

Nexuiz cvars c

| cvar | Function | Default Value |
|--------------------------|---|----------------------|
| camera_chase_smoothly | Attenuate player movements (only in chase mode) | 0 |
| camera_enable | Enables the camera for demo playback | 0 |
| camera_forward_follows | 0: Move the camera forwards without changing altitude. 1: Move towards what you are looking | 1 |
| camera_free | Free camera instead of chasing the player | 0 |
| camera_look_attenuation | Attenuation of „looking“ movements, only if camera_look_player is set. Bigger is smoother | 8 |
| camera_look_player | Always look to the player. Mouse input is ignored in this mode | 0 |
| camera_mouse_treshold | Use to ignore small mouse movements. This allows for smoother camera control | 0.5 |
| camera_reset | Resets the camera position and switch to chase mode | 0 |
| camera_speed_attenuation | Camera movements attenuation factor. Bigger is smoother. Applies to mouse movements | 10 |
| camera_speed_chase | Camera movement speed on the x/y/z axis while chasing the player | 4 |
| camera_speed_free | Camera movement speed on the x/y/z axis in free mode | 8 |
| camera_speed_roll | Camera rotation speed | 0.9 |
| capturelimit | custom cvar | 0 |
| capturelimit_override | Capture limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| cdaudio | CD playing mode (0 = never access CD drive, 1 = play CD tracks if no replacement available, 2 = play fake tracks if no CD track available, 3 = play only real CD tracks, 4 = play real CD tracks even instead of named fake tracks) | 1 |
| cdaudioinitialized | indicates if CD Audio system is active | 1 |
| chase_active | enables chase cam | 0 |
| chase_back | chase cam distance from the player | 48 |
| chase_overhead | chase cam looks straight down if this is not zero | 0 |
| chase_pitchangle | chase cam pitch angle | 55 |
| chase_up | chase cam distance from the player | 24 |
| cl_anglespeedkey | how much +speed multiplies keyboard turning speed | 1.5 |
| cl_autodemo | records every game played, using the date/time and map name to name the demo file | 0 |
| cl_autodemo_nameformat | The format of the cl_autodemo filename, followed by the map name (the date is encoded using strftime escapes) | demos/%Y-%m-%d_%H-%M |
| cl_autoswitch | automatically switch to newly picked up weapons if they are better than what you are carrying | 1 |
| cl_autotaunt | automatically taunt enemies when fragging them | 0 |
| cl_backspeed | backward movement speed | 400 |
| cl_beams_instantaimhack | makes your lightning gun aiming update instantly | 0 |
| cl_beams_lightatend | make a light at the end of the beam | 0 |

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|--|--|---------------|
| cl_beams_polygons | use beam polygons instead of models | 1 |
| cl_beams_quakepositionhack | makes your lightning gun appear to fire from your waist (as in Quake and QuakeWorld) | 1 |
| cl_bob | view bobbing amount | 0.01 |
| cl_bobcycle | view bobbing speed | 0 |
| cl_bobmodel | enables gun bobbing | 1 |
| cl_bobmodel_side | gun bobbing sideways sway amount | 0.15 |
| cl_bobmodel_speed | gun bobbing speed | 7 |
| cl_bobmodel_up | gun bobbing upward movement amount | 0.06 |
| cl_bobup | view bobbing adjustment that makes the up or down swing of the bob last longer | 0.5 |
| cl_capturevideo | enables saving of video to a .avi file using uncompressed I420 colorspace and PCM audio, note that scr_screenshot_gammaboost affects the brightness of the output) | 0 |
| cl_capturevideo_fps | how many frames per second to save (29.97 for NTSC, 30 for typical PC video, 15 can be useful) | 30 |
| cl_capturevideo_framestep | when set to n >= 1, render n frames to capture one (useful for motion blur like effects) | 1 |
| cl_capturevideo_height | scales all frames to this resolution before saving the video | 0 |
| cl_capturevideo_nameformat | prefix for saved videos (the date is encoded using strftime escapes) | dpvideo |
| cl_capturevideo_number | number to append to video filename, incremented each time a capture begins | 1 |
| cl_capturevideo_ogg | save captured video data as Ogg/Vorbis/Theora streams | 1 |
| cl_capturevideo_ogg_theora_bitrate | video bitrate (45 to 2000 kbps), or -1 to use quality only; higher is better | -1 |
| cl_capturevideo_ogg_theora_keyframe_auto_threshold | threshold for key frame decision (0 to 100) | 80 |
| cl_capturevideo_ogg_theora_keyframe_bitrate_multiplier | how much more bit rate to use for keyframes, specified as a factor of at least 1 | 1.5 |
| cl_capturevideo_ogg_theora_keyframe_maxinterval | maximum keyframe interval (1 to 1000) | 64 |
| cl_capturevideo_ogg_theora_keyframe_mininterval | minimum keyframe interval (1 to 1000) | 8 |
| cl_capturevideo_ogg_theora_noise_sensitivity | video noise sensitivity (0 to 6); lower is better | 1 |
| cl_capturevideo_ogg_theora_quality | video quality factor (0 to 63), or -1 to use bitrate only; higher is better | 32 |
| cl_capturevideo_ogg_vorbis_quality | audio quality (-1 to 10); higher is better | 3 |
| cl_capturevideo_printfps | prints the frames per second captured in capturevideo (is only written to the log file, not to the console, as that would be visible on the video) | 1 |
| cl_capturevideo_realtime | causes video saving to operate in realtime (mostly useful while playing, not while capturing demos), this can produce a much lower quality video due to poor sound/video sync and will abort saving if your machine stalls for over a minute | 0 |
| cl_capturevideo_width | scales all frames to this resolution before saving the video | 0 |
| cl_casings | enable or disable bullet casings | 1 |
| cl_casings_bronze_time | bullet casings lifetime | 10 |
| cl_casings_shell_time | shell casing lifetime | 30 |

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|--|---|----------------------|
| cl_curl_enabled | whether client's download support is enabled | 1 |
| cl_curl_maxdownloads | maximum number of concurrent HTTP/FTP downloads | 1 |
| cl_curl_maxspeed | maximum download speed (KiB/s) | 300 |
| cl_deathnoviewmodel | hides gun model when dead | 1 |
| cl_deathscoreboard | shows scoreboard (+showscores) while dead | 1 |
| cl_decals | enables decals (bullet holes, blood, etc) | 1 |
| cl_decals_fadetime | how long decals take to fade away | 1 |
| cl_decals_time | how long before decals start to fade away | 2 |
| cl_decals_visculling | perform a very cheap check if each decal is visible before drawing | 1 |
| cl_demo_mousegrab | Allows reading the mouse input while playing demos. Useful for camera mods developed in csqc. (0: never, 1: always) | 0 |
| cl_dlights_decaybrightness | reduces brightness of light flashes over time | 1 |
| cl_dlights_decayradius | reduces size of light flashes over time | 1 |
| cl_effects_lightningarc_branchfactor_add | custom cvar | 0.1 |
| cl_effects_lightningarc_branchfactor_start | custom cvar | 0.25 |
| cl_effects_lightningarc_drift_end | custom cvar | 0.1 |
| cl_effects_lightningarc_drift_start | custom cvar | 0.45 |
| cl_effects_lightningarc_segmentlength | custom cvar | 64 |
| cl_effects_lightningarc_simple | custom cvar | 0 |
| cl_explosions_alpha_end | end alpha of an explosion shell (just before it disappears) | 0 |
| cl_explosions_alpha_start | starting alpha of an explosion shell | 1.5 |
| cl_explosions_lifetime | how long an explosion shell lasts | 0.5 |
| cl_explosions_size_end | ending alpha of an explosion shell (just before it disappears) | 128 |
| cl_explosions_size_start | starting size of an explosion shell | 16 |
| cl_forceplayermodels | custom cvar | 0 |
| cl_forceplayermodelsfromnexuiz | custom cvar | 0 |
| cl_forwardspeed | forward movement speed | 400 |
| cl_gameplayfix_soundsmovewithentities | causes sounds made by lifts, players, projectiles, and any other entities, to move with the entity, so for example a rocket noise follows the rocket rather than staying at the starting position | 1 |
| cl_gentle | client side gentle mode (only replaces gibs); when set to 1, white smoke replaces gibs, when set to 2, colorful clouds replace gibs | 0 |
| cl_gibs_damageforcescale | force to push around gibs | 3.5 |
| cl_gibs_lifetime | average lifetime of gibs | 14 |
| cl_gibs_velocity_random | gib throw velocity randomness scale | 1 |
| cl_gibs_velocity_scale | gib throw velocity force scale | 1 |
| cl_gibs_velocity_up | extra z velocity for gibs | 0 |
| cl_gravity | but ignored anyway | 800 |
| cl_gunalign | Gun alignment; 1 = right, 2 = left, 3 = center | 3 |
| cl_handicap | the higher, the more damage you will receive (client setting) | 1 |
| cl_hidewaypoints | disable static waypoints, only show team waypoints | 0 |
| cl_hitsound | play a hit notifier sound when you have hit an enemy | 1 |
| cl_iplog_name | name of iplog file containing player addresses for iplog_list command and automatic ip logging when parsing status command | darkplaces_iplog.txt |
| cl_itembobheight | how much items bob up and down (try 8) | 0 |

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| cl_itembobspeed | how frequently items bob up and down | 0.5 |
| cl_joinbeforedownloadsfinish | if non-zero the game will begin after the map is loaded before other downloads finish | 1 |
| cl_maxfps | maximum fps cap, 0 = unlimited, if game is running faster than this it will wait before running another frame (useful to make cpu time available to other programs) | 0 |
| cl_maxidlefps | maximum fps cap when the game is not the active window (makes cpu time available to other programs) | 20 |
| cl_minfps | minimum fps target - while the rendering performance is below this, it will drift toward lower quality | 40 |
| cl_minfps_fade | how fast the quality adapts to varying framerate | 0.2 |
| cl_minfps_qualitymax | highest allowed drawdistance multiplier | 1 |
| cl_minfps_qualitymin | lowest allowed drawdistance multiplier | 0.25 |
| cl_minfps_qualitypower | raises quality value to a power of itself, higher values make quality drop more sharply in relation to framerate | 4 |
| cl_minfps_qualityscale | multiplier for quality | 0.5 |
| cl_movement | enables clientside prediction of your player movement | 1 |
| cl_movement_accelerate | how fast you accelerate (should match sv_accelerate) | 8 |
| cl_movement_airaccel_qw | ratio of QW-style air control as opposed to simple acceleration (should match sv_airaccel_qw) | 0.95 |
| cl_movement_airaccel_sideways_friction | anti-sideways movement stabilization (should match sv_airaccel_sideways_friction) | 0.35 |
| cl_movement_airaccelerate | how fast you accelerate while in the air (should match sv_airaccelerate), if less than 0 the cl_movement_accelerate variable is used instead | 5.5 |
| cl_movement_edgefriction | how much to slow down when you may be about to fall off a ledge (should match edgefriction) | 1 |
| cl_movement_friction | how fast you slow down (should match sv_friction) | 7 |
| cl_movement_jumpvelocity | how fast you move upward when you begin a jump (should match the quakec code) | 300 |
| cl_movement_maxairspeed | how fast you can move while in the air (should match sv_maxairspeed) | 220 |
| cl_movement_maxspeed | how fast you can move (should match sv_maxspeed) | 400 |
| cl_movement_minping | whether to use prediction when ping is lower than this value in milliseconds | 0 |
| cl_movement_stepheight | how tall a step you can step in one instant (should match sv_stepheight) | 34 |
| cl_movement_stopspeed | speed below which you will be slowed rapidly to a stop rather than sliding endlessly (should match sv_stopspeed) | 100 |
| cl_movement_track_canjump | track if the player released the jump key between two jumps to decide if he is able to jump or not; when off, this causes some „sliding“ slightly above the floor when the jump key is held too long; if the mod allows repeated jumping by holding space all the time, this has to be set to zero too | 0 |

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|------------------------------|--|----------------------|
| cl_movement_wallfriction | how fast you slow down while sliding along a wall (should match sv_wallfriction) | 1 |
| cl_movement_wateraccelerate | how fast you accelerate while in water (should match sv_wateraccelerate), if less than 0 the cl_movement_accelerate variable is used instead | -1 |
| cl_movement_waterfriction | how fast you slow down (should match sv_waterfriction), if less than 0 the cl_movement_friction variable is used instead | -1 |
| cl_movespeedkey | how much +speed multiplies keyboard movement speed | 2.0 |
| cl_netfps | how many input packets to send to server each second | 20 |
| cl_netimmediatebuttons | sends extra packets whenever your buttons change or an impulse is used (basically: whenever you click fire or change weapon) | 1 |
| cl_netlocalping | lags local loopback connection by this much ping time (useful to play more fairly on your own server with people with higher pings) | 0 |
| cl_netpacketloss_receive | drops this percentage of incoming packets, useful for testing network protocol robustness (jerky movement, effects failing to start, sounds failing to play, etc) | 0 |
| cl_netpacketloss_send | drops this percentage of outgoing packets, useful for testing network protocol robustness (jerky movement, prediction errors, etc) | 0 |
| cl_netrepeatinginput | how many packets in a row can be lost without movement issues when using cl_movement (technically how many input messages to repeat in each packet that have not yet been acknowledged by the server), only affects DP7 and later servers (Quake uses 0, QuakeWorld uses 2, and just for comparison Quake3 uses 1) | 1 |
| cl_nettimesyncboundmode | method of restricting client time to valid values, 0 = no correction, 1 = tight bounding (jerky with packet loss), 2 = loose bounding (corrects it if out of bounds), 3 = lenient bounding (ignores temporary errors due to varying framerate), 4 = slow adjustment method from Quake3, 5 = slightly nicer version of Quake3 method, 6 = bounding + Quake3 | 6 |
| cl_nettimesyncboundtolerance | how much error is tolerated by bounding check, as a fraction of frametime, 0.25 = up to 25% margin of error tolerated, 1 = use only new time, 0 = use only old time (same effect as setting cl_nettimesyncfactor to 1) | 0.25 |
| cl_nettimesyncfactor | rate at which client time adapts to match server time, 1 = instantly, 0.125 = slowly, 0 = not at all (bounding still applies) | 0 |
| cl_nodelta | disables delta compression of non-player entities in QW network protocol | 0 |
| cl_nogibs | reduce number of violence effects, or remove them totally | 0 |
| cl_nolerp | network update smoothing | 0 |
| cl_noplayershadow | hide player shadow | 0 |
| cl_particles | enables particle effects | 1 |
| cl_particles_alpha | multiplies opacity of particles | 1 |
| cl_particles_blood | enables blood effects | 1 |

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|--------------------------------|--|----------------------|
| cl_particles_blood_alpha | opacity of blood | 1 |
| cl_particles_blood_bloodhack | make certain quake particle() calls create blood effects instead | 1 |
| cl_particles_bubbles | enables bubbles (used by multiple effects) | 1 |
| cl_particles_bulletimpacts | enables bulletimpact effects | 1 |
| cl_particles_explosions_shell | enables polygonal shell from explosions | 0 |
| cl_particles_explosions_sparks | enables sparks from explosions | 1 |
| cl_particles_oldnexbeam | Uses the old v2.3 Nexgun beam instead of the new beam, only works if server allows it (g_allow_oldnexbeam 1) | 0 |
| cl_particles_quake | makes particle effects look mostly like the ones in Quake | 0 |
| cl_particles_quality | multiplies number of particles | 0.5 |
| cl_particles_rain | enables rain effects | 1 |
| cl_particles_size | multiplies particle size | 1 |
| cl_particles_smoke | enables smoke (used by multiple effects) | 1 |
| cl_particles_smoke_alpha | smoke brightness | 0.5 |
| cl_particles_smoke_alphafade | brightness fade per second | 0.55 |
| cl_particles_snow | enables snow effects | 1 |
| cl_particles_sparks | enables sparks (used by multiple effects) | 1 |
| cl_particles_visculling | perform a costly check if each particle is visible before drawing | 0 |
| cl_pitchspeed | keyboard pitch turning speed | 150 |
| cl_playerdetailreduction | the higher, the less detailed player models are displayed (LOD) | 0 |
| cl_port | forces client to use chosen port number if not 0 | 0 |
| cl_prydoncursor | enables a mouse pointer which is able to click on entities in the world, useful for point and click mods, see PRYDON_CLIENTCURSOR extension in dpextensions.qc | 0 |
| cl_readpicture_force | when enabled, the low quality pictures read by ReadPicture() are preferred over the high quality pictures on the file system | 0 |
| cl_rollangle | how much to tilt the view when strafing | 0 |
| cl_rollspeed | how much strafing is necessary to tilt the view | 200 |
| cl_serverextension_download | indicates whether the server supports the download command | 0 |
| cl_shownames | show player names pointed to (0: never, 1: teamplay only, 2: always) | 1 |
| cl_shownet | 1 = print packet size, 2 = print packet message list | 0 |
| cl_showpressedkeys | Show which movement keys someone is pressing: 1 for spectating, 2 for always | 0 |
| cl_showpressedkeys_position | 1 0 would be upper right corner, 0.5 0.5 the center | 1 0.8 |
| cl_showspeed | show the XY speed of the player | 0 |
| cl_showspeed_position | Y-axis positioning of the numbers | 0.3 |
| cl_showspeed_size | size of the numbers | 14 |
| cl_showspeed_z | include the speed on the Z-axis | 0 |
| cl_sidespeed | strafe movement speed | 400 |
| cl_sound_hknighthit | sound to play during TE_KNIGHTSPIKE (empty cvar disables sound) | |
| cl_sound_maptime_warning | play announcer sound telling you the remaining maptime - 0: do not play at all, 1: play at one minute, 2: play at five minutes, 3: play both | 1 |
| cl_sound_r_exp3 | sound to play during TE_EXPLOSION and related effects (empty cvar disables sound) | |

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| cl_sound_ric_gunshot | specifies if and when the related cl_sound_ric and cl_sound_tink sounds apply to TE_GUNSHOT/TE_GUNSHOTQUAD, 0 = no sound, 1 = TE_GUNSHOT, 2 = TE_GUNSHOTQUAD, 3 = TE_GUNSHOT and TE_GUNSHOTQUAD | 0 |
| cl_sound_ric1 | sound to play with 5% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound) | weapons/ric1.wav |
| cl_sound_ric2 | sound to play with 5% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound) | weapons/ric2.wav |
| cl_sound_ric3 | sound to play with 10% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound) | weapons/ric3.wav |
| cl_sound_tink1 | sound to play with 80% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound) | weapons/tink1.wav |
| cl_sound_wizardhit | sound to play during TE_WIZSPIKE (empty cvar disables sound) | |
| cl_stainmaps | stains lightmaps, much faster than decals but blurred | 0 |
| cl_stainmaps_clearonload | clear stainmaps on map restart | 1 |
| cl_stairsmoothspeed | how fast your view moves upward/downward when running up/down stairs | 200 |
| cl_stripcolorcodes | experimental feature (notes: strips ALL color codes from messages!) | 0 |
| cl_teamradar | show radar in teammatches when available | 1 |
| cl_teamradar_background_alpha | set to -1 to disable | 0 |
| cl_teamradar_foreground_alpha | alpha of the map | 0.8 |
| cl_teamradar_position | 1 0 would be upper right corner, 0.5 0.5 the center, append a 2 at the end to disable the corner hack, and a 1 to disable half the hack | 1 0 |
| cl_teamradar_rotation | rotation mode: you set what points up. 0 = player, 1 = west, 2 = south, 3 = east, 4 = north | 0 |
| cl_teamradar_scale | distance you can see on the team radar | 4096 |
| cl_teamradar_size | size of the team radar in pixels | 128 128 |
| cl_teamradar_zoommode | zoom mode: 0 = zoomed by default, 1 = zoomed when +zoom, 2 = always zoomed, 3 = always zoomed out | 0 |
| cl_upspeed | vertical movement speed (while swimming or flying) | 400 |
| cl_viewmodel_scale | changes size of gun model, lower values prevent poking into walls but cause strange artifacts on lighting and especially r_stereo/vid_stereobuffer options where the size of the gun becomes visible | 1 |
| cl_voice_directional | 0 = all voices are non-directional, 1 = all voices are directional, 2 = only taunts are directional | 1 |
| cl_voice_directional_taunt_attenuation | this defines the distance from which taunts can be heard | 0.5 |
| cl_weaponpriority | weapon priority list (edit it using the menu, numbers see constants.qh) | 11 9 7 4 13 8 6 15 3 5 14 2 1 12 10 |
| cl_weaponpriority_useforcycling | when set, weapon cycling by the mouse wheel makes use of the weapon priority list | 0 |
| cl_weaponpriority0 | use impulse 200 for prev gun from this list, 210 for best gun, 220 for next gun. Default value: explosives | 9 4 13 8 14 |
| cl_weaponpriority1 | use impulse 201 for prev gun from this list, 211 for best gun, 221 for next gun. Default value: energy | 11 7 6 5 1 |

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| cl_weaponpriority2 | use impulse 202 for prev gun from this list, 212 for best gun, 222 for next gun. Default value: hitscan exact | 11 7 15 3 |
| cl_weaponpriority3 | use impulse 203 for prev gun from this list, 213 for best gun, 223 for next gun. Default value: hitscan all | 11 7 15 3 2 |
| cl_weaponpriority4 | use impulse 204 for prev gun from this list, 214 for best gun, 224 for next gun. Default value: spam weapons | 4 13 8 6 2 |
| cl_weaponpriority5 | use impulse 205 for prev gun from this list, 215 for best gun, 225 for next gun. Default value: weapons for moving | 1 12 10 |
| cl_weaponpriority6 | use impulse 206 for prev gun from this list, 216 for best gun, 226 for next gun | |
| cl_weaponpriority7 | use impulse 207 for prev gun from this list, 217 for best gun, 227 for next gun | |
| cl_weaponpriority8 | use impulse 208 for prev gun from this list, 218 for best gun, 228 for next gun | |
| cl_weaponpriority9 | use impulse 209 for prev gun from this list, 219 for best gun, 229 for next gun | |
| cl_yawspeed | keyboard yaw turning speed | 140 |
| cl_zoomfactor | how much +zoom will zoom (1-16) | 5 |
| cl_zoomsensitivity | how zoom changes sensitivity (0 = weakest, 1 = strongest) | 0 |
| cl_zoomspeed | how fast it will zoom (0.5-16), negative values mean instant zoom | 3.5 |
| cmdline | contains commandline the engine was launched with | /home/tyler/nn_dev/nexuiz/nexuiz_vanilla/rev_7385/nexuiz-glx-basedir /home/tyler/nn_dev/nexuiz/nexuiz_vanilla/rev_7385 - userdir /home/tyler/.nexuiz_vanilla |
| collision_endnudge | how much to bias collision trace end | 0 |
| collision_externudge | how much to bias collision entry fraction | 0 |
| collision_impactnudge | how much to back off from the impact | 0.03125 |
| collision_leavenudge | how much to bias collision exit fraction | 0 |
| collision_prefernudgingfraction | whether to sort collision events by nudged fraction (1) or real fraction (0) | 1 |
| collision_startnudge | how much to bias collision trace start | 0 |
| con_chat | how many chat lines to show in a dedicated chat area | 5 |
| con_chatpos | where to put chat (negative: lines from bottom of screen, positive: lines below notify, 0: at top) | -7 |
| con_chatsize | chat text size in virtual 2D pixels (if con_chat is enabled) | 10 |
| con_chattime | how long chat lines last, in seconds | 30 |
| con_chatwidth | relative chat window width | 0.6 |
| con_closeontoggleconsole | allows toggleconsole binds to close the console as well | 1 |
| con_completion_chmap | custom cvar | map |
| con_completion_exec | completion pattern for the exec command | *.cfg |
| con_completion_gotomap | custom cvar | map |
| con_completion_playdemo | completion pattern for the playdemo command | *.dem |
| con_completion_ply | custom cvar | *.dem |
| con_completion_tdem | custom cvar | *.dem |
| con_completion_timedemo | completion pattern for the timedemo command | *.dem |
| con_completion_vdomap | custom cvar | map |
| con_completion_vmap | custom cvar | map |

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| con_nickcompletion | tab-complete nicks in console and message input | 1 |
| con_nickcompletion_flags | Bitfield: 0: add nothing after completion. 1: add the last color after completion. 2: add a quote when starting a quote instead of the color. 4: will replace 1, will force color, even after a quote. 8: ignore non-alphanumerics. 16: ignore spaces. | 11 |
| con_notify | how many notify lines to show | 4 |
| con_notifyalign | how to align notify lines: 0 = left, 0.5 = center, 1 = right, empty string = game default) | 0 |
| con_notifysize | notify text size in virtual 2D pixels | 10 |
| con_notifytime | how long notify lines last, in seconds | 3 |
| con_textsize | console text size in virtual 2D pixels | 8 |
| coop | coop mode, 0 = no coop, 1 = coop mode, multiple players playing through the singleplayer game (coop mode also shuts off deathmatch) | 0 |
| crosshair | selects crosshair to use (0 is none) | 5 |
| crosshair_campingrifle | crosshair to display when wielding the campingrifle | |
| crosshair_campingrifle_color_alpha | crosshair alpha value to display when wielding the campingrifle | 1 |
| crosshair_campingrifle_color_blue | crosshair color blue component to display when wielding the campingrifle | 0.25 |
| crosshair_campingrifle_color_green | crosshair color green component to display when wielding the campingrifle | 0.5 |
| crosshair_campingrifle_color_red | crosshair color red component to display when wielding the campingrifle | 0.85 |
| crosshair_campingrifle_ring_size | bullet counter ring size around campingrifle crosshair, multiple of crosshair_campingrifle_size | 1.5 |
| crosshair_campingrifle_size | crosshair size when wielding the campingrifle | 0.65 |
| crosshair_color_alpha | how opaque the crosshair should be | 1 |
| crosshair_color_blue | customizable crosshair color | 0 |
| crosshair_color_green | customizable crosshair color | 0 |
| crosshair_color_override | when 1, crosshair_color_* overrides the per-weapon color | 0 |
| crosshair_color_red | customizable crosshair color | 1 |
| crosshair_crylink | crosshair to display when wielding the crylink | |
| crosshair_crylink_color_alpha | crosshair alpha value to display when wielding the crylink | 0.85 |
| crosshair_crylink_color_blue | crosshair color blue component to display when wielding the crylink | 1 |
| crosshair_crylink_color_green | crosshair color green component to display when wielding the crylink | 0.25 |
| crosshair_crylink_color_red | crosshair color red component to display when wielding the crylink | 0.85 |
| crosshair_crylink_size | crosshair size when wielding the crylink | 0.4 |
| crosshair_electro | crosshair to display when wielding the electro | |
| crosshair_electro_color_alpha | crosshair alpha value to display when wielding the electro | 1 |
| crosshair_electro_color_blue | crosshair color blue component to display when wielding the electro | 1 |
| crosshair_electro_color_green | crosshair color green component to display when wielding the electro | 0.5 |
| crosshair_electro_color_red | crosshair color red component to display when wielding the electro | 0.35 |
| crosshair_electro_size | crosshair size when wielding the electro | 0.5 |

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|---------------------------------------|--|----------------------|
| crosshair_grenadelauncher | crosshair to display when wielding the mortar | |
| crosshair_grenadelauncher_color_alpha | crosshair alpha value to display when wielding the mortar | 1.15 |
| crosshair_grenadelauncher_color_blue | crosshair color blue component to display when wielding the mortar | 0 |
| crosshair_grenadelauncher_color_green | crosshair color green component to display when wielding the mortar | 0.15 |
| crosshair_grenadelauncher_color_red | crosshair color red component to display when wielding the mortar | 1 |
| crosshair_grenadelauncher_size | crosshair size when wielding the mortar | 0.7 |
| crosshair_hagar | crosshair to display when wielding the hagar | |
| crosshair_hagar_color_alpha | crosshair alpha value to display when wielding the hagar | 1 |
| crosshair_hagar_color_blue | crosshair color blue component to display when wielding the hagar | 0.35 |
| crosshair_hagar_color_green | crosshair color green component to display when wielding the hagar | 0.5 |
| crosshair_hagar_color_red | crosshair color red component to display when wielding the hagar | 0.85 |
| crosshair_hagar_size | crosshair size when wielding the hagar | 0.8 |
| crosshair_hittest | do a crosshair hit evaluation; also, the crosshair is scaled by the given number when aiming at an enemy, and blurred when aiming at a team mate | 1 |
| crosshair_hittest_blur | blur the crosshair if the shot is obstructed | 1 |
| crosshair_hittest_showimpact | move the crosshair to the actual impact location if obstructed | 0 |
| crosshair_hlac | crosshair to display when wielding the H.L.A.C | |
| crosshair_hlac_color_alpha | crosshair alpha value to display when wielding the H.L.A.C. | 1 |
| crosshair_hlac_color_blue | crosshair color blue component to display when wielding the H.L.A.C. | 0.2 |
| crosshair_hlac_color_green | crosshair color green component to display when wielding the H.L.A.C. | 0.65 |
| crosshair_hlac_color_red | crosshair color red component to display when wielding the H.L.A.C. | 1 |
| crosshair_hlac_size | crosshair size when wielding the H.L.A.C. | 0.6 |
| crosshair_hook | crosshair to display when wielding the hook | |
| crosshair_hook_color_alpha | crosshair alpha value to display when wielding the hook | 0.85 |
| crosshair_hook_color_blue | crosshair color blue component to display when wielding the hook | 0.85 |
| crosshair_hook_color_green | crosshair color green component to display when wielding the hook | 1 |
| crosshair_hook_color_red | crosshair color red component to display when wielding the hook | 0.65 |
| crosshair_hook_size | crosshair size when wielding the hook | 0.5 |
| crosshair_laser | crosshair to display when wielding the laser | |
| crosshair_laser_color_alpha | crosshair alpha value to display when wielding the laser | 0.75 |
| crosshair_laser_color_blue | crosshair color blue component to display when wielding the laser | 0.2 |
| crosshair_laser_color_green | crosshair color green component to display when wielding the laser | 0.35 |
| crosshair_laser_color_red | crosshair color red component to display when wielding the laser | 1 |
| crosshair_laser_size | crosshair size when wielding the laser | 0.4 |
| crosshair_minstanex | crosshair to display when wielding the minstanex gun | |

| cvar | Function | Default Value |
|--------------------------------------|---|----------------------|
| crosshair_minstanex_color_alpha | crosshair alpha value to display when wielding the minstanex gun | 1 |
| crosshair_minstanex_color_blue | crosshair color blue component to display when wielding the minstanex gun | 1 |
| crosshair_minstanex_color_green | crosshair color green component to display when wielding the minstanex gun | 0.65 |
| crosshair_minstanex_color_red | crosshair color red component to display when wielding the minstanex gun | 0.65 |
| crosshair_minstanex_size | crosshair size when wielding the minstanex gun | 0.4 |
| crosshair_nex | crosshair to display when wielding the nex gun | |
| crosshair_nex_color_alpha | crosshair alpha value to display when wielding the nex gun | 0.85 |
| crosshair_nex_color_blue | crosshair color blue component to display when wielding the nex gun | 1 |
| crosshair_nex_color_green | crosshair color green component to display when wielding the nex gun | 0.9 |
| crosshair_nex_color_red | crosshair color red component to display when wielding the nex gun | 0 |
| crosshair_nex_size | crosshair size when wielding the nex gun | 0.65 |
| crosshair_per_weapon | when 1, each gun will display a different crosshair | 0 |
| crosshair_porto | crosshair to display when wielding the porto | |
| crosshair_porto_color_alpha | crosshair alpha value to display when wielding the porto | 0.85 |
| crosshair_porto_color_blue | crosshair color blue component to display when wielding the porto | 0.5 |
| crosshair_porto_color_green | crosshair color green component to display when wielding the porto | 1 |
| crosshair_porto_color_red | crosshair color red component to display when wielding the porto | 0.5 |
| crosshair_porto_size | crosshair size when wielding the porto | 0.6 |
| crosshair_rocketlauncher | crosshair to display when wielding the rocketlauncher | |
| crosshair_rocketlauncher_color_alpha | crosshair alpha value to display when wielding the rocketlauncher | 1 |
| crosshair_rocketlauncher_color_blue | crosshair color blue component to display when wielding the rocketlauncher | 0.2 |
| crosshair_rocketlauncher_color_green | crosshair color green component to display when wielding the rocketlauncher | 0.75 |
| crosshair_rocketlauncher_color_red | crosshair color red component to display when wielding the rocketlauncher | 1 |
| crosshair_rocketlauncher_size | crosshair size when wielding the rocketlauncher | 0.5875 |
| crosshair_seeker | custom cvar | |
| crosshair_seeker_color_alpha | custom cvar | 0.9 |
| crosshair_seeker_color_blue | custom cvar | 0.35 |
| crosshair_seeker_color_green | custom cvar | 0.35 |
| crosshair_seeker_color_red | custom cvar | 1 |
| crosshair_seeker_size | custom cvar | 1.15 |
| crosshair_shotgun | crosshair to display when wielding the shotgun | |
| crosshair_shotgun_color_alpha | crosshair alpha value to display when wielding the shotgun | 1.1 |
| crosshair_shotgun_color_blue | crosshair color blue component to display when wielding the shotgun | 0.7 |
| crosshair_shotgun_color_green | crosshair color green component to display when wielding the shotgun | 0.7 |

| cvar | Function | Default Value |
|-----------------------------|---|----------------------------------|
| crosshair_shotgun_color_red | crosshair color red component to display when wielding the shotgun | 0.7 |
| crosshair_shotgun_size | crosshair size when wielding the shotgun | 0.65 |
| crosshair_size | adjusts size of the crosshair on the screen | 1 |
| crosshair_tuba | crosshair to display when wielding the tuba | |
| crosshair_tuba_color_alpha | crosshair alpha value to display when wielding the tuba | 1 |
| crosshair_tuba_color_blue | crosshair color blue component to display when wielding the tuba | 0.25 |
| crosshair_tuba_color_green | crosshair color green component to display when wielding the tuba | 0.5 |
| crosshair_tuba_color_red | crosshair color red component to display when wielding the tuba | 0.85 |
| crosshair_tuba_size | crosshair size when wielding the tuba | 1 |
| crosshair_uzi | crosshair to display when wielding the machinegun | |
| crosshair_uzi_color_alpha | crosshair alpha value to display when wielding the machinegun | 0.9 |
| crosshair_uzi_color_blue | crosshair color blue component to display when wielding the machinegun | 0.35 |
| crosshair_uzi_color_green | crosshair color green component to display when wielding the machinegun | 0.9 |
| crosshair_uzi_color_red | crosshair color red component to display when wielding the machinegun | 0.4 |
| crosshair_uzi_size | crosshair size when wielding the machinegun | 0.6 |
| csqc_progcrcc | CRC of csprogs.dat file to load (-1 is none), only used during level changes and then reset to -1 | -1 |
| csqc_progname | name of csprogs.dat file to load | csprogs.dat |
| csqc_progsiz | file size of csprogs.dat file to load (-1 is none), only used during level changes and then reset to -1 | -1 |
| cutscene | enables cutscenes in nehahra, can be used by other mods | 1 |
| cvar_check_default | custom cvar | cf10a5c13c0767a0f40fd748ce9a472c |
| cvar_check_weapons | custom cvar | a7ca57b891d66754b856e24e5c1745e3 |

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