

# NightFall Cvars Documentation

## sv\_api

Name	sv_api
Description	Enable/disable API server.
More Info	<a href="#">sv_api</a>

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## sv\_api\_numthreads

Name	sv_api_numthreads
Description	Set number of worker threads for API server.
More Info	<a href="#">sv_api_numthreads</a>

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## sv\_api\_ports

Name	sv_api_ports
Description	Set ports to listen to for API server.
More Info	<a href="#">sv_api_ports</a>

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## sv\_api\_acl

Name	sv_api_acl
Description	Set access control list for API server.
More Info	<a href="#">sv_api_acl</a>

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## sv\_api\_client

Name	sv_api_client
Description	Enable/disable API client.
More Info	<a href="#">sv_api_client</a>

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## sv\_update

Name	sv_update
Description	Enable/disable auto updates.
More Info	Update checks are carried at each map end. Set to 1 to enable updates, set to 0 to disable updates.

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## sv\_store

Name	sv_store
Description	Specify database file name inside main for setproperty and getproperty functions.
Default value	mainta/store.bin or maintt/store.bin

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## sv\_disablechat

Name	sv_disablechat
Description	Specify whether or not to disable all chat.
Allowed values	0 to enable chat, 1 to disable chat

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## sv\_disabletaunt

Name	sv_disabletaunt
Description	Specify whether or not to disable all taunts.
Allowed values	0 to enable taunts, 1 to disable taunts

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## sv\_filterchat

Name	sv_filterchat
Description	Specify whether or not to enable chat filter.
Allowed values	0 to disable chat filter, 1 to enable chat filter

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## g\_badchatlimit

Name	g_badchatlimit
Description	Specifies amount of times a use can enter bad chat filter words before being kicked.
Allowed values	0 or more

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**sv\_maxconnperip**

Name	sv_maxconnperip
Description	Specifies the maximum number of users with the same ip allowed.
Allowed values	0 or more
Remarks	use -1 to disable

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**sv\_kickping**

Name	sv_kickping
Description	Specifies the maximum ping a user is allowed to exceed before getting kicked.
Allowed values	1 or more
Remarks	user is warned 1 time before getting kicked

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