For information or questions, contact us at our quake 3 discord channel at:
https://discord.gg/bZp5Tuy

1. Extract quake3.rar from http://quake.okayfun.com/download/quake3.rar to your game directory

2.Make sure to add an Engine to quake3 folder, recommended on sections 2a / 2b

2a. 1.32e engine Latest binary Without Pureskill:
http://www.edawn-mod.org/binaries/quake3-1.32e.zip

2b. PureSkill Engine: (Anticheat Engine)
Note this has a False possitive virus detection, acting as a cheat to catch cheaters. Must be allowed by your antivirus
to work in rare cases, is not up to latest release from 1.32e quake3e engine so only use it if required by the server.
http://pureskill.tk/ 1.32e recommended, make sure to include the .dll in same folder next to the .exe

If your using Pureskill , Open console and type in /ps_Servers , this will display all servers running pureskill, connect
by using /ps_go serverid (more details about PS at http://pureskill.tk/release/PureSkillManual.pdf)

Ways to connect:
* Console /connect ip:port
* Console /connect Domain (Only for port 27960) Example for Freon server, /connect
freon.okayfun.com Console /connect Domain:port, example website.com:27965

Note; regular server browser from game can draw games from different mods you might not
have (if you would like your mod included in this package let us know on discord).

Tools, Tricks and Scripts:
* For Excessiveplus / Freon server search only qconnect is a very nice tool, get it from:
https://www.excessiveplus.net/blogs/easy/qconnect-update

* Excessiveplus and Freon name tool: https://www.excessiveplus.net/forums/thread/xp-qname-2-0
read comment #127 at the end by ShadowKnight for simple setup

* Zoom script for Freon and Excessiveplus, extract the script on to your mod folder and load
it ingame using /exec zoom . If you want to skip executing the zoom everytime you join, add
the changes to your autoexec by using /writeconfig autoexec.cfg after executing the zoom.
http://quake.okayfun.com/download/zoom.zip

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