**MOHAA Unwrapped**

**Debugging, menus, commands & variables**

**By: scorpio Midget**

The following is just some quick notes about lots of features in Mohaa that you may not be aware of.  
  
They include, how to debug your scripts, finding out the list of commands and variables available from console, cfg files and keybindings, hidden menus, useful cfg files for developers, turning off the startup adverts.  
  
It's a bit long winded, and typed in about 5 mins so don't be too critical ... it will be worth your time reading it though, and if you want any better explanations just ask ;)  
  
  
Inside mohaa there is EDITSCRIPT and NOTEPAD   
  
the difference being that they are the same app, but Editscript autoloads up the main map script.   
  
Now you have to be careful !!!   
  
If you use EDITSCRIPT and then save your changes, it saves the file into the local directory. For instance if you were editing obj\_team1, it would save the file into mohaa\main\obj\obj\_team1   
  
no say you came back to play that map several days/weeks l8r, mohaa will load all the pk3s up, and then it will use that local file as the map script, not the one thats in the pk3 !!!   
  
So basically be careful when using editscript, remember to either delete the file after you've played with it, or move it to where your map/bsp is stored, so you add it to your pk3.   
  
  
Although Editscript and Notepad are useful, i find it much easier to use Wordpad.   
  
Start mohaa, then use ALT-ENTER to send into windowed mode, then you can use Wordpad (better than notepad) to edit your scripts.   
  
  
And yes after you edit a script you need to save it, bring up console, and type RESTART. This reloads the scripts and you can see the changes.   
  
If your wanting to debug your maps, it's best to start mohaa in developer mode, in console, type "developer 1".   
Some maps also look for the debug variable so type "debug 1"   
And finally start up the logfile by typing "logfile 2"   
  
When u exit mohaa, and look in the main folder you will find a file called, qconsole.log. Edit this file with Wordpad (or similar) and you will have a copy of the errors/messages that appeared in console as you were running the game.   
  
  
To help debug your own maps, use the ' println "text" ' commands in your scripts   
  
the println command sends a string to the console, and this is captured by the logfile.   
  
by placing them at the start and end of each thread, and other places inside your loops etc, you can soon see how your map script is being processed. You can also output variables with lines like:   
  
println "this is some text"   
println "Self = " self   
println "My doors opening sound is " $mydoor.sound\_open\_start   
println "THREAD mythread: Self = " self " and local.counter = " local.counter   
  
by using these commands in your scripts, and turning on developer, debug and logfile, you can rapidly speed up development of your map and also track down errors very quickly.   
  
  
There are many many hidden menus in mohaa, most are cheat protected. To see a list either look in the pk3 files for the "\*.URC" files, or bring down console and type "listmenus"   
  
to show a menu type:   
  
pushmenu <menuname>   
pushmenu controls   
  
to hide a menu type:   
popmenu <menuname>   
popmenu controls   
  
  
  
Also in the pk3's are lots of CFG files, which set up many key bindings, several of these are for debugging commands, to speed up development.   
  
Just search the pk3's for all the CFG files, and then from console type   
exec <CFG filename>   
exec decapitator   
  
great fun can be had with these   
( i recommend u edit the cfg with wordpad and print it out, so you know which keys are assigned to which functions)   
  
  
if you want to experiment with all the commands and variables available do this:   
  
bring down console   
  
type:   
logfile 2   
cmdlist   
cvarlist   
  
"cmdlist" gives the list of commands   
"cvarlist" gives the list of cvars   
  
this wil capture the output to the qconsole.log file, so you can edit them at your leasure after leaving mohaa, lookin the mohaa\main folder for the file.   
  
it's worth doing this from the mainmenu, inside a SP game and inside a MP game, because some commands are only available at certain times.   
  
  
You'll see lots of postings from peeps like MPowell etc about making strange fishbowl effect views, and showing triangles in the render window ... well if you play with the hidden menus and check out the cmdlist and cvarlist you'll soon discover how to it yourself.   
  
  
And here is a little treat for you. These are the commands i have in my startup.cfg file (which i autoload when i start mohaa), they turn on all the debug info for me automatically, but also let me toggle debug mode on/off by using just F11   
  
// my debug stuff   
//Output console messages to a log file   
bind F11 vstr dbg   
set dbg vstr debug\_0   
set developer 1   
set debug 1   
set logfile 2   
set debug\_1 "set dbg vstr debug\_0;echo DEBUGMODE ON;developer 1;debug 1;logfile 2"   
set debug\_0 "set dbg vstr debug\_1;echo DEBUGMODE OFF;developer 0;debug 0;logfile 0"   
  
If you copy your mohaa shortcut on your desktop and rename it as Mohaa Developer Mode and then call up the properties for the shortcut, and use this shortcut line:   
  
C:\GAMES\MOHAA\MOHAA.exe +set thereisnomonkey 1 +set developer 1 + set cheats 1 +set ui\_console 1 +set cl\_playintro 0 +set ui\_skip\_eamovie 1 +set ui\_skip\_titlescreen 1 +set ui\_skip\_legalscreen 1 +exec startup.cfg   
  
\*note you might have to change the path   
  
this will autoload your STARTUP.CFG file, turns off all the intro adverts, displays the console for you, turns on cheats for the hidden menus (try SP mode for them).   
  
Well that's enough from me for the moment, hope at least some of the above will be useful to you, and enlighten you that what some people are making out to be BLACK-MAGIC, is actually just normal commands/functionality thats built into mohaa as standard.   
  
Have fun ...

**List of CFG Files:**  
  
inside pak0.pk3  
--------------------  
  
autoexec  
av  
decaptitator  
default  
development  
earl  
fffx  
high  
jason  
low  
maplist\_ffa  
maplist\_obj  
maplist\_team  
medium  
menu  
nate  
safemode

**Menus:**  
  
use pushmenu <menuname> to display and pushmenu <menuname> to hide  
  
beachobjmenu  
hud\_fraglimit  
hud\_score  
hud\_timelimit  
project  
connecting  
DM\_Round\_Scoreboard  
DM\_Scoreboard  
errormessage  
joininternetgame  
joinlangame  
joinnetgame  
Obj\_Scoreboard  
serverdisconnected  
servertimeout  
wrongversion  
advancedoptions  
animate2  
audio\_options  
badserveraddy  
briefing1a  
briefing1b  
briefing1c  
briefing1c2  
briefing1d  
briefing1e  
briefing1f  
briefing1f2  
briefing1g  
briefing2a  
briefing2b  
briefing2b2  
briefing2b3  
briefing2b4  
briefing2b5  
briefing2b6  
briefing2c  
briefing2d  
briefing2e  
briefing2f  
briefing3a  
briefing3b  
briefing3b2  
briefing3c  
briefing3c2  
briefing3c3  
briefing3c4  
briefing3d  
briefing3e  
briefing3f  
briefing3g  
briefing3h  
briefing3i  
briefing4a  
briefing4b  
briefing4b2  
briefing4c  
briefing4d  
briefing4e  
briefing4f  
briefing5a  
briefing5a2  
briefing5a3  
briefing5b  
briefing5c  
briefing5d  
briefing5e  
briefing6a  
briefing6b  
briefing6b2  
briefing6c  
briefing6c2  
briefing6d  
briefing6d2  
briefing6e  
briefingroom  
CinemaQuickmenu  
camera  
credits1  
crosshair  
dday1  
dday2  
decals  
demohelp  
disconnected  
SelectFFAModel  
dm\_main  
SelectPrimaryWeapon  
SelectTeam  
eascreen  
emitter  
greytest  
hud\_ammo\_BAR  
hud\_ammo\_Bazooka  
hud\_ammo\_  
hud\_ammo\_M1 Garand  
hud\_ammo\_Mauser KAR 98K  
hud\_ammo\_KAR98 - Sniper  
hud\_ammo\_Frag Grenade  
hud\_ammo\_MP40  
hud\_ammo\_StG 44  
hud\_ammo\_Walther P38  
hud\_ammo\_Panzerschreck  
hud\_ammo\_Shotgun  
hud\_ammo\_Hi-Standard Silenced  
hud\_ammo\_Springfield '03 Sniper  
hud\_ammo\_Stielhandgranate  
hud\_ammo\_Thompson  
hud\_compass  
hud\_health  
hud\_items  
hud\_stopwatch  
hud\_weapons  
joingame  
LevelDesign  
loading\_default  
m1l1  
m1l2a  
m1l2b  
m1l3a  
m2l1  
m2l2a  
m2l3  
m3l1a  
m3l2  
m3l3  
m4l1  
m4l2  
m4l3  
m5l1a  
m5l2a  
m5l3  
m6l1a  
m6l1c  
m6l2a  
m6l2b  
m6l3a  
dm/mohdm1  
dm/mohdm2  
dm/mohdm3  
dm/mohdm4  
dm/mohdm5  
dm/mohdm6  
dm/mohdm7  
obj/obj\_team1  
obj/obj\_team2  
obj/obj\_team3  
obj/obj\_team4  
obj/obj\_team5  
loadsave  
loadsave\_mp  
LODTool  
main  
medals  
mission1difficulty  
mission1\_briefing  
mission2difficulty  
mission2\_briefing  
mission3difficulty  
mission3\_briefing  
mission4difficulty  
mission4\_briefing  
mission5difficulty  
mission5\_briefing  
mission6difficulty  
mission6\_briefing  
multiplayer  
multiplayerstart  
multiplayerstart\_ffa  
multiplayerstart\_obj  
multiplayerstart\_round  
multiplayerstart\_team  
ObjSelectTeam  
options\_main  
serverfull  
smoke  
StatsScreen\_Failed  
StatsScreen\_Success  
video\_options  
war\_records  
zound  
controls  
hud\_ammo\_Colt 45  
mpoptions

**Variables (cvarslist)**   
  
From the main menu: (no map running)  
  
g\_lastsave ""  
A com\_autodialdata ""  
snd\_maxdelay "12"  
snd\_mindelay "2"  
snd\_chance "1"  
snd\_volume "1"  
snd\_mindist "160"  
snd\_reverblevel "0.5"  
snd\_reverbtype "0"  
snd\_yaw "0"  
snd\_height "16"  
snd\_length "16"  
snd\_width "16"  
cg\_te\_alpha "1"  
cg\_te\_color\_g "1"  
cg\_te\_color\_r "1"  
cg\_te\_color\_b "1"  
cg\_te\_filename "dump/testemitter.txt"  
cam\_angles\_yaw "0"  
cam\_angles\_pitch "0"  
cam\_angles\_roll "0"  
viewmodelactionweight "0"  
viewmodelnormaltime "0"  
viewmodelanimnum2 "0"  
viewmodelblend "0"  
viewmodelanimslot "0"  
viewmodelsyncrate "0"  
subteam3 "0"  
subtitle3 ""  
subteam2 "0"  
subtitle2 ""  
subteam1 "0"  
subtitle1 ""  
subteam0 "0"  
subtitle0 ""  
cg\_hud "1"  
dlg\_badsave "This save game is invalid"  
A ui\_startmap ""  
cl\_movieaudio "1"  
A cl\_greenfps "0"  
ui\_returnmenu "0"  
ui\_failed "0"  
ui\_success "0"  
ui\_gotmedal "0"  
ui\_gmboxspam "1"  
ui\_NumShotsFired "0"  
ui\_NumHits "0"  
ui\_NumComplete "0"  
ui\_NumObjectives "0"  
ui\_Accuracy "0"  
ui\_PreferredWeapon "none"  
ui\_NumHitsTaken "0"  
ui\_NumObjectsDestroyed "0"  
ui\_NumEnemysKilled "0"  
ui\_HeadShots "0"  
ui\_TorsoShots "0"  
ui\_LeftLegShots "0"  
ui\_RightLegShots "0"  
ui\_LeftArmShots "0"  
ui\_RightArmShots "0"  
ui\_GroinShots "0"  
ui\_GunneryEvaluation "0"  
ui\_health\_end "0"  
ui\_health\_start "0"  
ui\_drawcoords "0"  
ui\_inventoryfile "global/inventory.txt"  
ui\_newvidmode "4"  
ui\_compass "1"  
ui\_debugload "0"  
soundoverlay "0"  
A ui\_itemsbar "0"  
A ui\_weaponsbartime "2500"  
A ui\_weaponsbar "1"  
A ui\_consoleposition ""  
A ui\_gmbox "1"  
A ui\_minicon "0"  
A s\_obstruction\_cal\_time "500"  
s\_show\_sounds "0"  
s\_show\_num\_active\_sounds "0"  
s\_show\_cpu "0"  
s\_initsound "1"  
A s\_dialogscale "1"  
C s\_testsound "0"  
C s\_show "0"  
A s\_mixPreStep "0.05"  
AL s\_loadas8bit "0"  
A s\_separation "0.5"  
A s\_ambientvolume "1.00"  
A s\_musicvolume "0.9"  
A s\_volume "0.9"  
L net\_port "12203"  
L net\_ip "192.168.123.171"  
AL net\_socksPassword ""  
AL net\_socksUsername ""  
AL net\_socksPort "1080"  
AL net\_socksServer ""  
AL net\_socksEnabled "0"  
AL net\_noipx "1"  
AL net\_noudp "0"  
C graphshift "0"  
C graphscale "1"  
C graphheight "32"  
C debuggraph "0"  
C timegraph "0"  
A ff\_disabled ""  
ff\_developer "0"  
ff\_ensureShake "1"  
A ff\_defaultTension "1"  
A use\_ff "1"  
dcl\_texturescale "32"  
dcl\_maxoffset "10"  
dcl\_minsegment "24"  
dcl\_maxsegment "512"  
dcl\_pathmode "0"  
dcl\_dostring "apply to all"  
dcl\_dobmodels "1"  
dcl\_doterrain "1"  
dcl\_doworld "1"  
dcl\_dolighting "1"  
dcl\_alpha "1"  
dcl\_b "1"  
dcl\_g "1"  
dcl\_r "1"  
dcl\_rotation "0"  
dcl\_widthscale "1"  
dcl\_heightscale "1"  
dcl\_radius "16"  
dcl\_shader "blastmark"  
dcl\_shiftstep "4"  
dcl\_autogetinfo "1"  
dcl\_showcurrent "1"  
L dcl\_editmode "0"  
r\_gfxinfo "  
GL\_VENDOR: ATI Technologies Inc.  
GL\_RENDERER: Radeon VE DDR x86/SSE  
GL\_VERSION: 1.2.2333 WinXP Release  
GL\_EXTENSIONS: GL\_ARB\_multitexture  
GL\_EXTENSIONS: GL\_ARB\_texture\_border\_clamp  
GL\_EXTENSIONS: GL\_ARB\_texture\_compression  
GL\_EXTENSIONS: GL\_ARB\_texture\_cube\_map  
GL\_EXTENSIONS: GL\_ARB\_texture\_env\_add  
GL\_EXTENSIONS: GL\_ARB\_texture\_env\_combine  
GL\_EXTENSIONS: GL\_ARB\_texture\_env\_crossbar  
GL\_EXTENSIONS: GL\_ARB\_texture\_env\_dot3  
GL\_EXTENSIONS: GL\_ARB\_transpose\_matrix  
GL\_EXTENSIONS: GL\_ARB\_vertex\_blend  
GL\_EXTENSIONS: GL\_S3\_s3tc  
GL\_EXTENSIONS: GL\_ATIX\_envmap\_bumpmap  
GL\_EXTENSIONS: GL\_ATIX\_pn\_triangles  
GL\_EXTENSIONS: GL\_ATIX\_texture\_env\_combine3  
GL\_EXTENSIONS: GL\_ATIX\_texture\_env\_route  
GL\_EXTENSIONS: GL\_ATI\_texture\_mirror\_once  
GL\_EXTENSIONS: GL\_ATI\_vertex\_streams  
GL\_EXTENSIONS: GL\_ATI\_vertex\_shader  
GL\_EXTENSIONS: GL\_ATIX\_vertex\_shader\_output\_point\_size  
GL\_EXTENSIONS: GL\_EXT\_abgr  
GL\_EXTENSIONS: GL\_EXT\_bgra  
GL\_EXTENSIONS: GL\_EXT\_clip\_volume\_hint  
GL\_EXTENSIONS: GL\_EXT\_compiled\_vertex\_array  
GL\_EXTENSIONS: GL\_EXT\_draw\_range\_elements  
GL\_EXTENSIONS: GL\_EXT\_fog\_coord  
GL\_EXTENSIONS: GL\_EXT\_packed\_pixels  
GL\_EXTENSIONS: GL\_EXT\_point\_parameters  
GL\_EXTENSIONS: GL\_EXT\_rescale\_normal  
GL\_EXTENSIONS: GL\_EXT\_secondary\_color  
GL\_EXTENSIONS: GL\_EXT\_separate\_specular\_color  
GL\_EXTENSIONS: GL\_EXT\_stencil\_wrap  
GL\_EXTENSIONS: GL\_EXT\_texgen\_reflection  
GL\_EXTENSIONS: GL\_EXT\_texture3D  
GL\_EXTENSIONS: GL\_EXT\_texture\_compression\_s3tc  
GL\_EXTENSIONS: GL\_EXT\_texture\_cube\_map  
GL\_EXTENSIONS: GL\_EXT\_texture\_edge\_clamp  
GL\_EXTENSIONS: GL\_EXT\_texture\_env\_add  
GL\_EXTENSIONS: GL\_EXT\_texture\_env\_combine  
GL\_EXTENSIONS: GL\_EXT\_texture\_env\_dot3  
GL\_EXTENSIONS: GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXTENSIONS: GL\_EXT\_texture\_object  
GL\_EXTENSIONS: GL\_EXT\_vertex\_array  
GL\_EXTENSIONS: GL\_KTX\_buffer\_region  
GL\_EXTENSIONS: GL\_ARB\_window\_pos  
GL\_EXTENSIONS: GL\_NV\_texgen\_reflection  
GL\_EXTENSIONS: GL\_NV\_blend\_square  
GL\_EXTENSIONS: GL\_SGI\_texture\_edge\_clamp  
GL\_EXTENSIONS: GL\_SGIS\_texture\_border\_clamp  
GL\_EXTENSIONS: GL\_SGIS\_texture\_lod  
GL\_EXTENSIONS: GL\_SGIS\_multitexture  
GL\_EXTENSIONS: GL\_WIN\_swap\_hint  
GL\_EXTENSIONS: WGL\_EXT\_extensions\_string  
GL\_EXTENSIONS: WGL\_EXT\_swap\_control  
GL\_MAX\_TEXTURE\_SIZE: 2048  
GL\_MAX\_ACTIVE\_TEXTURES\_ARB: 3  
  
PIXELFORMAT: color(32-bits) Z(24-bit) stencil(8-bits)  
MODE: 4, 800 x 600 windowed hz:60  
GAMMA: hardware w/ 0 overbright bits  
CPU: Intel Pentium III  
rendering primitives: single glDrawElements  
texturemode: GL\_LINEAR\_MIPMAP\_NEAREST  
picmip: 1  
texture bits: 32  
multitexture: enabled  
compiled vertex arrays: enabled  
texenv add: enabled  
compressed textures: disabled  
"  
L r\_maskMinidriver "0"  
L r\_allowSoftwareGL "0"  
L r\_loadftx "0"  
L r\_loadjpg "1"  
A ter\_fastMarks "1"  
A ter\_minMarkRadius "8"  
r\_precacheimages "0"  
r\_static\_shadermultiplier3 "1"  
r\_static\_shadermultiplier2 "1"  
r\_static\_shadermultiplier1 "1"  
r\_static\_shadermultiplier0 "1"  
r\_static\_shaderdata3 "0"  
r\_static\_shaderdata2 "0"  
r\_static\_shaderdata1 "0"  
r\_static\_shaderdata0 "0"  
A r\_sse "0"  
r\_showportal "0"  
A vss\_smoothsmokelight "1"  
A r\_debuglines\_depthmask "0"  
R r\_useglfog "1"  
A r\_lightcoronasize ".1"  
C r\_farplane\_nofog "0"  
C r\_farplane\_nocull "0"  
C r\_farplane\_color ".5 .5 .5"  
C r\_farplane "0"  
r\_skyportal\_origin "0 0 0"  
r\_skyportal "0"  
C r\_light\_showgrid "0"  
A r\_light\_nolight "0"  
A r\_light\_int\_scale "0.05"  
C r\_light\_sun\_line "0"  
C r\_light\_lines "0"  
A r\_stipplelines "1"  
r\_maxtermarks "1024"  
r\_maxpolyverts "16384"  
r\_maxpolys "4096"  
A r\_entlight\_maxcalc "2"  
A r\_entlight\_cubefraction "0.5"  
A r\_entlight\_cubelevel "0"  
A r\_entlight\_errbound "6"  
C r\_entlight\_scale "1.3"  
C r\_entlightmap "0"  
C r\_noportals "0"  
C r\_lockpvs "0"  
C r\_drawBuffer "GL\_BACK"  
C r\_offsetunits "-2"  
C r\_offsetfactor "-1"  
C r\_clear "0"  
C r\_showstaticbboxes "0"  
C r\_showhbox "0"  
C r\_shownormals "0"  
C r\_showsky "0"  
C r\_showtris "0"  
C r\_nobind "0"  
C r\_debugSurface "0"  
C r\_logFile "0"  
C r\_verbose "0"  
C r\_speeds "0"  
C r\_showcluster "0"  
C r\_novis "0"  
C r\_showcull "0"  
C r\_nocull "0"  
C r\_ignore "1"  
C r\_staticlod "1"  
C r\_drawspherelights "1"  
C r\_drawsprites "1"  
C r\_drawterrain "1"  
C r\_drawbrushmodels "1"  
C r\_drawbrushes "1"  
C r\_drawstaticmodelpoly "1"  
C r\_drawstaticmodels "1"  
C r\_drawentitypoly "1"  
C r\_drawentities "1"  
C r\_norefresh "0"  
C r\_measureOverdraw "0"  
C r\_skipBackEnd "0"  
C r\_showSmp "0"  
C r\_flareFade "7"  
C r\_flareSize "40"  
C r\_portalOnly "0"  
C r\_lightmap "0"  
C r\_drawworld "1"  
C r\_nocurves "0"  
r\_printShaders "0"  
C r\_debugSort "0"  
lod\_tool "0"  
lod\_position "0 0 0"  
lod\_save "0"  
lod\_tris ""  
lod\_metric "0.0"  
lod\_tikiname ""  
lod\_meshname ""  
lod\_mesh "0"  
lod\_zee\_val "0"  
lod\_pitch\_val "0"  
lod\_curve\_4\_slider "0"  
lod\_curve\_3\_slider "0"  
lod\_curve\_2\_slider "0"  
lod\_curve\_1\_slider "0"  
lod\_curve\_0\_slider "0"  
lod\_curve\_4\_val "0"  
lod\_curve\_3\_val "0"  
lod\_curve\_2\_val "0"  
lod\_curve\_1\_val "0"  
lod\_curve\_0\_val "0"  
lod\_edit\_4 "0"  
lod\_edit\_3 "0"  
lod\_edit\_2 "0"  
lod\_edit\_1 "0"  
lod\_edit\_0 "0"  
lod\_LOD\_slider "0.5"  
lod\_maxLOD "0.3"  
lod\_minLOD "1.0"  
lod\_LOD "0"  
r\_uselod "1"  
r\_showstaticlod "0"  
r\_showlod "0"  
r\_showImages "0"  
C r\_directedScale "1"  
C r\_ambientScale "0.5"  
A r\_primitives "0"  
A r\_facePlaneCull "1"  
A r\_gamma "1"  
A r\_swapInterval "0"  
A r\_textureMode "GL\_LINEAR\_MIPMAP\_NEAREST"  
A r\_finish "0"  
A r\_dlightBacks "1"  
A r\_drawSun "0"  
r\_fastsky "0"  
A r\_ignoreGLErrors "1"  
C r\_znear "3"  
A r\_flares "0"  
A C r\_lodCurveError "225"  
r\_lerpmodels "1"  
LC r\_singleShader "0"  
L g\_numdebuglines "4096"  
L r\_intensity "1"  
L r\_mapOverBrightBits "1"  
LC r\_fullbright "0"  
L r\_displayRefresh "0"  
AL r\_ignoreFastPath "0"  
AL r\_smp "0"  
AL r\_vertexLight "0"  
AL r\_customaspect "1"  
AL r\_customheight "1024"  
AL r\_customwidth "1600"  
AL r\_ignorehwgamma "0"  
AL r\_overBrightBits "0"  
AL r\_depthbits "0"  
AL r\_stencilbits "0"  
AL r\_stereo "0"  
AL r\_textureDetails "1"  
L r\_colorMipLevels "0"  
AL r\_roundImagesDown "1"  
A r\_reset\_tc\_array "1"  
A r\_geForce3WorkAround "1"  
AL r\_ext\_aniso\_filter "0"  
AL r\_ext\_texture\_env\_combine "0"  
AL r\_ext\_texture\_env\_add "1"  
AL r\_ext\_compiled\_vertex\_array "1"  
R r\_ext\_multitexture "1"  
AL r\_ext\_gamma\_control "1"  
AL r\_allowExtensions "1"  
AL r\_glDriver "opengl32"  
A s\_speaker\_type "0"  
AL s\_reverb "0"  
U A dm\_playergermanmodel "german\_wehrmacht\_soldier"  
U A dm\_playermodel "american\_army"  
U password ""  
U A snaps "20"  
m\_invert\_pitch "0"  
A cg\_forceModel "0"  
A cl\_maxPing "800"  
A cg\_autoswitch "1"  
cg\_gametype "0"  
cl\_langamerefreshstatus "Ready"  
R cl\_motdString ""  
A m\_filter "0"  
A m\_side "0.25"  
A m\_up "0"  
A m\_forward "0.25"  
A m\_yaw "0.022"  
A m\_pitch "0.022"  
A cl\_allowDownload "1"  
cl\_showmouserate "0"  
A cl\_mouseAccel "0"  
A sensitivity "5"  
A freelook "1"  
A cl\_run "1"  
A cl\_packetdup "1"  
A cl\_maxpackets "30"  
cl\_anglespeedkey "1.5"  
A cl\_pitchspeed "70"  
A cl\_yawspeed "140"  
rconAddress ""  
cl\_forceavidemo "0"  
cl\_avidemo "0"  
activeAction ""  
cl\_freezeDemo "0"  
cl\_showTimeDelta "0"  
cl\_showSend "0"  
cl\_shownet "0"  
cl\_timeNudge "0"  
cl\_connect\_timeout "15"  
cl\_timeout "60"  
A cl\_cdkey "123456789"  
cl\_motd "0"  
cl\_eventstats "0"  
cl\_timeevents "0"  
cl\_eventlimit "500"  
cl\_showevents "0"  
cl\_debugMove "0"  
cl\_nodelta "0"  
sv\_deeptracedebug "0"  
sv\_drawentities "1"  
R sv\_mapChecksum ""  
sv\_killserver "0"  
sv\_padPackets "0"  
sv\_showloss "0"  
sv\_reconnectlimit "3"  
A sv\_master5 ":)"  
A sv\_master4 "duncan\_paterson\_weir@hotmail.com"  
A sv\_master3 "www.the4thregiment.tk"  
A sv\_master2 "(Duncan Weir)"  
sv\_master1 "Scorpios Server"  
nextmap ""  
sv\_zombietime "2"  
sv\_timeout "120"  
S sv\_fps "20"  
sv\_privatePassword "4threserved"  
rconPassword "opmhp"  
R sv\_paks ""  
sv\_pure "0"  
R sv\_serverid "0"  
S L g\_gametype "0"  
S A sv\_floodProtect "1"  
S A sv\_minPing "0"  
S L sv\_maxclients "1"  
S sv\_privateClients "0"  
S R mapname "nomap"  
S R protocol "8"  
S sv\_keywords ""  
S timelimit "0"  
S fraglimit "0"  
S dmflags "0"  
skill "1"  
g\_maxplayerhealth "750"  
net\_multiLANpackets "2"  
I net\_qport "22491"  
showdrop "0"  
showpackets "0"  
A in\_disablealttab "0"  
A joy\_threshold "0.15"  
in\_debugjoystick "0"  
A in\_joyBallScale "0.02"  
A in\_joystick "0"  
AL in\_mouse "1"  
A in\_mididevice "0"  
A in\_midichannel "1"  
A in\_midi "0"  
username "Duncan"  
sys\_cpuid "35"  
sys\_cpustring "Intel Pentium III"  
R win\_wndproc "4754704"  
R win\_hinstance "4194304"  
arch "win2000"  
arch\_minor\_version "1"  
arch\_major\_version "5"  
R shortversion "1.11"  
S R version "Medal of Honor Allied Assault 1.11 win-x86 Mar 5 2002"  
com\_buildScript "0"  
R cl\_running "1"  
R sv\_running "0"  
L dedicated "0"  
C timedemo "0"  
com\_speeds "0"  
C viewlog "0"  
C com\_dropsim "0"  
C com\_showtrace "0"  
C fixedtime "0"  
C timescale "1"  
A fps "0"  
A autopaused "1"  
R paused "0"  
deathmatch "0"  
A com\_maxfps "85"  
convertAnim "0"  
showLoad "0"  
low\_anim\_memory "0"  
dumploadedanims "0"  
pagememory "0"  
ui\_legalscreen\_stay "3"  
ui\_legalscreen\_fadeout ".5"  
ui\_legalscreen\_fadein ".5"  
ui\_titlescreen\_stay "3"  
ui\_titlescreen\_fadeout ".5"  
ui\_titlescreen\_fadein ".5"  
g\_voiceChat "0"  
S A sv\_maplist "obj\tank"  
A r\_lastValidRenderer "Radeon VE DDR x86/SSE"  
AL r\_fullscreen "0"  
AL r\_forceClampToEdge "1"  
AL s\_milesdriver "Miles Fast 2D Positional Audio"  
U A name "=4th= [1st] 2nd Lt. Scorpio"  
S A sv\_allowDownload "0"  
S AL g\_gametypestring "Objective-Match"  
S A sv\_hostname "Scorpios ..."  
S A sv\_maxPing "500"  
S A sv\_maxRate "9000"  
U A rate "20000"  
A vid\_xpos "40"  
A vid\_ypos "44"  
config "unnamedsoldier.cfg"  
AL r\_ext\_compressed\_textures "0"  
A r\_drawstaticdecals "1"  
A g\_ddayshingleguys "2"  
A g\_ddayfog "0"  
A g\_ddayfodderguys "2"  
AL r\_texturebits "32"  
AL r\_colorbits "32"  
AL r\_picmip "1"  
AL r\_mode "4"  
A cg\_marks\_add "1"  
AL s\_khz "22"  
A cg\_shadows "1"  
A cg\_rain "1"  
A ter\_maxtris "16384"  
A ter\_maxlod "4"  
A ter\_error "9"  
A vss\_maxcount "20"  
A cg\_effectdetail "0.7"  
A r\_lodviewmodelcap "0.45"  
A r\_lodcap "0.35"  
A r\_lodscale "0.45"  
AL r\_subdivisions "4"  
A r\_fastentlight "1"  
AL r\_fastdlights "1"  
A cg\_drawviewmodel "2"  
A g\_m6l3 "0"  
A g\_m6l2 "0"  
A g\_m6l1 "0"  
A g\_m5l3 "0"  
A g\_m5l2 "0"  
A g\_m5l1 "0"  
A g\_m4l3 "0"  
A g\_m4l2 "0"  
A g\_m4l1 "1"  
A g\_m3l3 "0"  
A g\_m3l2 "0"  
A g\_m3l1 "0"  
A g\_m2l3 "0"  
A g\_m2l2 "0"  
A g\_m2l1 "0"  
A g\_m1l3 "0"  
A g\_m1l2 "0"  
A g\_m1l1 "1"  
A g\_eogmedal2 "0"  
A g\_eogmedal1 "0"  
A g\_eogmedal0 "0"  
A g\_medal5 "1"  
A g\_medal4 "0"  
A g\_medal3 "0"  
A g\_medal2 "0"  
A g\_medal1 "0"  
A g\_medal0 "0"  
ui\_medalsign ""  
ui\_signshader ""  
A g\_subtitle "0"  
A g\_skill "1"  
A detail "1"  
A ui\_hostname "Scorpio's Monastery Assault 3.3"  
A ui\_maplist\_obj "obj/obj\_team1"  
A ui\_maplist\_round "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7"  
A ui\_maplist\_team "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7"  
A ui\_maplist\_ffa "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7"  
A ui\_inactivekick "999"  
A ui\_inactivespectate "999"  
A ui\_connectip "68.43.41.63"  
A ui\_teamdamage "1"  
A ui\_timelimit "0"  
A ui\_fraglimit "0"  
A ui\_gamespy "1"  
A ui\_maxclients "10"  
ui\_gametypestring ""  
ui\_gametype ""  
ui\_dmmap ""  
A ui\_voodoo "0"  
A cl\_ctrlbindings "0"  
A cl\_altbindings "0"  
A ui\_crosshair "1"  
A viewsize "100"  
I journal "0"  
fs\_filedir "C:\games\mohaa\main\\maps\"  
mapdir ""  
logfile "2"  
I fs\_restrict ""  
S I fs\_game ""  
I fs\_basepath "C:\games\mohaa"  
I fs\_cdpath ""  
I fs\_copyfiles "0"  
fs\_debug "0"  
A ui\_skip\_legalscreen "1"  
A ui\_skip\_titlescreen "1"  
A ui\_skip\_eamovie "1"  
A cl\_playintro "0"  
A ui\_console "1"  
A developer "1"  
A thereisnomonkey "1"  
AL cheats "1"  
  
607 total cvars  
607 cvar indexes

**Commands (cmdlist)**  
  
From main menu: (no map running)  
  
cmdlist  
-back  
-leanright  
-moveright  
cvarlist  
-leanleft  
-moveleft  
listmenus  
-use  
set  
bind  
unbind  
alias  
seta  
exec  
devcon  
gotoreturnmenu  
setreturnmenu  
-statistics  
+statistics  
ui\_getplayermodel  
ui\_applyplayermodel  
playermodel  
finishloadingscreen  
startserver  
ui\_removehud  
ui\_addhud  
locationprint  
centerprint  
ui\_checkrestart  
ui\_resetcvars  
ui\_hud  
clear  
ui\_testlist  
ui\_loadconsolepos  
ui\_saveconsolepos  
ui\_hidemouse  
ui\_showmouse  
inv\_restart  
editspecificshader  
editshader  
editscript  
notepad  
soundpicker  
lod\_spawnlist  
viewspawnlist  
ui\_startdmmap  
dmmapselect  
maplist  
loadmenu  
togglemenu  
globalwidgetcommand  
widgetcommand  
hidemenu  
showmenu  
popmenu  
forcemenu  
pushmenu\_dm  
pushmenu\_sp  
pushmenu  
tmstop  
tmstartloop  
tmstart  
pitch  
playsong  
loadsoundtrack  
stopmp3  
playmp3  
sounddump  
soundinfo  
soundlist  
play  
ff\_disable  
r\_infoworldtris  
r\_infostaticmodels  
farplane\_info  
gfxinfo  
screenshot  
modelist  
modellist  
shaderlist  
imagelist  
cl\_dumpallclasses  
cl\_dumpclassevents  
cl\_classevents  
cl\_classtree  
cl\_classlist  
cl\_pendingevents  
cl\_dumpevents  
cl\_eventhelp  
cl\_eventlist  
gogetpatch  
launchgamespy  
fastconnect  
aliasdump  
dialog  
saveshot  
vidmode  
tiki  
animlist  
tikilist  
tikianimlist  
ping  
setenv  
rcon  
localservers  
reconnect  
menuconnect  
connect  
stoprecord  
cinematic  
disconnect  
vid\_restart  
snd\_restart  
clientinfo  
configstrings  
cmd  
-cameralook  
+cameralook  
+togglemouse  
-mlook  
+mlook  
-button14  
+button14  
-button13  
+button13  
-button12  
+button12  
-button11  
+button11  
-button10  
+button10  
-button9  
+button9  
-button8  
+button8  
-button7  
+button7  
-button6  
+button6  
-button5  
+button5  
-button4  
+button4  
-button3  
+button3  
-button2  
+button2  
-button1  
+button1  
-button0  
+button0  
-speed  
+speed  
+leanright  
+leanleft  
+use  
-attacksecondary  
+attacksecondary  
-attackprimary  
+attackprimary  
-attack  
+attack  
+moveright  
+moveleft  
-strafe  
+strafe  
-lookdown  
+lookdown  
-lookup  
+lookup  
+back  
-forward  
+forward  
-right  
+right  
-left  
+left  
-movedown  
+movedown  
-moveup  
+moveup  
centerview  
difficultyHard  
difficultyMedium  
difficultyEasy  
loadlastgame  
loadgame  
autosavegame  
savegame  
killserver  
gamemap  
devmap  
map  
spdevmap  
spmap  
sectorlist  
restart  
dumpuser  
systeminfo  
serverinfo  
status  
clientkick  
kick  
heartbeat  
midiinfo  
net\_restart  
in\_restart  
pause  
writeconfig  
changeVectors  
quit  
unbindall  
touchFile  
cd  
fdir  
dir  
path  
ctrlbindlist  
altbindlist  
bindlist  
unctrlbind  
ctrlbind  
unaltbind  
altbind  
append  
scale  
subtract  
add  
cvar\_savegame\_restart  
cvar\_restart  
reset  
setu  
sets  
toggle  
wait  
echo  
vstr  
meminfo  
239 commands

**3 useful threads to add to your map script files for debugging.**  
They give nice formatted output in console, and are great when the logfile is turned on:  
  
To use them, put these 2 lines immediately after "main:"  
level.debug = 1  
level.debugtime = 1  
  
These 2 lines, activate the debuging lines to console, and also activate a TIME message. The time messages are most useful for benchmarking, to see which threads are taking far too long to process.  
  
Then at the start of a thread add a line like:  
thread debugtextstart ("currentthreadname: self = " + self)  
  
at he end of a thread add a line like:  
thread debugtextend ("currentthreadname: self = " + self)  
  
inside your threads either in a loop or after an important command, put a line like:  
thread debugtext ("myvalue = " + local.myvalue)  
  
// the 3 threads follow, stick these into your map script file, preferably right at the bottom.  
  
debugtext local.text:  
if (level.debug == NIL || level.debug != 1)  
end  
  
if (level.debugtime == 1)  
local.text = (" Time: " + level.time + "> " + local.text)  
else  
local.text = (" " + local.text)  
  
println local.text  
end  
  
debugtextstart local.text:  
if (level.debug == NIL || level.debug != 1)  
end  
  
println " "  
println "[-"  
println "////////////////////////// START OF THREAD //////////////////////"  
  
local.text = ("// THREAD = " + local.text)  
  
if (level.debugtime == 1)  
local.text = (local.text + "\n// Time: " + level.time + "\n")  
  
local.text = (local.text + "\n----------------")  
  
println local.text  
end  
  
debugtextend local.text:  
if (level.debug == NIL || level.debug != 1)  
end  
  
local.text = ("\\ THREAD = " + local.text)  
  
local.text = ("----------------\n" + local.text)  
  
if (level.debugtime == 1)  
local.text = ("\\ Time: " + level.time + "\n" + local.text)  
  
println local.text  
println "\\\\\\\\\\\\\\\\\\\\\\\\\\ END OF THREAD \\\\\\\\\\\\\\\\\\\\\\\\"  
println "-]"  
println " "  
end