Play Quake on VisionFive Application Note

Version: V1

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About This Manual

Introduction

This document mainly provides the users with the necessary information to play Quake on the Fedora system using VisionFive.

Revision History

Version	Released	Revision
V1	2022-01-27	The first official release.

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1   Preparation

Make sure you have prepared the following:

1.1 Preparing Hardware

You need to prepare the following hardware items：

- VisionFive

- 16GB (or more) micro-SD card

- micro-SD card reader

- Computer (PC/Mac/Linux)

- USB to serial converter (3.3 V I/O)

- Ethernet cable

- Power adapter (5 V / 3 A)

- USB Type-C Cable

1.2 Flashing Fedora OS to a Micro-SD Card

Now we need to burn Fedora (which is a Linux distribution) to a micro-SD card so that it can run on the VisionFive. Follow the steps in the *Flashing Fedora OS to a Micro-SD Card* section in the *VisionFive Single Board Computer Quick Start Guide*.

2 Playing Quake on VisionFive Fedora

2.1 Compiling

Execute the following commands to compile codes on the VisionFive Fedora system:

```
sudo dnf install SDL*
cd ~
git clone https://github.com/JeremyAngCH/sdlquake
cd sdlquake
./autogen.sh
./configure && make
```

2.2 Download and Play Quake

Step 1 Download the game from Quake to the /home/<User_Name> under the VisionFive Fedora system:

> **Information:**
>
> <User_Name> refers to the board user name.

Step 2 Unzip the package by running:

```
cd ~
tar xvzf quakesw-1.0.6.tar.gz
cp id1/*.pak sdlquake/id1/
```

Step 3 Start the game by executing:

```
cd sdlquake
./sdlquake -window -winsize 640 480
```
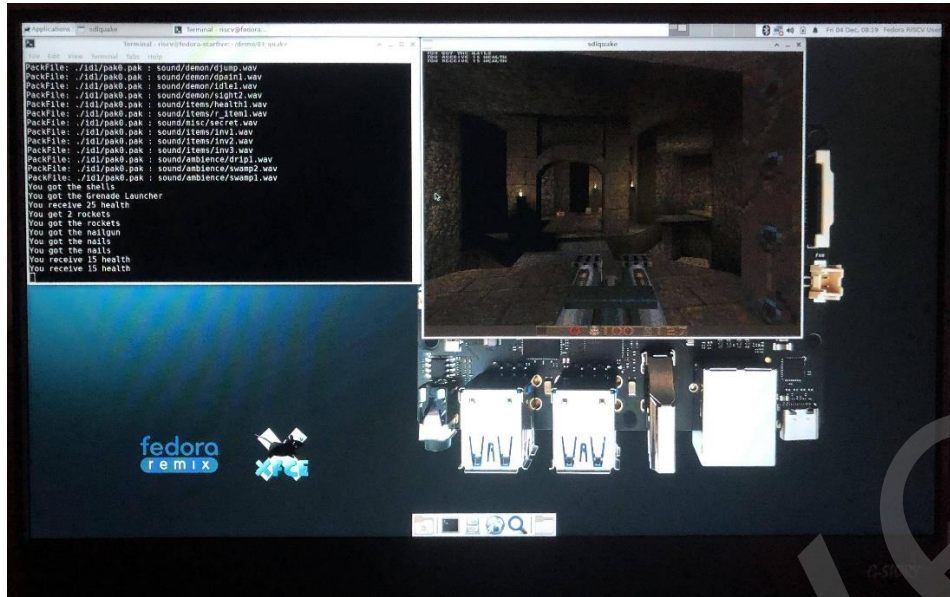
Result:

Figure 2-1 Playing Quake on VisionFive

Now you can play Quake on VisionFive!