Enemy Territory: Quake Wars

Downloads

- Enemy Territory: Quake Wars - Linux-Version 1.4
- Enemy Territory: Quake Wars - Linux-Patch 1.4 auf 1.5

Info

Multiplayer Information

- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: untested
- Play via GameRanger: reportedly
- Coop: yes
- Singleplayer campaign: yes
- Hotseat: no

Nothing, yet.

Installation

Under Windows

Simple in principle. Insert CD/image, install (Punkbuster is not needed on the mobile Infanterie), update, if necessary do something about the intro and then you can create an Internet profile for WAN games. Only for this you need a DVD-Key. The ones available on the net are no good for this, because they are already linked to email addresses. For a pure LAN game they are not needed anyway.

For Windows newer than XP: It may be that the update from 1.0 to 1.5 complains that it does not run on Windows 2000 and newer. Just set the compatibility mode to Windows XP - the setup apparently only compares half the version number.

Under Linux

Actually just like for Windows. Include the DVD image. The two `*.`run files must be set executable. Then execute these two scripts one after the other, for the installation and the patch, on the console. The No-Intro-Fix works the same way here, as well as the DVD key thing.

Playing

There are a few things you should know for playing, otherwise it might get nasty:

- With F3 you end the warm-up to start the actual game (everyone has to do it, otherwise it won't start),
- with g you get in and out of vehicles and
- with f you change the positions in vehicles and use things (e. g. an explosive device).

The rest works just like in any other shooting game.

Network/Internet server

The server of the mobile infantry is currently available at the address www.mobile-infanterie.de:27733. However, an Internet key is required for this. Without such a key, the game can only be played via LAN or vpn.

In principle you can configure the port for the server as you like. Standard are 3074 and 27733 (UDP). In principle, this should be sufficient, unless you define it differently yourself. It is in any case always UDP.

Cvars

See article cvar_list on the subject.

Back to the games database