

More Quake 4 goodies

By *srlinuxx*

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The console and .cfg file have a host of tweaks and tricks ready for the user to explore. We outline some of the basics you should know.

They are obviously tweaking a windows file, but I've tried out several of these and yes, they do work with the Linux version as well. One of the most handy is the startup addendum:

```
+set com_allowConsole 1 +disconnect
```

This of course allows the "~" console pulldown aaannd, the best is the +disconnect that bypasses that 3 manufacturer intro. Much better than hitting "ESC" three times. 🤖

[That Link](#) [2].

And my gawd, someone actually took over 700 screenshots and put together this walkthru.

Where was this before I finished yesterday!? Actually quake 4 was quite easy to navigate and figure out what to do next. I'm either getting better at this kind of thing, or quake 4 was just easy to follow. 🤖 The doors and "pathways" were lighted, many times green for open and red for locked, so the course was kinda obvious. None of the twist and turns, retracing steps, and guess work we found in Doom.

Anyway, that [walkthrough here](#) [3].

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/3220>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <http://www.viperlair.com/articles/howto/software/tweakq4/>

[3] <http://gallery.uberw00t.com/showgallery.php?cat=520>