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## **0. Introduction**

Q4Run is a modification for Quake 4. Primarily it is based on trickjumping and combining tricks. The first idea behind this mod was to implement timers which makes it possible to finish a specific "run" map in a certain time and then improve the record afterwards. Every run will be documented in a demo named after name of player, map and time. If you want you can share those demos with other players so they can watch your skill or can help you to improve it. Comparing to other times you can try to beat them or be proud of yourself because of better records. Another aspect of Q4Run is the freestyle mode which you can play without any time pressure. By combining different weapons you'll be able to create new fascinating tricks

In general Q4Run provides these features:

- \* 8 different gametypes (Run, Teamrun, CTF run, Fastcaps, Fastcaps pro, Unlimited CTF run, Freestyle, Team freestyle)
- \* 3 timer entities (Starttimer, Checkpoint, Endtimer) for the gametype Run and Team run
- \* UPS-Meter/Speedmeter
- \* Angle Meter
- \* Auto demo recording
- \* Configurable hud and stats display
- \* Modified menu (Blue)
- \* Battlesuit

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## **1. Installation**

For playing Q4Run you need Quake 4 and its latest [patch 1.4.2](#). Afterwards put the Q4Run folder into your Quake 4 directory (e.g: C:\Games\Quake IV) and launch the game. Go onto "Mods" and select the modification. Furthermore you can create a desktop shortcut for the mod (Create Shortcut -> Target: "C:\Games\Quake IV\Quake4.exe" +set fs\_game q4run)

Note: Before you start Q4Run you should create a backup of your singleplayer config (q4base\Quak4Config.cfg) and then delete it.

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## **2. Options**

Q4Run involves a new settings category called "Run options". Here you can find a lot of useful commands for your Run experience:



## 2.1. Hud:

**Show timer** - *Yes / No* - Displays the timer in the lower right corner

**Show speedometer** - *Yes / No* - Displays a speedometer in the lower left corner over the ammobar

**Show view angles** - *Yes / No* - Displays view angles in the lower left corner over the speedometer

**Show checkpoints** - *Yes / No* - Displays checkpoints in the lower right corner over the timer

**Show multiplayer times** - *Yes / No* - Displays a statistic of other player's times on a server in the upper left corner

**Chat history color** - *Default / Red / Green / Yellow / Blue / Aqua / Purple / White / Gray* - Defines the color of text messages

**Skip run end results** - *Yes / No* - If this option is activated you won't get a detailed statistic at the end of every successful run

**Show input** - *Yes / No* - Indicates the keys the player is pressing

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## 2.2. Other:

**Save player position** - *<Empty>* - Saves the position of the player (useful for freestyle mode)

**Load player position** - *<Empty>* - Teleports the player to the saved position

**Kill/restart** - *<Empty>* - Kills the player and restarts the map

**Listen server map restart** - *<Empty>* - Restarts the server (for example useful for changing the game mode)

**Hide run end results** - *<Empty>* - Closes end results

**View statistics** - *<Empty>* - Shows statistics about finished runs, used tries, shots fired during best record and at the moment

**Screenshot (jpeg)** - *<Empty>* - Captures the screen as a jpeg

**Show fps** - *Yes / No* - Displays Frames Per Seconds in the upper right corner

**Toggle hud on/off** - *<Empty>* - Turns the hud on and off (for example useful for levelshots)

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### 2.3. Sound:

**Skip Death** - *Yes / No* - Stops playing the falling into space sound

**Skip You have the Flag** - *Yes / No* - If it is activated you won't hear the announcer's voice about your capture

**Skip capture award** - *Yes / No* - Toggled on you won't see the award at the end of a flag capture anymore

**Play ambient/map sounds** - *Yes / No* - Stops playing the background effects/music

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### 2.4. Demos:

**Autorecord server demo** - *Yes all / Faster Only / Delete slower demo / No* - Automatically records offline demos in run mode when the player finishes a run

**Autorecord client demo** - *Yes all / Faster Only / Delete slower demo / No* - Automatically records online demos in run mode when the player finishes a run

**Start/Stop recording demo** - *<Empty>* - Kills the player and restarts the timer

**Autorecord FS server demo** - *Yes / No* - Automatically records offline demos in freestyle mode (demo will be overwritten by the next recording)

**Autorecord FS client demo** - *Yes / No* - Automatically records online demos in freestyle mode (demo will be overwritten by the next recording)

**Autorecord save FS demo** - *<Empty>* - Pressing the button will stop recording the demo and saving it automatically under a different name than the demo before

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### 3. Game Modes

When you start Q4Run the first time and click through the gametypes one question might arise: "What the heck does each of them mean?" Well, here you get the answer:

**Run:** These maps include a start and an endtimer. You combine several tricks (depends on the ideas of the mapper and your creativity in finding shortcuts) and finish the map with a neat record. At the beginning you have 100hp and the gauntlet as startweapon.

**Team Run:** Similiar to the Runmode. Just one thing: it is multiplayer only and you need to combine your tricks with those of other players to finish the maps together in one team.

**CTF Run:** You can play this mode on every ctfmap. The task here is to capture the flag as fast as you can. In "CTF Run" you start with 100 Armor and 100 HP. Your armory enfolds all weapons available on the map.

**Fastcaps:** Like "CTF Run". The only limitation: you have no weapons.

**Fastcaps Pro:** The "Pro" stands for no weapons, disabled jumppads, teleporters and movers.

**Unlimited CTF Run:** The name says everything. You need to capture the flag as fast as you can with all weapons available in the game and you can't hurt yourself.

**Freestyle:** Freestyle stands for creativity linked with nice combined weapon tricks. Either you jump around on CTF-, Run- or Deathmatchmaps or on maps especially created for FS. Normally those maps are huge and include platforms hanging around in air and other ramps; the paradise for every tricker. But do not forget to record your tricks. Of course you have unlimited ammunition and all weapons.

**Team Freestyle:** Here you can jump around with other friends and do tricks together.

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## 4. Hud



**1. View Angles:** Shows the view angle of the player

**2. Speedmeter:** Shows the player's speed in Units Per Seconds (UPS)

**3. Timer:** Starts counting hours:minutes:seconds.milliseconds by running through a starttimer (invisible for the player) and stops when the player hits the endtimer

**4. Checkpoint:** Displays the seconds you are faster (green) or slower (red) than your record before

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## 5. FAQ

Where do I put the downloaded maps

- Just place them into the Q4Run folder.

Why I can't see any other players in multiplayer?

- Everyone plays in his own arena so no one hinders anyone else.

Why I can't watch my demo?

- Be sure you have recorded your demo using si\_pure 1 and watch it with demo\_enforcefs 2 (Enforce all paks)

I've downloaded an older map but it doesn't show up in the map selection menu, why?

- That map (pk4file) probably doesn't include an addon.conf which is necessary for the game to recognize it.

I want to make maps for Q4Run but I can't find the timers. How can I get them?

- First you'll have to do a proper installation of Q4Run. For mapping related questions read the tutorials in the [help section on our website](#).

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