

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) <i>Set to 0 if unable to see custom (weapon) skins.</i>
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 (<i>linear</i> is best; most smoothest, <i>nearest</i> 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.