

# **gmax tempest Beta 1 - Installation Guide**

## **ATTENTION**

Please read this document prior to installing **gmax tempest**. **gmax tempest** will not function properly unless **gmax**, **gmax tempest**, and your copy of Quake III Arena have been configured properly.

**REPEAT: PLEASE READ THIS DOCUMENT PRIOR TO INSTALLING GMAX TEMPEST. GMAX TEMPEST WILL NOT FUNCTION PROPERLY UNLESS GMAX, GMAX TEMPEST, AND YOUR COPY OF QUAKE III ARENA HAVE BEEN CONFIGURED PROPERLY.**

PLEASE NOTE: **gmax tempest** Beta 1 is released as beta software, and is provided as an unsupported **gmax** game pack. Discreet is not available to answer any installation, technique, or technical questions about **gmax tempest**.

PLEASE NOTE: **gmax tempest** was conceived, designed, developed and released by Discreet, a Division of Autodesk, Inc. and is not a product of id Software, Inc.

- **gmax tempest** is released as an unsupported beta **gmax** game pack from Discreet, and will not be supported.
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## **Overview**

**gmax tempest** is a game pack for **gmax**, Discreet's 3D modeling, texturing, animation and level editing platform for games. **gmax tempest** was initially created as a "proof of concept" game pack meant to exercise the **gmax** game pack concept. **gmax tempest** is a productive, and fun, content creation environment for Quake III Arena from id Software, Inc.

This **gmax tempest** Installation Guide assumes you have already installed and run **gmax**. If you have not run and registered **gmax**, please do so now. **gmax** must be installed, the application must be registered (web based registration) and the application must be run at least once before the installation of the **gmax tempest** game pack--otherwise errors may occur.

Please follow the steps outlined below to successfully run **gmax tempest** to create and compile levels for Quake III Arena from id Software, Inc.

1. First, install a fully licensed copy of Quake III Arena from id Software Inc.
  - a. Select the Full Install option
2. After installing Quake III Arena, locate the Quake III Arena\baseq3 directory
  - a. Locate the file named “pak0.pk3” within the Quake III Arena\baseq3 directory. You will need to “unzip” this file
  - b. Using Windows Explorer, select the file named “pak0.pk3”
  - c. Shift-Right Click on this file and select the “Open With...” right-click menu item
  - d. Select winzip32, or any other application capable of unzipping zip compressed files
  - e. Extract the contents of this file in to your Quake III Arena\baseq3 directory
    - i. NOTE: this will create up to 1gig of data so make sure to have enough disk space available
3. To successfully compile a **gmax tempest** file into a playable Quake III Arena level, download and install a copy of Q3Radiant
  - a. Download a copy of Q3Radiant directly from:  
[http://www.3ddownloads.com/?file\\_id=95480](http://www.3ddownloads.com/?file_id=95480) or  
<http://www.quake3world.com/files/>
  - b. You can find another mirror by visiting <http://www.qeradiant.com>
  - c. Run the setup program. This will install files into the Quake III Arena\Tools directory
4. Navigate to the gmax\gamepacks\tempest\textures directory and find the folder named “common”
5. Copy the common directory into the Quake III Arena\baseq3\textures directory
6. Go to the gmax\gamepacks\tempest directory
  - a. Find the file named leveltest.map
  - b. Copy leveltest.map into the Quake III Arena\baseq3\maps directory
7. Next, **gmax tempest** must be configured to use Quake III Arena resources
  - a. Double click on the “Tempest” desktop shortcut to start **gmax tempest**
    - i. Option: Double click on the “Tempest” shortcut from within the gmax\gamepacks\tempest\ directory
    - ii. **gmax tempest** requires the user to set the paths to Quake III Arena and the Quake III Arena\Tools directories. Enter this information in the **gmax tempest** preferences window that appears upon the first run of **gmax tempest**
      1. NOTE: The **gmax tempest** preference window can be accessed via the menu bar under Customize →tempest Preferences...
8. Verify that the paths set above are correct by opening the **gmax tempest** Shader Nav
  - a. Click the Shader Nav button on the left side of the **gmax tempest** toolbar
  - b. Select a category from the drop down list

- i. Select “base\_floor”
  - c. Thumbnails of Quake III Arena shaders should appear in the Shader Nav
- 9. Verify that **gmax tempest** levels can be compiled correctly. Test compile a sample level
  - a. Select “Open...” from the **gmax tempest** File menu
  - b. Open the “leveltest.gmax.” The level should load into gmax tempest, and all shaders (textures) should be visible
    - i. This assumes that your **gmax** and Quake III Arena installations are on the C: drive. If this file opens, but the shaders are not visible in the viewports, copy the “leveltest.map” file found in the gmax\gamepacks\tempest directory into the Quake III Arena\baseq3\maps directory
    - ii. After copying “leveltest.map” into the Quake III Arena\baseq3\maps directory, select “Open Map...” from the **gmax tempest** File menu. Navigate to the Quake III Arena\baseq3\maps directory and select “leveltest.map.” This file should import properly into gmax tempest
  - c. After the file opens, click the Compile button on the left side of the **gmax tempest** toolbar
  - d. Select “Quick Compile”
  - e. Name the file “mymap” or optionally “mymap.map”
- 10. After the level has compiled, run Quake III Arena and load your compiled leveltest file
  - a. Go to the Quake III Arena console
    - i. Do this by pressing the “~” key (to left of the number “1”)
  - b. Type “sv\_pure 0”
  - c. Type “map mymap”

Play your new level

## **gmax tempest Configuration Checklist**

- ☐ Full install of Quake III Arena from id Software, Inc.
- ☐ Unzip pak0.pk3 file
- ☐ Install QERadiant
- ☐ Install, run, and register **gmax**
- ☐ Install **gmax tempest** game pack
- ☐ Copy gmax\gamepacks\tempest\textures\**common** directory into Quake III Arena\baseq3\textures directory
- ☐ Copy the gmax\gamepacks\tempest\**leveltest.map** file into Quake III Arena\baseq3\maps directory
- ☐ Set paths to Quake III Arena (Customize → **gmax** Preferences...)
- ☐ Load and compile leveltest.gmax file
- ☐ Play your new level