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# **ioquake3 Documentation**

***Release 1.36***

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# CHAPTER 1

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## Command line options

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### **-v, --version**

If this is the only option passed to ioquake3 it will print its version, including whether it's a dedicated server or client binary and the build date.

Example:

```
ioq3 1.36_GIT_7ae49cc-2013-11-02 client (Nov  3 2013)
```

### **+set <cvar> <value>**

Allows to set a *cvar*, which will override its value from the default config files. This is also the only way to set cvars with the CVAR\_INIT flag as a user.



### vm\_game

**flags** CVAR\_ARCHIVE

**default** 2

**type** enum (vmInterpret\_t)

Determines how the game module is loaded.

Possible values:

**0 aka VMI\_NATIVE** Try to load a native shared library, but fall back to QVM file if not found.

**1 aka VMI\_BYTECODE** Load a QVM file and interpret it.

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**Note:** This is also the fallback for architectures that do not have a QVM compiler implementation.

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**2 aka VMI\_COMPILED** Load a QVM file and compile it to native machine instructions.



## CHAPTER 3

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### Glossary

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**cvar** Configuration variable. Can be set by the game itself or by the user via command line options (*+set*), editing configuration files or using in-game commands.



## CHAPTER 4

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### Indices and tables

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