

# Q3Map2/BSP

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### BSP phase minor switches:[\[edit\]](#)

#### **-custinfoparms**[\[edit\]](#)

- Enables custom surfaceparms for game mods without the need to recompile Q3Map2 itself. Custom surfaceparms are stored in *custinfoparms.txt*, in the "scripts" directory. Custom surfaceparms follow the format:

```
// Contentflags
```

```
{
surfaceparmName 0x0000 //whatever bitflag is used by your mod for said
surfaceparm
}
```

```
// Surfaceflags
```

```
{
surfaceparmName 0x0000 //whatever bitflag is used by your mod for said
surfaceparm
}
```

#### **-debuginset**[\[edit\]](#)

- Enables debugging of surface triangle inseting. //I'm totally not sure what this is?

#### **-debugportals**[\[edit\]](#)

- Draws the portals into the bsp as translucent polygons. Omit -vis and -light for best -debugportals results.

#### **-debugsurfaces**[\[edit\]](#)

- Colors every surface a different color (very trippy). Omit -vis and -light for best -debugsurfaces results.

#### **-fakemap**[\[edit\]](#)

- Creates a new .map file with a blank worldspawn entity and all the world brushes from your original .map file. //Don't know much about this one.

#### **-flares**[\[edit\]](#)

- Enable support for flares. They are used to generate a glare effect over bright light sources. Only supported by certain versions of the Quake3 Engine like those used in Raven's titles or [ioQuake3](#).

#### **-flat**[\[edit\]](#)

- Forces all texture coordinates for a given surface to the pixel that best fits the average color of the assigned texture.

#### **-fulldetail**[\[edit\]](#)

- Will cause all detail brushes to be handled as if they were structural.

#### **-leaktest**[\[edit\]](#)

- Will cause Q3Map2 to abort compile if a leak is encountered.

#### **-meta**[\[edit\]](#)

- At one time, there was a clear definition as to what, exactly, the -meta switch did. Now, it has become the "magic" switch that is required for most of Q3Map2's advanced features. Always -meta, and always -v.

#### **-mi** [\[edit\]](#)

- Sets the maximum per-surface index count to N.

#### **-mv** [\[edit\]](#)

- Sets the maximum per-surface vertex count to N.

#### **-nocurves**[\[edit\]](#)

- Will not compile patch meshes into the .bsp.

#### **-nodetail**[\[edit\]](#)

- Will not compile detail brushes into the .bsp.

#### **-nofog**[\[edit\]](#)

- Will not compile fog brushes into the .bsp.

#### **-nohint**[\[edit\]](#)

- Will not compile hint brushes into the .bsp.

#### **-nosubdivide**[\[edit\]](#)

- Visible surfaces will not be split. TessSize is ignored.

### **-notjunc**[\[edit\]](#)

- Will not fix T-Junctions (can cause sparklies and LOD cracks).

### **-nowater**[\[edit\]](#)

- Will not compile liquid brushes into .bsp.

### **-np** [\[edit\]](#)

- Forces all planar shaders to become nonplanar with the shadeangle specified.

### **-onlyents**[\[edit\]](#)

- Only changes the entities in the compiled .bsp. Needs a compiled .bsp and a new entity file (.ent)

### **-patchmeta**[\[edit\]](#)

- Creates meta surfaces from patch meshes. This "bakes" a set LOD into patches in your .bsp.

### **-skyfix**[\[edit\]](#)

- Enables fix for buggy ATI GL\_CLAMP behavior. Always use this.

Sidenote: ATI's behavior is correct. The bug was with \*NVIDIA\* drivers not distinguishing between GL\_CLAMP and GL\_CLAMP\_TO\_EDGE, and Q3 using the wrong one: since Q3 development was done predominantly on nVidia hardware, nobody noticed it until too late.

### **-snap**[\[edit\]](#)

- Enables axial bevel plane snapping to reduce clipped model plane count (use with care). //I totally don't know a thing about this.

### **-texrange** [\[edit\]](#)

- Limits per-surface texel count to N.

### **-v**[\[edit\]](#)

- Enables verbose mode for the bsp phase. Always use this.

### **-verboseentities**[\[edit\]](#)

- Outputs more information about compiling entity sub-models into the .bsp.