



MF Arena Starters Guide

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This document is still being revised.
Be sure to check back for updates.

Getting Started:

Just because MFArena is just a prototype demo, doesn't mean you can't play it. MFArena could use players to play the game, test it, and suggest features to add. MFArena is a standalone modification of Quake 3 Arena using the updated engine IOQuake3 (*ioquake3.org*) for bug and security fixes, along with better support for other systems. For assets, I've started the project using base assets from OpenArena (*openarena.ws*), but replacing them with new assets made from scratch, as they are made.

Installing for Linux:

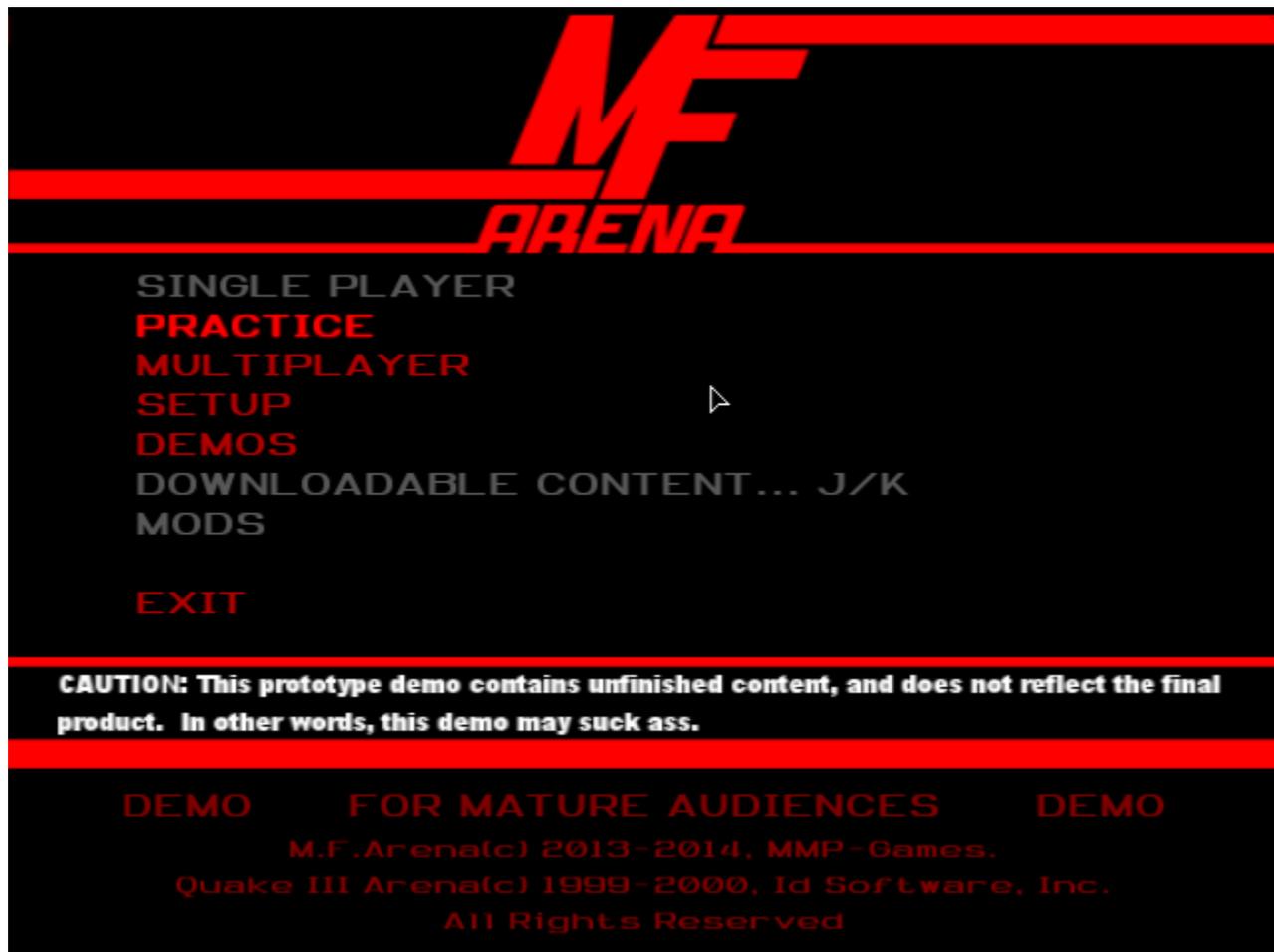
Most likely, you would want to compile the engine instead of using a pre-compiled executable. Also, make sure your system has the SDL2-dev libraries installed before compiling.

- Download the 'Full-Download'.
- Extract the ZIP file to a known location, and enter that directory.
- Open a console, and type 'make'.
- After the engine is compiled successfully, copy files 'mfaded.*', 'mfarena.*' and 'renderer_opengl*.so' from 'build/release-linux-*' back to the main directory.
- Run 'mfarena' (eg: ./mfarena.x86_64), and enjoy.

Installing for Windows:

- Download the 'Full-Download' and the 'Windows Binaries Download'. Note, there is no “Install Wizard”, so you'll have to understand the workings of your system and file system.
- Extract the 'Full-Download' ZIP file to a known location, which you have permissions set for that directory (which kind, IDK, I don't use Windows, sorry).
- Now extract the 'Windows Binaries Download' ZIP file into the directory that was created. Again, be sure permissions are set.
- Run 'mfarena.x86_64.exe', and enjoy.

Setting Up:



When you start MFArena, you will be at the main menu. You can choose to practice, play an online multiplayer game, setup, view demos, or exit. Since we're just starting the game for the first time, we should go into the 'SETUP' menu.

In the 'SETUP' menu, we see five options; player, controls, system, game options, and reset configs. Let's start with the 'PLAYER' option. You'll see a screen, where you can enter your in-game nick. That's all for this screen, future versions of MFArena will expand on this.

Now, for the 'CONTROLS' option, you will see a screen with functions along with the key/action that function is bound to. You can click on that function, to set a key or action for that item. The four sub-menus to the left side, will bring up more functions and actions. Be sure to visit them all.

The 'SYSTEM' option will take you to a screen, which will allow you to change how it displays, sounds, and functions on a network. Please use with discretion.

Then we got the 'GAME OPTIONS'... option. For now we got a simple list of options to switch on or off. Some items you may want to set or unset, such as setting 'Simple Items' to 'ON', and 'Marks on Walls' to 'OFF', since there are missing models and textures. Adjust to your liking.

Finally, we got the 'RESET CONFIGS' option. It will ask to reset your configurations. Confirming will indeed reset your configurations.

Practice:

After you have adjusted the settings, you'll want to practice. Joining an online multiplayer game will most likely result in a major ass-fisting, you being the one on the receiving end.

You'll see some maps to choose, and the game type. After you choose, go on to the 'NEXT' screen.



There are many fields to adjust, however this option screen is incomplete, and may not function correctly. Anyhow, the bot selection to the right, will add or remove the computer controlled players into the game, along with what team you would want them to join.

There can be a predefined rule set for a match, or a custom one. Note, the custom rule set options are incomplete, and will not let you progress to start a match. For now, use a predefined rule set.

When you start the match, you will be spectating. Press the 'ESC' key to bring up the in-game menu, then select "START", and then select the needed option to join the game (it'll most likely be called "JOIN").

After a few winning matches, if you feel good enough to play online, then give it a try. Be warned, you will still get your ass handed to you on a daily basis. But don't let that bring you down, it will take many matches until you achieve the skill you need to take the top.

And finally, have fun.