Copy each part of the table to a new document and save it as htm, then copy the code to the wiki page.

|  |
| --- |
| **List of available CVARs in AA / SH / BT** |
| |  |  | | --- | --- | | **LETTER** | **MEANING** | | S | ServerInfo **Cvar** | | U | UserInfo **Cvar** | | R | Read Only | | I | Initializing **Cvar** | | A | Archived **Cvar** | | L | Latched **Cvar** | | C | Cheat protected **Cvar** |   **Types:**  Allied Assault CVARs ( 880 total cvars )  **+**  Spearhead CVARs ( 97 new cvars )  **+**  Breakthrough CVARs ( 40 new cvars )  **+**  NoDump CVARs\*\* ( 52 new cvars )  -----------------------------------------------------  **= 1069 total cvars**  IMPORTANT NOTES:  \* Values can differ depending on your game version, mods, settings, preferences…!!  \*\* CVARs marked in purple are CVARs found in the SDK documents but which did not show up in the generated lists (or ‘dumps’).  \*\*\* About 90% of all these CVARs should work. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type 1** | **Type 2** | **CVAR** | **Value \*** | **Description** |
|  |  |  |  |  |
|  |  | **ARTIFICIAL INTELLIGENCE** |  |  |
|  |  | ai\_createnodes | "0" | when set to 1, path nodes will be generated when loading a map. |
|  | **C** | ai\_debug\_grenades | "0" |  |
|  |  | ai\_debuginfo | "0" | debug tool for path generation. |
|  |  | ai\_debugpath | "0" | debug tool for path searching. {REDIRECT} |
|  |  | ai\_fallheight | "96" |  |
|  | **C** | ai\_pathcheckdist | "4096" |  |
|  | **C** | ai\_pathchecktime | "1.5" |  |
|  |  | ai\_showallnode | "0" |  |
|  |  | ai\_showpath | "0" |  |
|  |  | ai\_shownode | "0" |  |
|  |  | ai\_shownodenums | "0" | debug tool which shows node numbers above path numbers {REDIRECT} |
|  |  | ai\_showroutes | "0" | debug tool that shows you current routes available {REDIRECT} |
|  |  | ai\_showroutes\_distance | "1000" | at what distance routes should be culled so that the renderer is not bogged down (default 1000) |
|  |  | ai\_timepaths | "0" | debug tool to show how long routing is taking. The value of this variable determines the minimum time cutoff to print out a path. |
|  |  |  |  |  |
|  |  | **CLIENT GAME** |  |  |
|  | **C** | cg\_3rd\_person " | "0" | determines whether player is 1st person or 3rd person view |
|  | **C** | cg\_acidtrip | "0" | Makes colours flash all over the terrain and models as if one was tripping on acid {REDIRECT} |
|  |  | cg\_allowvote | "1" |  |
|  |  | cg\_animationviewmodel | "0" |  |
|  | **C** | cg\_animspeed | "1" | debugging tool that lets use freeze all animations (default 1). |
|  | **A** | cg\_autoswitch | "1" | vestigle Q3 variable |
|  | **A** | cg\_cameradist | "120" | distance from the player to the 3rd person camera (default 150) |
|  | **A** | cg\_cameraheight | "18" | height above player that 3rd person should pivot from (default 30) |
|  | **A** | cg\_camerascale | "0.3" | lerping scale to smooth out 3rd person camera movement (defualt 0.2) |
|  | **A** | cg\_cameraverticaldisplacement | "-2" | vertical displacement from end point to 3rd person camera (default 24) |
|  | **A** | cg\_crosshair | "textures/hud/crosshair" | {INFO} |
|  | **A** | cg\_crosshair\_friend | "textures/hud/crosshair\_friend" | {INFO} |
|  | **C** | cg\_debuganim | "0" | debug tool for animation. A value of 1 prints to the console, A value of 2 prints to the debug window. |
|  | **C** | cg\_debuganimwatch | "0" | when using "cg\_debuganim", which entity to watch for based off of entitynum |
|  | **C** | cg\_debugfootsteps | "0" |  |
|  | **A** | cg\_drawsvlag | "1" |  |
|  | **A** | cg\_drawviewmodel | "2" |  |
|  | **A** | cg\_effectdetail | "1.0" |  |
|  | **A** | cg\_effect\_physicsrate | "10" |  |
|  |  | cg\_errordecay | "100" | player prediction adjustment that helps smooth out prediction errors (default 100) |
|  |  | cg\_eventlimit | "500" | maximum number of events to process per loop in the client game (default 500) |
|  |  | cg\_eventstats | "0" | statistical information on events in the client game |
|  | **A** | cg\_forceModel | "0" | {INFO} |
|  |  | cg\_fraglimit | "0" |  |
|  |  | cg\_gametype | "2" | {INFO} |
|  |  | cg\_hidetempmodels | "0" | debugging tool to temporarily hide temp models. |
|  | **A** | cg\_hitmessages | "1" |  |
|  |  | cg\_hud | "1" |  |
|  |  | cg\_huddraw\_force | "0" |  |
|  |  | cg\_lagometer | "0" | network debugging tool that graphically shows your current latency |
|  | **A** | cg\_marks\_add | "1" | whether polygonal marks should be added to the renderer. |
|  | **AL** | cg\_marks\_max | "256" |  |
|  |  | cg\_maxclients | "32" | {INFO} |
|  | **A** | cg\_max\_tempmodels | "400" | {INFO} |
|  |  | cg\_nopredict | "0" | debugging tool to turn off client side predicition |
|  |  | cg\_norain | "0" | debugging tool to turn off rain |
|  |  | cg\_obj\_alliedtext1 | "Southern France" | {REDIRECT to g\_} |
|  |  | cg\_obj\_alliedtext2 | "" |  |
|  |  | cg\_obj\_alliedtext3 | "" |  |
|  |  | cg\_obj\_alliedtext4 | "" |  |
|  |  | cg\_obj\_alliedtext5 | "" |  |
|  |  | cg\_obj\_axistext1 | "" |  |
|  |  | cg\_obj\_axistext2 | "" |  |
|  |  | cg\_obj\_axistext3 | "" |  |
|  |  | cg\_obj\_axistext4 | "" |  |
|  |  | cg\_obj\_axistext5 | "" |  |
|  |  | cg\_pmove\_msec | "8" |  |
| **U** | **A** | cg\_predictItems | "1" | vestigle Q3 variable |
|  | **A** | cg\_rain | "1" | {INFO} {REDIRECT} |
|  |  | cg\_rain\_drawcoverage | "0" |  |
|  | **A** | cg\_reserve\_tempmodels | "80" |  |
|  |  | cg\_scoreboardpicover | "" | {INFO} |
|  |  | cg\_scoreboardpic | "mohdm1" | {INFO} |
|  |  | cg\_shadowdebug | "0" |  |
|  | **A** | cg\_shadows | "2" | whether to draw shadows on certain entities. 1 is an elliptical projected texture, 2 is a stencil buffer shadow and 3 is a fully rendered projected shadow |
|  |  | cg\_shadowscount | "8" |  |
|  |  | cg\_showemitters | "0" | debugging tool to show when emitters are active |
|  |  | cg\_showevents | "0" | debug tool to print out current client game events being processed |
|  |  | cg\_showmiss | "0" | debug tool to show prediction misses on client |
|  |  | cg\_showtempmodels | "0" | debug tool that prints out number of tempmodels currently being added to the renderer |
|  | **A** | cg\_smoothClients | "1" |  |
|  | **A** | cg\_smoothClientsTime | "100" |  |
|  |  | cg\_stats | "0" | debug tool that prints out the current frame being rendered by the client |
|  | **A** | cg\_stereosep | "0.4" | stereo separation for stereo view (default 0.4) |
|  |  | cg\_te\_alpha | "1" |  |
|  |  | cg\_te\_accel\_x | "0" |  |
|  |  | cg\_te\_accel\_y | "0" |  |
|  |  | cg\_te\_accel\_z | "0" |  |
|  |  | cg\_te\_align | "0" |  |
|  |  | cg\_te\_alignstretch\_scale | "0" |  |
|  |  | cg\_te\_anglesamp\_r | "0" |  |
|  |  | cg\_te\_anglesamp\_y | "0" |  |
|  |  | cg\_te\_anglesamp\_p | "0" |  |
|  |  | cg\_te\_anglesbase\_r | "0" |  |
|  |  | cg\_te\_anglesbase\_y | "0" |  |
|  |  | cg\_te\_anglesbase\_p | "0" |  |
|  |  | cg\_te\_avelamp\_r | "0" |  |
|  |  | cg\_te\_avelamp\_y | "0" |  |
|  |  | cg\_te\_avelamp\_p | "0" |  |
|  |  | cg\_te\_avelbase\_r | "0" |  |
|  |  | cg\_te\_avelbase\_y | "0" |  |
|  |  | cg\_te\_avelbase\_p | "0" |  |
|  |  | cg\_te\_axisoffsamp\_z | "0" |  |
|  |  | cg\_te\_axisoffsamp\_y | "0" |  |
|  |  | cg\_te\_axisoffsamp\_x | "0" |  |
|  |  | cg\_te\_axisoffsbase\_z | "0" |  |
|  |  | cg\_te\_axisoffsbase\_y | "0" |  |
|  |  | cg\_te\_axisoffsbase\_x | "0" |  |
|  |  | cg\_te\_bouncefactor | "0.3" |  |
|  |  | cg\_te\_circle | "0" |  |
|  |  | cg\_te\_clampvelaxis | "0" |  |
|  |  | cg\_te\_clampvelmax\_z | "9999” |  |
|  |  | cg\_te\_clampvelmin\_z | "-9999" |  |
|  |  | cg\_te\_clampvelmax\_y | "9999" |  |
|  |  | cg\_te\_clampvelmin\_y | "-9999" |  |
|  |  | cg\_te\_clampvelmax\_x | "9999" |  |
|  |  | cg\_te\_clampvelmin\_x | "-9999" |  |
|  |  | cg\_te\_collision | "0" |  |
|  |  | cg\_te\_color\_g | "1" |  |
|  |  | cg\_te\_color\_r | "1" |  |
|  |  | cg\_te\_color\_b | "1" |  |
|  |  | cg\_te\_command\_time | "0" |  |
|  |  | cg\_te\_cone\_height | "0" |  |
|  |  | cg\_te\_count | "1” |  |
|  |  | cg\_te\_currCommand "0" | "0" |  |
|  |  | cg\_te\_dietouch | "0" |  |
|  |  | cg\_te\_emittermodel | "" |  |
|  |  | cg\_te\_fadein | "0" |  |
|  |  | cg\_te\_fadedelay | "0" |  |
|  |  | cg\_te\_fade | "0" |  |
|  |  | cg\_te\_filename | "dump/testemitter.txt" |  |
|  |  | cg\_te\_flickeralpha | "0" |  |
|  |  | cg\_te\_forwardvel | "0" |  |
|  |  | cg\_te\_friction | "0" |  |
|  |  | cg\_te\_insphere | "0" |  |
|  |  | cg\_te\_life | "1" |  |
|  |  | cg\_te\_mode "0" | "0" |  |
|  |  | cg\_te\_mode\_name | "Temp Emitter Off" |  |
|  |  | cg\_te\_model | "none" |  |
|  |  | cg\_te\_numCommands "0" | "0" |  |
|  |  | cg\_te\_offsamp\_z | "0" |  |
|  |  | cg\_te\_offsamp\_y | "0" |  |
|  |  | cg\_te\_offsamp\_x | "0" |  |
|  |  | cg\_te\_offsbase\_z | "0" |  |
|  |  | cg\_te\_offsbase\_y | "0" |  |
|  |  | cg\_te\_offsbase\_x | "0" |  |
|  |  | cg\_te\_radial\_max | "0" |  |
|  |  | cg\_te\_radial\_min | "0" |  |
|  |  | cg\_te\_radial\_scale | "0" |  |
|  |  | cg\_te\_radius | "0" |  |
|  |  | cg\_te\_randaxis | "0" |  |
|  |  | cg\_te\_randomroll | "0" |  |
|  |  | cg\_te\_randvelamp\_z | "0" |  |
|  |  | cg\_te\_randvelamp\_y | "0" |  |
|  |  | cg\_te\_randvelamp\_x | "0" |  |
|  |  | cg\_te\_randvelbase\_z | "0" |  |
|  |  | cg\_te\_randvelbase\_y | "0" |  |
|  |  | cg\_te\_randvelbase\_x | "0" |  |
|  |  | cg\_te\_scale | "1" |  |
|  |  | cg\_te\_scalemax | "0" |  |
|  |  | cg\_te\_scalemin | "0" |  |
|  |  | cg\_te\_scalerate | "0" |  |
|  |  | cg\_te\_singlelinecommand | "" |  |
|  |  | cg\_te\_spawnrange\_b | "0" |  |
|  |  | cg\_te\_spawnrange\_a | "0" |  |
|  |  | cg\_te\_spawnrate | "1" |  |
|  |  | cg\_te\_sphere | "0" |  |
|  |  | cg\_te\_spritegridlighting | "0" |  |
|  |  | cg\_te\_swarm\_delta | "0" |  |
|  |  | cg\_te\_swarm\_freq | "0" |  |
|  |  | cg\_te\_swarm\_maxspeed | "0" |  |
|  |  | cg\_te\_varycolor | "0" |  |
|  |  | cg\_te\_volumetric | "0" |  |
|  |  | cg\_te\_xangles "0" | "0" |  |
|  |  | cg\_te\_yangles "0" | "0" |  |
|  |  | cg\_te\_zangles "0" | "0" |  |
|  |  | cg\_te\_tag "" | "" |  |
|  |  | cg\_timelimit | "90" |  |
|  |  | cg\_timeevents | "0" | debug tool that times the amount of time used by each event. If set to 2, output is re-directed to the console |
|  | **A** | cg\_traceinfo | "0" |  |
|  |  | cg\_treadmark\_test | "0" |  |
|  |  | cg\_voicechat | "1" |  |
|  |  | cg\_weapon\_landmine | "1" |  |
|  |  | cg\_weapon\_mg | "1" |  |
|  |  | cg\_weapon\_rifle | "1" |  |
|  |  | cg\_weapon\_rocket | "1" |  |
|  |  | cg\_weapon\_shotgun | "1" |  |
|  |  | cg\_weapon\_smg | "1" |  |
|  |  | cg\_weapon\_sniper | "1" |  |
|  |  |  |  |  |
|  |  | **CLIENT** |  |  |
|  | **A** | cl\_altbindings | "0" | Allow alt+key binds (using ‘altbind’) |
|  | **A** | cl\_allowDownload | "1" |  |
|  |  | cl\_anglespeedkey | "1.5" | when turning with the keyboard, how fast to turn (default 1.5) |
|  |  | cl\_avidemo | "0" | causes a screenshot to be spit out each client frame and sets client frametime to the variable of the value. ie a value of 20 is 20 shots per second. |
|  | **A** | cl\_cdkey | "NUM5ERS2N0T7R34L" | the CD authorization key needed to run the game |
|  |  | cl\_connect\_timeout | "15" |  |
|  | **A** | cl\_ctrlbindings | "0" | allow ctrl+key binds (using ‘ctrlbind’) |
|  |  | cl\_debugMove | "0" | debug tool that prints out information about the current input.  1, a graph of yaw will be displayed, if set to 2, a graph of pitch will be displayed |
|  |  | cl\_eventlimit | "500" | maximum number of events to process per loop in the client (default 500) |
|  |  | cl\_eventstats | "0" | statistical information on events in the client |
|  |  | cl\_forceavidemo | "0" |  |
|  |  | cl\_freezeDemo | "0" | used to freeze a demo in place for single frame advances |
|  | **A** | cl\_greenfps | "0" |  |
|  |  | cl\_langamerefreshstatus | "Ready" |  |
|  | **A** | cl\_maxpackets | "30" | maximum number of client command packets to send per second (default 30) |
|  |  | cl\_maxpacketsforce | "0" |  |
|  | **A** | cl\_maxPing | "800" | maximum time to wait for a ping response (default 800) |
|  |  | cl\_motd | "0" | whether or not to query the MOTD server for the MOTD (default 1) |
| **R** |  | cl\_motdString | "" |  |
|  | **A** | cl\_mouseAccel | "0" | mouse acceleration factor (default 0) |
|  |  | cl\_movieaudio | "1" |  |
|  |  | cl\_netprofileoverlay | "0" |  |
|  |  | cl\_netprofile | "0" |  |
|  |  | cl\_nodelta | "0" | when sending client movement commands, only send complete messages, do not send delta movement commands (default 0) |
|  | **A** | cl\_packetdup | "1" | send this many previous client movement commands when sending a new one, this helps eliminate dropped packets (default 1) |
|  | **A** | cl\_pitchspeed | “70" | scale factor for how fast view pitch will be adjusted (default 140) |
|  |  | cl\_playintro | "1" |  |
|  | **A** | cl\_radar\_blink\_time | "0.333" |  |
|  | **A** | cl\_radar\_icon\_size | "10" |  |
|  | **A** | cl\_radar\_speak\_time | "3" |  |
|  | **A** | cl\_run | "1" | turns on auto-run for the client (default 1) |
| **R** |  | cl\_running | "1" | whether or not the client is currently running, gets set to 1 once the client has been initialized |
|  |  | cl\_showevents | "0" | debug tool to print out current client events being processed |
|  |  | cl\_showmouserate | "0" | debug tool that shows the speed of the mouse |
|  |  | cl\_shownet | "0" | massive debug tool that shows you the current incoming traffic on the client.  1: shows the size of each server message,  2: shows you the beginning of each server message and the size of each packet componenet. 3: shows you detailed information about entity network deltas. |
|  |  | cl\_showSend | "0" | debug tool that prints out information as to what is currently being sent by the client to the server |
|  |  | cl\_showTimeDelta | "0" | debug tool that shows the value used on the client to adjust client time so that it matches server time |
|  |  | cl\_timeevents | "0" | debug tool that times the amount of time used by each event. If set to 2, output is re-directed to the console |
|  |  | cl\_timeout | "60" | how long it takes for a server connection to time out in seconds (default 125) |
|  |  | cl\_timeNudge | "0" | allows you to manually adjust the TimeDelta between the client and server, pushing the client ahead or behind the server time. |
|  | **A** | cl\_yawspeed | "140" | scale factor for how fast view yaw will be adjusted (default 140) |
|  | **A** | model | "american\_army" | what model the player should be using |
|  |  |  |  |  |
|  |  | **CM\_** |  |  |
|  | **C** | cm\_FCMcacheall | "0" |  |
|  | **C** | cm\_FCMdebug | "0" |  |
|  | **C** | cm\_noAreas | "0" | do not use areaportals, all areas are connected |
|  | **C** | cm\_noCurves | "0" | do not collide against curves |
|  | **A C** | cm\_playerCurveClip | "1" | collide player against curves |
|  | **C** | cm\_ter\_usesphere | "1" |  |
|  |  |  |  |  |
|  |  | **COMMON** |  |  |
|  | **A** | com\_autodialdata | "" |  |
|  | **A** | com\_blood | "1" | whether or not blood is on for the game |
|  |  | com\_buildScript | "0" | for automatic script/pak building, not currently functional |
|  | **C** | com\_dropsim | "0" | debugging tool to simulate dropped packets, specifies percentage of packets to drop (default 0) |
|  | **AL** | com\_hunkMegs | "12" | number of megs to allocate for the hunk (default 12) |
|  |  | com\_introplayed | "0" | whether or not the intro for the game has been played (default 0) |
|  | **A** | com\_maxfps | "85" | the maximum frames per second allowable (default 1000) |
|  | **A** | com\_radar\_range | "1024" |  |
|  |  | com\_speeds | "0" | debugging tool that shows the time spent in various modules of the game. If set to 3, SV\_PacketEvents will also be timed |
|  | **C** | com\_showtrace | "0" | debugging tool that prints out trace information (default 0) |
|  |  |  |  |  |
|  |  | **DECAL** |  |  |
|  |  | dcl\_alpha | "1" |  |
|  |  | dcl\_autogetinfo | "1" |  |
|  |  | dcl\_b | "1" |  |
|  |  | dcl\_dobmodels | "1" |  |
|  |  | dcl\_dolighting | "1" |  |
|  |  | dcl\_dostring | "apply to all" |  |
|  |  | dcl\_doterrain | "1" |  |
|  |  | dcl\_doworld | "1" |  |
|  | **L** | dcl\_editmode | "0" |  |
|  |  | dcl\_g | "1" |  |
|  |  | dcl\_heightscale | "1" |  |
|  |  | dcl\_maxoffset | "10" |  |
|  |  | dcl\_maxsegment | "512" |  |
|  |  | dcl\_minsegment | "24" |  |
|  |  | dcl\_pathmode | "0" |  |
|  |  | dcl\_r | "1" |  |
|  |  | dcl\_radius | "16" |  |
|  |  | dcl\_rotation | "0" |  |
|  |  | dcl\_shader | "blastmark" |  |
|  |  | dcl\_shiftstep | "4" |  |
|  |  | dcl\_showcurrent | "1" |  |
|  |  | dcl\_texturescale | "32" |  |
|  |  | dcl\_widthscale | "1" |  |
|  |  |  |  |  |
|  |  | **FF\_** |  |  |
|  | **A** | ff\_defaultTension | "1" |  |
|  |  | ff\_developer | "0" |  |
|  | **A** | ff\_disabled | "" |  |
|  |  | ff\_ensureShake | "1" |  |
|  |  | use\_ff | "1" |  |
|  |  |  |  |  |
|  |  | **FILE SYSTEM** |  |  |
|  | **I** | fs\_basepath | "C:\GAMES\mohaa" | the basepath of the game |
|  | **I** | fs\_cdpath | "" | the CD basepath of the game |
|  | **I** | fs\_copyfiles | "0" | whether or not to copy files when loading them into the game. Every file found in the cdpath will be copied over to the basepath |
|  |  | fs\_debug | "0" | debugging tool for the filesystem |
|  |  | fs\_filedir | "C:\GAMES\mohaa\main\\maps\" | the current directory for the CD and DIR commands |
| **S** | **I** | fs\_game | "" | specify an alternate Game directory for add-ons |
|  | **I** | fs\_restrict | "" | allows you to restrict access to modified data for add-on purposes |
|  |  | mapdir | "" | when using the MAP command, automatically prepends the value of this variable to the map name |
|  |  |  |  |  |
|  |  | **GENERAL** |  |  |
|  |  | g\_ai | "1" | Turn Artificial Intelligence on or off |
|  |  | g\_ai\_notifyradius | "1024" |  |
|  |  | g\_ai\_noticescale | "1" |  |
|  | **C** | g\_aistats | "0" |  |
|  |  | g\_ai\_soundscale | "1" |  |
|  |  | g\_aimLagTime | "250" |  |
|  |  | g\_allowjointime | "30" | amount of time in seconds, spectators/new players have to join a round with no respawn on (obj types) |
|  |  | g\_allowvote | "1" | Voting on? {REDIRECT} |
|  |  | g\_animdump | "0" |  |
|  |  | g\_chat\_expansions | "1" | enable extra features for chat introduced in bt |
|  |  | g\_cinematics\_off | "0" |  |
|  | **A** | g\_ddayfodderguys | "2" |  |
|  | **A** | g\_ddayfog | "0" |  |
|  | **A** | g\_ddayshingleguys | "2" |  |
|  |  | g\_debugdamage | "0" |  |
|  | **C** | g\_debugsmoke | "0" |  |
|  |  | g\_debugtargets | "0" |  |
|  |  | g\_doWarmup | "1" |  |
|  |  | g\_drawattackertime | "5" |  |
|  |  | g\_drawgravpath | "0" | debugging tool to show the gravity path nodes in action |
|  |  | g\_dropclips | "2" |  |
|  |  | g\_droppeditemlife | "30" |  |
|  | **A** | g\_eogmedal0 | "0" |  |
|  | **A** | g\_eogmedal1 | "0" |  |
|  | **A** | g\_eogmedal2 | "0" |  |
|  | **C** | g\_entinfo | "0" |  |
|  |  | g\_eventlimit | "5000" | maximum number of events to process per loop in the client (default 5000) |
|  |  | g\_eventstats | "0" | statistical information on events in the client |
|  |  | g\_failed | "0" |  |
| **S** | **A** | g\_forceready | "0" |  |
| **S** | **A** | g\_forcerespawn | "0" |  |
|  |  | g\_forceteamspectate | "1" |  |
| **S** | **L** | g\_gametype | "2" | what kind of game is currently being run on the server (default 0) |
| **S** | **L** | g\_gametypestring | "Team-Match" | Gametype name to be displayed in the serverbrowser (can be renamed & map-specific) |
|  |  | g\_gotmedal | "0" | Singleplayer: earned medal 1 or not 0 at end of mission |
|  | **A** | g\_inactivekick | "900" | Set the max seconds a player can be inactive, before being kicked off the server |
|  |  | g\_healrate | "10" | Set the heal rate healthpacks do per second, 100 = instant |
|  |  | g\_healthdrop | "1" | Drop health in multiplayer? |
|  | **A** | g\_inactivespectate | "900" | Set the max seconds a player can be inactive, before being kicked into spectator |
|  |  | g\_invulnoverride | "0" |  |
|  | **A** | g\_lastsave | "" | Indicates last saved singleplayer game |
|  |  | g\_legclampangle | "65" | maximum angle at which legs are allowed to trail torso (default 65) |
|  |  | g\_legclamptolerance | "90" | tolerance scale for legs turning (default 90) |
|  |  | g\_legswingspeed | "300" | speed at which legs swing (default 300) |
|  |  | g\_legtolerance | "40" | tolerance in angles when legs turn (default 40) |
|  |  | g\_logstats | "0" |  |
|  | **A** | g\_m1l1 | "1" | Has player completed singleplayer level m1l1? |
|  | **A** | g\_m1l2 | "1" | Has player completed singleplayer level m1l2? |
|  | **A** | g\_m1l3 | "1" | Has player completed singleplayer level m1l3? |
|  | **A** | g\_m2l1 | "1" | Has player completed singleplayer level m2l1? |
|  | **A** | g\_m2l2 | "1" | Has player completed singleplayer level m2l2? |
|  | **A** | g\_m2l3 | "1" | Has player completed singleplayer level m2l3? |
|  | **A** | g\_m3l1 | "1" | Has player completed singleplayer level m3l1? |
|  | **A** | g\_m3l2 | "1" | Has player completed singleplayer level m3l2? |
|  | **A** | g\_m3l3 | "1" | Has player completed singleplayer level m3l3? |
|  | **A** | g\_m4l1 | "1" | Has player completed singleplayer level m4l1? |
|  | **A** | g\_m4l2 | "0" | Has player completed singleplayer level m4l2? |
|  | **A** | g\_m4l3 | "0" | Has player completed singleplayer level m4l3? |
|  | **A** | g\_m5l1 | "0" | Has player completed singleplayer level m5l1? |
|  | **A** | g\_m5l2 | "0" | Has player completed singleplayer level m5l2? |
|  | **A** | g\_m5l3 | "0" | Has player completed singleplayer level m5l3? |
|  | **A** | g\_m6l1 | "0" | Has player completed singleplayer level m6l1? |
|  | **A** | g\_m6l2 | "0" | Has player completed singleplayer level m6l2? |
|  | **A** | g\_m6l3 | "0" | Has player completed singleplayer level m6l3? |
|  |  | g\_maprotation\_filter | "ffa" |  |
| **S** | **A** | g\_maxintermission | "15" | time in seconds players watch the scoreboard when the map is about to change |
|  |  | g\_maxplayerhealth | "750" |  |
|  | **A** | g\_medal0 | "0" | Earned first medal? |
|  | **A** | g\_medal1 | "0" | Earned second medal? |
|  | **A** | g\_medal2 | "0" | Earned third medal? |
|  | **A** | g\_medal3 | "0" | Earned fourth medal? |
|  | **A** | g\_medal4 | "0" | Earned fifth medal? |
|  | **A** | g\_medal5 | "0" | Earned sixth medal? |
|  | **A** | g\_medalbt0 | "0" | Earned first BT medal? |
|  | **A** | g\_medalbt1 | "0" | Earned second BT medal? |
|  | **A** | g\_medalbt2 | "0" | Earned third BT medal? |
|  | **A** | g\_medalbt3 | "0" | Earned fourth BT medal? |
|  | **A** | g\_medalbt4 | "0" | Earned fifth BT medal? |
|  | **A** | g\_medalbt5 | "0" | Earned sixth BT medal? |
|  |  | g\_monitorNum | "-1" |  |
|  | **A** | g\_mission | "0" |  |
|  |  | g\_monitor | "" |  |
|  |  | g\_netoptimize | "0" |  |
|  |  | g\_no\_seasick | "0" |  |
|  |  | g\_nodecheck | "0" |  |
|  |  | g\_numdebugstrings | "256" |  |
|  |  | g\_numdebuglinedelays | "0" |  |
|  | **L** | g\_numdebuglines | "4096" | number of debug lines to be used for debugging purposes (default 4096) |
| **S** |  | g\_obj\_alliedtext1 | "Southern France" | First allied line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_alliedtext2 | "" | Second allied line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_alliedtext3 | "" | Third allied line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_alliedtext4 | "" | Additional fourth allied line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_alliedtext5 | "" | Additional fourth allied line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_axistext1 | "" | First axis line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_axistext2 | "" | Second axis line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_axistext3 | "" | Third axis line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_axistext4 | "" | Additional fourth axis line of text displayed next to the scoreboard when holding TAB. |
| **S** |  | g\_obj\_axistext5 | "" | Additional fourth axis line of text displayed next to the scoreboard when holding TAB. |
|  |  | g\_patherror | "1" |  |
|  |  | g\_playerdeltamethod | "0" |  |
|  |  | g\_playerdmhealth | "100" | Default player health |
|  |  | g\_playermodel | "american\_army" | the default player model to be used by the player (default american\_army) |
|  |  | g\_qunits\_to\_feet | "1" |  |
|  |  | g\_rankedserver | "0" |  |
| **S** | **L** | g\_realismmode | "0" | enable realism mode on your server |
|  |  | g\_rifles\_for\_sweepers | "0" |  |
| **S** |  | g\_scoreboardpicover | "" |  |
| **S** |  | g\_scoreboardpic | "mohdm1" | Map image shader displayed to the right of the scoreboard above the text, when holding TAB |
|  |  | g\_scriptcheck | "0" |  |
|  |  | g\_scriptdebug | "0" |  |
|  |  | g\_scripttrace | "0" |  |
|  |  | g\_servertype | "2" |  |
|  |  | g\_showautoaim | "0" | debug tool to show where the auto-aiming arms are pointing |
|  | **C** | g\_showawareness | "0" |  |
|  |  | g\_showaxis | "0" | debug tool to globally turn on or off axises when drawing debug coordinate systems |
|  |  | g\_showbullettrace | "0" | show the traces caused by bullets firing |
|  |  | g\_showdamage | "0" |  |
|  |  | g\_showevents | "0" | debug tool to print out current game events being processed |
|  |  | g\_showflypath | "0" |  |
|  |  | g\_showinfo | "0" |  |
|  | **C** | g\_showlookat | "0" |  |
|  |  | g\_showmem | "0" | show the amount of memory currently being used by the game's classes |
|  |  | g\_shownpc | "1" |  |
|  |  | g\_showopcodes | "0" |  |
|  |  | g\_showplayeranim | "0" | debug tool that shows leg and torso anim changes |
|  |  | g\_showplayerstate | "0" | debug tool that shows leg and torso state changes |
|  |  | g\_showtokens | "0" |  |
|  | **A** | g\_skill | "1" |  |
|  |  | g\_smoothClients | "1" |  |
|  |  | g\_spawnai | "1" |  |
|  |  | g\_spawnentities | "1" |  |
|  |  | g\_spectate\_allow\_full\_chat | "0" | Can spectators chat? |
|  |  | g\_spectatefollow\_forward | "-56" | Fwd offset for spectating |
|  |  | g\_spectatefollow\_pitch | "2" | Pitch angle for spectating |
|  |  | g\_spectatefollow\_right | "0" | Right offset for spectating |
|  |  | g\_spectatefollow\_up | "24" | up offset for spectating |
|  |  | g\_spiffyvelocity\_z | "0" |  |
|  |  | g\_spiffyvelocity\_y | "0" |  |
|  |  | g\_spiffyvelocity\_x | "0" |  |
|  | **L** | g\_spiffyplayer | "0" |  |
|  |  | g\_statefile | "global/mike" | state file that is used by the player (default global/mike) |
|  | **A** | g\_subtitle | "1" | enable subtitles (missions and taunts) |
|  |  | g\_success | "0" | Finished mission? |
|  |  | g\_synchronousClients | "0" | only run the player movment code on the server when the game code thinks, do not perform any prediction |
|  | **A** | g\_t2l1 | "0" | Has user finished the t2l1 mission? |
|  | **A** | g\_t3l1 | "0" | Has user finished the t3l1 mission? |
|  |  | g\_teamdamage | "1" | Teamdamage on 1 or off 0 on server |
|  | **A** | g\_teamkillkick | "5" | Set the number of teamkills a player may do before being kicked |
|  | **A** | g\_teamkillwarn | "3" | Warn player about the consequences after this amount of TK |
|  | **A** | g\_teamswitchdelay | "15" | Amount of time which need to have passed before a player can switch teams again |
|  |  | g\_textChatTime | "1" |  |
|  |  | g\_timeents | "0" | debug tool that times how long it takes for each entity to "think", value sets the filter above which entities are printed |
|  |  | g\_timeevents | "0" | debug tool to pring out how long each event takes to process |
|  |  | g\_timescripts | "0" |  |
|  |  | g\_TOW\_winstate | "0" |  |
|  |  | g\_turret\_convergetime | "2" |  |
|  |  | g\_turret\_spread | "16" |  |
|  |  | g\_turret\_suppresswaittime | "2" |  |
|  |  | g\_turret\_suppresstime | "2" |  |
|  |  | g\_vehicle | "1" |  |
|  | **C** | g\_viewkick\_dmmult | "1.0" |  |
|  | **C** | g\_viewkick\_roll | "0.15" |  |
|  | **C** | g\_viewkick\_yaw | "0.3" |  |
|  | **C** | g\_viewkick\_pitch | "0.3" |  |
|  |  | g\_voiceChat | "0" |  |
|  |  | g\_voiceChatTime | "2.5" |  |
|  | **A** | g\_warmup | "20" |  |
|  |  | g\_watch | "0" | when timing events, the entity to watch and print information out for. |
|  |  |  |  |  |
|  |  | **INPUT** |  |  |
|  |  | in\_debugjoystick | "0" | debugging tool for the joystick (default 0) |
|  | **A** | in\_disablealttab | "0" |  |
|  | **A** | in\_joyBallScale | "0.02" | if the joystick has a trackball like interface, this is used to scale that input for view (default 0.02) |
|  | **A** | in\_joystick | "0" | whether or not joystick is on (default 0) |
|  | **A L** | in\_mouse | "1" |  |
|  | **A** | in\_mididevice | "0" | when midi support is on, what midi device to use (default 0) |
|  | **A** | in\_midichannel | "1" | when midi support is on, what channel to use (default 1) |
|  | **A** | in\_midi | "0" | turn on midi support (default 0) |
|  |  | joy\_threshold | "0.15" | the threshold of movement when movement on the joystick registers, allows you to define the deadzone of the stick (default 0.15) |
|  |  |  |  |  |
|  |  | **LEVEL OF DETAIL** |  |  |
|  |  | lod\_curve\_0\_slider | "0" |  |
|  |  | lod\_curve\_1\_slider | "0" |  |
|  |  | lod\_curve\_2\_slider | "0" |  |
|  |  | lod\_curve\_3\_slider | "0" |  |
|  |  | lod\_curve\_4\_slider | "0" |  |
|  |  | lod\_curve\_0\_val | "0" |  |
|  |  | lod\_curve\_1\_val | "0" |  |
|  |  | lod\_curve\_2\_val | "0" |  |
|  |  | lod\_curve\_3\_val | "0" |  |
|  |  | lod\_curve\_4\_val | "0" |  |
|  |  | lod\_edit\_0 | "0" |  |
|  |  | lod\_edit\_1 | "0" |  |
|  |  | lod\_edit\_2 | "0" |  |
|  |  | lod\_edit\_3 | "0" |  |
|  |  | lod\_edit\_4 | "0" |  |
|  |  | lod\_LOD\_slider | "0.5" |  |
|  |  | lod\_LOD | "0" |  |
|  |  | lod\_maxLOD | "0.3" |  |
|  |  | lod\_minLOD | "1.0" |  |
|  |  | lod\_mesh | "0" |  |
|  |  | lod\_meshname | "" |  |
|  |  | lod\_metric | "0.0" |  |
|  |  | lod\_pitch\_val | "0" |  |
|  |  | lod\_position | "0 0 0" |  |
|  |  | lod\_save | "0" |  |
|  |  | lod\_tikiname | "" |  |
|  |  | lod\_tool | "0" |  |
|  |  | lod\_tris | "" |  |
|  |  | lod\_zee\_val | "0" |  |
|  |  |  |  |  |
|  |  | **MOUSE** |  |  |
|  |  | cl\_debugMove | "0" | debug tool that prints out information about the current input.  1, a graph of yaw will be displayed,  2, a graph of pitch will be displayed |
|  | **A** | cl\_mouseAccel | "0" | mouse acceleration factor (default 0) |
|  | **A** | cl\_pitchspeed | "70" | scale factor for how fast view pitch will be adjusted (default 140) |
|  | **A** | cl\_run | "1" | turns on auto-run for the client (default 1) |
|  |  | cl\_showmouserate | "0" | debug tool that shows the speed of the mouse |
|  | **A** | cl\_yawspeed | "140" | scale factor for how fast view yaw will be adjusted (default 140) |
|  | **A** | freelook | "1" | whether or not the mouse affects the view directly or is used for driving the player around (default 1) |
|  | **A** | m\_filter | "1" | whether or not to turn on mouse filtering by averaging the last and current input(default 0) |
|  | **A** | m\_forward | "0.25" | mouse scale for applying y-axis mouse motion to character forward movement (default 1) |
|  |  | m\_invert\_pitch | "0" |  |
|  | **A** | m\_pitch | "0.022" | mouse scale for applying y-axis mouse motion to view pitch (default 0.022) |
|  | **A** | m\_side | "0.25" | mouse scale for applying x-axis mouse motion for character side movement (default 0.8) |
|  | **A** | m\_up | "0" | mouse scale for applying y-axis mouse motion to character vertical movement (default 0) |
|  | **A** | m\_yaw | "0.022" | mouse scale for applying x-axis mouse motion to view yaw (default 0.022) |
|  | **A** | sensitivity | "6.291667" | mouse sensitivity (default 5) |
|  |  |  |  |  |
|  |  | **NETWORK** |  |  |
|  | **L** | net\_ip | "XXX.XXX.XX.XX" | what IP address to use for this server in case you have multiple servers on the same machine (default localhost) |
|  |  | net\_multiLANpackets | "2" |  |
|  | **AL** | net\_noipx | "1" | do not use the IPX protocol |
|  | **AL** | net\_noudp | "0" | do not use the UDP protocol |
|  | **L** | net\_port | "12203" | the network port to use. |
|  | **I** | net\_qport | "30478" | quake network port to be used internally by the network system |
|  | **AL** | net\_socksEnabled | "0" | enable SOCKS server support (default 0) |
|  | **AL** | net\_socksPassword | "" | SOCKS server password (default "") |
|  | **AL** | net\_socksPort | "1080" | SOCKS server port (default 1080) |
|  | **AL** | net\_socksServer | "" | SOCKS server address (default "") |
|  | **AL** | net\_socksUsername | "" | SOCKS server userid (default "") |
|  |  |  |  |  |
|  |  | **RENDERER** |  |  |
|  | **AL** | r\_allowExtensions | "1" | enables OPENGL extensions (default 1) |
|  | **L** | r\_allowSoftwareGL | "0" | allow software OPENGL, normally this would be really slow (default 0) |
|  | **C** | r\_alpha\_foliage1 | "0.75" |  |
|  | **C** | r\_alpha\_foliage2 | "0.625" |  |
|  | **C** | r\_ambientScale | "0.5" | a global scale factor for all ambient lighting on models and characters (default 0.5) |
|  | **L** | r\_blendbushes | "0" |  |
|  | **L** | r\_blendtrees | "0" |  |
|  | **C** | r\_clear | "0" | whether or not to explicitly clear the screen (default 0) |
|  | **AL** | r\_colorbits | "0" | what color depth the renderer should use, if 0 then the desktop depth will be used by default (default 0) |
|  | **L** | r\_colorMipLevels | "0" | debug tool to artificially color different mipmap levels so that they are more apparent (default 0) |
|  | **AL** | r\_customaspect | "1" | custom aspect ratio to use when in r\_mode -1 (default aspect ratio 1) |
|  | **AL** | r\_customheight | "1080" | custom screen height to use when in r\_mode -1 (default 1024) {REDIRECT} |
|  | **AL** | r\_customwidth | "1920" | custom screen width to use when in r\_mode -1 (default 1600) |
|  |  | r\_debuglight | "0" | debug tool that prints out entity lighting information |
|  | **A** | r\_debuglines\_depthmask | "0" | when rendering debug lines whether or not to render them with Z information (default 0) |
|  | **C** | r\_debugSort | "0" | debug tool that only renderes those sort layers that are greater than the value of the variable (default 0) |
|  | **C** | r\_debugSurface | "0" | debug tool which renders a custom surface for patch collision debugging |
|  | **AL** | r\_depthbits | "0" | how much precision there should be in the Z-buffer, if left at 0, z precision is automatically calculated (default 0) |
|  | **AL** | r\_detailtextures | "1" | whether or not to render detail shader stages (default 1) |
|  | **C** | r\_directedScale | "1" | a global scale factor for all direct lighting on models and characters (default 1) |
|  | **L** | r\_displayRefresh | "0" | if non-zero, what the display refresh rate should be set at (default 0) |
|  | **A** | r\_dlightBacks | "1" | whether or not dynamic lights should light up back-face culled geometry (default 1) |
|  |  | r\_drawBuffer | "GL\_BACK" | which buffer to render to, (default GL\_BACK) |
|  | **A** | r\_drawSun | "0" | whether or not to draw the sun in the sky (default 0) |
|  | **C** | r\_drawentities | "1" | debug tool that allows you to turn off entities (default 1) |
|  | **C** | r\_drawsprites | "1" | debug tool that allows you to turn off sprites (default 1) |
|  | **C** | r\_drawworld | "1" | debug tool that allows you to turn off world rendering (default 1) |
|  | **A** | r\_dynamiclight | "1" | whether or not to render dynamic lights (default 1) |
|  | **C** | r\_entlightmap | "0" |  |
|  | **A** | r\_entlight\_cubelevel | "0" |  |
|  | **A** | r\_entlight\_cubefraction | "0.5" |  |
|  | **A** | r\_entlight\_errbound | "6" |  |
|  | **A** | r\_entlight\_maxcalc | "2" |  |
|  | **C** | r\_entlight\_scale | "1.3" |  |
|  | **AL** | r\_ext\_aniso\_filter | "0" |  |
|  | **AL** | r\_ext\_compiled\_vertex\_array | "1" | whether or not to use the Compiled Vertex Array GL extension (default 1) |
|  | **AL** | r\_ext\_compressed\_textures | "0" | whether or not to use the S3 texture compression extension (default 1) |
|  | **AL** | r\_ext\_gamma\_control | "1" | whether or not to use the GAMMA extension (default 1) |
|  | **R** | r\_ext\_multitexture | "1" | whether or not to use the ARB multi-texture extention (default 1) |
|  | **AL** | r\_ext\_texture\_env\_add | "1" | whether or not to use the GL\_TEXTURE\_ENV\_ADD extenstion (default 1) |
|  | **AL** | r\_ext\_texture\_env\_combine | "0" | whether or not to use the GL\_TEXTURE\_ENV\_COMBINE extenstion (default 0) |
|  | **A** | r\_facePlaneCull | "1" | whether or not to perform back face culling on simple surfaces (default 1) |
|  | **A** | r\_farclip | "0" |  |
|  | **C** | r\_farplane | "0" | debug tool to turn on the far clipping plane, the variable defines the distance of the plane (default 0) |
|  | **C** | r\_farplane\_color | ".5 .5 .5" | debug tool to set the color of the far clipping plane, (default medium gray ".5 .5 .5") |
|  | **C** | r\_farplane\_bias | "0" |  |
|  | **C** | r\_farplane\_nocull | "0" | debug tool to set whether or not to purposely not cull geometry with the far plane (default 0) |
|  | **C** | r\_farplane\_nofog | "0" |  |
|  | **AL** | r\_fastdlights | "0" | if renderer is compiled with REAL\_DYNAMIC\_LIGHTING, determines whether or not use real method or fast method (default 0) |
|  | **A** | r\_fastentlight | "0" |  |
|  |  | r\_fastsky | "0" | don't render the sky, just clear it with the current sky color (default 0) |
|  | **A** | r\_finish | "0" | force a glFinish call after rendering a scene (default 0) |
|  | **A** | r\_flares | "0" | whether or not to render the light coronas (default 0) |
|  | **C** | r\_flareFade | "7" | how long light coronas should fade when on the screen or off the screen (default 7) |
|  | **C** | r\_flareSize | "40" | the size of the light coronas (default 40) |
|  | **AL** | r\_forceClampToEdge | "1" |  |
|  | **LC** | r\_fullbright | "0" | debug tool to render the entire level without lighting (default 0) |
|  | **AL** | r\_fullscreen | "1" | whether or not to go into fullscreen mode or not (default 1) |
|  | **A** | r\_gamma | "1.185307" | the current renderer gamma (default 1) |
|  | **A** | r\_geForce3WorkAround | "1" |  |
|  |  | r\_gfxinfo | "GL\_VENDOR: ATI Technologies Inc.  GL\_RENDERER: ATI Radeon HD 4800 Series    GL\_VERSION: 3.3.10188 Compatibility Profile Context  ..." |  |
|  | **AL** | r\_glDriver | "opengl32" | the video driver to use (default opengl32) |
|  | **C** | r\_ignore | "1" | debug cvar that is used in various places throughout the code to zero out variables (default 1) |
|  | **AL** | r\_ignoreFastPath | "0" | do not use fast shader rendering path of either diffuse lighting or multi-texture lighting (default 1) |
|  | **A** | r\_ignoreGLErrors | "1" | ignore GL errors as they occur (default 1) |
|  | **AL** | r\_ignorehwgamma | "0" | ignore hardware gamma and use the texture method of gamma adjustment (default 0) |
|  | **L** | r\_intensity | "1" | global texture lighting scale (default 1) |
|  |  | r\_largemap | "1" |  |
|  | **A** | r\_lastValidRenderer | "ATI Radeon HD 4800 Series " | last valid renderer to function. Used as a debugging tool. |
|  |  | r\_lerpmodels | "1" | whether or not to interpolate character models (default 1) |
|  | **A** | r\_lightcoronasize | ".1" | the size of the corona to be used when renderering lens flares (default 0.1) |
|  |  | r\_light\_emphasize |  | global amount that is added to sphere-based character lighting (default 0) |
|  |  | r\_light\_emphasizePercent |  | the additional percentage amount of emphasis to be givent to sphere-based character lighting (default 0) |
|  | **C** | r\_lightmap | "0" | debugging tool that renders lightmaps in GL\_REPLACE mode so that they can be seen without their base textures (default 0) |
|  | **A** | r\_light\_int\_scale | "0.05" | debugging tool that shows intensity of lights in the scene by length of the line drawn (default 0.05) |
|  | **C** | r\_light\_lines | "0" | debugging tool that shows which lights affect which characters (default 0) |
|  | **A** | r\_light\_nolight | "0" | debugging tool to turn off all lighting calculations and just use an ambient lighting value for all characters (default 0) |
|  | **C** | r\_light\_showgrid | "0" |  |
|  | **C** | r\_light\_sun\_line | "0" | debugging tool that shows which characters are affected by the sun. (default 0) |
|  | **L** | r\_loadftx | "0" |  |
|  | **L** | r\_loadjpg | "1" |  |
|  | **C** | r\_lockpvs | "0" | lock the current PVS in, so that you can wander around and see what is visibile and what isn't (default 0) |
|  | **A** | r\_lodbias |  | an absolute offset to artificially make characters further away so that they are rendered with fewer polygons (default 0) |
|  | **A** | r\_lodcap | "1.0" |  |
|  | **A C** | r\_lodCurveError | "225" | maximum curve error, before subdividing (default 250) |
|  | **A** | r\_lodscale | "1.1" | a lod scale that artificially distorts the rate at which polygons drop away from characters (default 5) |
|  | **A** | r\_lodviewmodelcap | "1.0" |  |
|  | **C** | r\_logFile | "0" | when true, dumps out all render commands to a file called gl.log (default 0) |
|  | **L** | r\_mapOverBrightBits | "1" | the number of overbright bits baked into all lightmaps and map data (default 2) |
|  | **L** | r\_maskMinidriver | "0" | if set to 1, then a mini driver will be treated as a normal ICD (default 0) |
|  | **AL** | r\_maxmode | "8" |  |
|  |  | r\_maxpolys | "4096" |  |
|  |  | r\_maxpolyverts | "16384" |  |
|  |  | r\_maxtermarks | "1024" |  |
|  | **C** | r\_measureOverdraw | "0" | when set to 1, and if the hardware supports a stencil buffer, overdraw will be reported (default 0) |
|  | **AL** | r\_mode | "-1" | what video mode the renderer should be in (default 3)  -1: uses r\_customwidth x r\_customheight instead {REDIRECT}  0: 320x240  1: 400x300  2: 512x384  3: 640x480  4: 800x600  5: 960x720  6: 1024x768  7: 1152x864  8: 1280x1024  9: 1600x1200  10: 2048x1536  11: 856x480 (wide)  11+: CRASH |
|  | **C** | r\_nobind | "0" | debugging tool to turn off all texture binding (default 0) |
|  | **C** | r\_nocull | "0" | debugging tool to turn off all culling (default 0) |
|  | **C** | r\_nocurves | "0" | debugging tool to turn off all curves (default 0) |
|  | **C** | r\_noportals | "0" | debugging tool to turn off all portals (defualt 0) |
|  | **C** | r\_norefresh | "0" | turn off all rendering (default 0) |
|  | **C** | r\_novis | "0" | debugging tool to turn off vis information (default 0) |
|  | **C** | r\_offsetfactor | "-1" | polygon offset factor for shader stages that have polygon offset set (default -1) |
|  | **C** | r\_offsetunits | "-2" | polygon offset units for shader stages that have polygong offset set (default -2) |
|  | **AL** | r\_overBrightBits | "0" | how many overBrightBits to actually use when rendering, if non-zero, world will look saturated when bright. (default 0) |
|  | **AL** | r\_picmip | "0" | what starting level mipmap level all images should start on. Global variable that can dramatically decrease texture size (default 0) |
|  | **AL** | r\_picmip\_cap | "0" |  |
|  | **A** | r\_picmip\_models | "2" |  |
|  | **A** | r\_picmip\_sky | "2" |  |
|  |  | r\_pixonoalpha | "0" |  |
|  |  | r\_pixooverdraw | "0" |  |
|  |  | r\_pixopick | "0" |  |
|  |  | r\_pixostats | "0" |  |
|  | **A** | r\_place\_sunflare | "0" | debugging tool that allows you to interactively place the sun flare (default 0) -> deprecated |
|  | **C** | r\_portalOnly | "0" | debugging tool that only draw what is rendered by the portal, not the regular scene(default 0) |
|  |  | r\_precacheimages | "0" |  |
|  | **A** | r\_primitives | "0" | which drawing primitives to use when rendering. 0 - auto select  1 - single glDrawElements  2 - multiple glDrawElements  3 - multiple color+texcoords+vertex  (default 0) |
|  |  | r\_printShaders | "0" | debugging tool that prints out all the shaders that are actually used when loading a level. It is used to generate a pak file (default 0) |
|  | **A** | r\_railCoreWidth | "16" | Q3 vestigle "16" |
|  | **A** | r\_railSegmentLength | "64" | Q3 vestigle "64" |
|  | **A** | r\_railWidth | "128" | Q3 vestigle "128" |
|  | **A** | r\_reset\_tc\_array | "1" |  |
|  | **AL** | r\_roundImagesDown | "1" | when images are scaled, round images down instead of up (default 1) |
|  | **C** | r\_showcluster | "0" | debugging tool that prints out current area and cluster (default 0) |
|  | **C** | r\_showcull | "0" |  |
|  | **C** | r\_showhbox | "0" |  |
|  |  | r\_showImages | "0" | renders all images currently loaded. If set to 2, will render them proportionately (default 0) |
|  |  | r\_showlod | "0" | debugging tool that prints out statistics on the LODing of characters (default 0) |
|  | **C** | r\_shownormals | "0" | debugging tool that shows the normals of all triangles being renderered (default 0) |
|  |  | r\_showportal | "0" |  |
|  |  | r\_showportaldist | "2000" |  |
|  | **C** | r\_showskel | "0" | debugging tool that shows the skeleton and not the surfaces of all skeletal characters (default 0) |
|  | **C** | r\_showsky | "0" | debugging tool that renders the sky in front of everything else so you can see how much of the sky is being rendered (defualt 0) |
|  | **C** | r\_showSmp | "0" | will show SMP activity while rendering (default 0) |
|  | **C** | r\_showstaticbboxes | "0" |  |
|  |  | r\_showstaticlod | "0" |  |
|  | **C** | r\_showtris | "0" | debugging tool that shows the outlines of all the triangles being rendered (default 0) |
|  | **AL** | r\_simpleMipMaps | "1" | whether or not to use the simple mip map generation tool or a more correct one (default 1) |
|  | **LC** | r\_singleShader | "0" | debugging tool that only uses the default shader for all rendering (default 0) |
|  | **C** | r\_skipBackEnd | "0" | debugging tool that skips the rendering of the back end (default 0) |
|  | **C** | r\_skybox\_farplane | "0" |  |
|  |  | r\_skyportal | "0" | debugging tool that turns on a sky portal (default 0) |
|  |  | r\_skyportal\_origin | "0 0 0" | debugging tool that sets the origin for the sky portal (default "0 0 0") |
|  | **AL** | r\_smp | "0" | whether or not to turn on SMP support for the renderer (default 0) |
|  | **C** | r\_speeds | "0" | debugging tool that prints out information about the renderer.  1 - prints out shaders/surfs, leafs, verts, tris, mtex and dc  2 - prints out culling statistics,  3 - prints out viewcluster,  4 - prints out dynamic lighting information,  5 - prints out Z info,  6 - prints out flare info |
|  | **A** | r\_sse | "0" |  |
|  | **C** | r\_staticlod | "1" |  |
|  |  | r\_static\_shaderdata0 | "0" |  |
|  |  | r\_static\_shaderdata1 | "0" |  |
|  |  | r\_static\_shaderdata2 | "0" |  |
|  |  | r\_static\_shaderdata3 | "0" |  |
|  |  | r\_static\_shadermultiplier0 | "1" |  |
|  |  | r\_static\_shadermultiplier1 | "1" |  |
|  |  | r\_static\_shadermultiplier2 | "1" |  |
|  |  | r\_static\_shadermultiplier3 | "1" |  |
|  | **AL** | r\_stencilbits | "0" | how many bits to use for the stencil buffer (default 8) |
|  | **AL** | r\_stereo | "0" | whether or not stereo rendering is enabled (default 0) |
|  | **A** | r\_stipplelines | "1" | enable stipple line support for debug lines (default 0) |
|  | **AL** | r\_subdivisions | "3" | scale factor for curve subdivision, used to pre-tesselate curved surfaces more or less (default 4) |
|  |  | r\_sunflare |  | debugging tool which contains the location of the sun (default 0) |
|  |  | r\_sunflare\_inportalsky |  | debugging tool for placing the sunflare, set this to one when the sun is in a portal sky (default 0) |
|  | **A** | r\_swapInterval | "0" | set the OPENGL swap interval (default 0) |
|  | **AL** | r\_texturebits | "32" | the number of bits to use for textures (default 16) |
|  | **AL** | r\_textureDetails | "1" |  |
|  | **A** | r\_textureMode | "gl\_linear\_mipmap\_linear" | the texture mode for all textures (default "GL\_LINEAR\_MIPMAP\_NEAREST") |
| **R** |  | r\_useglfog | "1" | whether or not to use standard OPENGL for characters (default 1) |
|  |  | r\_uselod | "1" |  |
|  | **L** | r\_usepixo | "0" |  |
|  | **C** | r\_verbose | "0" | turns on additional startup information when renderer is starting up (default 0) |
|  | **AL** | r\_vertexLight | "0" | turn on vertex lighting on all world surfaces. Disables multi-texture (default 0) |
|  | **AL** | r\_vidmode1024 | "0" |  |
|  | **AL** | r\_vidmodemax | "1" |  |
|  | **C** | r\_znear | "3" | near Z clipping plane (default 4) |
|  |  |  |  |  |
|  |  | **SOUND** |  |  |
|  | **A** | s\_ambientvolume | "1.00" |  |
|  |  | s\_debugmusic | "0" | debug tool that prints out the current action level in the game, helps determine when music changes based on context |
|  | **A** | s\_dialogscale | "1" |  |
|  |  | s\_initsound | "1" | whether or not to startup the sound system (default 1) |
|  | **AL** | s\_khz | "44" | the default mixing rate in Khz (default 22) |
|  | **AL** | s\_loadas8bit | "0" | purposely down sample all samples to 8-bit (default 0) |
|  | **AL** | s\_milesdriver | "Miles Fast 2D Positional Audio" | which sound driver to use for the audio system. Valid sound drivers are: miles, dolby, A3D, A3D2, EAX and EAX2 {REDIRECT} |
|  | **A** | s\_mixahead | "0.2" | how far ahead into the future the sound system should mix (default 0.2 seconds) |
|  | **A** | s\_mixPreStep | "0.05" | this is a pre-mix step for global sound time, not sure what it actually accomplishes (default 0.05 seconds) |
|  | **A** | s\_musicvolume | "0.648026" | the volume of the music (default 0.55) |
|  | **A** | s\_obstruction\_cal\_time | "500" |  |
|  | **AL** | s\_reverb | "0" | whether or not reverb should be on (default on) |
|  | **A** | s\_separation | "0.5" | how much stereo separation should exist (default 0.5) |
|  | **C** | s\_show | "0" | debugging info for the sound system |
|  |  | s\_show\_cpu | "0" | show CPU utilization by the sound system |
|  |  | s\_show\_num\_active\_sounds | "0" | debugging tool to show how many sounds are currently active |
|  |  | s\_show\_sounds | "0" | debugging tool that shows current sound related happenings |
|  | **A** | s\_speaker\_type | "2" | what kind of speaker setup the user is using.  0: 2 speaker setup  1: headphones  2: surround sound  3: 4 speaker setup |
|  | **C** | s\_testsound | "0" | debugging tool that plays a simple sine wave tone |
|  | **A** | s\_usemiles | "1" | whether or not to use the miles sound system |
|  | **A** | s\_volume | "0.274123" | the sound master volume (float range 0 – 1) |
|  |  | snd\_chance | "1" |  |
|  |  | snd\_height | "16" |  |
|  |  | snd\_length | "16" |  |
|  |  | snd\_maxdelay | "12" |  |
|  |  | snd\_mindelay | "2" |  |
|  |  | snd\_mindist | "160" |  |
|  |  | snd\_reverblevel | "0.5" |  |
|  |  | snd\_reverbtype | "0" |  |
|  |  | snd\_volume | "1" |  |
|  |  | snd\_width | "16" |  |
|  |  | snd\_yaw | "0" |  |
|  |  |  |  |  |
|  |  | **SERVER** |  |  |
| **S** |  | dmflags | "0" | deathmatch flags for the current deathmatch server |
|  | **A** | dm\_filter\_empty | "0" |  |
|  | **A** | dm\_filter\_full | "0" |  |
|  | **A** | dm\_filter\_listen | "1" |  |
|  | **A** | dm\_free\_for\_all | "1" |  |
|  | **A** | dm\_max\_ping | "0" |  |
|  | **A** | dm\_max\_players | "0" |  |
|  | **A** | dm\_min\_players | "0" |  |
|  | **A** | dm\_liberation\_match | "1" |  |
|  | **A** | dm\_objective\_match | "1" |  |
|  | **A** | dm\_realism\_mode | "0" |  |
|  | **A** | dm\_round\_based\_match | "1" |  |
|  | **A** | dm\_run\_fast | "1" |  |
|  | **A** | dm\_run\_normal | "1" |  |
|  | **A** | dm\_show\_demo\_servers | "1" |  |
|  | **A** | dm\_team\_match | "1" |  |
|  | **A** | dm\_tow\_match | "1" |  |
| **S** |  | sv\_allowDownload | "1" | whether the server will allow data to be downloaded from it (default 1) (deprecated {REDIRECT}) |
| **S R** |  | sv\_cinematic | "0" |  |
|  |  | sv\_crouchspeedmult | "0.6" |  |
|  |  | sv\_debuggamespy | "0" |  |
|  |  | sv\_deeptracedebug | "0" |  |
|  |  | sv\_dmspeedmult | "1.1" |  |
|  |  | sv\_drawentities | "1" |  |
|  |  | sv\_drawtrace | "0" | draw out all traces as debug lines |
| **S** | **A** | sv\_floodProtect | "1" | should the server protect itself from msg flooding (default 1) |
|  | **A** | sv\_footsteps | "1" | should the server play footsteps on characters (default 1) |
| **S** |  | sv\_fps | "20" | the simulation speed at which the server and game code is run (default 20) |
| **S** |  | sv\_friction | "4" | global friction value for the world (default 4) |
|  | **L** | sv\_gamespy | "0" | Show up in gamespy browser |
|  |  | sv\_gibs | "0" | should we spawn giblets and other viscera |
|  |  | sv\_gore | "0" | should we spawn gory items in the game |
|  |  | sv\_gravity | "800" | global gravity level for the world (default 800) |
| **S** | **A** | sv\_hostname | "Nameless Battle" | the name of the server |
| **S** | **A** | sv\_invulnerabletime | "3.0" | time in seconds (float) a player is invulnerable when he respawns |
| **S** |  | sv\_keywords | "" | keywords that allow you to cull out potential clients if they are ineligible to connect (example 'demo') |
|  |  | sv\_killserver | "0" | debug tool to kill the server (default "0") |
|  | **A** | sv\_location | "1" |  |
| **R** |  | sv\_mapChecksum | "558032789" | the 32-bit CRC checksum of the currently loaded map |
| **S** | **A** | sv\_maplist | "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7" | a list of maps to cycle through on the server |
|  |  | sv\_master1 | "mohmaster.2015.com" | master server #1's address |
|  | **A** | sv\_master2 | "" | master server #2's address |
|  | **A** | sv\_master3 | "" | master server #3's address |
|  | **A** | sv\_master4 | "" | master server #4's address |
|  | **A** | sv\_master5 | "" | master server #5's address |
| **S** | **L** | sv\_maxclients | "32" | number of clients which can join a game |
| **S** | **A** | sv\_maxPing | "0" |  |
| **S** | **A** | sv\_maxRate | "0" | maximum rate at which data is sent to the client |
|  |  | sv\_maxvelocity | "6000" | global maximum velocity clamp |
| **S** | **A** | sv\_minPing | "0" |  |
|  |  | sv\_netoptimize | "0" |  |
|  |  | sv\_netprofile | "0" |  |
|  |  | sv\_netprofileoverlay | "0" |  |
|  |  | sv\_padPackets | "0" | pad outgoing packets with this many bytes |
| **R** |  | sv\_paks | "" | if running in sv\_pure mode, contains the checksums of all the paks being used |
|  |  | sv\_pakNames | "" |  |
|  |  | sv\_precache | "1" | whether or not the server should precache data |
| **S** |  | sv\_privateClients | "0" | number of reserved client slots to reserve on the client |
|  |  | sv\_privatePassword | "" | password to allow one to play as a private client |
|  |  | sv\_pure | "0" | if true, the game does not allow any add-ons or modifications (deprecated in AA, {REDIRECT}) |
|  |  | sv\_reconnectlimit | "3" | how many times a client is allowed to re-connect before being disconnected (default 3) |
|  |  | sv\_referencedPaks | "-688278090 1412126596 -1243210066 -989893643 94279464 -1496149871 -2139430121 25935558 -902253015 -1465555269 -1761425160 -1292447625 -1628503586 1893706666 755737592 -605964971 450555014 301277748 " |  |
|  |  | sv\_referencedPakNames | "mainta/zzzzzzzz\_3rdpersonview-mod\_\_\_bind\_key\_togglemenu\_3rdp mainta/user-Spearhead blood CyberLain v1.1 mainta/pak5 mainta/pak4 mainta/pak3 mainta/pak2 mainta/pak1 mainta/jv\_bot01 main/zzzzzzz\_stock\_aa\_fixes\_update main/Pak7Nl main/Pak5 main/Pak4 main/Pak3 main/Pak2 main/Pak1 main/Pak0" |  |
|  |  | sv\_rollangle | "2" | the amount of roll to be given to the player when he is banking in a turn (default 2 |
|  |  | sv\_rollspeed | "200" | the speed at which sv\_rollangle is reset (default 200) |
| **R** |  | sv\_running | "1" | this gets set when the server is initialized and running |
|  |  | sv\_runspeed | "250" | average running speed for all players |
| **R** |  | sv\_serverid | "012345679" | a unique id that is generated from the current game time when the server was started |
|  |  | sv\_showbboxes | "0" | show bounding boxes on all entities:  1 - shows all solid entities with their standard mins and maxs  2 - shows all solid entities with their absmins and absmaxs  3 - shows all entities that are solid and notsolid but are not tagged as RF\_DONTDRAW  4 - shows all entities, even those tagged as RF\_DONTDRAW  7 - shows all entities with their TIKI bounding boxes  8 – shows normal bounding boxes as well as a small bounding box around the origin  9 – 28 – show bounding boxes of hit locations on models |
|  |  | sv\_showcameras | "0" | displays the cameras and their spline paths |
|  |  | sv\_showentnums | "0" | shows the entity numbers above each entity |
|  |  | sv\_showloss | "0" |  |
|  |  | sv\_showtags | "" |  |
|  |  | sv\_sprintmult | "1.20" |  |
|  |  | sv\_sprintmult\_dm | "1.20" |  |
|  |  | sv\_sprinton | "1" | turn on sprinting ability |
|  |  | sv\_sprinttime | "5.0" |  |
|  |  | sv\_sprinttime\_dm | "5.0" |  |
| **S** |  | sv\_stopspeed | "100" | how fast physical objects in the world should slow down (default 100) |
|  |  | sv\_testloc\_num | "0" |  |
|  |  | sv\_testloc\_offset\_z | "0" |  |
|  |  | sv\_testloc\_offset\_y | "0" |  |
|  |  | sv\_testloc\_offset\_x | "0" |  |
|  |  | sv\_testloc\_offset2\_z | "0" |  |
|  |  | sv\_testloc\_offset2\_y | "0" |  |
|  |  | sv\_testloc\_offset2\_x | "0" |  |
|  |  | sv\_testloc\_radius | "1" |  |
|  |  | sv\_testloc\_radius2 | "1" |  |
|  |  | sv\_testloc\_secondary | "0" |  |
|  |  | sv\_timeout | "120" | how long to wait in seconds before dropping a player who hasn't sent any commands (default 120) |
|  |  | sv\_traceinfo | "0" | print out how many traces were performed each server frame. If greater than 1, than specific information about each trace is also printed. If greater than 2, than all printing is done to the debugger window. |
|  |  | sv\_walkspeed | "150" |  |
|  |  | sv\_walkspeedmult | "0.6" |  |
| **S** |  | sv\_waterfriction | "1" | the friction when inside a water volume (default 1) |
| **S** |  | sv\_waterspeed | "400" | the speed at which you can move through water (default 400) |
|  |  | sv\_zombietime | "2" | how long to keep a client connected to the server after they have been dropped (default 2) |
|  |  |  |  |  |
|  |  | **SYSTEM** |  |  |
|  |  | sys\_cpuid | "35" | the cpuid of the current processor |
|  |  | sys\_cpustring | "Intel Pentium III" | the type of CPU currently being used (PIII is recognized instead of i7) |
|  |  |  |  |  |
|  |  | **TERRAIN** |  |  |
|  | **A** | ter\_cautiousframes | "1" |  |
|  |  | ter\_count | "0" | (0/1) r\_speeds for terrain |
|  |  | ter\_cull | "1" | (0/1) disables the view frustrum culling; all terrain is drawn regardless of visibility |
|  | **A** | ter\_error | "4" | (0 to 10.0, 10.0 default) adjusts how aggressively the LOD system reduces terrain detail, ranges from 0 to 10.0. Less error = more detail sooner. |
|  | **A** | ter\_fastMarks | "1" |  |
|  |  | ter\_geomorph | "0" | (0/1) deactivates the LOD system – all terrain is drawn at full detail |
|  |  | ter\_lock | "0" | (0/1) locks display of terrain, to show effects of view frustrum culling (any terrain not visible to the engine from the current viewpoint is removed to improve polygon counts) |
|  | **A** | ter\_maxlod | "6" | maximum LOD in the dynamic tesselation.  Precalculated tesselation may exceed this. |
|  | **A** | ter\_maxtris | "24576" | (integer) maximum triangles in the scene.  The terrain system will not draw more triangles than this.  Requires ter\_restart. |
|  | **A** | ter\_minlod | "" | minimum LOD in the pre-tesselation stage, 0 - 6 (6 = max tesselation) -- requires ter\_restart |
|  | **A** | ter\_minMarkRadius | "8" |  |
|  |  | ter\_restart | "0" | recalculates the base LOD, and adjusts the maxtris. Automatically happens with a vid\_restart. |
|  |  |  |  |  |
|  |  | **USER INTERFACE** |  |  |
|  |  | ui\_Accuracy | "0" |  |
|  |  | ui\_backgroundmouse | "0" | places the light source for the sleepy hollow effect behind the logo instead of in front of it. |
|  |  | ui\_compass | "1" |  |
|  | **AL** | ui\_compass\_scale | "0.75" |  |
|  | **A** | ui\_connectip | "0.0.0.0" |  |
|  | **A** | ui\_console | "1" | enable console {REDIRECT} |
|  | **A** | ui\_consoleposition | "" | the current x,y position of the console along with its width and height |
|  |  | ui\_crosshair | "1" | Is crosshair on or not? |
|  |  | ui\_debugload | "0" |  |
|  |  | ui\_dedicated | "0" | Dedicated setting, displayed in LAN menu |
|  |  | ui\_dmmap | "dm/mohdm1" | mapstring of chosen map in LAN (needed for the game to load it) |
|  |  | ui\_drawcoords | "0" | debugging tool to print out the currenty coordinates of the mouse cursor (default 0) |
|  |  | ui\_failed | "0" | Whether or not |
|  | **A** | ui\_fraglimit | "0" | Fraglimit value, displayed in LAN menu |
|  | **A** | ui\_gamespy | "0" | gamespy setting (show up in?), displayed in LAN menu |
|  |  | ui\_gametype | "" |  |
|  |  | ui\_gametypestring | "" | The gametype name, displayed in LAN menu |
|  | **A** | ui\_gmbox | "1" |  |
|  |  | ui\_gmboxspam | "1" |  |
|  |  | ui\_gotmedal | "0" | whether or not a message has to be displayed, informing the player he has won a medal for the mission he just completed |
|  |  | ui\_GroinShots | "0" | Hit statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_GunneryEvaluation | "0" | Hit statistics, only in singleplayer, displayed at end of mission |
|  | **A** | ui\_healrate | "10" | Heal rate, displayed in menu |
|  |  | ui\_HeadShots | "0" | Hit statistics, only in singleplayer, displayed at end of mission |
|  | **A** | ui\_healthdrop | "1" | Healthdrop on or off? Displayed in menu |
|  |  | ui\_health\_end | "0" | Health stats, only in singleplayer, displayed at end of mission |
|  |  | ui\_health\_start | "0" | Health stats, only in singleplayer, displayed at end of mission |
|  | **A** | ui\_hostname | "Nameless Battle" |  |
|  |  | ui\_hud | "1" | whether or not the HUD is drawn (default 1) {REDIRECT} |
|  | **A** | ui\_inactivekick | "90" | Inactive kick setting, displayed in menu |
|  | **A** | ui\_inactivespectate | "60" | Inactive spectate setting, displayed in menu |
|  |  | ui\_inventoryfile | "global/inventory.txt" | Internal – path to inventory.txt |
|  | **A** | ui\_itemsbar | "0" | Itemsbar shown or not? |
|  |  | ui\_LeftArmShots | "0" | Hit statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_LeftLegShots | "0" | Hit statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_legalscreen\_fadein | ".5" |  |
|  |  | ui\_legalscreen\_fadeout | ".5" |  |
|  |  | ui\_legalscreen\_stay | "3" |  |
|  | **A** | ui\_maplist\_ffa | "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7" | Maplist for gametype ffa, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | ui\_maplist\_lib | "lib/mp\_anzio\_lib lib/mp\_bizerteharbor\_lib lib/mp\_tunisia\_lib lib/mp\_ship\_lib" | Maplist for gametype lib, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | ui\_maplist\_obj | "obj/obj\_team1 obj/obj\_team2 obj/obj\_team3 obj/obj\_team4" | Maplist for gametype obj, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | ui\_maplist\_round | "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7" | Maplist for gametype round, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | ui\_maplist\_team | "dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm5 dm/mohdm6 dm/mohdm7" | Maplist for gametype team, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | A ui\_maplist\_tow | "obj/MP\_Druckkammern\_TOW obj/MP\_Flughafen\_TOW obj/MP\_Ardennes\_TOW obj/MP\_Berlin\_TOW" | Maplist for gametype tow, displayed in LAN menu; maps can be removed and added in game. |
|  | **A** | ui\_maxclients | "32" | Max allowed players, displayed in LAN menu |
|  |  | ui\_medalsign | "" |  |
|  | **A** | ui\_minicon | "1" | whether or not the mini console is drawn (default 1) |
|  | **A** | ui\_moviesubtitle | "0" |  |
|  |  | ui\_mp\_bg | "0" |  |
|  |  | ui\_multiplayersign | "startgame\_sign" | if multiplayer sign is requisted, which shader to use? |
|  |  | ui\_newvidmode | "-1" |  |
|  |  | ui\_NumComplete | "0" | statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_NumEnemysKilled | "0" | enemy statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_NumHits | "0" | hit statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_NumHitsTaken | "0" | damage statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_NumObjectives | "0" |  |
|  |  | ui\_NumObjectsDestroyed | "0" |  |
|  |  | ui\_NumShotsFired | "0" | statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_PreferredWeapon | "none" | statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_pure | "0" | pure check setting, displayed in LAN menu |
|  | **A** | ui\_realismmode | "0" | realismmode setting, displayed in LAN menu |
|  |  | ui\_returnmenu | "0" | whether or not the player clicked to return to previous menu |
|  |  | ui\_RightArmShots | "0" | hit statistics, only in singleplayer, displayed at end of mission |
|  |  | ui\_RightLegShots | "0" | hit statistics, only in singleplayer, displayed at end of mission |
|  | **A** | ui\_roundlimit | "0" |  |
|  |  | ui\_signshader | "multiplayer\_sign" | last displayed shader for the sign in the main menu |
|  |  | ui\_skip\_eamovie | "0" |  |
|  |  | ui\_skip\_legalscreen | "0" |  |
|  |  | ui\_skip\_titlescreen | "0" |  |
|  | **A** | ui\_sprinton | "1" | sprinting setting, displayed in LAN menu |
|  |  | ui\_startgame | "0" | whether or not the player has clicked on “Start game” in the LAN menu. Cvar handled internally to load chosen map. |
|  | **A** | ui\_startmap | "" |  |
|  |  | ui\_success | "0" | whether or not the success message is to be displayed at end of singleplayer mission |
|  | **A** | ui\_teamdamage | "1" | teamdamage setting, displayed in LAN menu |
|  | **A** | ui\_team\_spawn\_interval | "12" |  |
|  | **A** | ui\_timelimit | "999" | timelimit value, displayed in LAN menu |
|  |  | ui\_timemessage | "Time Left: 998:55" | value of the time hud element, in the upper right corner of the user’s screen, updated every second. |
|  |  | ui\_titlescreen\_fadein | ".5" |  |
|  |  | ui\_titlescreen\_fadeout | ".5" |  |
|  |  | ui\_titlescreen\_stay | "3" |  |
|  |  | ui\_TorsoShots | "0" | hit statistics, only in singleplayer, displayed at end of mission |
|  | **A** | ui\_voodoo | "0" |  |
|  |  | ui\_votestringentry | "" |  |
|  |  | ui\_votesubtitle | "0" |  |
|  |  | ui\_votetype | "0" |  |
|  | **A** | ui\_weaponsbar | "1" |  |
|  | **A** | ui\_weaponsbartime | "2500" |  |
|  |  |  |  |  |
|  |  | **VIDEO** |  |  |
|  | **C** | debuggraph | "0" | whether or not to render the debuggraph |
|  | **C** | graphheight | "32" | the height of a degbuggraph or timegraph (default 32) |
|  | **C** | graphscale | "1" | the scale of a debuggraph or timegraph (default 1) |
|  | **C** | graphshift | "0" | the offset of a debuggraph or timegraph (default 0) |
|  | **C** | timegraph | "0" | debug tool that prints out the current timing of the game (default 0) |
|  | **A** | vid\_xpos | "3" | the X position of the screen (default 0) |
|  | **A** | vid\_ypos | "22" | the Y position of the screen (default 0) |
|  | **A** | viewsize | "100" | percentage factor of how fullscreen the view you should be (default 100) |
|  |  |  |  |  |
|  |  | **VIEW MODEL** |  |  |
|  |  | vm\_lean\_lower | "0.1" |  |
|  |  | vm\_offset\_air\_front | "-3.0" |  |
|  |  | vm\_offset\_air\_side | "1.5" |  |
|  |  | vm\_offset\_air\_up | "-6.0" |  |
|  |  | vm\_offset\_crouch\_front | "-0.5" |  |
|  |  | vm\_offset\_crouch\_side | "2.25" |  |
|  |  | vm\_offset\_crouch\_up | "0.2" |  |
|  |  | vm\_offset\_max | "8.0" |  |
|  |  | vm\_offset\_rocketcrouch\_front | "0" |  |
|  |  | vm\_offset\_rocketcrouch\_side | "0" |  |
|  |  | vm\_offset\_rocketcrouch\_up | "0" |  |
|  |  | vm\_offset\_shotguncrouch\_front | "-1" |  |
|  |  | vm\_offset\_shotguncrouch\_side | "2.5" |  |
|  |  | vm\_offset\_shotguncrouch\_up | "-1.1" |  |
|  |  | vm\_offset\_speed | "8.0" |  |
|  |  | vm\_offset\_upvel | "0.0025" |  |
|  |  | vm\_offset\_vel\_base | "100" |  |
|  |  | vm\_offset\_vel\_front | "-2.0" |  |
|  |  | vm\_offset\_vel\_side | "1.5" |  |
|  |  | vm\_offset\_vel\_up | "-4.0" |  |
|  |  | vm\_sway\_front | "0.1" |  |
|  |  | vm\_sway\_side | "0.005" |  |
|  |  | vm\_sway\_up | "0.003" |  |
|  |  |  |  |  |
|  |  | **VSS\_** |  |  |
|  |  | vss\_color | "1" |  |
|  |  | vss\_default\_b | "0.4" |  |
|  |  | vss\_default\_g | "0.45" |  |
|  |  | vss\_default\_r | "0.5" |  |
|  | **A** | vss\_draw | "0" |  |
|  |  | vss\_gridsize | "12" |  |
|  |  | vss\_lighting\_fps | "15" |  |
|  | **A** | vss\_maxcount | "10" |  |
|  | **AL** | vss\_maxvisible | "1024" |  |
|  |  | vss\_movement\_dampen | "4" |  |
|  |  | vss\_physics\_fps | "8" |  |
|  |  | vss\_repulsion\_fps | "4" |  |
|  |  | vss\_showsources | "1" |  |
|  | **A** | vss\_smoothsmokelight | "1" |  |
|  |  | vss\_wind\_strength | "8" |  |
|  |  | vss\_wind\_x | "8" |  |
|  |  | vss\_wind\_y | "4" |  |
|  |  | vss\_wind\_z | "2" |  |
|  |  |  |  |  |
|  |  | **WINDOWS** |  |  |
|  |  | arch | "win2000" | the current architecture being used by this machine (mohaa recognizes Win7 as win2000) |
|  |  | arch\_major\_version | "6" |  |
|  |  | arch\_minor\_version | "1" |  |
|  |  | username | "L" | current user logged onto this machine |
| **R** |  | win\_hinstance | "4194304" | the HINSTANCE of the current application |
| **R** |  | win\_wndproc | "4754704" | the WNDPROC of the current application |
|  |  |  |  |  |
|  |  | **NO PREFIX** |  |  |
|  |  | activeAction | "" | This will be executed upon receiving the first snapshot |
|  | **A** | autopaused | "1" |  |
|  |  | bosshealth | "0" |  |
|  |  | buildNumber | "268" |  |
|  |  | cam\_angles\_pitch | "0" |  |
|  |  | cam\_angles\_roll | "0" |  |
|  |  | cam\_angles\_yaw | "0" |  |
|  |  | cgamedll | "" | the CGAMEDLL to use for the game |
| **S** | **L** | cheats | "0" | whether or not cheats are enabled |
|  |  | config | "unnamedsoldier.cfg" | the config file to use for the game |
|  | **A** | consolekey | "96" |  |
|  |  | convertAnim | "0" |  |
| **S** | **L** | deathmatch | "1" | whether the game is deathmatch or single player |
|  |  | debug | "" |  |
|  |  | debugSound | "0" |  |
|  | **L** | dedicated | "0" | whether or not the server is dedicated |
|  | **A** | detail | "1" |  |
|  | **A** | developer | "1" | whether or not development mode is on |
|  |  | dlg\_badsave | "This save game is invalid" |  |
| **U** | **A** | dm\_playergermanmodel | "axis\_sinister\_klaus" |  |
| **U** | **A** | dm\_playermodel | "allied\_snow" |  |
|  |  | dumploadedanims | "0" |  |
|  |  | exploders | "" |  |
|  |  | filterban | "1" | whether or not to turn on ip banning, if set to 1 than anyone on the current list will be banned, if set to 0 than only addresses on the list will be allowed (default 1) -> deprecated! |
|  | **C** | fixedtime | "0" | when non-zero, locks the msecs per frame (default 0) |
|  |  | flood\_msgs | "4" | not implmented currently (default 4) |
|  |  | flood\_persecond | "4" | not implmented currently (default 4) |
|  |  | flood\_waitdelay | "10" | not implmented currently (default 10) |
|  | **A** | fps | "1" | debugging tool that prints out the FPS statistics at the bottom left of the screen. If set to one, a warning sound will be played  when the framerate drops below 18 FPS. |
| **S** |  | fraglimit | "0" | what the fraglimit of the current deathmatch server is |
|  |  | gamedll | "" | the GAMEDLL currently being used by the game |
|  |  | game\_version | "v2.15" |  |
|  | **I** | journal | "0" | 1: all events will be journaled to journal.dat and journaldata.dat.  2: all journal events will be played back |
|  |  | loadingbar | "0.943503" |  |
|  | **A** | logfile | "3" | whether or not to turn on console logging. All console output is dumped qconsole.log {REDIRECT} |
|  |  | low\_anim\_memory | "0" |  |
|  |  | mapfilename | "maps/obj/mp\_montecassino\_tow.bsp" |  |
| **S R** |  | mapname | "dm/mohdm1" | the current name of the loaded map |
|  | **L** | maxentities | "1024" |  |
| **U** | **A** | name | "Sor" | what the player should be called |
|  |  | nextmap | "" | the next map to run after this one, allows you to chain multiple maps together through the use of the ';' |
| **S** |  | nomonsters | "0" |  |
|  |  | pagememory | "0" |  |
| **S U** | **A** | parentmode | "0" | what level of violence the game should be using (default 0, excessive) |
| **U** |  | password | "" | password needed to connect to this server {REDIRECT} |
| **R** |  | paused | "0" | whether or not the game is currently paused |
|  |  | pmove\_fixed | "0" |  |
|  |  | pmove\_msec | "8" |  |
| **S** | **A** | profile | "12" |  |
|  |  | protocol | "8" | which network protocol is currently being used by the client, set by the system |
|  |  | public | "0" | whether or not this server is public and should send heart beats to the master server (default 0) |
| **U** | **A** | rate | "5000" | the maximum number of bytes to be sent to the client per second (default 3000) |
|  |  | rconAddress | "" | the address of the server you want to send rcon messages to. |
|  |  | rconPassword | "" | the password that is sent for rcon commands |
| **S** |  | roundlimit | "0" |  |
|  |  | session | "2" |  |
| **R** |  | shortversion | "1.11" |  |
|  |  | showdrop | "0" | debug tool to show dropped packets (default 0) |
|  |  | showLoad | "0" |  |
|  |  | showpackets | "0" | show packets as they are sent to and from the client and server |
| **S** | **L** | skill | "1" |  |
| **U** | **A** | snaps | "20" | number of snapshots the client wants to receive per second (default 20) |
|  |  | soundoverlay | "0" |  |
|  | **A C** | spam | "1" |  |
|  |  | subAlpha | "0.5" |  |
|  |  | subteam0 | "0" |  |
|  |  | subteam1 | "0" |  |
|  |  | subteam2 | "0" |  |
|  |  | subteam3 | "0" |  |
|  |  | subtitle0 | "" |  |
|  |  | subtitle1 | "" |  |
|  |  | subtitle2 | "" |  |
|  |  | subtitle3 | "" |  |
|  |  | thereisnomonkey | "1" |  |
|  | **C** | timedemo | "0" | run a demo at full speed for performance testing |
| **S** |  | timelimit | "999" |  |
|  | **C** | timescale | "1" | global timescale that allows you to slow down or speed up the game |
|  |  | tow\_allied\_obj1 | "1" | Completed (1) or not (0) |
|  |  | tow\_axis\_obj1 | "1" | Completed (1) or not (0) |
|  |  | tow\_allied\_obj2 | "0" | Completed (1) or not (0) |
|  |  | tow\_axis\_obj2 | "1" | Completed (1) or not (0) |
|  |  | tow\_allied\_obj3 | "1" | Completed (1) or not (0) |
|  |  | tow\_axis\_obj3 | "0" | Completed (1) or not (0) |
|  |  | tow\_allied\_obj4 | "0" | Completed (1) or not (0) |
|  |  | tow\_axis\_obj4 | "0" | Completed (1) or not (0) |
|  |  | tow\_allied\_obj5 | "0" | Completed (1) or not (0) |
|  |  | tow\_axis\_obj5 | "0" | Completed (1) or not (0) |
| **S R** |  | version | "Medal of Honor Allied Assault 1.11 win-x86 Mar 5 2002" | the version of the current build |
|  | **C** | viewlog | "0" | whether or not the console at the beginning of the game should be:  0 - hidden  1 - window sized with scroll  2 - minimized |
|  |  | viewmodelactionweight | "0" |  |
|  |  | viewmodelanimnum2 | "0" |  |
|  |  | viewmodelanimslot | "0" |  |
|  |  | viewmodelblend | "0" |  |
|  |  | viewmodelentity | "1" |  |
|  |  | viewmodelnormaltime | "0" |  |
|  |  | viewmodelsyncrate | "0" |  |
| **S (R)** |  | whereami | "0" | Set to 1 to have the console record and print each new origin coordinate of client 0 in the current map. |
|  |  |  |  |  |