**Quark 6.5 alpha 8 Basic Setup**
(Beta 1 version should be identical)

First off, you are going to want to install Quark in a useful place, entirely separate from your quake 2 folder. So, create a new folder on your hard drive for the new program. I recommend a similar path to "C:\Quark 6.5".

Inside of this directory, create a new folder and label it "Buildutils" or something equally descriptive. Now place the qbsp3.exe, qvis3.exe and arghrad.exe programs into this new directory: "C:\Quark 6.5\Buildutils\"

Run the executable Quark 6.5 installer, and when it's done, uncheck the option to inspect the readme.txt file and hit finish.

Quark 6.5 should now open and display the Quark Explorer window shown below.
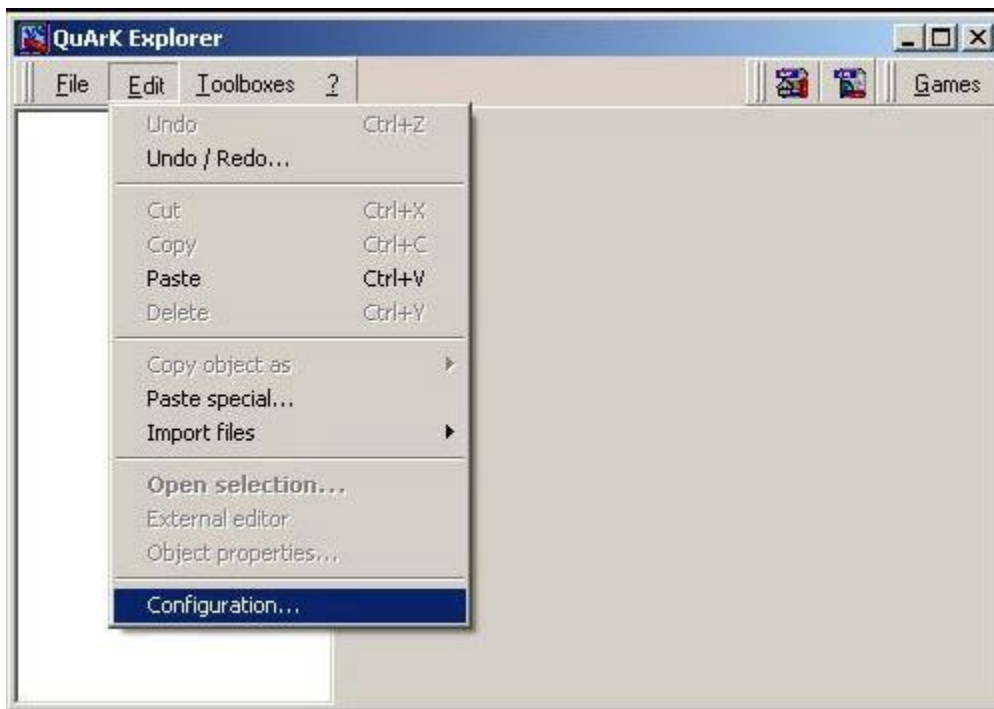
Since this is your first time running it, it will require some setup before it can be used to make a Quake 2 map. Under the "Edit" menu, select "Configuration".

A medium sized window will open. Grab the edges and drag it out until it is much bigger on your desktop to make viewing it a bit easier.
Now, under "Games" click on "Quake 2" to set the build options for it.
It will look something like the image on the next page:
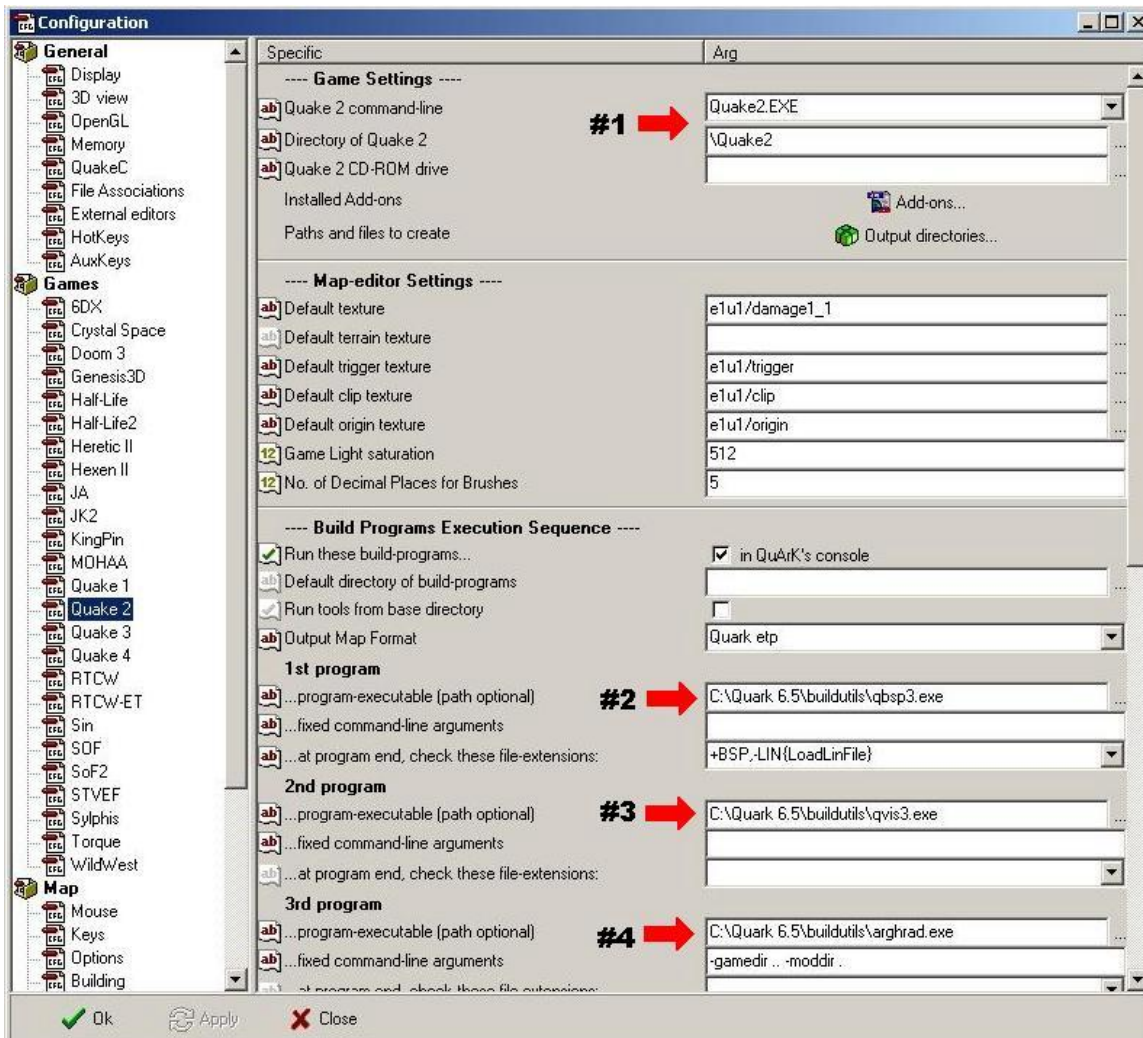
you will need to set 4-5 different things on this page.

#1: Using the browse button on the right of the text field "..." point the program to your Quake 2 directory so it can find the game and the resources that come with it. You can also change the "Quake 2 Command Line" option if you'd like it to use a different Quake 2 client when it runs finished map. Instead of quake2.exe you could put R1Q2.exe etc.

#2: under 1st Program, use the browse button to find the **qbsp3.exe** executable that you hopefully put into "C:\quark 6.5\buildutils". When you find it, click on it and it will set the path for you.

#3: Same as #2 except that here you will set the 2nd Program to find **qvis3.exe**.

#4: Same as #3 except that here you will set the 3rd Program to find **arghrad.exe**.

Once everything has been set to the correct values, hit the "Apply" button on the bottom left of the Configuration Window.

Now that Quark is set up for use with Quake 2, you'll probably want to make a new map. This can be done from the Quark Explorer window.

First, click on the "File" menu and select "Create new file".
This will make a file that will hold your map and related maps.
Now you'll need to make a new blank quake 2 map. To do so, hit the button that the arrow is pointing at above. Now for the first time, you will see the editor window:
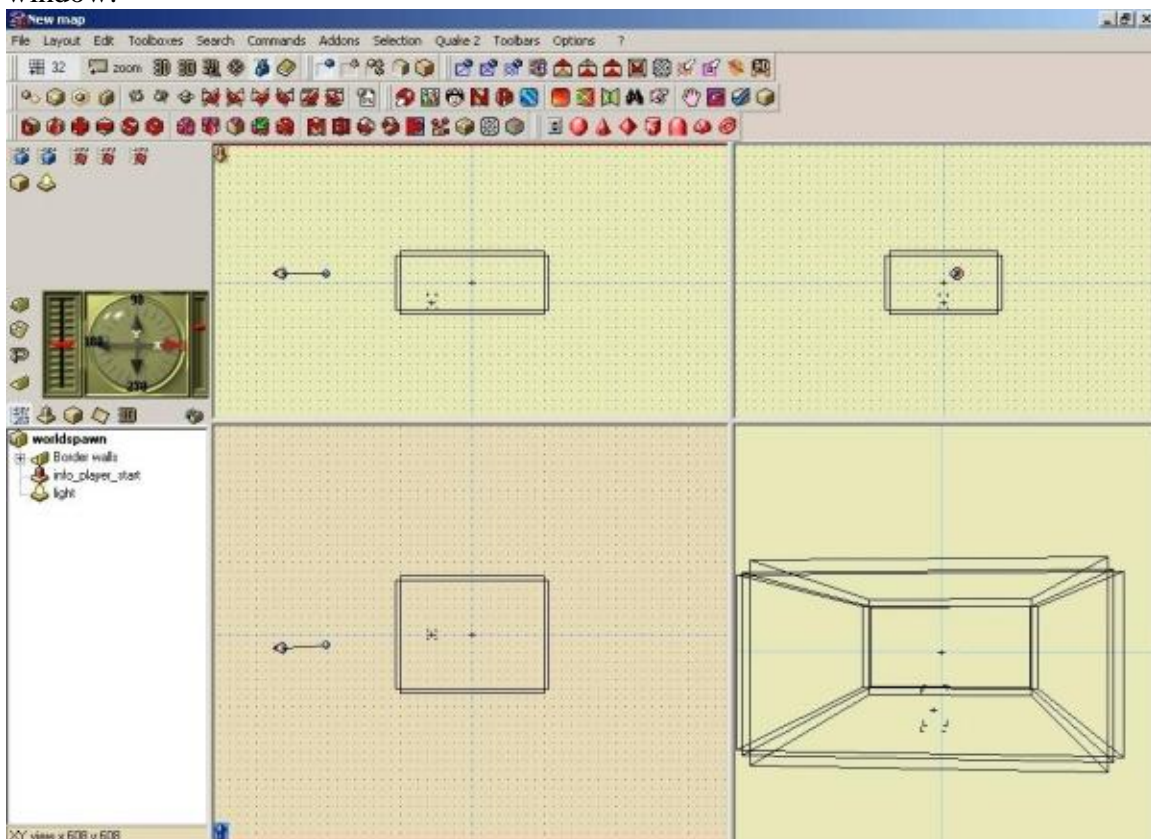
I find this 4 view format to be counterproductive, so I'll show you how to change it to something much more useful.
Under the "Layout" menu, select the option entitled "3 views Layout".

This will leave you with a top down view, a side view, and a 3D view that you can control with the camera. (the eyeball looking thingy with the line coming out)
To move the camera, click and hold on it and drag it within 1 viewport to a different spot.
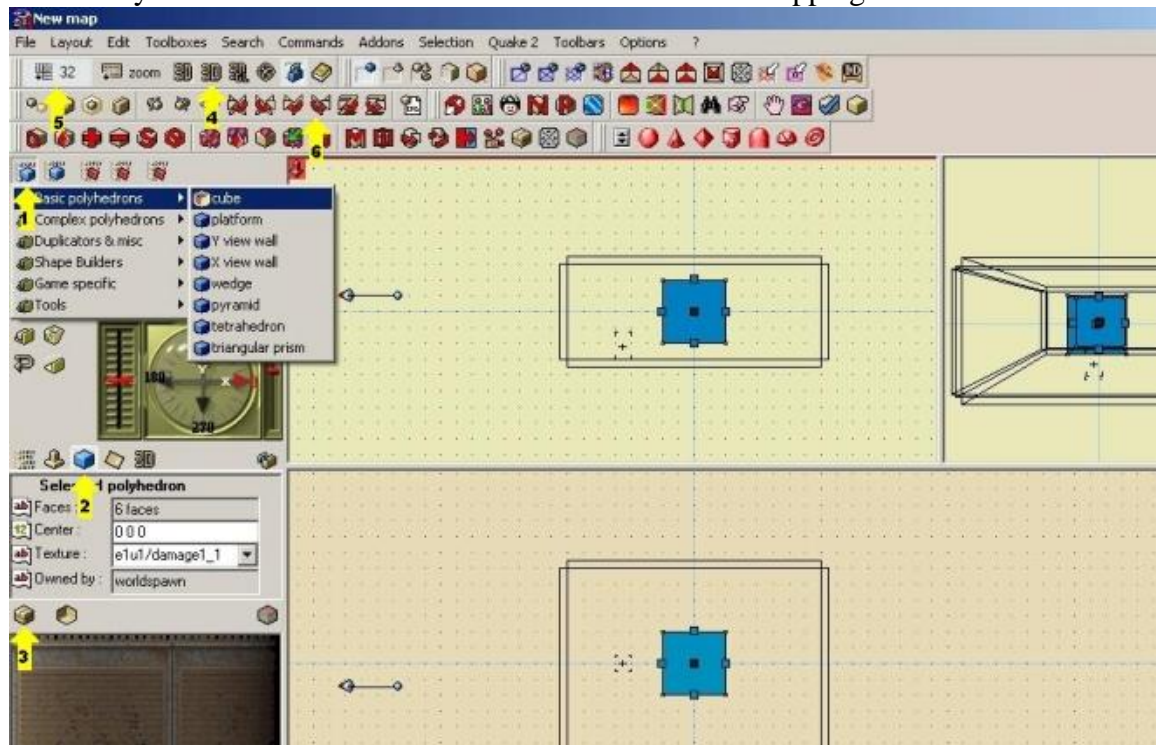To aim it, grab the line coming out of it by the knob on the end of it and point it at what you want the 3D viewport to "see".

Now you're ready to start creating!

Important Buttons:

First off, ignore most of the buttons in the toolbar, as they are not all used very often.
The ones you will want to know about to start some basic mapping are:

#1: These 2 blue buttons allow you to make a new map object of varying type.
the ones under the left button are "Brushes" the ones under the right button are game entities, like weapons, spawnpoints and monsters.
I mostly use the "Basic Polyhedrons" to make all of my structures and stuff.
99% of the time I start with a cube. To make a new one, select "Cube" etc.

#2: This is the object properties window. you switch between this and the tree view (the far left button in this row) to select a certain map object and change its texture and alignment and such.

#3: this is the Texture Browser. To apply a texture to an object, select it in any viewport, open this tab, and hit the button. It will open a browser that will show all of the stock Q2 textures. I'll show you later how to set up custom ones.

#4: These 3 buttons (all marked 3D) open different styles of textured 3D windows to view the map as it will look finished. Make sure you don't have anything selected, and use the arrow keys to move the camera around. to move it up or down use "D" for up and "C" for down. If you accidentally use the arrow keys to do this while you have a brush or entity selected, they will move accordingly.. Use the undo feature to fix any fuckups.

#5: This is the Grid size button. Everything you make in the map will snap to this imaginary grid when you move it so set it to a reasonably decent size and everything will line up without leaks or gaps. (Use squares of 2 for the numbers and you will have a very easy time since all of the game textures are sized like this. ex. 2,4,8,16,32,64)

#6: these 6 buttons with arrows on them are used to turn a brush on a certain axis and a certain way. there is a right and left turn button, for X, Y, and Z. Use these as little as you can because not every brush will turn and still fit to the grid nicely.

Basic Manipulation:

Now that you know how to do some of the basics, you'll want to try making something. I suggest a box.
Make a new cube with the new brush button (#1 above) and it will appear in blue in the viewports. Anything you currently have selected will be highlighted in blue.
(notice, anytime I use "grab" it refers to left clicking on an object and holding the button down)

To move the object, grab it by the black square in the middle of it, and drag it to a point you want it.

To change the shape you can either grab one side of the object and drag it, or you can grab one corner and drag it as well. To only select one side, use the blue square on the corresponding side of the object. To drag a corner to a different spot, grab the small dot that marks the corner of the object.

Try using the texture browser to apply a different texture than damage1_1 (the default)

Now that you've made some changes, you should save the map.
Under the "File" menu, choose "Save in Quark Explorer".

Name your map and hit save and it will put it into the new project file you created earlier. In the Quark Explorer window, under "File" you'll also want to save the whole project file since you haven't done that yet. Select "Save" after you've saved your map to the project to backup the whole project.

To turn the viewports so you can see something from a different angle, you will use the compass looking doohicky on the left side of the editor.
To zoom in/out in the viewports, use the slider bar on the right side of the compass.

Building the map into a .bsp file:

OK now you've saved, and you've got a new map that you want to see in Quake 2.
In the editor window (the one with the 3 viewports and all the buttons) select "Quake 2" from the file menu.
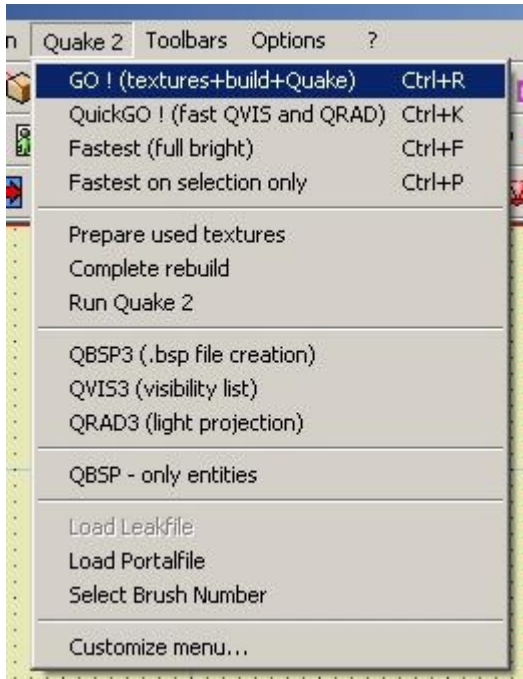
There are 2 options you will use most often, near the top of the menu:

GO!: This will open the console window and run the build utilities on your map in the correct order. When they are finished making the .bsp file, it will autoload the map into Quake 2 and run it for you to test. When this is done, you will have a brand new map that will be placed in the "c:\quake2\tmpquark\maps\" folder. Quark will run your map from this folder just like a quake 2 mod. When it's complete, copy the textures and maps folders out of the c:\quake2\tmpquark\ directory and paste them into your baseq2 or a zip file for distribution... This is the option you will use to make the final build on a map.

Fastest (full bright): This will only run the qbsp3.exe build utility but it will create a usable map. It will take very little time by comparison to the first option, but all of the lighting will be fullbright (way more bright than the map will ever look unless you go light crazy when you make it). I use this to check stuff out when the map is getting bigger, because it may take a long time to build a big map using the first option and I don't like waiting 2-10 hours to check and see if one thing looked right.
When this is done, you will have a brand new map that will be placed in the "c:\quake2\tmpquark\maps\" folder just like above except that it wont look as nice.

Whichever option you choose, the build utilities will run in a window like the one on the next page. When they're done running, quake will just pop up on your screen and the console will close.

```
Console                                                    _ □ ×

 --- QuArK ---   Quake Army Knife   QuArK 6.5 alpha

_____ GO ! (textures+build+Quake) _____


note: this console may not display the program output before it's terminated
\Quake2\tmpQuArK> "C:\Quark 6.5\buildutils\qbsp3.exe" maps/newmap.map

[----- QBSP3 (bsputils3 r2) -----]

gamedir set to C:\Quake2\tmpQuArK\
entering C:\Quake2\tmpQuArK\maps/newmap.map
0...2...5...7... (0)
0...2...5...7... (0)
writing C:\Quake2\tmpQuArK\maps/newmap.prt
Writing C:\Quake2\tmpQuArK\maps/newmap.bsp
    0 seconds elapsed

\Quake2\tmpQuArK> "C:\Quark 6.5\buildutils\qvis3.exe" maps/newmap.map

[----- QVIS3 (bsputils3 r2) -----]

reading C:\Quake2\tmpQuArK\maps/newmap.bsp
reading C:\Quake2\tmpQuArK\maps/newmap.prt
    4 portalclusters
    4 numportals
0...1...2...3...5...6...7...8... (0)
0...1...2...3...5...6...7...8... (0)
Average clusters visible: 4
Building PHS...
Average clusters hearable: 4
visdatasize:44  compressed from 64
```

This window will provide you with important info if you have any errors or any places in your map where there are leaks. It will stop the build if the map leaks into the "void".

Final Words:

When you create a new map, always remember to save it in the quark explorer as a project with a map in it. You can have multiple maps in one project file and they will all show up in the explorer when you open the project. This project file will be saved in the .qrk format. If you just save the map itself, it will be saved as a .qkm.

Save often. Quark is freeware and not entirely bug-free. While you are still figuring out what buttons do which, this is vitally important, as you could cause it to lock up with certain options and you'd lose whatever you'd done.

You can right click on most things in the map to bring up their different properties and such.

If you have more questions, email me at *god_emperor_leto3@yahoo.com*
Good luck!