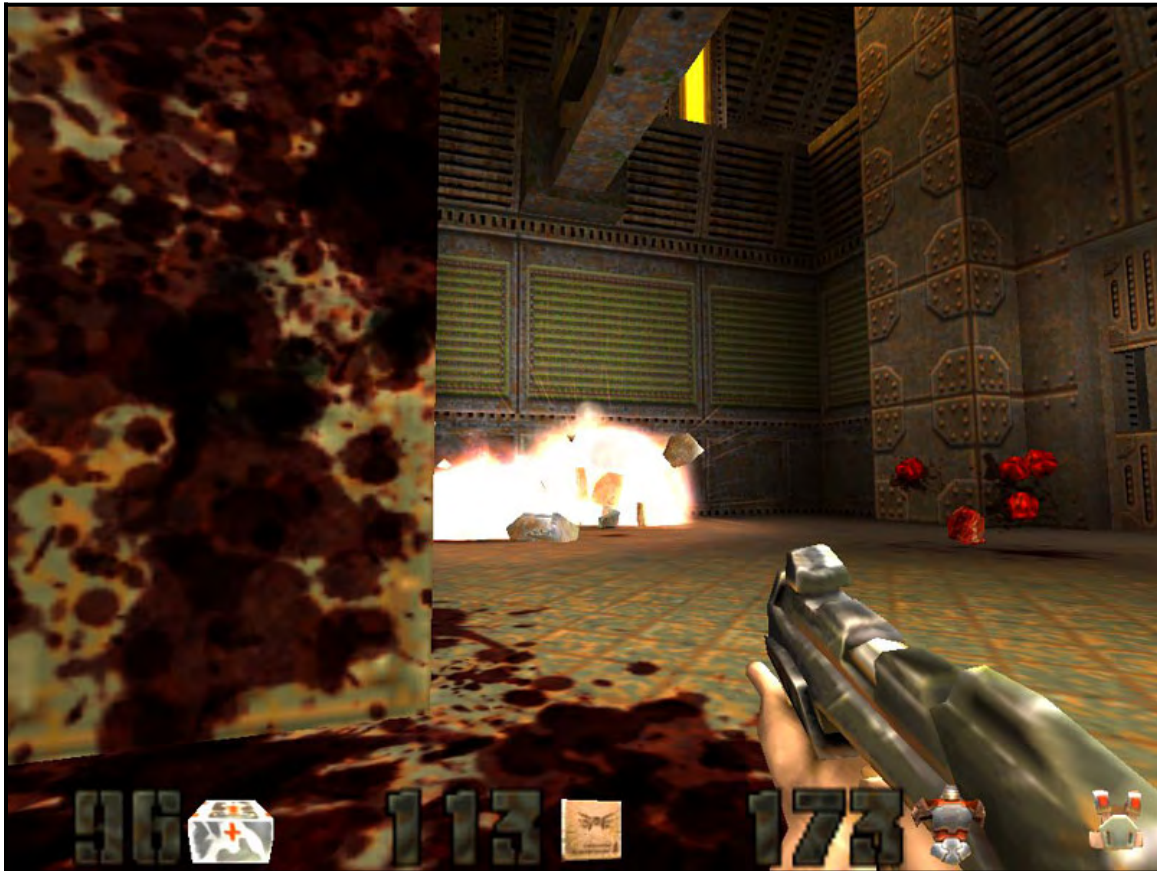


QUAKE2MAX

A MODSCAPE PRODUCTION



<http://www.quake2max.com/>

0.45 OFFICIAL MANUAL

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1.0 INTRODUCTION AND INSTALLATION

1.1 Introduction

In December of 2003, id Software released the full source code to Quake II under the Gnu Public License. This release enabled independent developers to improve the aging engine, and instill new life into a classic, and still popular, game.

Work on Quake2maX, currently at version 0.45, began immediately upon public release of the Quake II source code. Each release contains new graphic effects and usability enhancements for an increasingly modern engine.

1.2 Installation

1. Check the download file size (optional)

If you save the self-installing executable to disk without running it from the download page at the web site, notice that its byte size is provided on the download page. Once the download has completed, check that you have downloaded the full, uncorrupted software file.

2. If a previous version of Quake2maX is installed, uninstall it

Versions 0.45 and later: Use the Microsoft Windows Add/Remove Programs utility, accessible from the Control Panel (Start -> Settings -> Control Panel).

Versions 0.44 and earlier: You will have to manually remove the following files from your Quake II installation directory:

```
./libpng3.dll  
./Q2maX_Rscript.txt  
./Quake2maX.exe  
./Quake2maX.txt  
./rfx_gl.dll  
./zlib.dll  
./baseq2/_maxpak.pak  
./baseq2/blood.pak  
./baseq2/model_hud.pak  
./baseq2/particles.pak
```


3. Run the Quake2maX installer

Note: You must have administrative permissions in order to install Quake2maX on Microsoft Windows 2000 and XP.

The file `q2m-<version>-windows.exe` is the Quake2maX installer. If you downloaded it instead of running it directly from the web site, double-click on the installer's icon. Then follow the instructions the installer provides. When done with the installation, you can delete the downloaded installer file to recover disk space.

4. Replace quake2.exe (optional)

Note: This process may be necessary in order to run certain mods.

1. Create a copy of `quake2.exe` and rename it `quake2backup.exe`
2. Compare the file size of `quake2backup.exe` to `quake2.exe` ensure that you have created a full, uncorrupted copy
3. Delete `quake2.exe`
4. Create a copy of `Quake2maX.exe` and rename it `quake2.exe`
5. Compare the file size of the new `quake2.exe` to `Quake2maX.exe` to ensure that you have created a full, uncorrupted copy
6. Run Quake II from the new `quake2.exe`

2.0 FEATURE LIST

2.1 General Features

- Global shader Language: RScript (See Section 6.0 for details)
- Text formatting (see Section 5.0 for details)
- New image types: Targa, Joint Photographic Experts Group, and Portable Network Graphics (TGA, JPG, and PNG, respectively)
- Support for image sizes up to 4096x4096, or hardware limit
- Hardware gamma and texture compression
- Mouse-driven menu with new menu assets
- Celshading: Outline and lighting
- New sorting routines for proper particle and entity z-sorting
- Decals for bullet marks and other special effects
- Backwards compatible with old mods

2.2 Particles

- New easy-to-use system with custom special effects
- Shader support
- Custom blend functions
- Physics that interact with world
- Particles lit by world and dynamic lights
- Sorted per transparent surface
- Decals clipped to surface planes

2.3 Entities

- Better smooth normal based lighting (world and dynamic)
- Shaders for shells (Quad Damage, Invulnerability, et al)
- Stencil-buffered volumetric shadows
- Entities sorted per transparent surface

2.4 Third Person Camera

- Alpha blended when near walls for visibility
- Clipped to world
- Aim adjusted for maintained accuracy

3.0 COMMANDS AND CVARS

3.1 Commands

1. The '3dcamera' command

Name	3dcamera
Type	Toggle

This command toggles the third person camera.

2. The 'config' command

Name	config
Value	<filename>
Type	String

This command saves a .cfg file to the ./baseq2 directory.

3. The 'screenshot' command

Name	autosensitivity
Value	jpg png tga
Initial	jpg
Type	Boolean

This command takes a screenshot using the selected file format.

3.2 CVARs

1. The 'autosensitivity' CVAR

Name	autosensitivity
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles FOV mouse sensitivity adjusting for constant feel.

2. The 'cl_3dcam' CVAR

Name	cl_3dcam
Value	0 1
Initial	0
Type	Boolean

This CVAR toggles the camera on and off.

3. The 'cl_3dcam_adjust' CVAR

Name	cl_3dcam_adjust
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles auto-adjustment of aim so that accuracy isn't lost.

4. The 'cl_3dcam_alpha' CVAR

Name	cl_3dcam_alpha
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles alpha blending when camera is pushed against a wall.

5. The 'cl_3dcam_angle' CVAR

Name	cl_3dcam_angle
Value	<number>
Initial	0
Type	Float

This CVAR sets the upward angle for the camera offset.

6. The 'cl_3dcam_dist' CVAR

Name	cl_3dcam_dist
Value	<number>
Initial	50
Type	Float

This CVAR sets the distance for the camera offset.

7. The 'cl_blood' CVAR

Name	cl_blood
Value	0 <number>
Initial	0
Type	Integer

This CVAR sets the type of effect for blood. Anything over 1000 can hurt your system; go crazy at your own risk.

Values:

0
 Blood splats
 <number>
 Amount of blood particles

8. The 'cl_demomessage' CVAR

Name	cl_demomessage
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles display of a demo message.

9. The 'cl_drawfps' CVAR

Name	cl_drawfps
Value	0 1
Initial	0
Type	Boolean

This CVAR toggles display of the FPS counter.

10. The 'cl_explosion' CVAR

Name	cl_explosion
Value	0 1
Initial	0
Type	Integer

This CVAR toggles explosion type (underwater explosion bubbles and rocket trail bubbles).

Values:

- 0 Simple blast
- 1 Blast and smoke/bubbles

11. The 'cl_explosion_scale' CVAR

Name	cl_explosion_scale
Value	<number>
Initial	1
Type	Float

This CVAR sets the scale of explosion effects.

12. The 'cl_hudres' CVAR

Name	cl_hudres
Value	<number>
Initial	640
Type	Float

This CVAR scales the HUD to resolution width.

13. The 'cl_railblue' CVAR

Name	cl_railblue
Value	<number>
Initial	175
Type	Integer

This CVAR sets the amount of blue for all railgun effects.

14. The 'cl_railgreen' CVAR

Name	cl_railgreen
Value	<number>
Initial	50
Type	Integer

This CVAR sets the amount of green for all railgun effects.

15. The 'cl_railred' CVAR

Name	cl_railred
Value	<number>
Initial	20
Type	Integer

This CVAR sets the amount of red for all railgun effects.

16. The 'cl_railtype' CVAR

Name	cl_railtype
Value	<number>
Initial	0
Type	Integer

This CVAR selects the railgun effect.

Values:

- 0 Solid beam
- 1 Beam with spiral
- 2 Special heat beam

17. The 'con_font' CVar

Name	con_font
Value	<filename>
Initial	default
Type	String

This CVar sets the in-game font.

Note: <filename> *must reside in* ./fonts.

18. The 'con_font_size' CVar

Name	con_font_size
Value	<number>
Initial	8
Type	Float

This CVar sets the pixel size of each character.

19. The 'crosshair' CVar

Name	crosshair
Value	0 1 2 3 4 5 6 7 8 9
Initial	1
Type	Integer

This CVar sets the crosshair type.

Values:

- 0 Off
- 1 Thick 'x' with circle
- 2 Large open cross
- 3 Concentric circles
- 4 Dot with circle
- 5 Cross with circle
- 6 Open cross
- 7 Dot with shaded circle
- 8 Dot with open cross
- 9 Dot

20. The 'crosshair_scale' CVar

Name	crosshair_scale
Value	<number>
Initial	1
Type	Float

This CVar sets the crosshair scale.

21. The 'gl_particle_lighting' CVAR

Name	gl_particle_lighting
Value	<number>
Initial	0.75
Type	Float

This CVAR sets the particle lighting scale.

Note: Range is from 0.0 to 1.0.

22. The 'gl_particle_max' CVAR

Name	gl_particle_max
Value	<number>
Initial	0
Type	Integer

This CVAR sets the maximum rendering distance for particles.

23. The 'gl_particle_min' CVAR

Name	gl_particle_min
Value	<number>
Initial	0
Type	Integer

This CVAR sets the minimum rendering distance for particles.

24. The 'gl_screenshot_quality' CVAR

Name	gl_screenshot_quality
Value	<number>
Initial	85
Type	Integer

This CVAR sets the quality (%) for screenshot compression.

25. The 'gl_shadows' CVAR

Name	gl_shadows
Value	0 1
Initial	0
Type	Boolean

This CVAR toggles projective shadows.

26. The 'gl_stencil' CVAR

Name	gl_stencil
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles the stencil buffer.

Note: The game must be run in 32-bit mode, non-3dfx.

27. The 'gl_surftrans_light' CVAR

Name	gl_surftrans_light
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles lighting transparent map surfaces like water and windows.

28. The 'gl_transrendersorty' CVar

Name	gl_transrendersort
Value	<number>
Initial	1
Type	Integer

This CVar sets Z-sorting entities and particles for proper blending.

Values:

- 0
No sorting
- 1
Sort elements
- 2
Sort elements per surface

29. The 'invent_pos' CVar

Name	invent_pos
Value	0 1 2 3
Initial	0
Type	Integer

This CVar positions the inventory list on screen. Adjust for better clarity of the overall player view.

Values:

- 0
Bottom right
- 1
Bottom left
- 2
Top right
- 3
Top left

30. The 'm_noaccel' CVar

Name	m_noaccel
Value	0 1
Initial	0
Type	Boolean

This CVar toggles the Windows XP mouse acceleration fix.

31. The 'menu_sensitivity' CVar

Name	menu_sensitivity
Value	<number>
Initial	1
Type	Float

This CVar will set the sensitivity of the mouse in menus.

32. The 'netgraph' CVar

Name	netgraph
Value	0 1
Initial	0
Type	Boolean

This CVar toggles display of the net graph.

33. The 'netgraph_pos' CVAR

Name	netgraph_pos
Value	0 1 2 3
Initial	0
Type	Integer

This CVAR positions the net graph on screen. Adjust for better clarity of the overall player view.

Values:

- 0 Bottom right
- 1 Bottom left
- 2 Top right
- 3 Top left

34. The 'r_celshading' CVAR

Name	r_celshading
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles the use of cel shading. This simulates cartoon drawing and shading.

35. The 'r_celshading_width' CVAR

Name	r_celshading_width
Value	<number>
Initial	3
Type	Integer

This CVAR sets the size of cel shading outlines.

36. The 'r_decals' CVar

Name	r_decals
Value	<number>
Initial	250
Type	Integer

This CVar sets the amount of decals drawn on screen.

37. The 'r_detail' CVar

Name	r_detail
Value	0 1
Initial	1
Type	Boolean

This CVar toggles the use of detail textures.

38. The 'r_dlights_normal' CVar

Name	r_dlights_normal
Value	0 1
Initial	1
Type	Boolean

This CVar toggles dynamic lights which use surface normals to determine whether or not light is cast to the surface.

39. The 'r_dynamic_time' CVar

Name	r_dynamic_time
Value	<number>
Initial	0.1
Type	Float

This CVar sets the time (in seconds) between screen captures for dynamic textures.

40. The 'r_model_dlights' CVAR

Name	r_model_dlights
Value	<number>
Initial	3
Type	Integer

This CVAR sets the amount of high quality dynamic lights if r_model_lightlerp is on.

41. The 'r_model_lightlerp' CVAR

Name	r_model_lightlerp
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles better dynamic lighting on models.

42. The 'r_overbrightbits' CVAR

Name	r_overbrightbits
Value	1 2 4
Initial	2
Type	Integer

This CVAR sets the overbrightness amount.

Values:

- 1 Low
- 2 Medium
- 4 High

43. The 'r_shaders' CVAR

Name	r_shaders
Value	0 1
Initial	1
Type	Boolean

This CVAR toggles the use of shaders in-game.

44. The 'r_skydistance' CVAR

Name	r_skydistance
Value	<number>
Initial	2300
Type	Integer

This CVAR sets the size of the skybox; increase to see further.

4.0 MENU MOUSE USAGE

4.1 Main Menu

Action	Menu Item
Hover	Select option
Mouse1	Enter sub menu

4.2 Sub Menu

Action	Action Box	Selection Box	Slider
Mouse1	Initiate	Rotate right	Slide option
Mouse2		Rotate left	Increase value

Note: Double clicking mouse2 always returns to the previous menu.

5.0 TEXT FORMATTING

Just like in Quake3, if you type out ^ with a character following you can set up colors and other formatting goodness for the rest of the string. Here are the codes.

Note: Colors use Q3 codes as a base for those whom already know them.

Color Codes

^	Effect
1	Red
2	Green
3	Yellow
4	Blue
5	Teal
6	Purple
7	White
8	Black
9	Dark Red
0	Grey
s	Shadow
i	Italic
b	Bold
r	Resets current effects to default
^	Just a simple ^ character

Examples

String	Result
^b^1p^8psychospaz^r	psychospaz
^s^4FuShanks^r	<i>FuShanks</i>
^i^2w^500^2t^r	<i>w00t</i>
^b^s^9omgwtf^r	omgwtf

Note: Quake2 has a 16-character limit on names per mod. You'll have to make a new mod to extend the limit.

6.0 RSCRIPT

6.1 General Setup

RScript is the name of the simplistic script language that has been designed and implemented into Quake2maX in order to allow custom visual effects to be rendered on surfaces within the game.

RScript replaces an image with a shader of the same name at render time. A shader is a multi-pass series or distorted images that create various real-time effects.

All RScript shaders are contained in `.rscript` files under the `./scripts` subdirectory per mod.

Example

```
models/weapons/v_shotg/skin
{
    {
        dynamic
        envmap
    }
    {
        map models/weapons/v_shotg/skin.png
        blendfunc GL_SRC_ALPHA GL_ONE_MINUS_SRC_ALPHA
    }
}
```

`./quake2/baseq2/scripts/example.rscript`

This would be a 2-pass shader replacement, which first does a dynamically generated environment map followed by an alpha blended skin over top to create a shiny effect.

Note: Multiple shader definitions may be included in a single `.rscript` file.

6.2 Mesh Control

All mesh control functions are called right after the first curly bracket of the shader.

Example

```
models/weapons/v_shotg/skin
{
    MESH CONTROL HERE
    {
        map models/weapons/v_shotg/skin.pcx
    }
}
```

1. The 'glarecolor' function

Name	glarecolor
Parameters	<red> <green> <blue>

This function is used instead of the 'glaretexture' function, which selects a texture. Use this function if you are going to use a solid color instead of an image.

Values:

<red>
Integer (0 to 255)
<green>
Integer (0 to 255)
<blue>
Integer (0 to 255)

Example

```
glarecolor 255 255 255
```

2. The 'glarescript' function

Name	glarescript
Parameters	<filename>

This function specifies the filename of the texture to apply on the glare stage. You must give the whole path relative to the mod directory.

Optionally, you can call a script instead of a texture by omitting the file extension. This allows glares to have the same properties (scaling, alpha blending, et al) as other textures.

Values:

<filename>
String

Example

```
glarescript textures/e2u3/ceill1_4_glare.png
```

3. The 'model' function

Name	model
Parameters	

This function changes an image in the HUD or menu into a model set that is defined by adding a model per stage. Stages used for models are explained in a later section of this document.

4. The 'picsize' function

Name	picsize
Parameters	<width> <height>

This function sets size for images in HUD and menu so that higher resolution replacements can be manually scaled.

Values:

<width>
Integer
<height>
Integer

Example

```
picsize 128 64
```

5. The 'safe' function

Name	safe
Parameters	

This function tells the engine not to flush the script from memory on a map change. By default, all scripts are flushed from memory as to preserve RAM, but sometimes it is desirable for a script to remain in memory at all times (such as scripts for the console).

Note: This function is specified only in the base area of the script, not in any of the stages. This function should be used only when absolutely required.

Example

```
safe
```

6. The 'subdivide' function

Name	subdivide
Parameters	<size>

This function tells the engine to subdivide the surface into blocks with sides of a specific length. Proper use of this function can help create better-looking turbulence (think water warp) effects.

Values:

<size>
Integer

Example



7. The 'vertexwarp' function

Name	vertexwarp
Parameters	<speed> <distance> <smoothness>

This function warps the vertexes of the surface in a wave pattern along its plane.

Values:

<speed>
Float
<distance>
Float
<smoothness>
Float (0.001 to 1.0)

Example



Vertexwarp 3 8 0.001

6.3 Stage Control (Textures)

All stage control functions are called within a stage.

Example

```
models/weapons/v_shotg/skin
{
    {
        STAGE CONTROLS HERE
    }
}
```

1. The 'alphafunc' function

Name	alphafunc
Parameters	NORMAL ENVMAP LIGHT

This function tells the renderer how to determine opacity. Beware when using it on the first stage of world geometry. It must be used in combination with the function "blendfunc" (see "The 'blendfunc' function").

Values:

NORMAL

Uses normal vectors to determine opacity (liquids)

ENVMAP

Uses environment mapping to determine opacity

LIGHT

Uses vertex light value to determine opacity

Example

```
SET TEXTURE HERE
SET BLENDFUNC HERE
alphafunc -NORMAL
```

Note: A minus sign can be used to invert the current function with a "1-alpha" algorithm.

2. The 'alphamask' function

Name	alphamask
Parameters	

Alpha masking is a pretty simple effect. If the texture map this function is applied to has an alpha channel, any pixels with an alpha value less than 255 aren't rendered, leaving sections of the image transparent. This effect is often used to create grates and chain-link fences.

Example

```
SET TEXTURE HERE
alphamask
```

3. The 'alphashift' function

Name	alphashift
Parameters	<speed> <min> <max>

This function controls the alpha value of a stage for blending purposes. It is used to set the amount that the stage is blended into the stage before it, or anything rendered behind it. It must be used in combination with the function "blendfunc" (see "The 'blendfunc' function").

Values:

```
<speed>
    Float
<min>
    Float
<max>
    Float
```

Example

```
SET TEXTURE HERE
SET BLENDFUNC HERE
alphashift 3 0.5 0.75
```

4. The 'blendfunc' function

Name	blendfunc
Parameters	[<source> <destination>] FILTER ADD BLEND

This function tells the renderer how to blend the stage in with the previous stages. Beware when using it on the first stage of world geometry.

Values:

<source>

GL_ZERO
 GL_ONE
 GL_DST_COLOR
 GL_ONE_MINUS_DST_COLOR
 GL_SRC_ALPHA
 GL_ONE_MINUS_SRC_ALPHA
 GL_DST_ALPHA
 GL_ONE_MINUS_DST_ALPHA
 GL_SRC_ALPHA_SATURATE

<destination>

GL_ZERO
 GL_ONE
 GL_DST_COLOR
 GL_ONE_MINUS_DST_COLOR
 GL_SRC_ALPHA
 GL_ONE_MINUS_SRC_ALPHA
 GL_DST_ALPHA
 GL_ONE_MINUS_DST_ALPHA
 GL_SRC_ALPHA_SATURATE

FILTER

Same as GL_ZERO GL_SRC_COLOR

ADD

Same as GL_ONE GL_ONE

BLEND

Same as GL_SRC_ALPHA GL_ONE_MINUS_SRC_ALPHA

Example

```
SET TEXTURE HERE
blendfunc GL_ONE GL_ONE
```

Note: GL_SRC_ALPHA_SATURATE may not be supported by some video cards/drivers.

5. The 'colormap' function

Name	colormap
Parameters	<red> <green> <blue>

This function is used instead of the 'map' function, which selects a texture. Use this function if you are going to fill a layer with a solid color instead of an image.

Values:

<red>
Integer (0 to 255)
<green>
Integer (0 to 255)
<blue>
Integer (0 to 255)

Example

```
colormap 255 255 0
```

6. The 'dynamic' function

Name	dynamic
Parameters	

This function is used instead of the 'map' function, which selects a texture. Use this function if you are going to fill a layer with a screenshot of the world from the last frame rendered.

Example

```
dynamic
```


7. The 'envmap' function

Name	envmap
Parameters	

This function enables the sphere-mapping effect on a stage. This is often used to give a surface a reflective “shiny” effect, such as that found on glass or the surface of water.

Example

SET TEXTURE HERE envmap

8. The 'map' function

Name	map
Parameters	<filename>

This function sets the texture to be used in the render pass. You must give the whole path relative to the mod directory.

This function specifies the filename of the texture map to apply on the stage. If using frame-based animation, ignore this function.

Optionally, instead of specifying a texture image, a .cin (Quake II cinematic) file may be used here. Only 8 of these are allowed to be used at once, as any more will be ignored by the engine. These are decompressed in real-time and uploaded to OpenGL, allowing streaming video on surfaces within the game.

Values:

<filename>
String

Example

map models/weapons/v_shotg/skin.png

9. The 'nolightmap' function

Name	nolightmap
Parameters	

If the destination is a map texture, then this function toggles whether or not the lightmap will be drawn. If the destination is a model, then the vertex lighting is ignored during the current render pass.

Example

```
SET TEXTURE HERE
nolightmap
```

10. The 'rotate' function

Name	rotate
Parameters	<rot_speed>

This function controls how the stage's texture map rotates.

Values:

<rot_speed>
Float

Example

```
SET TEXTURE HERE
rotate 15
```

11. The 'scale' function

Name	scale
Parameters	[STATIC SINE COSINE] <xscale> [STATIC SINE COSINE] <yscale>

This function controls how the stage's texture map scales.

Values:

STATIC

Scale along the x-axis linearly

SINE

Scale along the x-axis following a sine wave

COSINE

Scale along the x-axis following a cosine wave

<xscale>

Float

STATIC

Scale along the y-axis linearly

SINE

Scale along the y-axis following a sine wave

COSINE

Scale along the y-axis following a cosine wave

<yscale>

Float

Example

```
SET TEXTURE HERE
scale STATIC 4 SINE 0.5
```

12. The 'scroll' function

Name	scroll
Parameters	[STATIC SINE COSINE] <xspeed> [STATIC SINE COSINE] <yspeed>

This function controls how the stage's texture map moves.

Values:

STATIC

Scroll along the x-axis linearly

SINE

Scroll along the x-axis following a sine wave

COSINE

Scroll along the x-axis following a cosine wave

<xspeed>

Float

STATIC

Scroll along the y-axis linearly

SINE

Scroll along the y-axis following a sine wave

COSINE

Scroll along the y-axis following a cosine wave

<yspeed>

Float

Example

```
SET TEXTURE HERE
scroll COSINE 0.75 STATIC 0.5
```

6.4 Stage Control (Models)

All stage control functions are called within a stage.

Example

```
models/weapons/v_shotg
{
    model
    {
        STAGE CONTROLS HERE
    }
}
```

1. The 'angle' function

Name	angle
Parameters	<x-pos> <y-pos> <z-pos>

This function sets the model's origin inside the rendered scene. You must specify the entire 3 part vector.

Values:

<x-pos>
Float
<y-pos>
Float
<z-pos>
Float

Example

```
SET MODEL AND SKIN HERE
angle 45 0 0
```

2. The 'frames' function

Name	frames
Parameters	<speed> <frame-start> <frame-end>

This function sets the model's animation sequence to be played. It runs at <speed> from animation frame <frame-start> to <frame-end>.

Values:

<speed>
Float
<frame-start>
Integer
<frame-end>
Integer

Example

```
SET MODEL AND SKIN HERE
frames 1.5 34 67
```

Note: For reversed animations, set the animation sequence in reversed order.

3. The 'map' function

Name	map
Parameters	<filename>

This function sets the model's skin. You must give the whole path relative to the mod directory.

Values:

<filename>
String

Example

```
map models/items/healing/large/skin.pcx
```

4. The 'model' function

Name	model
Parameters	<filename>

This function sets the model to be used in the given stage. You must give the whole path relative to the mod directory.

Values:

<filename>
String

Example

```
map models/items/healing/large/tris.md2
```

5. The 'origin' function

Name	origin
Parameters	<x-pos> <y-pos> <z-pos>

This function sets the model's origin inside the rendered scene. You must specify the entire 3 part vector.

Values:

<x-pos>
Float
<y-pos>
Float
<z-pos>
Float

Example

```
SET MODEL AND SKIN HERE
origin 100 0 25
```

6. The 'rotate' function

Name	rotate
Parameters	<rot_speed>

This function controls the model's rotational yaw speed.

Values:

<rot_speed>
Float

Example

```
SET MODEL AND SKIN HERE
rotate 15
```

7. The 'scale' function

Name	scale
Parameters	[STATIC SINE COSINE] <scale> 0 0

This function controls how the model scales.

Values:

STATIC

Scale linearly

SINE

Scale following a sine wave

COSINE

Scale following a cosine wave

<xscale>

Float

0

Null

0

Null

Example

<pre>SET TEXTURE HERE scale STATIC 3 0 0</pre>
--

7.0 CREDITS

First there is I, psychospaz, who hacked together this mess. I can be reached via e-mail at psychospaz@quake2max.com. Now for the help I've had doing this project...

Art Assets

- FuShanks
<http://www.minkeytorture.org/fushanks/>

Code

- Vic
<http://hkitchen.quakesrc.org/>
- MrG
<http://mrg.telefragged.com/beefquake/>
- Berserk
<http://www.planetquake.com/blur/>
- Sul
<http://home.t-online.de/home/nils.wedel/>
- Heffo
<http://heffo.quakesrc.org/>
- BramBo
<http://www.quakesrc.org/>
- LordHavoc
<http://darkplaces.gamevisions.com/>
- Ion_Pulse
<http://www.007quake.com/>
- Discoloda
- Nightmare

Fonts

- Yun

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- Karen
<http://pretzel.kicks-ass.net/>
- RipVTide

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