

## Reborn CVARs

CVAR	Default Value	Value Limit	Information
g_badchatlimit	3	0-65000	Sets the limit for bad words to be used until kick (bad words can be added in the chatfilter.cfg).
g_teambalance	0	0-1	When this CVar is set to 1, it turns on basic Team Balance on server. Whenever player joins a team, it forces player to <b>Auto Join Team</b> instead of <b>Join Allies</b> or <b>Join Axis</b> . Which auto-balances the teams.
g_votetimeout	1	0-5	CVAR sets Vote Expire Time in Reborn's voting system. Value is in minutes.
sv_antistwh	1	0-1	Turns on the Anti-Shoot Through Wall Hack system. STWH will not work anymore. Very small chance of a bullethit won't register when shooting next to a wall. Switch it off by setting this CVAR to 0.
sv_antiwh	0	0-6	Turns on the Anti-WallHack system. There are 5 different modes, all working slightly different. However it still bugs a lot, players keep flashing, so mostly switched off on servers.
sv_antiwhskipping	400	0-999	This CVAR is used by the Anti-WH system, for modes 1, 2 & 3. Skips anti-wh checks for players with a ping higher than this CVARs value.
sv_banning	1	0-1	When set to 1, it turns on Reborn's banning system, place it on 0 to turn it off.
sv_disablechat	0	0-1	When set to 1, this will disable server's chat for all players. No message can be send (including public chat, team chat and private chat).
sv_disabletaunt	0	0-1	When set to 1, this will disable server's taunts for all players. Everything will be nice and quiet.
sv_filterchat	1	0-1	When set to 1, this will switch on the Chat Filter System (used for bad words and such).
sv_kickbadcmd	1	0-1	When set to 1, it'll kick players using bad or malicious commands, other player's will be informed when this happens. It's safe to place it at 0, as all these bad commands are nullified by Reborn in the first place.
sv_kickping	500	0-999	A proper high ping kick CVAR. Player's with a ping above this value will get kicked from the server.
sv_maxconnperip	3	-1-100	This is the maximum amount of players allowed who are using the same IP. This can stop/limit flood bots. Set to -1 to switch off the CVAR.
sv_packetantiflood	0	0-1	This should be switched on (1) to protect your server against flood attacks. However, when using software like CI, CK Autokick, Scapp, Foresight or GS Protector, it's recommended to switch this off (0) as it would cause for serious issues.

sv_packetfiltertime	2000	0-65000	Throttle time window for the Packet AntiFlood system. When Packet AntiFlood System detects that 5 continuously incoming packets arrived to the server faster than packet time delay configured by sv_packetflooddelay, it will turn on time throttle window, and from this point on, it will drop all incoming packets for specified (by this CVAR) amount of milliseconds.
sv_packetflooddelay	50	0-65000	This CVAR is used by Packet AntiFlood System to set the allowed time delay between two incoming packets from the same IP address. Value represents milliseconds. When delay between two packets is lower than this CVar's value, they will be flagged as flood and dropped by the patch before they reach the engine. You shouldn't set the value higher than 500 [ms] because this may lead to legit connected players packets to be blocked, and you may have problems with your server not showing on game server browsers or server administration applications (like CI, Foresight, Scapp etc.) kick random players from server.
sv_remotetoolip	127.0.0.1	IPs	CVAR is used by the Packet AntiFlood system. Set the IP which is used for your server monitoring tools (CI, Foresight, Scapp etc.). This IP will be let through as trusted IP and will never be blocked by the system. If you're running it on your PC, fill in your own IP.
sv_protectnames	1	0-1	When set to 1, the Name Protection System will be switched on. You can set password for names, so that only the people knowing the password for the name can use it upon connecting.
sv_rebornmaster	109.70.148.37	IPs	CVAR used to communicate with the Reborn Master Server, as GameSpy is down. IP might change in the future.
sv_recoilemulation	0	0-1	When CVAR set to 1 it will activate the Anti-No Recoil system. Nullifying the use of No-Recoil hacks. Chance of small recoil bugs when in use.
sv_stufftextdetection	1	0-1	Switches on (1) the Stufftext Bypass Detection System. Rare chance of false-positives where it kicks legitimate players who are not doing or using anything. Set to 0 to switch off detection.
sv_updatedelay	65000	1-65000	CVAR is used to specify for how many hours the server will check for Reborn updates. As Reborn isn't updating a lot anymore, updating can also be buggy and manual updates are better, set this value high to switch off the autoupdate.