

DeFRaG News

Here's a roundup of what's currently happening in the **DeFRaG** scene (the Quake III Arena trickjumping/speedrunning mod) as of mid-2026:

☐ Platform Development — defrag.racing

The community-run **defrag.racing** site has become the de facto hub and is being very actively developed (nearly 800 commits logged on its public roadmap). Recent additions include:

- **Desktop Launcher** — a native client integration with auto-download of maps, a Library/records tab, notifications, and auto-update support.
- **DefragLive** — a new live spectator/broadcast system with chat relay, moderation tools, a "most-spectated-player" watch-time raffle, and a public spectate/map log.
- **Unified Demos Top / rating system overhaul** — new ranking algorithm (a "generalized stretched exponential" rank multiplier), alias-based virtual player clustering (to merge a player's multiple nicknames), and a public map-statistics page.
- **Auto-rendering pipeline** — demos are automatically queued and rendered to video/YouTube, with quotas, priority tiers, and Discord integration.
- **Wiki launch** — "73 Pages of DeFRaG Knowledge" plus an archive of the old Q3DF forums, preserving community knowledge.
- General QoL: server browser with ping estimates, map search/save features, moderation/content filtering, and admin tooling.

☐ Competitive Scene — dfcomps.ru (Russian-community ladder)

- The site just kicked off the "**2026 Summer**" **rating season** (July 4, 2026) after wrapping up "2026 Winter" — won by **BorisXIV** (VQ3) and **h?ze** (CPM), decided by razor-thin

margins.

- Regular **WarCups** are ongoing weekly (currently on **WarCup #554**).
- New "**WR Database**" feature launched (April 2026) — a repository of best demos/world records per map, separate from tournament submissions, open for community uploads (with anti-cheat validation).
- Frequent **Mini Cups** (VQ3/CPM strafe, GVN format, etc.) running through the season, with talk of automating them and folding their results into the main rating.
- Community members are even discussing AI-assisted **map generation** (training a model on ~13,000 existing DeFRaG maps) as a long-term contingency if new map creation slows down.

☐☐ Tournaments

- **FPS Cup** series (run via dfcomps + streamed on YouTube/Twitch) has reached **FPS Cup #3** (final round completed May 2025), continuing the tradition started by FPS Cup #1/#2.
- **Defrag World Cup (DFWC)** — the mod's flagship annual world championship — remains the marquee event historically (2019, 2021 editions well documented); community chatter suggests planning continues for future editions via dfwc.q3df.org.
- Spin-off/niche cups continue: **Speedrun DeFrag Cup**, **lucY Cup**, **New Year Cup**, etc.
- Notably, the **Xonotic Defrag World Championship (XDWC) 2025** launched in October 2025, showing the trickjumping competitive format spreading beyond Quake 3 into other engines.

☐☐ Related Mods/Visual Projects

- A **Quake III Arena RTX Remix Mod** appeared on ModDB (Jan 2026), using NVIDIA's RTX Remix, Quake3e, and AI upscaling tools to give the game a modern PBR visual overhaul — not DeFRaG-specific, but relevant to the broader Q3 modding scene DeFRaG players often use.
- Community tools like **Defrag Manager (DFM)** (open-source, on GitHub) are being expanded to integrate directly with dfcomps' new WR database and Warcup pages for one-click offline practice sessions.

☐☐ Summary Takeaway

DeFRaG is far from dead — quite the opposite: 2025–2026 has seen a genuine infrastructure renaissance, with **defrag.racing** essentially rebuilding the entire competitive/statistics backbone from scratch (rankings, live spectating, auto-rendering, launcher), while **dfcomps.ru** keeps the Russian-speaking competitive ladder humming with weekly WarCups and seasonal rankings. Tournament culture (FPS Cup, DFWC-style events) persists, and even sister projects (Xonotic's

XDWC) are adopting the format.

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