

MOHAA Unwrapped

Debugging, menus, commands & variables

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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 will capture the output to the qconsole.log file, so you can edit them at your leisure after leaving mohaa, look in the mohaa\main folder for the file.

it's worth doing this from the main menu, 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 do 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 that's 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_lastname ""
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_NumEnemiesKilled "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"
L C r_singleShader "0"
L g_numdebuglines "4096"
L r_intensity "1"
L r_mapOverBrightBits "1"
L C r_fullbright "0"
L r_displayRefresh "0"
A L r_ignoreFastPath "0"
A L r_smp "0"
A L 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 "Scorpions 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 autopausd "1"
R paused "0"
deathmatch "0"
A com_maxfps "85"
convertAnim "0"
showLoad "0"
low_anim_memory "0"
dumploadedanimations "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 "Scorpions ..."
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"
l journal "0"
fs_filedir "C:\games\mohaa\main\maps\
mapdir ""
logfile "2"
l fs_restrict ""
S l fs_game ""
l fs_basepath "C:\games\mohaa"
l fs_cdpath ""
l 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
editsspecificshader
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 debugging 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 the 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:
```

[illegible]