**Server/Admin CVARs**

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| **CVAR** | **Default Value** | **Value Limit** | **Information** |
| **Server Information CVARs** | | | |
| sv\_hostname | *Text* | - | You can set your server’s name here, as it will appear online to others. |
| Admin | *Text* | - | Set the server’s admin name here. |
| URL | *Text* | - | Set the server’s website link here. |
| Email | *Text* | - | Set the server’s (admin) email here. |
| Location | *Text* | - | Set the server’s location here. |
| sv\_gamespy | 1 | 0-1 | Switch visibility of the server (online) on or off. |
| rconpassword | *Text* | - | The RCON password of the server goes here. |
| sv\_maxclients | 16 | 0-64 | Maximum of players allowed on the server. When you rent a server, you can’t change the value. |
| sv\_privateclients | 0 | 0-64 | The amount of player slots which require a password to join (and are locked for others). |
| sv\_privatepassword | *Text* | - | The password for the private server slots. |
| password | *Text* | - | Sets a password on the server, only people that know the password can connect to the server. |
| **Latency & FPS CVARs** | | | |
| sv\_maxrate | 30000 | 0-30000 | Limits the players to pull up to 30,000 bps (the players can play with a max. rate of 30,000, which is the max of mohaa). |
| sv\_fps | 20 | - | Default value for the server to process FPS. Setting it higher will increase lag. |
| sv\_maxping | 0 | 0-999 | The maximum ping that players can connect with. HOWEVER it doesn’t work as it should and using any value other than 0 can have faulty and undesired effects. |
| g\_smoothclients | 1 | 0-1 | Set to 1 to avoid aim issues in-game. |
| **Protection CVARs** | | | |
| sv\_floodprotect | 1 | 0-1 | Prevent players from flooding the server (on/off). |
| flood\_waitdelay | 10 | 0-100 | Default flood protection values. |
| flood\_persecond | 4 | 0-100 | Default flood protection values. |
| flood\_msgs | 4 | 0-100 | Default flood protection values. |
| sv\_pure | 0 | 0-1 | Requires players to have a pure, stock game. However this CVAR/setting does NOT work. |
| sv\_allowdownload | 0 | 0-1 | This CVAR does not work as it should, however when set to 1, players can obtain your server.cfg and rconpassword. So NEVER put it on 1. |
| **Map Setting CVARs** | | | |
| timelimit | 15 | 1-999 | The time each map will run for. |
| roundlimit | 0 | 0-999 | Sets the time for a round to last in round-based games. On 0 the game won’t end on round limit. |
| fraglimit | 0 | 0-999 | Sets the amount of frags needed to change the maps. On 0 the game won’t end on frag limit. |
| g\_teamdamage | 0 | 0-1 | Sets friendly fire on or off. |
| g\_gametype | 2 | 1-6 | Sets the gametype for the map & server:  1 = Free for All  2 = Team Death Match  3 = Round Based  4 = Objective  5 = Tug Of War (SH Only)  6 = Liberation (BT Only) |
| map | *Text* | - | The first map the server will run. For example:  obj/obj\_team2 |
| sv\_maplist | *Text* | - | The maps you want the server to run. Use a space after each map: obj/obj\_team2 obj/obj\_team1 |
| **Movement CVARs** | | | |
| sv\_gravity | 800 | 0-10000 | The higher you set it, the more damage you get from a fall (or even insta-die when jumping), lower is longer air-time. Recommended to keep at 800 and not change it. |
| sv\_runspeed | 250 | 0-10000 | Decrease or increase the runspeed. Try not to distance too much from the default value to keep the game playable. |
| sv\_walkspeed | 150 | 0-10000 | Decrease or increase the walkspeed (silent walk). Try not to distance too much from the default value to keep the game playable. |
| **Timed CVARs** | | | |
| g\_allowjointime | 2 | 0-500 | Time in seconds allowed for players to (re)spawn in a live game. Set low to avoid players respawn cheating in round-based games. |
| g\_inactivespectate | 30 | 0-999 | Sets the amount of time before a player becomes a spectator when not having moved. |
| g\_inactivekick | 120 | 0-999 | Sets the amount of time before a player is kicked when inactive. |
| g\_droppeditemlife | 30 | 0-500 | Sets the time in seconds it takes for health packs and weapons from dead players to despawn. Set to 0 to instantly remove all dropped health packs and weapons. |
| g\_forcerespawn | 5 | 0-500 | Forces a dead body to respawn in x seconds (or forcing it to go to spec, depending on the gametype), otherwise dead bodies could remain in-game and cause issues. |
| g\_teamswitchdelay | 0 | 0-500 | Time in seconds it takes before you can join a different team again. Only works sometimes so don’t bother with it. (0 = off.) |
| sv\_reconnectlimit | 5 | 0-500 | Sets minimum period required between client reconnects in seconds. |
| **Log CVARs** | | | |
| developer | 0 | 0-3 | Set to 1, 2 or 3 to enable more info in the log. 2 gives the most info. |
| logfile | 0 | 0-3 | Set to 1, 2 or 3 to create logfiles (1 is buffered, 2 is continuous, 3 is appending to existing). |
| g\_logsync | 0 | 0-1 | Set to 1 to let the logfiles be written line by line, instead of big chunks (easier to read). |
| sv\_chatter | 1 | 0-1 | Set to 1 to log chats (if logging enabled). |
| chat | 1 | 0-1 | Set to 1 to log chats (if logging enabled). |
| **MISC CVARs** | | | |
| g\_allowvote | 0 | 0-1 | Enables voting (1). As this can be abused, it’s mostly switched off (0). |
| dmflags | 0 | - | Use DMFLAG-calculator to acquire the needed value to use. Set to 0 to switch off all dmflags. |
| g\_spectate\_allow\_full\_chat | 0 | 0-1 | When set to 1, it would enable spectators to interact with live players via chat. Advised to leave this off (0) to help avoid cheating. |

The following CVARs only work in-game via rcon (or via a live server tool that allows you to use rcon commands). These can’t be activated via the server.cfg.

Make sure you type ‘rcon’ in front of every CVAR.

e.g. **rcon clientkick 1**

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| **In-Game RCON CVARs** | | | |
| **CVAR** | **Default Value** | **Value Limit** | **Information** |
| status | - | - | Shows you a list of all clients in the game, including their names, IPs and clientnumber. |
| kick | *Name* | - | Enter a name to be kicked from the server. Use quotation marks for their names (e.g. rcon kick “Super Noob”). |
| kick all | *-* | - | Kicks all players from the server. |
| clientkick | - | 0-64 | Kicks the player by his corresponding clientnumber, which you can find by using rcon status. (e.g. rcon clientkick 5) |
| dumpuser | *Name* | - | Shows certain info of a specific player (his playermodels, rate, IP, name, snaps etc.).  (e.g. rcon dumpuser “Super Noob”) |
| say | *Text* | - | Allows you to type to the entire server via console. (e.g. rcon say “What’s up everyone?”) |
| path | - | - | Shows you all the pk3 files within the server’s main folder. |
| dir | - | - | Shows you all the files in the server’s main folder. |
| quit | - | - | Stops/crashes the server. |
| crash | - | - | Stops/crashes the server. |
| serverinfo | - | - | Shows current server settings. |
| cmdlist | - | - | Will show you all known rcon commands (they don’t all work though or not as they should). |
| cvarlist | - | - | Will show you all known CVARs and variables. Not all work though. |
| freeze | - | 0-999 | Freezes all players in the server for x amount of seconds (e.g. rcon freeze 10). |
| meminfo | - | - | Will show you information on how much memory your dedicated server is using. |
| restart | - | - | Restarts the round/map completely. |
| systeminfo | - | - | Shows you the values of g\_synchronousclients, sv\_serverid and timescale. |