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Subject: : AmigaOS4

Topic: : Reborn return to castle Wolfenstein

Re: Reborn return to castle Wolfenstein

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URL:

Posted By HunoPPC

@All

I work on Second EGL\_wrap AOS4 Version rtcw SP 1.51c:

New features =>

\* All cvars-news on this engine :

### Console

#### New cvars

\* cg\_fixedAspect ( 0 ) - Use aspect corrected HUD/UI ( 0 = Off, 1 = 4:3 style, 2 = Widescreen style )

\* cg\_fixedAspectFOV ( 1 ) - Use aspect correct FOV when using cg\_fixedAspect cvar ( 0 = Off - Use cg\_fov, 1 = Automatic FOV based on resolution )

\* cl\_autoRecordDemo ( 0 ) - record a new demo on each map change

\* cl\_aviFrameRate ( 25 )- the framerate to use when capturing video

\* cl\_aviMotionJpeg ( 1 ) - use the mjpeg codec when capturing video

\* cl\_guidServerUniq ( 1 ) - makes cl\_guid unique for each server

\* cl\_cURLLib - filename of cURL library to load

\* cl\_consoleKeys - space delimited list of key names or characters that toggle the console

\* cl\_mouseAccelStyle ( 0 )- Set to 1 for QuakeLive mouse acceleration behaviour, 0 for standard

\* cl\_mouseAccelOffset ( 5 ) - Tuning the acceleration curve, see below

\* con\_autochat ( 1 ) - Set to 0 to disable sending console input text as chat when there is not a slash at the beginning

\* con\_autoclear ( 1 ) - Set to 0 to disable clearing console input text when console is closed

\* in\_availableJoysticks - list of available Joysticks

\* in\_keyboardDebug - print keyboard debug info

\* j\_forward - Joystick analogue to m\_forward, for forward movement speed/direction.

\* j\_side - Joystick analogue to m\_side, for side movement speed/direction.

\* j\_up - Joystick up movement speed/direction.

\* j\_pitch - Joystick analogue to m\_pitch, for pitch rotation speed/direction.

\* j\_yaw - Joystick analogue to m\_yaw, for yaw rotation speed/direction.

\* j\_forward\_axis - Selects which joystick axis controls forward/back.

`j_side_axis` - Selects which joystick axis controls left/right.  
\* `j_up_axis` - Selects which joystick axis controls up/down.  
\* `j_pitch_axis` - Selects which joystick axis controls pitch.  
\* `j_yaw_axis` - Selects which joystick axis controls yaw.

\* `s_useOpenAL ( 1 )` - use the OpenAL sound backend if available  
\* `s_alPrecache ( 1 )` - cache OpenAL sounds before use  
\* `s_alGain ( 1.0 )` - the value of `AL_GAIN` for each source  
\* `s_alSources ( 128 )` - the total number of sources to allocate  
\* `s_alDopplerFactor ( 1.0 )` - the value passed to `alDopplerFactor`  
\* `s_alDopplerSpeed ( 9000 )` - the value passed to `alDopplerVelocity`  
\* `s_alMinDistance ( 128 )` - the value of `AL_REFERENCE_DISTANCE` for each source  
\* `s_alMaxDistance ( 1024 )` - the maximum distance before sounds starts to become inaudible.  
\* `s_alRolloff ( 2 )` - the value of `AL_ROLLOFF_FACTOR` for each source  
\* `s_alGraceDistance ( 512 )` - after having passed `MaxDistance`, length until sounds are completely inaudible  
\* `s_alDriver` - which OpenAL library to use  
\* `s_alDevice` - which OpenAL device to use  
\* `s_alAvailableDevices` - list of available OpenAL devices  
\* `s_allInputDevice` - which OpenAL input device to use  
\* `s_alAvailableInputDevices` - list of available OpenAL input devices

\* `s_sdlBits` - SDL bit resolution  
\* `s_sdlSpeed` - SDL sample rate  
\* `s_sdlChannels` - SDL number of channels  
\* `s_sdlDevSamps` - SDL DMA buffer size override  
\* `s_sdlMixSamps` - SDL mix buffer size override

\* `s_backend` - read only, indicates the current sound backend

\* `s_muteWhenMinimized` - mute sound when minimized  
\* `s_muteWhenUnfocused` - mute sound when window is unfocused

\* `sv_dlRate` - bandwidth allotted to PK3 file downloads via UDP, in kbyte/s  
\* `sv_dlURL` - the base of the HTTP or FTP site that holds custom pk3 files for your server

\* `com_ansiColor` - enable use of ANSI escape codes in the terminal  
\* `com_altivec` - enable use of altivec on PowerPC systems  
\* `com_standalone` (read only) - If set to 1, RTCW is running in standalone mode  
\* `com_basegame` - Use a different base than main. If no original RTCW pak files are found, this will enable running in standalone mode  
\* `com_homepath` - Specify name that is to be appended to the home path  
\* `com_legacyprotocol` - Specify protocol version number for legacy RTCW 1.4 protocol, see "Network protocols" section below (startup only)  
\* `com_legacyversion` - Use vanilla RTCW 1.41 version string for game server browser visibility  
\* `com_maxfpsUnfocused` - Maximum frames per second when unfocused  
\* `com_maxfpsMinimized` - Maximum frames per second when minimized  
\* `com_busyWait` - Will use a busy loop to wait for rendering next frame when set to non-zero value  
\* `com_pipefile` - Specify filename to create a named pipe through which other processes can control the server while it is running. ( Nonfunctional on Windows. )  
\* `com_gamename` - Gamename sent to master server in `getservers[Ext]` query and `infoResponse "gamename"` infostring value. Also used for filtering local network games.

~~com\_protocol - Specify protocol version number for current iortcw protocol, see "Network protocols" section below (startup only)~~

\* sv\_banFile - Name of the file that is used for storing the server bans

\* net\_ip6 - IPv6 address to bind to

\* net\_port6 - port to bind to using the ipv6 address

\* net\_mcast6addr - multicast address to use for scanning for IPv6 servers on the local network

\* net\_mcastiface - outgoing interface to use for scan

\* net\_enabled - enable networking, bitmask. Add up number for option to enable it:

Enable IPv4 networking: 1

Enable IPv6 networking: 2

Prioritize IPv6 over IPv4: 4

Disable multicast support: 8

\* r\_allowResize - make window resizable

\* r\_ext\_texture\_filter\_anisotropic - anisotropic texture filtering

\* r\_zProj - distance of observer camera to projection plane in quake3 standard units

\* r\_greyscale - desaturate textures, useful for anaglyph, supports values in the range of 0 to 1

\* r\_stereoEnabled - enable stereo rendering for techniques like shutter glasses (untested)

\* r\_anaglyphMode - Enable rendering of anaglyph images

red-cyan glasses: 1

red-blue: 2

red-green: 3

green-magenta: 4

To swap the colors for left and right eye just add 4 to the value for the wanted color combination. For red-blue and red-green you probably want to enable r\_greyscale

\* r\_stereoSeparation - Control eye separation. Resulting separation is r\_zProj divided by this value in quake3 standard units. See also [http://wiki.ioquake3.org/Stereo\\_Rendering](http://wiki.ioquake3.org/Stereo_Rendering) for more information

\* r\_marksOnTriangleMeshes - Support impact marks on md3 models, MOD developers should increase the mark triangle limits in cg\_marks.c if they intend to use this.

\* r\_sdldriver - read only, indicates the SDL driver backend being used

\* r\_noborder - Remove window decoration from window managers, like borders and titlebar.

\* r\_screenshotJpegQuality - Controls quality of jpeg screenshots captured using screenshotJPEG

\* r\_aviMotionJpegQuality - Controls quality of video capture when cl\_aviMotionJpeg is enabled

\* r\_mode -2 - This new video mode automatically uses the desktop resolution.

#### New commands

\* video [filename]- start video capture (use with demo command)

\* stopvideo - stop video capture

\* stopmusic - stop background music

\* minimize - Minimize the game and show desktop

\* togglemenu - causes escape key event for opening/closing menu, or going to a previous menu. works in binds,

even in UI

- \* print - print out the contents of a cvar
- \* unset - unset a user created cvar
- \* banaddr ( range ) - ban an IP address range from joining a game on this server, valid ( range ) is either playernum or CIDR notation address range.
- \* exceptaddr ( range ) - exempt an IP address range from a ban.
- \* bandel ( range ) - delete ban (either range or ban number)
- \* exceptdel ( range ) - delete exception (either range or exception number)
- \* listbans - list all currently active bans and exceptions
- \* rehashbans - reload the banlist from serverbans.dat
- \* flushbans - delete all bans
- \* net\_restart - restart network subsystem to change latched settings
- \* game\_restart ( fs\_game ) - Switch to another mod
- \* which ( filename/path ) - print out the path on disk to a loaded item
- \* execq ( filename ) - quiet exec command, doesn't print "execing file.cfg"
- \* kicknum ( client number ) - kick a client by number, same as clientkick command
- \* kickall - kick all clients, similar to "kick all" ( but kicks everyone even if someone is named "all" )
- \* kickbots - kick all bots, similar to "kick allbots" (but kicks all bots even if someone is named "allbots")
- \* tell ( client num ) msg - send message to a single client (new to server)
- \* cvar\_modified [filter] - list modified cvars, can filter results (such as "r\*" for renderer cvars) like cvarlist which lists all cvars
- \* addbot random - the bot name "random" now selects a random bot

\*New renders mode:

- "Mode 0: 320x240 (4:3)"
- "Mode 1: 400x300 (4:3)"
- "Mode 2: 512x384 (4:3)"
- "Mode 3: 640x480 (4:3)"
- "Mode 4: 800x600 (4:3)"
- "Mode 5: 960x720 (4:3)"
- "Mode 6: 1024x768 (4:3)"
- "Mode 7: 1152x864 (4:3)"
- "Mode 8: 1280x1024 (5:4)"
- "Mode 9: 1600x1200 (4:3)"
- "Mode 10: 2048x1536 (4:3)"
- "Mode 11: 856x480 (16:9)"
- "Mode 12: 640x360 (16:9)"
- "Mode 13: 640x400 (16:10)"
- "Mode 14: 800x450 (16:9)"
- "Mode 15: 800x500 (16:10)"
- "Mode 16: 1024x640 (16:10)"
- "Mode 17: 1024x576 (16:9)"
- "Mode 18: 1280x720 (16:9)"
- "Mode 19: 1280x768 (16:10)"
- "Mode 20: 1280x800 (16:10)"
- "Mode 21: 1280x960 (4:3)"
- "Mode 22: 1440x900 (16:10)"
- "Mode 23: 1600x900 (16:9)"
- "Mode 24: 1600x1000 (16:10)"
- "Mode 25: 1680x1050 (16:10)"
- "Mode 26: 1920x1080 (16:9)"

Mode 27: 1920x1200 (16:10)"

"Mode 28: 1920x1440 (4:3)"

"Mode 29: 2560x1600 (16:10)"

\*OpenGLs 2.0 backend with EGL\_wrap and GL4es

\* OpenAL sound API support (multiple speaker support and better sound quality)

\* AVI video capture of demos

\* Much improved console autocompletion

\* Persistent console history

\* Colorized terminal output

\* Optional Ogg Vorbis support

\* Support for various esoteric operating systems

\* cl\_guid support

\* HTTP/FTP download redirection (using cURL)

\* PNG support

And at this version is final version for Warp3D NOVA and minigl

Best regards

HunoPPC 2019

\* Many, many bug fixes for your pleasure 😊