

Quake III Arena Console FAQ - Ed O'Bert

by

Updated to v1.0 on Feb 3, 2001

```
___/___/QuakeIIIArenaDC___/___/ by Ed O'Bert  
Ver 1.0
```

GENERAL COMMANDS:

```
;map dc_map##.....choose map  
;crosshair0 ##.....change crosshair  
;cl_timenudge -50.....reduce lag online (use postive number to add lag)  
;noclip.....fly/walk thru walls  
;god.....god-mode (must have beaten game & loaded save file)  
;g_quadfactor #.....set the damage of the quad-damage.  
;g_speed #.....change gamespeed (1-100 i think)  
;set fraglimit #  
;capturelimit #.....sets capturelimit  
;timelimit #.....sets timelimit  
;fraglimit #.....sets fraglimit  
;r_lightmap 1.....removes textures from walls. Funky lookin!
```

GOOD COMMANDS FOR ONLINE PLAY

```
;callvote map dc_map## ~|  
;callvote kick name | These commands no longer work on seganet servers  
;callvote nextmap ## |  
~  
;rate 4800 ~|  
;r_vertexlight 0 |  
;r_ambientscale 10 |These commands can improve your framerate online.  
;r_directedscale 10 |  
;r_dynamiclight 0 |  
~
```

OTHER STUFF:

```
ms=v9014600056000.....Enter this into your modem string box in the browser's internet  
connection option. It sometimes can be faster than the default  
string  
at&f. Has trouble connecting occasionally.
```

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