**Unnamedsoldier.cfg Bind List & CVAR List**

***Allied Assault***

**Bind List**

Every bind needs ‘**bind**’ in front of it. Everything after the ‘key’ of a bind needs to be inside of brackets. (There are 2 exceptions; I’ll come to that after this table.)

**Example Bind:** bind r “reload”

*The keys for all the following (base) commands are default, and most used as well.*

|  |  |  |
| --- | --- | --- |
| **Key** | **Setting/Command** | **Information** |
| 1 | useweaponclass pistol | Switch to Pistol |
| 2 | useweaponclass rifle | Switch to Rifle |
| 3 | useweaponclass smg | Switch to SMG |
| 4 | useweaponclass mg | Switch to MG |
| 5 | useweaponclass grenade | Switch to Grenade |
| 6 | useweaponclass heavy | Switch to Shotgun/Bazooka |
| 7 | toggleitem | Switch to item (e.g. Binoculars) |
| H | weapdrop | Drop Weapon |
| Q | holster | Holster Weapon |
| R | reload | Reload |
| MOUSE1 | +attackprimary | Fire Weapon |
| MOUSE2 | +attacksecondary | Scope Weapon / Bash |
| MWHEELDOWN | weapprev | Switch to Previous Weapon |
| MWHEELUP | weapnext | Switch to Next Weapon |
| W | +forward | Move Forwards |
| S | +back | Move Backwards |
| A | +moveleft | Strafe Left |
| D | +moveright | Strafe Right |
| Z | +leanleft | Lean Left |
| C | +leanright | Lean Right |
| SPACE | +moveup | Jump |
| LCTRL | +movedown | Crouch |
| LSHIFT | +speed | Walk (Silent) |
| TAB | +scores | Scoreboard |
| ` | toggleconsole | Opens Console |
| ESCAPE | togglemenu | Opens Menu |
| P | pushmenu\_weaponselect | Open Weapon Menu |
| U | pushmenu\_teamselect | Open Team Menu |
| F2 | ui\_getplayermodel;pushmenu\_dm mpoptions | Open Player Model Menu |
| F3 | pushmenu Controls | Open Controls Menu |
| V | instamsg\_main | Open Taunt Menu |
| T | sayteam | Team Chat |
| Y | say | Chat |
| F6 | messagemode | Chat History |
| E | +use | Use |
| F12 | screenshot | Screenshot |
| PAUSE | pause | Pause (SP) |
| F4 | pushmenu\_sp LoadSave | Open Saved Games Menu (SP) |
| F5 | savegame quick | Save Game (SP) |
| F9 | loadgame quick | Load Game (SP) |
|  | cinematic | Removes Cinematic Sounds |
|  | vote yes | Vote Yes (when a callvote is issued) |
|  | vote no | Vote No (when a callvote is issued) |
|  | coord | Shows current coordinates in console |
|  | viewpos | Shows viewing position in console |
|  | kill | Commit Suicide |
|  | disconnect | Disconnect from the Server |
|  | quit | Quit the Game |
|  | join\_team allies | Switch to Allies |
|  | join\_team axis | Switch to Axis |
|  | spectator | Go to Spectator |
|  | vid\_restart | Restart Video/Screen |
|  | reconnect | Reconnect to the Server |

Next to the normal binds, there are other type of binds that people use a lot:

**say** binds & **toggle** binds.

**Say binds** are binds that will show a pre-typed text upon pressing their key.

Example: bind o say “You got Owned!!”

(The **say** command does **NOT** get brackets, however the text behind it does.)

**Toggle binds** are binds with which you can toggle on and off certain cvars.

Example: bind b toggle cg\_lagometer

(Nothing in this bind gets brackets, they are simply not needed.)

(The Tool CVARs that are shown on the next pages are mostly used for toggle binds)

**CVAR List**

These are all the CVARs for the client to use. They ALL need ‘**seta**’ in front of them.

All values need to be in brackets.

**Example**: seta com\_maxfps “250”

I’ll try to list the meanings of each CVAR as well as including their default (or preferred) value and value range.

|  |  |  |  |
| --- | --- | --- | --- |
| **CVAR** | **Default Value** | **Value Range** | **Information** |
| **Basic CVARs** | | | |
| name | - | - | Player Name |
| ui\_console | 1 | 0-1 | Enable Console (on or off) |
| dm\_playermodel | - | - | Allied Player Model |
| dm\_playergermanmodel | - | - | German Player Model |
| r\_fullscreen | 1 | 0-1 | Full Screen Mode (on or off) |
| cl\_playintro | 0 | 0-1 | Start-up Cinematic Intro (on or off) |
| cg\_smoothclients | 1 | 0-1 | Smooths player movements (better accuracy) |
| cg\_forcemodel | 0 | 0-1 | Force Models (on or off) |
| sensitivity | - | 1-20 | Mouse Sensitivity (depends on mouse, DPI, settings etc., check what feels right) |
| in\_mouse | -1 | -1, 1 | Mouse Support on or off. Change value if issues occur (differs per person) |
| crosshair | 1 | 0-1 | Show Crosshair (on or off) |
| ui\_hud | 1 | 0-1 | Show HUD (on or off) compass, health, ammo etc. |
| cl\_run | 1 | 0-1 | Always Running (on or off) |
| **Network & FPS CVARs** | | | |
| rate | 25000 | - | Max. Rate, best option for everyone nowadays. |
| com\_maxfps | 125 | 60-250 | Max. FPS the game will play in. Over 250 and under 60 can cause lag. |
| cl\_maxpackets | 30 | 20-100 | Max. number of client packets to send per second.  Low (20) is lower, but unstable ping. High (100) is higher, but stable ping. |
| snaps | 20 | - | Default and max. snapshots the client receives per second. |
| cl\_packetdup | 1 | 0-5 | If you have much packetloss set this to 2 or 3. It will increase the bandwidth though. The higher the value the more duplicate packets the client will sent to the server. |
| **Visual CVARs** | | | |
| r\_ext\_compressed\_textures | 1 | 0-1 | Compressed Textures (on or off)  *Set to 0 if unable to see custom (weapon) skins.* |
| r\_fastdlights | 1 | 0-1 | Real Dynamic Lighting (on or off) |
| cg\_shadows | 0 | - | Shadows (should be on 0) |
| r\_fastentlight | 1 | 0-1 | Full Entity Lighting (on or off) |
| r\_lodviewmodelcap | 1.0 | 0.25, 0.45,  0.55, 0.9, 1.0 | Model Detail (lowest 0.25 to highest 1.0) |
| r\_lodcap | 1.0 | 0.25, 0.35, 0.55, 0.9, 1.0 | Model Detail (lowest 0.25 to highest 1.0) |
| r\_lodscale | 1.1 | 0.25, 0.35, 0.45, 0.55, 0.9, 1.1 | Model Detail (lowest 0.25 to highest 1.0) |
| cg\_drawviewmodel | 2 | 0-2 | View Model (lowest 0 to highest 2) |
| r\_gamma | 1.0 | 0.0 – 2.0 | Video Gamma |
| r\_subdivisions | 3 | 3, 4, 10, 20 | Curve Detail (lowest 20 to highest 3) |
| r\_colorbits | 32 | 16, 32 | Color Depth (lowest 16 to highest 32) |
| r\_texturebits | 32 | 16, 32 | Texture Depth (lowest 16 to highest 32) |
| r\_picmip | 0 | 0-2 | Texture Quality (lowest 2 to highest 0) |
| r\_texturemode | gl\_linear\_mipmap\_linear | gl\_linear\_mipmap\_linear  gl\_linear\_mipmap\_nearest | Texture Detail (*linear* is best; most smoothest, *nearest* is worst). |
| ter\_error | 4 | 4, 7, 9, 10 | Terrain Detail (lowest 10 to highest 4) |
| ter\_maxlod | 6 | 3, 4, 5, 6 | Terrain Detail (lowest 3 to highest 6) |
| ter\_maxtris | 24576 | 16384.  24576 | Terrain Detail (lowest 16384, highest 24576) |
| cg\_effectdetail | 1.0 | 0.2, 0.3, 0.5, 0.7, 0.8, 0.95, 1.0 | Effect Detail (lowest 0.2 to highest 1.0) |
| r\_drawstaticdecals | 1 | 0-1 | Wall Decals (on or off) |
| cg\_marks\_add | 1 | 0-1 | Show Marks on Walls (on or off) |
| vss\_draw | 1 | 0-1 | Volumetric Smoke (on or off) |
| **Audio CVARs** | | | |
| s\_khz | 44 | 11, 22, 44 | Sound Quality (Low, Medium, High) |
| s\_musicvolume | 0.9 | 0.0 – 1.0 | Music Volume (1.0 = 100%) |
| s\_volume | 0.9 | 0.0 – 1.0 | Sound Volume (1.0 = 100%) |
| S\_milesdriver | Miles Fast 2D Positional Audio | - | Default MOHAA Sound Driver |
| cg\_rain | 1 | 0-1 | Weather Effects (on or off) |
| s\_speaker\_type | 0 | 0-3 | Speaker Mode (0 = Stereo, 1 = Headphones, 2 = Surround, 3 = Quad) |
| s\_ambientvolume | 1 | 0-1 | Ambient Volume (on or off), similar to the cinematic command |
| **Tool CVARs** | | | |
| cl\_lagometer | 0 | 0-1 | Lagometer (on or off), shows your latency on screen |
| ui\_minicon | 0 | 0-1 | Mini Console (on or off), draws mini transparent console on screen |
| fps | 0 | 0-1 | FPS Meter (on or off), prints FPS on screen |
| cl\_greenfps | 0 | 0-1 | Colours the FPS Meter Green (on or off) |
| whereami | 0 | 0-1 | Prints Coordinates and Yaw of player continuously (on or off). Needs developer to 1. Useful: ui\_minicon to 1 |
| developer | 1 | 0-1 | Developer Mode (on or off) |
| **Misc CVARs** | | | |
| r\_forceClampToEdge | 1 | 0-1 | Unknown, every cfg has it set to 1 |

**Resolution CVARs**

These are the CVARs needed to set your (custom) resolution.

The default resolutions are simple:

|  |  |
| --- | --- |
| **Complete CVAR** | **Resolution** |
| seta r\_mode “3” | 512 x 384 |
| seta r\_mode “4” | 640 x 480 |
| seta r\_mode “5” | 800 x 600 |
| seta r\_mode “6” | 1024 x 768 |
| seta r\_mode “7” | 1152 x 864 |
| seta r\_mode “8” | 1280 x 1024 |
| seta r\_mode “9” | 1600 x 1200 |

Basically each resolution only needs ONE CVAR.

If you want a custom resolution, you need 3 different CVARs in your config.

1. seta r\_mode “-1” //This exact CVAR needs to be on -1 for every custom resolution
2. seta r\_customwidth //For example: seta r\_customwidth 1920
3. seta r\_customheight //For example: seta r\_customheight 1080

So with r\_mode on -1, the following 16:9 resolutions are available:

|  |  |
| --- | --- |
| **r\_customwidth** | **r\_customheight** |
| 640 | 360 |
| 854 | 480 |
| 960 | 540 |
| 1024 | 576 |
| 1280 | 720 |
| 1360 | 768 |
| 1366 | 768 |
| 1600 | 900 |
| 1920 | 1080 |
| 2048 | 1152 |
| 2560 | 1440 |

(Red: the 1366x768 seems to sometimes cause issues, and 1360x768 seems to be stable in that case, so it’s an extra resolution)

NOTE: If the game crashes, try a lower resolution.

My laptop’s max. was 1152x864, above that, mohaa would crash instantly.