



Patch v1.3 Readme

Daikatana v1.3 Team

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1 Intro

Can't even believe I'm typing this! Welcome to v1.3. Coded by [HCI]Mara'akate, Knightmare, caedes, Yamagi, and htr. With help by Taniwha, Deek, LordHavoc, neozeed, sezero and other awesome dudes. Additional art by Pieter Verhoeven.

Project page with bugtracker, download links, installation instructions, etc. is available at: <https://bitbucket.org/daikatana13/daikatana>



2 Important Stuff

Previous saved games will be broken. Start a new game. This can't be fixed as the Quake 2 engine relies on those older DLLs.

- On Linux and FreeBSD savegames etc. are saved to
`$HOME/.local/share/Daikatana/`
- On OSX they're saved to
`/Users/<username>/Library/Daikatana 1_3 Team/Daikatana/`
- On Windows they're saved to the installation directory, like before.

Please note that `dm_friendly_fire` is now `allow_friendly_fire`. Check your server configs!

Windows 8 and Windows 10 will disable alt-tab. This is due to the appcompat database built into Windows. There are registry patches in DK 1.3 to disable this in Windows XP, Vista and 7 but not in 8 or 10.

We have had a report of the registry patch not working on Windows 7 which I believe may be related to non-english versions of Windows having different registry paths. A workaround to this problem is to rename *daikatana.exe* to *daikatana13.exe* as Windows is adding the alt-tab disability based solely on the filename.

On first start-up the game will verify that your *pak1.pak*, *pak2.pak* and *pak3.pak* files are updated to v1.2. On old computers this may delay start-up. If you're positive that they are v1.2 and really don't want to wait you can add `cl_paks_verified CVAR 1` to your *autoexec.cfg*.

3 What's New?

3.1 Miscellaneous Changes

- Win32: Q3A engine style dedicated console.
- Load up to 99 PAK files.
- The "musictrack" worldspawn key to set music track for maps not included in music.csv. (Knightmare)
- `sv_entfile` CVAR. Set to 1 to enable external entity files. Use `sv_dumpentities` to dump the file of a map.
- `sv_norobogib` CVAR. Set to 1 to disable gibbing of robotics.
- Floor torches in E2M4 are no longer knocked aside near doors. (Knightmare)
- Added scaling of crosshair. (Knightmare)
- Added status bar scale option to options menu. (Knightmare)
- Hide savegem count in save menu when unlimited saves is enabled. (Knightmare)
- Added support for mouse buttons 4 and 5. (Knightmare)
- Added support for scrolling console with mouse wheel. (Knightmare)
- Codebase *mostly* GCC4 compliant (have to clean up a few small warnings).
- Codebase even compiles with clang (fixed a lot of clang warnings, probably fixed bugs by doing that - caedes)
- Automatic map, textures, models, and sound downloading with resume support.
- Set `console` CVAR to 1 by default.
- Support for v1.2 connectivity!
- Icon embedded into the EXE.
- `logfile_name` CVAR. Make your own custom log files for each server. Use with logfile 2 for realtime log updating. If you use for example `'LOGFILE_NAME "LOGS/SERVER.LOG"'` it will place server.log in data/logs.
- `flushlog` CMD for clearing logs set with `logfile_name`.
- ALT+TAB issue on XP resolved.
- `vid_fullscreen` CVAR is locked to 1 on 3DFX drivers.
- `mp3` CMD will tell you how it works if you type it in.
- `music` CMD will tell you how it works if you pass more than 2 parameters to it.

- Chat buffer: remembers the last 32 messages you type. Use up/left and down/right arrows respectively. Thanks to taniwha for a smarter version.
- **version** (not just protocol version) is sent to the master servers.
- Server notifies the users in-game a new players version. Any version that does not respond to the request is assumed to be v1.2.
- **cl_missing_sounds** CVAR. Set to 0 to remove the sounds that were incorrectly named in some maps. I don't know if there will be sounds overlapping and the typos were on purpose in some cases. Therefore, I've added the option to disable it.
- **cvarlist** and **cmdlist** filtering. For example, "**cvarlist cl_**" will return all cvarlist containing "**cl_**" in them.
- You can issue console commands during connection. This may cause some sillies. Let me know if you find some.
- The mouse is no longer silently semi-captured if you ALT+TAB out from the main menu. (Thanks Leo-tck)
- Chat broadcasting. The user will glow, become semi-transparent, and have a spinning savegem above their heads when they are typing a message, gone AFK (AFK is triggered by alt-tabbing and mucking about in the main menu). To disable sending of these notifications to the server set **cl_broadcast_chat** CVAR to 0.
- Spawn Protection. Defaults to on with a 1 second protection. CVARs are **sv_spawn_protection** and **sv_spawn_protection_time**.
- **motd_time** CVAR. Defaults to 5.0 seconds (same as the hardcoded value). Modifying this CVAR will vary how long the MOTD stays on the screen.
- **timestamp** CVAR. 1 for Military, 2 for 12hr AM/PM. Format is shown as: [MM/DD/YY @ HH:MM:SS AM/PM].
- **logfile** CVAR with a value of 3 or higher will append existing logs instead of overwriting a previous one. Useful for seeing what happened last before a server crash.
- **togglecvar** CMD. Now you don't have to use aliases to toggle between 0/1 with CVARs!
- **forcecvar** CMD. Forces any write-protected or noset CVAR to change. USAGE: **forcecvar <CVAR><value>**.
- Map name is shown in the server initialization. Useful for logging problem maps.
- Ported the game to 32-bit Linux (64-bit should be almost impossible :-/) using SDL2 and OpenAL. (caedes)
- OpenAL sound back-end with true surround sound etc. (caedes)
- Based on that it was easily ported to OSX and FreeBSD (htr, Yamagi)

- Stable Savegames - in the future new patches shouldn't break old savegames (as long the relevant internal data structures aren't changed, which is usually not needed)
- (On Linux/OSX/other Unix-like) write function names that aren't known to the savegame system (but should have been saved) to `<save-dir>/dk-missing-fns.txt` \Rightarrow using this, lots of missing functions were made known to the savegame system, so savegames should work even better now! (caedes)
- Loading bar sounds have been disabled. Due to fast map loads from optimizations, they now sound like a ripping noise. Bring it back with `scr_loading_sounds 1`.
- `allow_friendly_fire` CVAR. This replaces `dm_friendly_fire` and the 3 other CVARS which made it more confusing than it needed to be.
- Ambient/looping sounds are now paused while in the main menu.
- New protocol with extended limits, better network compression by reducing the size of some `MSG_Write/MSG_Read` values, and HTTP downloading with libCURL. (Knightmare, HTTP downloading by Mara'akate with code adapted by QuakeForge)

- **developer** CVAR values are now set with flags. Setting to Developer 1 will still show all types of developer printf's, EXCEPT extreme verbose stuff (which was normally commented out in the code). These flags are set just like dmflags in Quake 2. I.e. adding the values for the ones you want. Available values:

Flag	Value	Description
DEVELOPER_MSG_STANDARD	2	Standard messages
DEVELOPER_MSG_SOUND	4	Sound messages
DEVELOPER_MSG_NET	8	Network messages
DEVELOPER_MSG_IO	16	File IO messages
DEVELOPER_MSG_GFX	32	Graphics renderer messages
DEVELOPER_MSG_AI	64	AI messages
DEVELOPER_MSG_MEM	128	Memory management messages
DEVELOPER_MSG_SERVER	256	Server messages
DEVELOPER_MSG_SDL	512	SDL messages
DEVELOPER_MSG_WORLD	1024	World.dll messages
DEVELOPER_MSG_PHYSICS	2048	Physics.dll messages
DEVELOPER_MSG_WEAPONS	4096	Weapons.dll messages
DEVELOPER_MSG_GCE	8192	GCE.dll messages
DEVELOPER_MSG_ENTITY	16384	Entity messages
DEVELOPER_MSG_SAVE	32768	Save/Restore messages
DEVELOPER_MSG_VERBOSE	65536	Extremely verbose messages
DEVELOPER_MSG_GAMESPY	131072	Extremely verbose gamespy messages
DEVELOPER_MSG_OPENAL_VERBOSE	262144	Extremely verbose OpenAL messages

- Descriptions for some CVARs.
- Compressed configstrings and baselines in multiplayer using liblzf. Cuts down packet sizes on initial connect by 50-70% on average.
- Attempt to compress **svc_frame** packets in multipalyer with liblzf if they overflow. This should help with intense games that have a lot of gibs flying around and you would get getspace overflow messages. If the frame cannot be compressed under the maximum packet size for multiplayer the entire frame is discarded as it's not worth resending again.
- **sv_use_dk10_wisp** CVAR to use Daikatana's 1.0 style of having to "chase" the wisp ammo around the map to capture it.
- OpenAL support under Windows. AudioEngDLL CVAR supports setting **audio_openal.dll** or **audio_miles.dll**. Call with **snd_restart** to switch between them or restart the game.
- FLAC and OGG support for OpenAL under Windows. *nix environments to come. **Audio_miles.dll** is enforced under Windows 98 since OpenAL is not supported on that platform.

- `s_preferred_music_format` and `s_preferred_music_extension` CVARs. Set `s_preferred_music_format` to 1 to override searching for mp3s for music. Extension is set with `s_preferred_music_extension`. Only works with OpenAL with WAV, FLAC and OGG. With these CVARs you can use the OST packs available at the DK 1.3 project page for better sound quality. FLAC and OGG are currently only supported on Windows.
- Multi-language support. Choose from *English* (default), *French*, *German*, *Italian* and *Spanish* in the options menu.
- Fixed death animations repeating themselves when you open/close doors in front of a dying enemy.
- Win32: Set `-singlecpu` on the command line to force setting processor affinity to a single core. Useful for older machines with bad multi-threaded drivers.
- New options menu with multiple pages for some of the new features.
- Gashands show total remaining time in ammo count for Single Player and Coop. Deathmatch has infinite time.
- `sv_ionblaster_clipping` CVAR. Defaults to 1. Set to 0 to disable the laginess when hit by ionblaster projectiles. However, this has the side-effect of disabling the ionblaster jump exploit.
- `sv_gashands_time` CVAR. Defaults to 120. Amount of time (in seconds) the gashands last.

3.2 Cooperative

- `coop_item_respawn` CVAR.
- `coop_fast_switch` CVAR for fast weapon switching.
- Coop will now print MOTD.
- Coop broadcasts when a player joins the game.
- `coop_real_name` CVAR. Coop chat messages show player's name instead of character name.
- COOP saving with username/password. It's set by `sv_coop_stats` which defaults to 1. A player can register himself on the server with `coop_password` "password". After reconnecting (or a map change) they will be told that they are now registered, along with their password. This will give you your experience points and daikatana experience points back. However, it does not yet reset your specific levels, armor, and boost powerups. Essentially, you can reconnect and redistribute your spending points again.
- `sv_coop_min_exp` CVAR. Episodes 2, 3, and 4 will start you off with a minimum experience level. 5, 10, and 15 respectively. This is to help new players joining in the middle of a game.
- The game will announce if someone is at the exit.

- `coop_reset_stats` CMD. This will check your `coop_password` CVAR and reset your stats, experience, and level to 0.
- `sv_coop_timelimit` CVAR. Set to 1 to reset the map every 24 hours to avoid a rare extreme uptime bug in coop.
- `coop_distribute_xp` CVAR. Defaults to 1, distributes experience points to total number of players in game.
- `coop_no_intermission` CVAR. Set to 1 to disable the intermission scoreboard during changelevel transistions. Just like in Single Player.
- Give all the players the Manaskull and Wraithorb in coop (just like the sidekicks!)
- Death messages broadcasted if you are killed by a monster, not just from suicides.
- `coop_monster_obituaries` CVAR. Defaults to 1. Broadcasts obituaries for monsters killed.
- `coop_mapmsgs` CVAR. Defaults to 1. Broadcasts map message (i.e. you need a key, sequence complete!, etc.) to all players.
- `coop_checkpoints` CVAR. Defaults to 1. This requires making (or using) coop checkpoint files. Commands to generate the checkpoints are `createcheckpoint`, `savecheckpoints`, and `deletecheckpoints`. Commands require a password to be used which is set with the `coop_checkpoints_adminpass` CVAR.
- Persistent shared inventory. I.e. items of importance like the AEGIS runes are given to all players, even for players who join in the game later. Same goes for weapons found upon death or connecting.

3.3 Deathmatch

- `sv_rocket_damage` CVAR. Set to 0 for no sidewinder self-damage. Will work in Coop and SP.
- You can spawn entities in multiplayer, but `cheats` CVAR must be 1 and you can not do this in dedicated for security reasons, and because of coding issues.
- `dm_instagib` 2 for RA mode.
- `dm_instagib` 3 to alternate weapon set.
- `dm_powerup_global` CVAR. Set to 1 to have the powerup sounds emitted globally. (Suggestion by DI-MeisterM)
- `endmatch` CMD. This will allow a player to end the match early using "endmatch <password>". Use `endmatch_password` CVAR to set the password.
- `dm_tourney` CVAR. Set to 1 to enable a tournament mode. Join the match the /entermatch command. And /leavematch to leave it. Control max players with `dm_tourney_maxplayers` CVAR.
- `dm_tourney_maxplayers` CVAR. Defaults to 2 (1v1). For use with the `dm_tourney` CVAR.
- `dm_black_chest_no_explosion` CVAR. Defaults to 0. Enable this to ensure the Black Chests in Episode 3 will always spawn an item in Deathmatch.

3.4 Dedicated Server

- `WSAECONNRESET` spam in dedicated servers now starts on a new line so you don't see `NET_SendPacket: WSAECONNRESETWSAECONNRESET` etc. and requires `DEVELOPER` to be set.
- `email`, `website`, and `admin` CVARs for use with GameSpy browser.
- Server notifies you if someone connects and if they disconnect while downloading, timeout, pc crashes, etc.
- Server notifies the users in-game if someone is stuck in console download limbo.
- `timeout_connect` CVAR. Default value is 10. This is the timeout range for clients who are stuck in connect limbo.
- `sv_broadcast_namechange` CVAR. Defaults to 1. This broadcasts whenever a player changes their name.
- Experimental banlist. On first connection it will create the banlist.txt file. After that you can use the "banlist <ip>" command to add new entries and yes, you can filter them by asterisk to ban ranges. i.e. "banlist 127.*" Thanks to LordHavoc for the asterisk parsing code.

- **net_printip** CVAR. Set to 1 to have it alert you to the IP address of connetions.
- **sv_auto_save** CVAR. Set to 0 to disable auto saving from dedicated servers. Highly recommended.
- **sv_broadcast_update** CVAR. Set to 1 to tell a user on connect where to download the latest version of DK 1.3 incase of map version errors. This will also stuff a "console 1" to their client so they have a better chance of seeing this message.
- **sv_http_url_base** CVAR. Defaults to "http://dk.toastednet.org/dk_http". This is the root directory for HTTP downloads. You can set this value blank to disable HTTP DLs or to another URL (no trailing backslash) for hosting your own files.
- **sv_http_allow** CVAR. Defaults to 1. Set to 0 to explicitly disable HTTP downloads.
- **sv_broadcast_dl** CVAR. Set to 1 to broadcast to everyone in game if a user is downloading files before they are in-game. Useful to know if a user is connected and stuck in console download limbo with many files to grab.
- **sv_random_map** CVAR. Defaults to 0. Set to 1 to select a random map from the MultiplayerMaps.csv file. This will check to make sure the map exists and that it has the appropriate **info_player** spawn points (requires at least 2). (Mara'akate, overhauled by Caedes)
- **sv_auto_rotate_map** CVAR. Defaults to 0. Set to 1 to automatically go to the next map if no players are currently connected. This skips the whole intermission screen which prevents players from connecting to a map and then having to sit through an intermission screen for 5 seconds then reconnect to finally get to a new map. This defaults to 0 for potential CPU and disk usage concerns.
- **sv_rcon_banned_commands** CVAR. Defaults to "killserver quit net_max_mtu rcon_master_password". This disables the sending of the killserver and quit commands from a remote console. You can also add more commands or remove some if you wish. This is a locked CVAR which means that forcecvar cannot change this value. To disable the behavior you must add +set sv_disable_rcon_killserver "" to your server config or command line.
- **rcon_master_password** CVAR. Set this to use a special password to override sv_rcon_banned_commands. Dedicated output will indicate with "*master" if an rcon was sent with this password.
- **sv_load_default_mp_map**. Defaults to 0. Set this to 1 to select e1dm2a, e1ctf1, e1dt1, and e1m1a for dm, ctf, dt, and coop accordingly if you send a map command over that doesn't have the appropriate spawn points.

- **net_max_mtu** CVAR. Defaults to 800. Changing this value will adjust the maximum MTU size of a packet sent out **ONLY** for the initial connect sequence for configstrings and baselines.

This value was originally hardcoded to a value of 1400 which was causing problems with users being stuck in a connect limbo because their routers or connections were dropping packets (possibly the server dropping them as well). Quake 2 used a default value of 700. Values of 1200 seem to be OK if all players are using a high speed connection.

Setting to 1200 might speed the initial connect sequence by shaving off a second or two, but isn't recommended. This a protected CVAR so a malicious user can't set it to **net_max_mtu 1** or some other low value which would make connections take a long time to finish up.

- **sv_idlekick** CVAR. Defaults to 300. Kick excessiver idlers after X seconds. Set to 0 to disable.
- **sv_lockout_old_builds** CVAR. Defaults to 0. Set to 1 to lockout older 1.3 builds (builds older than the one you are currently running) from being able to connect to the server. You may want this to enforce users to grab new builds for security fixes, etc.
- **sv_compressed_packets** CVAR. Defaults to 1. Set to 0 to explicitly disable any kind of compressed packet.
- **sv_master_server_ip** CVAR. Defaults to master.maraakate.org. Use this to report to another gamespy emulated master server.
- **sv_master_server_port** CVAR. Defaults to 27900. The port to use with **sv_master_server_ip**.
- **sv_maxfps** CVAR. Set to any value greater than 0 to cap very high FPS players.

3.5 Bug Fixes

- Added hack to prevent "dojburn" models being moved by doors in e2m4d & e2m4e. (Knightmare)
- Fixed player being able to pick up megashield when at full megashield armor. (Knightmare)
- Fixed ammo counts for weapons the player does not have from disappearing from the weapon HUD after a **vid_restart**. (Knightmare)
- Fixed stat boost icons on HUD from getting re-arranged after a **vid_restart**. (Knightmare)
- Fixed inventory and weapon models on HUD from disappearing after a **vid_restart**. (Knightmare)
- Reconnect works properly if disconnected.
- Manually invoking "PRECACHE" won't bomb the client.

- Changelevel and map will no longer bomb dedicated servers if the map doesn't exist.
- Download while disconnected no longer causes a buffer overflow. The client will check to see if you're connected to anything before allowing you to use the command.
- Fixed elra map series bombing during timelimit. Remember to add `info_player_intermission` or `info_player_start`, guys! But, if you forget I've added checks for that now.
- SPAWN cmd won't bomb if nothing is passed to it.
- Tempstr for the '^' backscrolling on console is now a dynamic string.
- CTRL+V works properly. (Thanks Leo-tck)
- Fixed possible security exploit with `cl_checkkick` CVAR.
- No downloading of config files.
- Fixed demoplay crashing if you are presently in a game and checks are in place for typing in a non-existent file.
- Fixed dir command crashing.
- Clients typing boost and breakme will no longer print the help to dedicated console. Instead, it is sent directly to the user. Other commands that relied on bprint for this method have been converted as well.
- Clients typing "info" will receive the serverinfo.
- Jumping in demos no longer has a stuttering effect. (Thanks DI-MeisterM)
- Dumpinfo only works from the host or in single player. Added check for this.
- Changing, Messagemode, and Messagemode2 only works if you're at least *connected* to something.
- Not found file errors in developer mode is smarter.
- Modelname and skinname infostring being set as NULL or empty was causing null pointer crashes.
- Using the local browser with ADR0-9 CVARs containing "/" in the host-name will no longer cause it to parse improperly.
- Using "MAP <mapname>" from dedicated servers will properly update the gamespy master server. Now you won't see <your ip>:9999 with no stats via in game browser.
- Wyndrax related bugs (crashes, problems after saving) fixed (caedes)
- Fishes and Seagulls don't disappear after save/load (caedes)
- Timedemo now works with deathmatch demo playback.

- Fixed crashing between initiating map changes via console from the game client. (caedes)
- Fixed gashands running out of gas immediately upon map changes in coop.
- Death by Eye of Zeus in DM games will only show the message once and to the proper player.
- Suicide messages now show up in dedicated server output.
- Suicide message from your own C4 explosive had a unique message that never triggered, but now it does.
- Suicide message from executing the kill command now shows a death message in all game modes.
- Fixed missing "data/" in `fs_gamedir` after setting gamedir back to base from a mod dir. (Knightmare)
- Fixed gashands not sending a `current_weapon` selection message.
- Fixed a chat exploit and allowed you to finally do some quotes with semicolons in messagemode.
- `gib_damage` defaults to be 0.30 (which happens on a local server, dedicated was defaulting to 40 and causing gibs not to appear in coop except in extreme damage situations).
- Breakme cheat now works.
- Death messages aren't printed twice. (new protocol)
- Fixed respawning forcing you to look up or other askewed angles.
- Fixed Hiro's sidekick flap in coop showing the invisibility face if player was in God mode or holding the Manaskull.
- Renamed `cl_autoweaponswitch` CVAR to `cl_autoweaponswitch`.
- Destroying RockGat's (turrets) give you experience points.
- Fixed being stuck in "connect limbo" for up to 30 seconds (sometimes longer!). See `net_max_mtu` CVAR in dedicated server for more information.
- CTF and DT endmatches trigger properly if nobody is on the server. Previously, they would default into overtime. This is why if you joined a CTF game that was empty after the first capture the game would trigger an endmatch.
- Fix Discus ambient animation getting "stuck".
- Change enemy projectiles to `SVF_DEADMONSTER` (like Quake 2) so you don't get clipped against them. This fixes the lagged feeling when getting hit by enemies.
- Fix rare `SZ_Getspace` Overflows during large multiplayer matches.

- Fix being stuck when entering a teleporter during large multiplayer matches.
- Fix melee weapons showing 0 for ammo count until they are found.
- Fix skeeters occasionally becoming stuck in their protopods.
- Fix fireshef e3 deco bbox size in csv file. Fixes weird laginess in the first hut in e3m1a and other places.
- Fix the big gate in e3m3b becoming stuck occasionally (Knightmare).
- Fix spectator origin not following the chase camera. This was causing sounds to disappear when spectating.
- Fix origin distance calculation in OpenAL for audio spatializing. This was causing sounds to disappear from other players in multiplayer.
- Fix `netgraph` and `timegraph` CVARs. This has been broken since v1.0.
- Don't allow bad teleport destinations as it can crash the game. Reported by Dekonega.
- Prevent maps with bad or missing episode data crashing the game. Reported by Dekonega.
- Don't generate so many sprites per shot for the novabeam. This fixes the odd stutter/micro lock-ups when firing the novabeam multiple times.
- Fix a rare crash from disconnecting in the middle of calculating `Com_ArmorDamage`.
- Fix a dead player disconnecting in coop preventing other players from leaving the map.
- Fix ability to overwrite default.cfg from main menu. Reported by Milkey-Wilkey.
- Fix sidekicks always being invincible in Medium and Hard mode.
- Fix 3DFX hardware gamma ramp.
- Fix powerup sounds always playing at maximum volume despite the skill level.
- Precache the manaskull pickup sound. This was the cause of the manaskull pickup sound not playing sometimes in episode 3.
- Fix 3DFX OpenGL ICD segfaulting on map start on Windows 9x.
- Fix a bug in `copyConfigsToConfigDir()` where if `daikatana.cfg/daikatana13.cfg` is missing then it will copy over itself in the base dir if executed from windows. So check if the `ConfigDir` and `BaseDir` are the same and don't copy if so.
- Fixed sound and new game menu radio buttons staying highlighted when moving through choices.
- Fixed enemies being able to climb each other to get to you.

- Fix a bug where doing something like daikatana.exe +set deathmatch 1 +map e1dm2a can bork auto-updater to keep going and bomb out of the server once connected.
- Fix a bug with MAX_SURF_SPRITES not continuously removing more allowing it to go over 512.
- Move the check for talking nodes for sidekicks to AI_UpdateCurrentNode. Otherwise, if you spam "come here" they won't fire it. This also has the advantage of hearing some other nodes that you almost never hear like the aqueduct comment in e2m3a at the beginning of the map.
- Fix bug on fast machines for autosaves with maps that have no starting cinematic. The client can enter the server before the world is settled with loading baselines and configstrings very quickly. When this happens the autosave in clientthink fires off since you're already put in the server. The doors aren't done setting up their linked edicts, so linked areaportals, doors being linked to trams, being linked to triggers, etc. fails from the autosave.
- Fix old 1.2 bug with E4M4A doors on tram not being placed properly when restoring an autosave. This also fixes a bug on fast machines with those doors never appearing.
- Fix #210 "Boosting acro will not make you immune to falling damage". Previously, if you had the boost powerup and fell it wouldn't hurt you, EXCEPT if you were maxed out because of some logic issue. Otherwise it just scales down damage.
- Fix #214 "Dying from the falling damage in water sometimes cause swimming animation to play".
- Fix cambot lights sometimes not turning on if you skip the cinematics very quickly.
- Fix Column Monster from Episode 2 been "awoke" during a save restore (including autosaves).
- Fix RTC uninitialized undefined behaviour from SidekickLoadThink for Episode 3 "Mikikofly".
- Fix a rare instance where you can attack Stavros in the middle of his spawn and he will bypass the Idle goal, go right into attack. This normally wouldn't be an issue, but his animation never gets set to AI_IsReadyToAttack1 will always resolve to true... which means he can fire incredibly fast with perfect accuracy.
- Fix complex particles to come back on save restores.
- Fix bullets from Rockgats, Mishima Guards, and other enemies which use AI_AimLeading to be able to hit the player on skills that are NOT easy.
- Fix muzzle flashes not originating from proper Forward/Right/Up angles.

- Fix boost powerups and inventory icons to rotate at consistent speeds independent of frame rate.
- `AI_EndCrouching` needed case for `AI_IsStateAttacking`. If not `szAnimtion` would pass garbage to `AI_ForceSequence` for mishima guards attacking. Eventually this would bomb the game.
- Tweak C4 bbox size by request. Came to this value by experimentation and user feedback.
- Fix boost powerups getting separated from e3 barrel explosions.
- Fix sidekicks being stuck in vents if you saved while they were in a vent (pointed out by Knightmare).
- Fix ambient sounds not being recorded to demos.
- Fix doors currently moving up or down continuing past the destination into the void when restoring a save (like the big doors in e4m5a in the art gallery).
- Fix #143 "Shiny weapons bugs". Specifically, fix the distortion on the shiny weapon effect when looking down.
- Novabeam does have an ambient animation but it never played. Looks like they forgot to remove the trap to avoid playing it while waiting on assets.
- Fix idle animations and idle sounds not playing after you enter the main menu or minimize/alt+tab out of the game.
- Eye of Zeus does have an ambient animation but it never played. Looks like a leftover trap for when the bolts were part of the model and not a client effect.
- Fix `weapprev` and `weapnext` commands so they can't be used during intermissions.
- Fix gashands shake effect to appear even when weapon bobbing is disabled.
- Fix `multi_triggers` being unusable on a save restore if they were `SOLID_NOT` (i.e. the first big "eye" door in e1m2b).
- Fix rockgat continuing to shoot line of sight if you go into notarget mode.
- Fix shotshells not originating from fru player viewangles and workaround glock shells model being oriented wrong.
- Fix smoke cloud from gashands originating from centerview.
- Fix possible NaN in `VectorToAngles` and `VectorToYaw`. Inherited from Q2 v3.17 (see http://quake.wikia.com/wiki/Quake_II_Version_History#Version_3.17). This has the added benefit of skeeters having better navigation in tight areas.
- Fix fog values not being cleared on changelevel transitions.

- Fix fog values not being saved in demos.
- Fix #107 "Creatures gib animations broke on certain maps (old Broken roboskeet animation)". Add gibCloudHeight and gibCloudAlpha to AI-Data.csv so we can set heights besides 1.0f now that gib.cpp. Use these values (with much work done by MilkeyWilkey on this).
- Rename nextsunsmoke to nextparticleupdate in `te_tracker_t`. Use this to cap the weapon projectile complex particles to 40fps. Add `old_origin` to `centity_t`. Use this to track distance travelled for weapon projectiles and cap the complex particles based on distance travelled. Extra special thanks to LadyHavoc for hints on this.
- Cap bolter trail, discus cloud, and stavros ammo particle framerate.
- Attempt to load fog values from `CM_KeyValue(map_epairs)` when loading old demos with missing fog data.
- Cap rain, snow, and drip particle framerate.
- Fix delay between animation and hit registering for disruptor glove.
- Fix sidewinder rockets so they lerp.
- Set `RF_NOSHADOW` flag for sidewinder rockets.
- Check PVS for rain/snow/drip particles to see if we can early out. Gives a 2-3fps boost on average on old p3 machines.
- Fix a crash from `e3q2dm1`, wisp ammo, and instagib. If an ammo function has other things to do after `winfoAmmoSetSpawn` you need to check the pointer afterwards or else it can reassign stuff. In this case it was reassigning its think to `trigger_hurt` and the autosave on endmatch was triggering (and also spamming the think function!).
- Fix bolter sometimes being able to fire too fast with attack level 3 and 4.
- Fix shiny weapons to have a similar visual effect to the voodoo 2 mini driver.
- Fix melee weapons being able to hit the skybox.
- Fix `HWGamma_Toggle(false)` from bombing 3DFX OpenGL ICD in Win98 during a `vid_restart`.
- Fix being able to select weapons during intermission.
- Fix muzzle flashes not rendering sometimes at high framerates.
- Fix muzzle flashes clipping into the wall, gun and other odd effects by using `RF_DEPTHHACK—RF_MUZZLEFLASH`.
- Fix glock and slugger from doing scorch marks on the skybox.
- Don't play the bounce sound for cordite grenades when hitting the skybox.
- Fix occasional Sludgeminion missiles staying in place until fade out.

- Fix Discus ambient animation occasionally not restarting when all are deployed. (dlls/weapons/discus.cpp)
- Fix Thiefs in Episode 2 to play wall hit sound.
- Fix Dwarves in Episode 3 to play wall hit sound.
- Fix Thiefs, Dwarves and Centurions projectiles occasionally being stuck in the air.
- Tweak the Dwarf Axe and Thief Knife throwing so it doesn't look silly when it hits the floor.
- Fix Novabeam Laser End sprite having `RF_DEPTHHACK` flag set for third-person instead of firstperson. This was causing phantom muzzle flashes clipping through walls.
- Fix the Novabeam and Metamaser being able to generate sprites behind players.
- Fix `+set` CVARs from command line being ignored on startup.
- Don't render fog if we're in the main menu. Otherwise the buttons and models get the fog sometimes (most obvious with `elcaves.bsp`).
- Fix sky, cloud and lightning epair values only being sent down in Single Player.
- Fix `vid_gamma` 1.0 not being true gamma identity. Colours should be true to the original textures.
- Don't allow sidekick commands during cinematics or intermissions.
- Fix cinematics being broken if reloading from the console.
- Fix shell casings being able to block doors.
- Fix glock shell casing model being off by -24.
- Fix centurion spear model being off by -24.
- Don't allow "use" command when dead.
- Don't play the no ammo sound when dead.
- Fix bounding box size for protopods.
- Fix bounding boxes in deathmatch for weapons being thin, tall boxes that were off-center.
- Fix bounding box size for `wraithorb`, `manaskull`, and `megashield`.
- Fix lava hurt sounds not being precached.
- Fix `manaskull` expire messages not showing or playing in DM.
- Fix updates to work if `allow_download_http` is 0.

- Fix seagull bbox size.
- Fix issue #77 "Armor bug". Specifically, fix wrong armor models showing up in custom maps that purposely used armor from other episodes.
- Fix issue #185 "Save gems does not transfer between episodes?". Per Romero request, just keep them between episodes.
- Fix Savegem bbox size.
- Fix Psy claw warped view attack to cease when the intermission/cinematic is reached at the end of e1m7b.
- Add \n to "Save gem acquired." and "You have no save gems." message strings that get sent.
- Fix ending of cinematics to use `info_player_intermission` if it exists and we're in an intermission. Fixes the upside down angles and wrong origin in e2m4e.
- Don't play the double cock sound if we're not doing the double cock animation.
- Make sure we play the no ammo sound if `slugger_select` is going to fail.
- Give cordite grenades with the giveall cheat.
- Cap `EF_POISON`, `EF_SMOKETRAIL`, `EF_MAGIC_ARROW`, `EF_BOLTTRAIL`, `EF_METEOR`, and `EF_FIRE` particle effects from `CL_AddPacketEntities`.
- Fix issue #182 "Destroyed objects disappear with delay".
- Don't interpolate the camera angles and origin on Intermissions, Cinematics and Monitors.
- Cut end cinematics straight to Intermission during `trigger_changellevels`.
- Don't clear the `RDF_LETTERBOX` flag on `P_ExitLevel`. It gets cleared anyways at `Client_InitGClient` in `world.dll`. This makes it look nicer when we transition from endmatches in DM instead of seeing the statusbar again before the changellevel fires.
- Make sure we clear the scoreboard on disconnect/reconnect/changellevel. Otherwise the unique SP delay at end of unit only works once and occasionally parts of the DM scoreboard can show in e1 if coming from DM to SP.
- Fix deco objects with start frames in the epairs (i.e. the e1m1a coffins, e1m3a computer terminals, etc.) from animating until that frame. Just go directly to it.
- Clear the `bActive` flags on scoreboard exit.
- Move muzzle flash depth hack to `R_DrawMuzzleFlashDepthHack`; draw it after volumetric fog and beams. Only change state if we have muzzle flashes to draw. Fixes the ugliness when shooting a shotcycler or whatever near large volumetric fog (like e1m6a).

- Fix incorrect bbox sizes for katwall and spewall models (used in e4dm1.bsp, credits.bsp, and intro.bsp).
- Don't play sidekick idle chatter in intermissions/end-of-unit.
- Fix sidekicks mysteriously starting e3m1a and e4m1a with previous weapon NUMBERS (i.e. they had a discus (#1) now they show up at e3m1a with the silverclaw (#1). Sidekicks are supposed to spawn with glocks in e4m1a.
- If we're in an intermission stop shooting at the camera and just start patrolling.
- Hide sidekicks and stop thinking during intermissions to keep it consistent with coop and the actual preceeding cinematic.
- Fix Superfly spawning in the wrong place at the beginning of e4m1a when coming from a map transition as opposed to a manual map load.
- Don't draw the shot.jpg from the map transition autosaves. This can happen if you save during a map, then move to the next map. If that happens, then it will continously show that old shot.jpg for the autosave.
- Fix `e_greyfish` and `e_goldfish` bbox sizes.
- Change shotShell clipmask to `MASK_SHOT` so e4m4b shooting range can work properly with the glock shells. Check PointContents on spawn of shell for `CONTENTS_SOLID` so we don't spawn it in a wall/the void.
- Better version of the centerview fix for the gashands smoke. Borrowed code from ripgun's smoke code.
- Show smoke from ripgun when crouched.
- If weaponMuzzleFlash track ent is also the player then change it to track the weapon. This fixes the Episode 4 auto weapon switch from Glock to Levelled up Daikatana showing weird leftover effects from the muzzle flash.
- Remove `weapon_visible` muzzle flashes being handled on the game DLL side, make it stricly a client-side affair.
- Fix server selection box in the server browser not properly following the scroll up/scroll down buttons.
- Don't cap HTTP downloads to framerate.
- Don't loop weapon ambient sounds during cinematics, monitors or intermissions.
- Don't replay the black and wooden chest animations if re-entering the PVS when they are already open.

3.6 New Client Commands

- `show_time` CVAR. 1 for Military, 2 for 12hr AM/PM.
- `show_fps` CVAR.
- `s_khz` CVAR can go upto 96 now.
- `dkcheat cheat` CMD. Sets the Daikatana exp level. Valid values are 0-5.
- `spawn list` will output every type of spawn you can possibly do.
- `cl_coop_id` CVAR. Set to 1 to enable player id (just like in DM).
- `con_chat` CVAR. Set to 1 to enable any console commands without a / being sent as chat messages (like Quake 3, IRC).
- `cl_powerup_sounds` CVAR. Set to 0 to disable the Acro, Power, and Speed sounds.
- `info` CMD. This isn't new, but it never worked. Typing "info" on a server will output it's serverinfo to you.
- `cl_cinematics` CVAR. Set to 0 to disable the cinematic from using monitors. (i.e. Using monitors in Episode 1). This is a userinfo key, so it can be read server-side and v1.2 users can take advantage of this on a v1.3 by using "set `cl_cinematics` 0 u".
- `cl_broadcast_chat` CVAR. Set to 0 to disable sending chat notifications to the server.
- `chatmsg` CVAR. Set to 0 to disable "user is typing a message..." notifications. Set to 2 (or higher) to be alerted of your own "typing a message..." prints.
- `cl_auto_reconnect` CVAR. Set to 1 to allow automatic reconnecting from servers that are full. A warning will be generated if this CVAR is enabled. Use it wisely. It could warrant a ban!
- `scr_hudsize` CVAR. HUD scaling option , values 0-8. (Knightmare)
- `s_chatter` CVAR. Set to 0 to disable Sidekick chattering when they are idle.
- `weapon_give_all` cheat CMD.
- `s_exit_sound` CVAR. Set to 0 to stop "I can't leave without my buddy Superfly!"
- `+SHIFT / -SHIFT`. Bind the shift key to a mouse or joystick button. Useful for the shift key to be used on an external device to attract both sidekicks attention.
- `scr_noclearmsg` CVAR. Defaults to 1 to make pickup messages, etc. not overstep chat messages. Set to 2 to force all centerprints (except MOTD) as console messages. This is very similar to Quake 1's style of pick-up messages. Set to 0 for original v1.2 behaviour.

- **respond** cheat CMD. Allows you to respond your exp.
- **give_inventory** cheat CMD. Add special inventory items (like AEGIS runes). Check the list with **give_inventory list**.
- **console_old_complete** CVAR. Defaults to 0. Pressing tab to auto-complete a command, alias, or CVAR will show all possible if more than 1 exists and is not an exact match. Next to each output will be a [C], [A], or [V] which stands for [Command], [Alias], or [console Variable] respectively. Inspired from KMQ2.
- **cl_master_server_ip** CVAR. Defaults to master.maraakate.org. Use this to report to another gamespy emulated master server.
- **cl_master_server_port** CVAR. Defaults to 28900. The port to use with **cl_master_server_ip**.
- **con_alpha** CVAR. Defaults to 0. Set this float value between 0 and 1 for the level of transparency to use with the quick console.
- **scr_chatmsg_priority** CVAR. Defaults to 1 to make chat messages have a higher priority in the console buffer queue. Only affects in-game. Set to 0 for original v1.2 behaviour.
- **weapon_select_disruptor** CMD. Bind this to a key to exclusively select the disruptor instead of the gashands in Episode 1.
- **r_centerfont_override**, **r_centerfont_font**, **r_statbarfont_override**, and **r_statbarfont_override** CVARs. Controls the ability to override the centerprint and statusbar fonts without having to overwrite the retail ones.
- **beam** CMD. Use this to warp to any coordinates in a map, useful for testing map bugs. An idea from Yamagi.
- **weapon_select_cordite** CMD. Bind this to a key to exclusively select the cordite grenade launcher in Episode 4.
- **-portable** startup command. Set this to avoid saving configs, saves, screenshots, etc. to Documents/My Games and use Daikatana/Data. Alternatively, you can use an empty portable.cfg in your Daikatana/Data dir.

3.7 Rendering Sub-system

- Support for newer OpenGL drivers with large extension strings.
- Updated the OpenGL driver to support ARB multitexturing. Enabling this has brought back the Shiny Weapons and Invisibility effects. Thanks to Forrest "LordHavoc" Hale of DarkPlaces engine. Additional thanks to Bill "Taniwha" Currie and Deek of QuakeForge engine to make the code smarter.
- Some widescreen resolutions (tell me what others you want).

- Custom resolutions with `r_customheight` and `r_customwidth` CVARs. Set them and then use `r_mode 0` (or select "Custom" from the video slider in the menu) for it to take effect.
- `gl_lightmap` CVAR is now cheat protected in deathmatch.
- `gl_ext_sgis` CVAR to force SGIS extension if your driver supports both. Alternatively, this can be used to have the `ref_dl.dll` driver act exactly like it was in v1.2.
- Downloading progress bar.
- You can change FOV without restarting the map.
- `gl_dynamic` and `gl_polyblend` CVARs are saved to config.
- Shiny Weapons FX for all weapons if `gl_envmap` CVAR is greater than 1. (Suggestion by DI-MeisterM)
- New sound menu commands.
- `gl_polyblend` CVAR is forced on for cinematics because they typically look silly without them.
- Added wide aspect FOV scaling. (Knightmare)
- Fixed menu scaling on wide aspect screens. (Knightmare)
- Added custom width and height fields to video menu. (Knightmare)
- Added non-power-of-2 texture support for non-3DFX cards. (Knightmare)
- Added anisotropic filtering support for non-3DFX cards. (Knightmare)
- Increased range of gamma slider. (Knightmare)
- Refactored function `GL_RenderLightmapped` surface to eliminate redundant code. (Knightmare)
- Tweaked rendering of lightmapped surfaces in multitexture mode with texture chains, large boost to framerate. (Knightmare)
- Added support for animated textures on transparent surfaces. (Knightmare)
- Added adjustment for bmodel origin and angles for dynamic light computation. Rotating bmodels now light up! (Knightmare)
- `gl_dlightcutoff` CVAR. Adjusts falloff of dynamic lights, default = 64. Lower = smoother, but a bit slower. (Knightmare)
- Changed mid texture rendering to use same chain as solid lightmapped surfaces. Disabled blending. (Knightmare)
- Changed warp surface rendering to use single-pass rendering in multitexture mode. (Knightmare)

- Fixed textures on doors disappearing when loading a save right in front of a door in multitexture mode. (Knightmare)
- Optimized lightmap format and dlight/lightstyle updates for better performance on Intel integrated graphics. Based on MH's original Quake2 lightmap optimizations. (Knightmare)
- Removed envmap effect on hand portion of weapon models. (Knightmare)
- Added volumetric shadow effect when `gl_shadows` is set to 2. The CVAR `gl_shadowalpha` controls the opacity of shadows, `gl_shadowrange` controls fade out distance, and `gl_shadowvolumes` can be enabled to show projected volumes. (Knightmare)



- `gl_shadow_self` CVAR. Set to 1 so models are self-shadowed when volumetric shadows are enabled. (Knightmare)
- Added picker for shadows to video menu, replaces radio button. (Knightmare)
- Slow load times with v-sync enabled is fixed. Regardless of driver/os enforcement. (Caedes and Knightmare)
- Fix 3DFX rendering being slower than v1.2. Use `gl_vertex_arrays 0`, and `gl_renderer_legacy 1` CVARs.
- `gl_maxpartciles` CVAR. Any value higher than 0 will cap the maximum number of particles per frame. This can help with legacy hardware. A good starting value to experiment with is 850-1000.
- `cl_particles_blood_reduced` CVAR. Reduces the complexity of the blood and "death puff" particles. Useful for legacy hardware.
- `gl_antialiasing` CVAR. Enable Multisample Anti-Aliasing from in-game menu. Works on cards that support `wglChoosePixelFormatARB` and `SDL`.
- `r_gunfov` CVAR. Independently controls gun view model FOV. Set to 0 to disable.

3.8 Multiplayer

- **sv_wraithorb_time** CVAR. Adjusts the amount of time the Wraithorb lasts for. (Knightmare)
- **sv_statboost_time** CVAR. Adjusts the amount of time the Boosts last for. (Knightmare)
- **sv_manaskull_time** CVAR. Adjusts the amount of time the Manaskull lasts for. (Knightmare)
- **sv_armor_stack**. Allow stacking of armor pickups. (Knightmare)
- **sv_armor_stack_multiplier**. Set how much armor can be stacked. (Knightmare)
- Voting commands. Available commands:
 - /vote map <mapname>
 - /vote gamemode <gamemode>
 - /vote skill <coopskill>
 - /vote fraglimit <fraglimit>
 - /vote timelimit <timelimit>
 - /vote tourney <on or off>OR <players>
 - /vote restartmap
 - /vote yes
 - /vote no
 - /vote stop
 - /vote progress

Voting is set by **sv_vote_enabled** CVAR. Defaults to 1. Voting can be initiated via the console by /vote <command> or by sending it via a chat message. (Mara'akate with help from Caedes)

- **sv_vote_assume_yes** CVAR. Defaults to 1. Assume yes for the user who initiated the vote (except random map votes).
- **sv_vote_private** CVAR. Defaults to 0. Do not broadcast who voted and for what.
- **sv_vote_timer** CVAR. Defaults to 60. Amount of seconds to pass before the voting poll closes.
- **sv_vote_disallow_flags** CVAR. Defaults to 0. Disallow flags for voting options by players. Available flags:

Value	Description
1	No gamemode changes
2	No Deathmatch gamemode
4	No Team Deathmatch gamemode
8	No CTF gamemode
16	No Rocket Arena gamemode
32	No Deathtag gamemode
64	No Instagib gamemode
128	No Coop gamemode
256	No Fraglimit
512	No Timelimit
1024	No Coop skill
2048	No Maps
4096	No Random Maps
8192	No Tournament Mode
16384	No Tournament Mode players

- Spectator with chasecam. Set Spectator 1 in console any time during a Deathmatch, CTF, TDM, or DeathTag game. Press fire to cycle chasing players. Team say commands will be sent out to other spectators.

3.9 Single Player

- **sv_savegem_bonus** CVAR. Allow spawning of bonus gems when unlimited saves is on. Increases the maximum ammo capacity. (Knightmare)
- **sv_bonusgem_maxammo_increment** CVAR. Sets ammo capacity bonus from bonus gems. (Knightmare)
- Increased **trigger_changelevel** required sidekick proximoty from 150 to 512. (Knightmare)
- **sv_nosidekicks** CVAR. Disable sidekicks in the single player campaign, but still keep the in-game cinematics.
- **sv_sidekick_teleport_exit** CVAR. Teleports sidekicks to exit when changelevel trigger is reached. Isn't 100% reliable, but usually works just fine. This is considered cheating so it's disabled by default.

3.10 AI

- Sidekicks are now invincible in easy mode.
- **sv_sidekick_god** CVAR. Set to 1 to force sidekicks to be in god mode.
- Check player distance from enemy, too.
- **give_sidekick_weapons** cheat CMD. Gives sidekicks all the weapons with ammo.

- **sv_sidekick_friendly_fire** CVAR. Defaults to 0. Now you can't accidentally shoot the sidekicks and vice-versa. This CVAR is ignored in hard skill!
- **sv_sidekick_regen_hp** CVAR. Defaults to 1. This works by leeching onto the **TASKTYPE_SIDEKICK_STOPGOINGFURTHER** and **TASKTYPE_IDLE** and seeing if WaitTime in that task has exceeded a few seconds. If we stand still for a while (not running around shooting or following) it will eventually get their health back.
- Doors will stay open for sidekicks if they are blocking them.

3.11 Utilities and SDK

- ArghRad: Support loading palette from PAKs.
- Relative Path and PAK file support.
- Added sndkeys sound5 & sound6 to **target_speaker**.
- Added sndkeys sound1-sound6 to **sound_ambient**.

3.12 Keyboard Shortcuts

- **CTRL+Q** instant quits.
- **CTRL+R** to reconnect if you're dropped to console.
- **ALT+F4** works properly if executed during a map load.
- **Escape** will disconnect from a server if you're stuck on connecting and returns you to main menu (typical from routers configured improperly).
- Press **'i'** at the multiplayer main menu to go to the internet games browser.
- Press **'l'** at the multiplayer main menu to go the local games browser.
- Press **backspace** at the in-game browser to return to the multiplayer main menu.
- Press **enter** to connect to a server if it's selected in the browser.
- Press **'r'** at the in-game browser to refresh the list.
- Press **enter** at the load game screen to load a saved gamed.
- Press **'s'** or enter at the save game screen to save the game.
- Press **'0'** in the sound menu to mute all sounds.
- Press **'1'** in the sound menu to unmute the game if it was previously muted.
- Non-Windows:
 - Pressing **[Shift]+[Esc]** opens console (if "console" CVAR is 1).
 - Hitting **[Ctrl]+[G]** toggles mouse grab.

4 Patching Daikatana to Version 1.2

Daikatana must be updated to v1.2 in order to use the v1.3 patch. If you installed from a retail CD and have not ran any updates then you are using v1.0. Unsure of what version you are running? Start daikatana.exe with +set console 1 and run the version command.

This does *not* apply to the Steam and GOG versions of the game, they're already patched to 1.2!

4.1 Official Patches

- Daikatana US v1.0 to v1.2 Patch (45.06MB)
- Daikatana US v1.1 to v1.2 Patch (24.05MB)
- Daikatana UK v1.0 to v1.2 Patch (45.06MB)
- Daikatana GER v1.0 to v1.2 Patch (48.00MB)
- Daikatana SPA v1.0 to v1.2 Patch (89.07MB)
- Daikatana ITA v1.0 to v1.2 Patch (47.04MB)
- Daikatana FRE v1.0 to v1.2 Patch (59.06MB)

4.2 Binaries

- Daikatana US v1.0 EXE (105KB)
- Daikatana UK v1.0 EXE (106KB)
- Daikatana US v1.2 EXE (317KB)

4.3 German

- Daikatana GER v1.0 SAT1 Fixed EXE (105KB)

4.4 For German v1.0 Players

1. Extract the SAT1 Fixed EXE to your Daikatana directory.
2. Run the GER v1.0 to v1.2 Patch.
3. Extract the Daikatana 1.3 Patch from Downloads to your Daikatana directory.

4.5 For French v1.0 Players

1. Run the FRE v1.0 to v1.2 Patch.
2. If you get errors running the patch download the manual RTP patch [Here](#).
3. Follow instructions.txt in the included zip file.
4. Extract the Daikatana 1.3 Patch from Downloads to your Daikatana directory.

4.6 For Everyone Else

1. Run the v1.0 to v1.2 Patch. If you already installed DK 1.3 and forgot to apply v1.2 then re-install Daikatana from your CD again.
2. Extract the Daikatana 1.3 Patch from Downloads to your Daikatana directory.

5 Gameplay Tips for Newcomers

5.1 Dealing with Turrets

In the first levels you will encounter some turrets. They can (and should) be deactivated by blowing up the control boxes (or however they might be called). Destroying the turrets without blowing up the control boxes will not gain you any experience points:



5.2 Eat Berries to Regain Some Health

In the first few levels there are plants with berries that can be eaten (aim at them and press your "Use/Operate" key) to heal yourself:



5.3 Use the Skill System to Get Tougher

Every once in a while you will get the ability to "Level Up" one of your skills. An arrow and the text "**LEVEL UP!**" will appear next to the skill bar on the left of the HUD:



With your "HUD Next" and "HUD Prev" keys you can select the skill to update. Pressing the "HUD Use" key will upgrade the currently selected skill.

The following skills are available:

- **POWER:** Upgrading this skill will increase the damage your weapons do per shot/hit/swing.
- **ATTACK:** Upgrading this skill will increase the firing rate of the weapons.
- **SPEED:** Upgrading this skill will increase how fast you can move.
- **ACRO (acrobatics):** Upgrading this skill will improve your jumping ability.
- **VITALITY:** Upgrading this will increase your maximum health.

I found VITALITY and POWER to be very useful in the first episode.

5.4 C4 Explosives

The C4 weapon can be used to toss the mines in midair and pressing 3 again when the C4 is the current selected weapon will make any active C4s explode. Similar to the remote watch mines in Goldeneye. Tossing the C4s in the air and detonating it simultaneously can give you an advantage against flying enemies in Episode 1 and really piss of your foes in Deathmatch!

5.5 Controlling Sidekicks

You can control sidekicks with the "Sidekick COME", "Sidekick STAY", "Sidekick ATTACK", "Sidekick BACKOFF", "Sidekick GET", and "Swap sidekick" keys.

- **sidekick_come** - Sidekicks will follow you. This can also be used to help a "stuck" sidekick.
- **sidekick_stay** - Sidekicks will stay at their current position until you use the **sidekick_come** command.
- **sidekick_get** - Sidekicks will pickup ammo, health, weapons, etc. that is targeted in your crosshair. Some weapons they will refuse to pickup. If they are full on ammo, armor or health they will also refuse to pick it up.
- **sidekick_attack** - Sidekicks will attack what is targeted in your crosshair. They will fight to the death with this command so use with care!
- **sidekick_backoff** - Sidekicks will refrain from attacking.
- **sidekick_swap** - Switch controlling the active Sidekick. You can also use the **shift** key to send a command to both Sidekicks.

5.6 Walkthroughs and Guides

If you're still having trouble you can always grab the following walkthroughs:

- Daikatana IGN Walkthrough in PDF format [here](#).
- Daikatana GameSpot Walkthrough in PDF format [here](#).
- An excellent guide by Dekonega is available [here](#).

6 Updates and Save Game Compatibility

Occasionally an update may be released that will break your save game. When this happens you will see the "Savegame from an older version (x instead of y)." error. Sometimes when we fix bugs or add new features it can change the file structure of the saved game files and there is no way around this. However, you can use cheats to get back to where you were.

6.1 Enable cheats

Before starting the game make sure "**cheats 1**" is enabled in the console or the following console commands will not work. To bring down the console press the "~" key on your keyboard at any time.

6.2 Choose a level

Simply use the "**map**" command in console and the map to start at the beginning of the unit. For example, to go to the Icelab level type "**/map e1m6a**" in the console.

- **e1m1a** - The Marsh
- **e1m2a** - Sewer System
- **e1m3a** - Solitary

- e1m4a - Crematorium
- e1m5a - Processing
- e1m6a - Icelab
- e1m7a - The Vault
- e2m1a - Lemnos Isle
- e2m2a - Catacombs
- e2m3a - Athens
- e2m4a - Acropolis
- e2m5a - Lair of Medusa
- e3m1a - Plague Village
- e3m2a - Passage
- e3m3a - Dungeon
- e3m4a - Wyndrax Tower
- e3m5a - Crypt of Nharre
- e3m6a - Gharroth's Throne
- e4m1a - Alcatraz
- e4m2a - Beneath the Rock
- e4m3a - Tower of Crime
- e4m4a - Mishima Labs
- e4m5a - Mishima's Hideout
- e4m6a - SEAL Training Center

6.3 Get your weapons back

Use the following commands to get your weapons back. You can enter them more than once to get additional ammo for the weapon.

- weapon_give_1 - Disruptor Glove, Discus, Silverclaw, Glock
- weapon_give_2 - Ion Blaster, Venomous, Bolter, Slugger
- weapon_give_3 - C4, Sunflare, Stavro's Stave, Kineticore
- weapon_give_4 - Shotcycler, Hammer of Hades, Ballista, Ripgun
- weapon_give_5 - Sidewinder, Poseidon's Trident, Wyndrax's Wisp, Novabeam
- weapon_give_6 - Shockwave, Eye of Zeus, Nharre's Nightmare, Metamaser
- weapon_give_gashands - Gashands.

6.4 Get your stats back

Enter the `/boost` command to add your individual stats. Enter them more than once to level the stat up. For example to have a boost attack of 3 enter `/boost attack` three times in the console.

- `boost power` - Power attribute
- `boost attack` - Attack attribute
- `boost speed` - Speed attribute
- `boost acro` - Acro attribute
- `boost vita` - Vitality attribute

To get your Daikatana stats back use `/dkcheat <level>`. For example, to get the level 4 Daikatana use `/dkcheat 4`.

7 Reporting Bugs

Bugs happen from time to time, but rest assured we are working hard at fixing the serious show-stoppers.

If you find a bug or have a suggestion check our Issue Tracker located at <https://bitbucket.org/daikatana13/daikatana/issues>. If the issue hasn't been reported already then feel free to open a ticket.

8 Contact

- IRC: `irc.oftc.net` Daikatana
- WWW: <https://bitbucket.org/daikatana13/daikatana>
- Steam: [HCI]Mara'akate
- Steam Community: Daikatana Multiplayer Association (DKPMA)
- E-Mail: [HCI]Mara'akate: kprxradio@gmail.com

9 Credits

caedes
(Linux, OpenAL, made Wyndrax his bitch)

[HCI]Mara'akate
(Original Concept, Coop enhancements, Misc. Code)

htr
(Mac OS X)

Knightmare

(Rendering Code, Mapping, Textures, Protocol Extensions, Misc. Code)

neozeed

(Solaris dedicated server, Solaris ded to GCC2 Linux to GCC4 Linux)

Yamagi

(FreeBSD)

Dekonega

(Documentation, Testing)