Quake 3 Arena

The third reincarnation of Quake is one of the most revered first person shooters in gaming history. It was released on December 5th, 1999. Its idTech 3 engine is also the basis of a lot of other games, for instance Star Trek - Voyager Eliteforce. In 2005 idTech released the source files of this engine under the GPL, giving rise to even more new games, developed and maintained by the open source community.

Installation

The game still installs well even under Windows 10 (2019-03). The only drawback is the not startable setup.exe file, when running a 64 bit version of Windows. In this case simply use the file Quake3\Setup.exe from the CD. It works just fine.

In case you still have problems, you may always fall back to simply copying the required files. The only really required files are quake3.exe and baseq3\pak0.pk3. They can be found in the folder Quake3.

Graphics Hack

The game engine does offer a rather limited set of graphics resolutions. Especially the wide screen resolutions are only a few. This however, only goes for the presented resolutions in the game menu. Actually the engine does provide all available resolutions of your graphics card. How you can make use of them is described in the article Q3A Graphics Hack. These steps also work for most of the other Quake 3 based games.

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