =

1.9 =

2.0 = brightest

HINT: to brighten your screen in general, increase the brightness of all three colors (Red, Green, & Blue)

### **Blue Gamma (Brightness)**

SST\_BGAMMA

Used to brighten the blue.

#### Values

1.3 = darkest

1.4 =

1.5 =

1.6 =

1.7 = default

1.8 =

1.9 =

2.0 = brightest

HINT: to brighten your screen in general, increase the brightness of all three colors (Red, Green, & Blue)



### **Enable EDO Memory Usage**

SST\_FASTMEM

Provides a speed up if you have the right stuff..

Fast DRAM Configuration, Enables EDO Timing and compatibility. Makes the 3dfx know you have EDO ram for faster performance. \*\*

#### Values

0 = 3dfx does not attempt to use EDO RAM features

1 = 3dfx does attempt to use EDO RAM features

### **Enable Fast PCI Bus Usage**

SST\_FASTPCIRD

Provides a speed up if you have the right stuff..

Fast PCI Read option enabled, Subtracts WaitStates on PCI Reads (Voodoo -> PCI) \*\*

#### Values

0 = does not uses Fast PCI Read option

1 = uses Fast PCI Read option

**Enable 24 bit color**

SST\_VIDEO\_24BPP

Enables 24bit Color mode to allow higher refresh to have gamma control. Must be used with SET SST\_SCREENREFRESH=#, if # is set higher than 60. \*\*

Values

0 = 24bit Color mode not enabled

1 = 24bit Color mode enabled

### **Swap With Vertical Sync**

SST\_SWAP\_EN\_WAIT\_ON\_VSYNC

Can offer a speed up.

Turns off syncing to the monitors vertical refresh rate so the screen gets refreshed before its fully written on the monitor. \*\*

#### Values

0 = syncing off

1 = syncing on

### **Screen Refresh Rate**

SST\_SCREENREFRESH

Change refresh rate for improved looks.

Sets the refresh rate for the chip. The lower setting, the less attention the chip has to do updating the screen. Set low keeps more workpower for gaming and set high improves picture quality - maybe only slightly (just compare to 50MHz & 100MHz versions of televisions). But always check your monitor-manual for available refresh rate intervals. If you set SST\_SCREENREFRESH to other than 60, then SST\_GAMMA won't work unless you also SET SST\_VIDEO\_24BPP=1. \*\*

#### Values

60

75

85

120

### **Clock Rate (MHz)**

SST\_GRXCLK

Overclocks the chipset. You'll get warnings before the program will let you do this!

This sets the frequency of the 3DFX chip. Standard is 50, but you can go higher. This will however make the chip work faster/more and make it warmer - and this could decrease the lifetime for the chip - be careful! Some say 55 is still safe - others say 57, but you should under no circumstance go higher (do at own risk!!!!). \*\*

Note: If you have the Windows Display Control Panel extension for the Monster 3D installed, you will see an option with a slider bar called 'Performance', which can either be set to 'Max' or 'Min'. If you change it, you are asked to reboot. Setting this Performance parameter to 'Min' is the equivalent of setting SST\_GRXCLK to 50, and setting it to 'Max' is equivalent to setting SST\_GRXCLK to 57. Thanks to SuperFly for this information!

#### Values

50 = 50 MHz

53 = 53 MHz (overclocking)

55 = 55 MHz (overclocking)

57 = 57 MHz (overclocking)

60 = 60 MHz (really overclocking)

63 = 63 MHz (really really overclocking)

### **Don't Clear The Backbuffer**

SST\_VIDEO\_NOCLEAR

Don't clear the backbuffer during a page flip. \*\*

#### Values

0 = clear the backbuffer

1 = do not clear the backbuffer

### **24 to 16 bit Color Smoothing**

SST\_VIDEO\_FILTER\_DISABLE

Disables 24 -> 16 bit color conversion smoothing. In words, disables dither smoothing. \*\*

#### Values

0 = 24 -> 16 bit color conversion smoothing enabled

1 = 24 -> 16 bit color conversion smoothing disabled

### **16 bit Pixel Threshold**

SST\_VIDEO\_FILTER\_THRESHOLD

16bit pixel value threshold, in which smoothing will be applied to inside adjacent pixels. \*\*

#### Values

0 = 16bit pixel value threshold not on

1 = 16bit pixel value threshold on

### **Disable Texture Mapping**

SST\_TEXMAP\_DISABLE

Kinda worthless, but here it is...

Disables Texture Mapping \*\*

#### Values

0 = texture mapping not disabled

1 = texture mapping disabled (looks lame)

**Check Boxes**

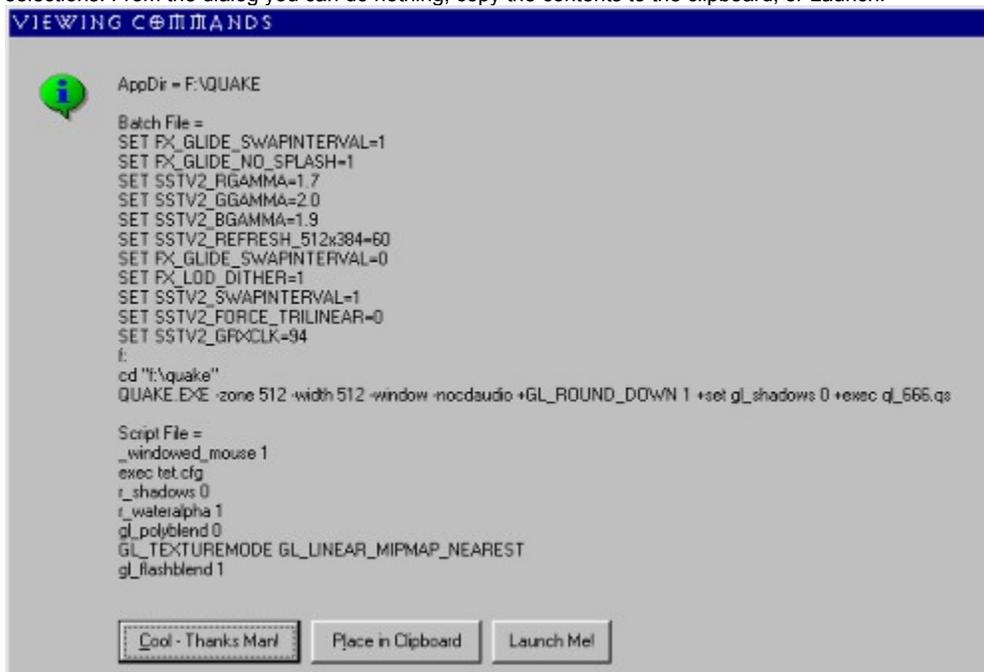
Seems obvious, but, to enable a feature, make sure it is checked. Similarly, if you want to disable a feature, make sure it is unchecked.

## Buttons

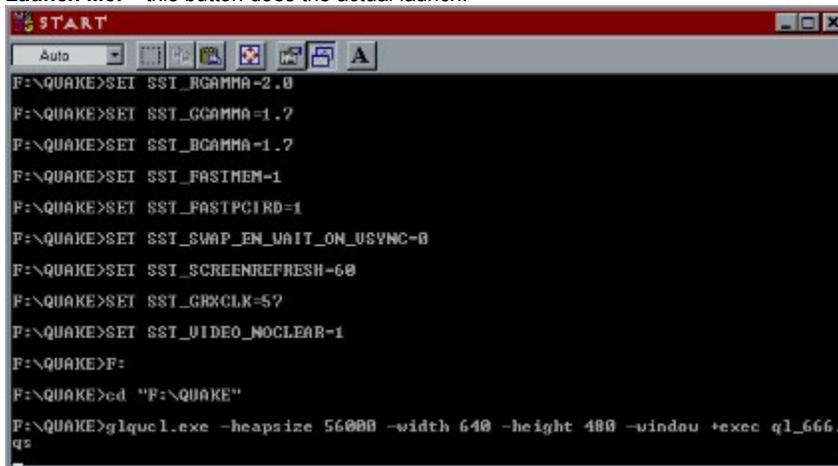


**Create Files Only** – this button creates the batch and script files needed for a launch, but does not perform the actual launch.

**View Commands** – this button displays a dialog box showing the contents of the batch file and script file created by your current selections. From the dialog you can do nothing, copy the contents to the clipboard, or Launch.



**Launch Me!** – this button does the actual launch.



## Notes

1) Command lines executed programs are generally limited to 128 characters. With GameLaunch 3D, this can easily be exceeded, and 'funny' things may happen. You will receive a warning if this happens. NT users will not see these warnings because NT has no such limitation.

2) It is possible to create conditions of parameters that make no sense. If you do not know what you are doing, there is an excellent FAQ that covers these matters. Last time I checked, it was located at

<http://www.planetquake.com/info/q-faq20.txt>

3) QUAKE and QUAKE2 are registered trademarks of Id Software. All rights reserved.

4) HEXEN2 is a registered trademark of Raven Software. All rights reserved.

5) A shrine shall be built in your living room. ROCK!

6) The Memory parameter is different under GLQuake and Winquake. As long as you have not changed the exe names for glquake.exe, glqwcl.exe, or winquake, the Launcher will detect this and use the heapsize parameter instead of the winmem parameter.

7) The Script you chose (if you chose one) is run BEFORE other scriptable command so that you can override options in your script file.

8) The Demo option 'None' accomplishes this by running a demo called nodemo.dem, which should not exist. This causes a harmless error message "Playing demo from nodemo.dem. ERROR: couldn't open". This is normal. However, if you happen to have a nodemo.dem in the ID1 directory, it would play it.

9) The Server option is not the best tool for starting servers - the option is just there because someone requested it. GameSpy options are built in, so use GameLaunch 3D to configure stuff, and then use GameSpy to find a healthy server.

10) Some people cannot run GLQuake, etc. at 512x384 with a Diamond Monster 3D until they upgrade to version 1.08 or higher of the Monster drivers.

11) This program will create, edit, and delete files in the quake directory called ql\_666.bat and ql\_666.qs. If you happen to have files by these names, they are in danger.

12) The batch file seems to need extra environment space over what Windows generally hands out, so GameLaunch 3D installs its own pif file in your quake directory.

13) There is a file in the same directory as the ql.exe called ql\_666.hid. Please don't mess with it. It is a hidden pif file.

**Show All Options**

When toggled on, all the GLQuake options are displayed. Also, several network options are displayed, and the 'Run Default Benchmark' option is displayed.

## Show Some Options

This will hide the 'GL Options', the 'Other Options', and the large buttons on the lower left hand side of the form. This reduces the size of GameLaunch 3D's footprint on your screen by about 65%



### Show Buttons Only

This will hide nearly all of the GameLaunch 3D program window, leaving only the menus and the button bar.



**Rename Exec Button**

This option lets you change the caption on the launch button. The default is '&Prepare To Die!'. Placing an '&' before a letter causes windows to underline it, and an alt+ the letter is an automatic keyboard shortcut as long as the window has the focus. To put an '&' character on the button, double then up - '&&'.

**No CD Audio**

Checking this will disable CD audio in Quake.

**No LAN**

Checking this will disable LAN support in Quake.

**No TCP/IP**

Checking this will disable TCP/IP support in Quake.

### **Run Standard Benchmark**

The default Quake frame rate benchmark is the running to Demo2 in full-screen mode. This will display 985 frames as fast as possible while timing the process. A frames-per-second (FPS) rating is returned. Merely check this option, press your launch button, and watch.

For Quake2, the first demo is run. Again, the demo is played as fast as possible, and a FPS is presented in the end. After timing the demo, attempting to run a single player will be quite interesting, because Quake2 will continue to run as fast as possible, ignoring real time. To avoid this, restart Quake2 without the benchmark option checked, or enter "timedemo 0" in the console. GameLaunch 3D cannot do this for you, because the command must be executed AFTER the demo is done playing in order to record the correct frame speed.

## **About**

GameLaunch 3D is published by Critical Mass Communications, LLC.

GameLaunch Web Site: <http://www.gamelaunch.com>

Critical Mass Web Site: <http://www.criticalmass.com>

## Button Bar



The button bar provides shortcuts to the most frequently used functions:



Launches Quake (or other executable)



Same as pressing 'Open In Script Master' – opens the current script in Script Master.



Equivalent to checking the 'Configure and Launch GameSpy' check box and then clicking the Launch button.



Sets the GL Options to the default 'Speed' settings. Overclocking is used.



Sets the GL Options to the default 'Beauty' settings.



Opens the help file.



Minimizes GameLaunch 3D. In minimized form, GameLaunch 3D is the Quake Icon in the tool bin of the Windows Start Bar.



Resizes GameLaunch 3D. GameLaunch 3D has three sizes (also accessible from the menus) and the button toggles between them.



Closes GameLaunch 3D.

## **Script Master**

The Script Master is a built in editor for scripts. Before a script can be edited, it must be [added to the script list](#). Within the Script Master there are four basic areas.

[Player Settings](#) . – Items like your name, colors, speeds, and other options.

[Bindings](#) . – These determine your movement and action controls while playing.

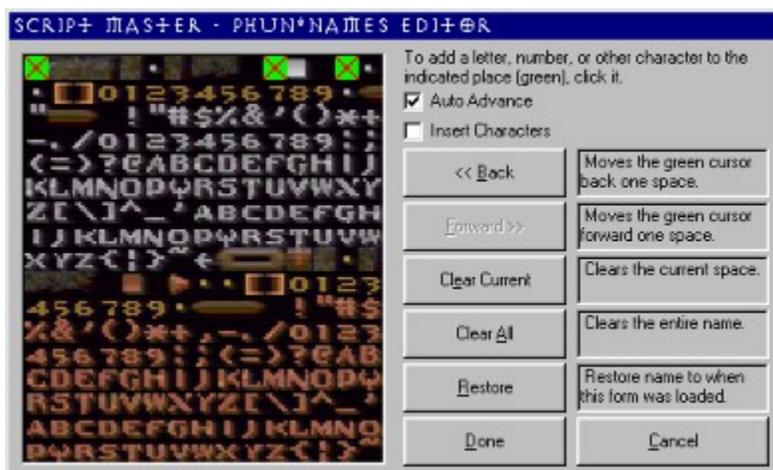
[Aliases](#) . These are advanced combinations of other commands.

[Free Form Additions](#) . – These are miscellaneous other items not covered by the editor

## Player Settings

**Name:** This is the player name in the game.

**Edit with Custom Letters:** This enables you to define a name using any available letters in the game. Here is a screen shot of the letters available in Quake 1:



**Shirt Color:** Shows your shirt color – click to change. (Quake and Hexen2)

**Pants Color:** Shows your pants color – click to change. (Quake and Hexen2)

**Sex:** Select your sex! (Quake2 only)

**Skin:** Select your skin. (Quake2 Only)

### Checkables:

**MLook:** If selected, your mouse's forward and backward movement translate to looking up and down (called Freelook in Quake2)

**Joystick:** Says that you are using a joystick.

**Look Strafe:** When MLook is on, the mouse's right and left motions strafe.

**Look Spring:** When you release the MLook key your view centers automatically.

**Always Run:** Your speed is always at max.

**Show Turtle Icon:** An icon pops up if your Frames Per Second drops below 10.

**Show RAM Icon:** An icon pops up if your RAM is low.

**Show Pause Icon:** An icon pops up if the game is paused.

### Other:

**Crosshairs:** Puts a targeting cross on your screen.

**Handedness:** Pick right or left handed. (Quake2 only)

### Screen / View

**Vid Mode:** The starting video mode (not for GL video)

**View Size:** Size of the action window.

**Gamma:** Screen brightness (not for GL video).

**Field Of View:** Number of degrees (horizontally) that you can see.

### Speeds

**Forward:** Forwards motion speed.

**Backward:** Backwards motion speed.

**Strafe:** Side to side speed.

**Pitch:** Look up / down speed.

**Yaw:** Turn right / left speed.

**Console:** Console up / down speed.

**Message:** Middle-screen message speed (seconds).

### Mouse Sensitivity

**Overall Master:** The main variable.

**Forward & Backward:** A sub-variable.

**Look Up & Down:** A sub-variable.

**Lookstrafe:** A sub-variable.

**Turning (yaw):** A sub-variable.

**Angling**

**Roll Angle:** Lean angle when making fast turns.

**Roll Speed:** Lean speed when making fast turns.

**Kick Pitch:** When you are hit, how much view pitch distortion.

**Kick Roll:** When you are hit, how much view roll distortion

**Kick Time:** When you are hit, how long the view distortion lasts.

**Weapon Bob**

**Weapon Bob:** How much your weapon bobs.

**Bob Speed:** Weapon bob cycles in # seconds.

**Bob Cycle Height:** How high up the weapons bobs.

**Sound**

**CD Volume:** Volume of music on the CD.

**Sound Volume:** Volume of sound effects.

**Sound Mixahead:** Sound Mixahead time.

## **Bindings**

Binding refers to assigning a key on the keyboard or mouse to an action in the game. For example: if your pressing the space bar make you jump, the the space bar has been 'bound' to a command, in this case '+jump'. There are a few binding screen in Script Master, but they all work in the same way.

Script Master has an on screen keyboard and a drag and drop interface.

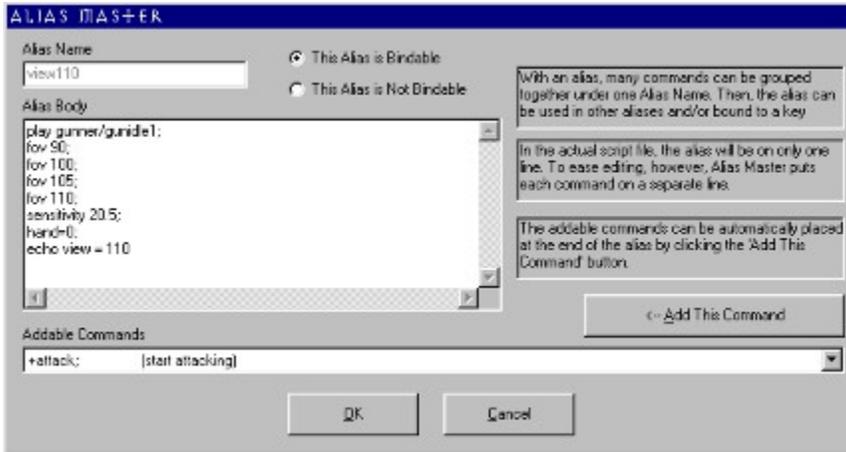
**ASSIGN:** To assign a key to a command, drag the key into the white box next to the command. For example, in all games, the first item under Movement / Action in the Standard Bound Controls area is 'Forward'. To bind the up arrow to go forward, simply drag and drop the up arrow key from the keyboard to the white box next to 'Forward'. Many keys may be bound to one command.

**UNASSIGN:** To unassign a key from a binding, double-click the key on the keyboard. To unassign all keys bound to a command, double-click the white box next to the command.

## Aliases

Aliases are advanced combination of other commands. Through aliases, your controls can become highly specialized. Script Master has many features to facilitate the use of aliases.

You can create a custom alias by pressing 'Edit' on the Alias screen. This will bring up the Alias Master.



An alias combines many commands under one new name. The new name then acts as a new command, and may be bound to a key, used in other aliases, or both. The new name goes in the Alias Name box. The Alias Body box contains the commands. You can browse the list of available commands in the Addable Commands combo box. Pressing the 'Add This Command' button will add the current command to the end of the alias. If you are going to bind the alias to a key, be sure to click the 'This Alias is Bindable' option. Click 'OK' to save your work. – Note the alias is NOT saved to the hard drive until the script itself is saved.

**BINDING ALIASES:** This is done by the [same method](#) as all other bindings.

**DELETING ALIASES:** Select the alias in the alias list and press the 'Delete' button.

**STANDARD ALIASES:** These are created by selecting one from the combo box next to the 'Add Standard' button, and pressing the 'Add Standard' button. Standard aliases can be custom edited after they are added.

### **Free Form Additions**

This area has a few purposes:

- 1) Anything not recognized during a script file import is placed in here so that it will not be lost. In this way, Script Master will never lose valuable script information.
- 2) This section allows you to type in anything else you may want to add to script.
- 3) Comments that were made by sources other than GameLaunch 3D are stored here. They may not be in the same position within the script, but they will not be lost.
- 4) Random "echo" commands found in imported scripts are placed here.

**Don't sync buffer swaps to monitor refresh rate for Glide apps**

When selected, Glide applications will not synchronize buffer swaps with the vertical retrace signal of the monitor. Rendering performance may increase when this option is selected, however, visual tearing may occur. (note: GLQuake, GLHexen2, and Quake2 are Glide applications)

**Force advanced texture filtering for Glide apps**

When selected, Glide applications will enable an advanced texture filtering mode. Visual quality of the rendered scene may be improved when this option is selected, however, a rendering performance decrease may occur. (note: GLQuake, GLHexen2, and Quake2 are Glide applications)

**Force trilinear texture filtering for Direct3D apps**

When selected, Direct3D applications which use texture mipmapping will enable trilinear filtering. Selecting this option will not impact rendering performance. (note: GLQuake, GLHexen2, and Quake2 are NOT Direct3D applications)

### **Clock Rate for Voodoo2 (MHz)**

SSTV2\_GRXCLK

Overclocks the Voodoo2 chipset. You'll get warnings before the program will let you do this!

This sets the frequency of the 3DFX Voodoo2 chip. Standard is 90, but you can go higher. This will however make the chip work faster/ more and make it warmer - and this could decrease the lifetime for the chip - be careful! Some say overclocking Voodoo2 is safe, other say that whether it's safe or not, Voodoo2 is plenty fast without overclocking, so why risk ruining your video card?

#### Values

80 = 80 MHz (underclocking)

85 = 85 MHz (underclocking)

90 = 90 MHz (default)

91 = 91 MHz (overclocking)

92 = 92 MHz (overclocking)

93 = 93 MHz (overclocking)

94 = 94 MHz (overclocking)

95 = 95 MHz (overclocking)

96 = 96 MHz (really overclocking)

97 = 97 MHz (really overclocking)

98 = 98 MHz (really overclocking)

99 = 99 MHz (really overclocking)

100 = 100 MHz (you probably have the extra cash to go buy a new video card tomorrow...)

**Disable SLI Autodetection**

When selected, Direct3D and Glide applications will not autodetect SLI. This may help some games run properly. (note: GLQuake, GLHexen2, and Quake2 are Glide applications)

Bonus: What is SLI?

"SLI stands for Scan Line Interleaving. This means if you have 2 PCI cards from the same company, you can connect them together using a supplied internal cable. One of the cards would display the odd number fields, and the other card would display the even number fields. This will almost double the fill rate performance of Voodoo2." - taken from <http://www.game-deli.com/~voodoo/> - "The Voodoo Guru"

**Don't sync buffer swaps to monitor refresh rate for Direct3D apps**

When selected, Direct3D applications will not synchronize buffer swaps with the vertical retrace signal of the monitor. Rendering performance may increase when this option is selected, however, visual tearing may occur. (note: GLQuake, GLHexen2, and Quake2 are NOT Direct3D applications)

**Limit texture memory for Glide apps**

When selected, Glide applications will force 2 Megabytes of texture memory for each texture mapping unit. Some Glide games may not work correctly if this option is not selected. (note: GLQuake, GLHexen2, and Quake2 are Glide applications)

