

Getting Maps on the Add-on Server

We are happy to add more map sets to the add-on server! If you want to playtest a set, let Immorpher (immorpher@gmail.com) and we will prioritize it. Also if you are a modder, we will prioritize your map set, and help you test it as well! Check below for some of the requirements and nuances on compatibility.

Requirements:

1. **Multiple Maps** - To help reduce add-on bloat, mods should have multiple maps. This simplifies the end user experience. An exception can be made for tower-defense/horde-like continuous play maps.
2. **Start Map** - Not all maps need to be accessed from a start, however the majority of maps should be accessible from a path starting at the start map. This makes it easy for casual players to play the mod.
3. **DMCA Free Music** - It is hoped this server will be convenient for content creators to share videos on custom maps. So it's important that custom music won't get them copyright strikes. Here are places where you can get music free from copyright claim if you need it:
 - a. Aleks with a K - <https://alekswithak.bandcamp.com/>
 - b. Immorpher - <https://immorpher.bandcamp.com/>
4. **Lower Case Map Names** - It seems KEX Quake is particular with lowercase map names, otherwise it has issues finding the map.
5. **An Entertaining Description** - All add-ons need a description for the menu. The more interesting it sounds, the more players will want to play it.

Suggested Extras:

1. **Screenshots** - Add-ons all come with screen shots and it helps entice players to get the add-on. If you can provide screenshots, it will help your mod appear in the best light. Up to 7 can be supported and they should be 1280 × 720 pixels in size,
2. **OGG Format Music** - KEX Quake engine supports the ogg format but not the mp3 format, so if you use custom music, having it in OGG will save conversion time later.
3. **Single Player Playtesting** - If you can playtest your mod before we need to, you won't need to worry about removal due to compatibility concerns!
4. **COOP Playtesting** - Also if you have a chance to play it on COOP and give us the results, you won't need to worry about the [COOP Untested] tag hanging around your mod description. COOP compatibility is not required.
5. **mapdb.json** - This is a file which lists all of the maps and their names which KEX uses for map loading and multiplayer. This program lets you make such files:
<https://github.com/jpiolho/QuakeMapDBEditor/releases>

Compatibility Tips

1. **Arcane Dimensions** - Given that arcane dimensions is one of the most advanced mods, some of its features don't seem to be compatible with KEX Quake. We're still willing to test AD-based mapsets however as they can theoretically work in some cases.
2. **Copper** - Some builds of the Quake Copper mod are compatible with KEX Quake, while some others aren't. In particular the use of colored text is an issue.
3. **progs_dump** - As far as we are aware this is compatible!
4. **Quoth** - There's a rumor this isn't compatible
5. **Rubicon** - Rubicon 2 is an official add on so it does theoretically work, but also there's issues since the Rubicon Rumble Pack credits map crashes the game.
6. **Model Replacements** - If a custom model replaces an existing Quake 1 model, the "Enhanced Models" mode can bug it out. The fix for this is including a "quake.rc" file with the "r_md5models 0" parameter to disable enhanced models.
7. **Model Transparency** - Textures on some model types do not support transparency and are rendered as black, such as the grass in the Sacrilege demo.
8. **Teleporting Enemies** - Uncommon but sometimes teleporting enemies can cause a crash. NewHouse fixed it by pushing enemies out of an illusionary sky for his SM218 map.
9. **Ambient Brightness** - Maps without light entities will appear black in general. Using an entity editor with ericw's light tool can generate a lit file to fix this. Or using "_gamma" in worldspawn entity can boost the brightness where values above 1.0 boost the overall light.
10. **Size Limits** - Entities which exceed coordinate distance of 4000 aren't rendered.
11. **Entities in Transparent Water** - Some maps aren't compiled with transparent water in mind so entities can vanish. To fix this include a quake.rc with the command "r_wateralpha 1"

Specific Incompatibilities

1. **Coppertone Summer Jam 2** - 8/29/2022 - Immorpher - Crashes on zigi's map with a "floating point error". Perhaps due to copper.
2. **Q25 Limits Jam** - 9/11/2022 - Immorpher - Escape key no longer works in maps.
3. **Rubicon Rumble Pack** - 8/29/2022 - Immorpher - Credits map causes a crash.
4. **Map Jam X: Insomnia** - 9/12/2022 - Leather Mushroom & Twilightssoul1 - Chiron conundrum crashes the game
5. **Sacrilege** - 9/16/2022 - Leather Mushroom & Immorpher - Minor bug where grass texture transparency is rendered black
6. **Sinister 625** - 9/5/2022 - EightBitVic - The Dead Room has texture issues
7. **SM206** - Prototypes Jam - 9/17/2022 - Immorpher - KONAir and Quasiotter maps global light is not working maps are black. Arkii's map has a weird void by the nailgun where things vanish

8. **SM214** - Prototypes Jam 2 - 9/17/2022 - Immorpher - MrTaufner's map crashes upon loading
9. **SM218** - Elder World Jam - 8/30/2022 - EightBitVic - Crashes on "Return to the Nameless City" during a key pickup due to teleporting enemies. NewHouse fixed this with an illusionary sky.
10. **SM220** - Prototype Jam 3 - 8/29/2022 - Immorpher - Escape no longer works. Some maps crash with unknown error perhaps due to copper.
11. **SM221** - Bridges Jam - 9/5/2022 - Immorpher - No start map.
12. **SM222** - Towers Jam - 1/18/2022 - Immorpher - No start map.
13. **SMEJ2** - Torrent of Impurities - 9/9/2022 - Immorpher - Even with updated copper, the final Smilecythe map crashes KEX Quake
14. **Soul of Evil** - 9/15/2022 - Starting a new game crashes KEX Quake
15. **Triune Discovery** - 9/4/2022 - JPiolho - 3rd map seems unplayable near the end. Here monsters turned invisible, and grenades just disappeared when firing them. (map size limit break?)