

Server/Admin CVARs

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	<i>Text</i>	-	The first map the server will run. For example: obj/obj_team2
sv_maplist	<i>Text</i>	-	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](#)

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	<i>Name</i>	-	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	<i>Name</i>	-	Shows certain info of a specific player (his playermodels, rate, IP, name, snaps etc.). (e.g. rcon dumpuser "Super Noob")
say	<i>Text</i>	-	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.