

ioquake3



ATTENTION: A legitimate copy of the game is required to play!

ioquake3 is a free and open source first person shooter engine based on the *Quake III: Arena* and *Quake III: Team Arena* source code.

ioquake3 is available from the AUR:

```
yay -S ioquake3
```

If you don't want to compile the game every time there's an update, the Flatpak version is available:

```
flatpak install org.ioquake3.ioquake3
```

Game assets

ioquake3 requires the original *Quake III: Arena* game files in order to function, mainly the file `pak0.pk3` from [Steam](#), [GOG](#) or the retail CD release.

Navigate to the `baseq3` directory of your original game and copy the `pak0.pk3` file to the appropriate location for your chosen installation of *ioquake3*. You can start the game once and it will tell you where it expects the files and create the directory structure for you.

Install method	Directory
Single user	<code>~/.q3a/baseq3/</code>
System-wide	<code>/opt/quake3/baseq3/</code>
Flatpak	<code>~/.var/app/org.ioquake3.ioquake3/data/q3a/baseq3</code>

Next, grab the patch data from the [ioquake3 website](#) and copy the contents into the `baseq3` directory as well, so it has `pak0.pk3` through `pak8.pk3`.

Settings

Once the game files are installed, start the game once, accept an empty CD key and exit out again. This will make the game create a config file in your home directory that you can edit to enable higher resolutions.

Open `baseq3/q3config.cfg` and edit the following values:

```
seta cg_fov          "120" // Field of view
seta com_maxfps      "125" // Optimal `125`, `200` or `333`
seta cl_maxpackets   "125" // Same as `com_maxfps` or half
seta r_mode          "-1"  // Resolution mode, `-1` = custom
seta r_customwidth   "2560" // Custom resolution width
seta r_customheight  "1440" // Custom resolution height
```

A lot more configuration options are explained [here](#) (optional).

High resolution textures & widescreen fix (optional, but

recommended)

There exist mods to enhance a few aspects of the game:

- [Widescreen fix](#)
- [High resolution fonts and HUD](#)
- [High resolution texture pack](#)

Put the `.pk3` files from these downloads next to the others in your `baseq3` directory.

These will make the game play nicely with modern graphics and updates the settings menu to allow you to set proper resolutions for HD displays.

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