Quake3 Arena on Debian GNU/Linux Squeeze / Sid Unstable

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I wanted to have running Quake3 on my Debian GNU/Linux just like I have it running on my FreeBSD system thus.
1. Iâ€™ve downloaded linuxq3apoint-1.32b-3.x86.run .
2. I executed :# chmod +x linuxq3apoint-1.32b-3.x86.run; linux32 ./linuxq3apoint-1.32b-3.x86.run
Note: make sure you have installed linux32 and ia32-libs packages!I tested directly executing # linuxq3apoint-1.32b-3.x86.run, but that was a failure, since the self extracting binary could not recognize the amd64 system architecture
After installing it via linux32, all went smoothly. Next I needed to copy all my game pak files into /usr/local/games/quake3/baseq3. Remember that here itâ€™s absolutely vital to have q3config.cfg file to your baseq3 directory.To make your life easier Iâ€™ve tarred the Quake Arena pak files, so you can freely fetch them via this baseq3 link
Now untar the newly fetched baseq3.tar.gz to /usr/local/games/quake3/Last step in the installation is to link the game binary to your /usr/games, I did this via
ln -sf /usr/local/games/quake3/quake3-smp /usr/games/
In your case it might be not necessary to link quake3-smp if youâ€™re not running 2 Core CPU.
Hopefully, Now with Godâ€™s grace you should be having a fully functional Quake 3 Arena installation on your Debian Unstable GNU/Linux.
Enjoy!ENDâ€”â€“