

# Nexuiz cvars up to b

| cvar                                      | Function                                                                                               | Default Value            |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------|--------------------------|
| _backup_con_chatvars_set                  | custom cvar                                                                                            | 0                        |
| _cl_color                                 | internal storage cvar for current player colors (changed by color command)                             | 102                      |
| _cl_name                                  | internal storage cvar for current player name (changed by name command)                                | Player                   |
| _cl_playermodel                           | internal storage cvar for current player model in Nexuiz (changed by playermodel command)              | models/player/marine.zym |
| _cl_playerskin                            | internal storage cvar for current player skin in Nexuiz (changed by playerskin command)                | 0                        |
| _cl_rate                                  | internal storage cvar for current rate (changed by rate command)                                       | 20000                    |
| _snd_mixahead                             | how much sound to mix ahead of time                                                                    | 0.11                     |
| _supports_weaponpriority                  | set to 1 by csqc if supported, and to 0 on disconnect                                                  | 0                        |
| ambient_fade                              | rate of volume fading when moving from one environment to another                                      | 100                      |
| ambient_level                             | volume of environment noises (water and wind)                                                          | 0.3                      |
| aot_secondrun                             | custom cvar                                                                                            | aot_secondrun_alias      |
| bgmvolume                                 | volume of background music (such as CD music or replacement files such as sound/cdtracks/track002.ogg) | 1                        |
| bot_ai_aimskill_blendrate                 | How much correction will be applied to the aiming angle                                                | 2                        |
| bot_ai_aimskill_firetolerance_distdegrees | custom cvar                                                                                            | 180                      |
| bot_ai_aimskill_firetolerance_maxdegrees  | Maximum firing angle. Used on close range                                                              | 60                       |
| bot_ai_aimskill_firetolerance_mindegrees  | Minimum angle tolerance. Used on large distances                                                       | 2                        |
| bot_ai_aimskill_fixedrate                 | custom cvar                                                                                            | 15                       |
| bot_ai_aimskill_mouse                     | How much of the aiming filters are applied                                                             | 1                        |
| bot_ai_aimskill_offset                    | Amount of error induced to the bots aim                                                                | 0.3                      |
| bot_ai_aimskill_order_filter_1st          | Position filter                                                                                        | 0.4                      |
| bot_ai_aimskill_order_filter_2nd          | Movement filter                                                                                        | 0.4                      |
| bot_ai_aimskill_order_filter_3th          | Acceleration filter                                                                                    | 0.2                      |

| cvar                                    | Function                                                                                                           | Default Value                 |
|-----------------------------------------|--------------------------------------------------------------------------------------------------------------------|-------------------------------|
| bot_ai_aimskill_order_filter_4th        | Position prediction filter. Used rarely                                                                            | 0.4                           |
| bot_ai_aimskill_order_filter_5th        | Movement prediction filter. Used rarely                                                                            | 0.5                           |
| bot_ai_aimskill_order_mix_1st           | Amount of the 1st filter output to apply to the aiming angle                                                       | 0.01                          |
| bot_ai_aimskill_order_mix_2nd           | Amount of the 1st filter output to apply to the aiming angle                                                       | 0.1                           |
| bot_ai_aimskill_order_mix_3th           | Amount of the 1st filter output to apply to the aiming angle                                                       | 0.01                          |
| bot_ai_aimskill_order_mix_4th           | Amount of the 1st filter output to apply to the aiming angle                                                       | 0.05                          |
| bot_ai_aimskill_order_mix_5th           | Amount of the 1st filter output to apply to the aiming angle                                                       | 0.01                          |
| bot_ai_aimskill_think                   | Aiming velocity. Use values below 1 for slower aiming                                                              | 1                             |
| bot_ai_bunnyhop_firstjumpdelay          | Start running to the goal only if it was seen for more than N seconds                                              | 0.5                           |
| bot_ai_bunnyhop_skiloffset              | Bots with skill equal or greater than this value will perform the „bunnyhop“ technique                             | 7                             |
| bot_ai_bunnyhop_startdistance           | Run to goals located further than this distance                                                                    | 250                           |
| bot_ai_bunnyhop_stopdistance            | Stop jumping after reaching this distance to the goal                                                              | 220                           |
| bot_ai_chooseweaponinterval             | How often the best weapon according to the situation will be chosen                                                | 0.3                           |
| bot_ai_custom_weapon_priority_close     | Desired weapons for close distances ordered by priority                                                            | 11 7 3 13 14 8 6 4 2 5 15 1   |
| bot_ai_custom_weapon_priority_distances | Define close and far distances in any order. Based on the distance to the enemy bots will choose different weapons | 300 850                       |
| bot_ai_custom_weapon_priority_far       | Desired weapons for far distances ordered by priority                                                              | 11 7 15 14 4 5 8 13 6 1 3 9 2 |
| bot_ai_custom_weapon_priority_mid       | Desired weapons for middle distances ordered by priority                                                           | 11 9 4 5 3 7 15 14 6 13 8 2 1 |
| bot_ai_dangerdetectioninterval          | How often scan for waypoints with dangers near                                                                     | 0.1                           |
| bot_ai_dangerdetectionupdates           | How many waypoints will be considered for danger detection                                                         | 64                            |
| bot_ai_dodgeupdateinterval              | How often scan for items to dodge. Currently not in use.                                                           | 0.1                           |
| bot_ai_enemydetectioninterval           | How often bots pick a new target                                                                                   | 0.5                           |
| bot_ai_enemydetectionradius             | How far bots can see enemies                                                                                       | 10000                         |

| cvar                                  | Function                                                                                                                                                                                                               | Default Value |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| bot_ai_friends_aware_pickup_radius    | Bots will not pickup items if a team mate is this distance near the item                                                                                                                                               | 500           |
| bot_ai_ignoregoal_timeout             | Ignore goals making bots to get stuck in front of a wall for N seconds                                                                                                                                                 | 3             |
| bot_ai_keyboard_distance              | Keyboard emulation is disabled after this distance to the goal                                                                                                                                                         | 250           |
| bot_ai_keyboard_treshold              | custom cvar                                                                                                                                                                                                            | 0.57          |
| bot_ai_navigation_jetpack             | Enable bots to navigat maps using the jetpack                                                                                                                                                                          | 1             |
| bot_ai_navigation_jetpack_mindistance | Bots will try fly to objects located farther than this distance                                                                                                                                                        | 2500          |
| bot_ai_strategyinterval               | How often a new objective is chosen                                                                                                                                                                                    | 3             |
| bot_ai_thinkinterval                  | custom cvar                                                                                                                                                                                                            | 0.05          |
| bot_ai_weapon_combo                   | Enable bots to do weapon combos                                                                                                                                                                                        | 1             |
| bot_ai_weapon_combo_threshold         | Try to make a combo N seconds after the last attack                                                                                                                                                                    | 0.3           |
| bot_config_file                       | Name and path of the bot configuration file                                                                                                                                                                            | bots.txt      |
| bot_god                               | god mode for bots                                                                                                                                                                                                      | 0             |
| bot_ignore_bots                       | When set, bots don't shoot at other bots                                                                                                                                                                               | 0             |
| bot_join_empty                        | When set, bots also play if no player has joined the server                                                                                                                                                            | 0             |
| bot_navigation_ignoreplayers          | custom cvar                                                                                                                                                                                                            | 0             |
| bot_nofire                            | When set, bots never fire. Mainly for testing in g_waypointeditor mode                                                                                                                                                 | 0             |
| bot_number                            | Minimum number of bots                                                                                                                                                                                                 | 0             |
| bot_prefix                            | Prefix in front of the bot names                                                                                                                                                                                       | [BOT]         |
| bot_sound_monopoly                    | when enabled, only bots can make any noise                                                                                                                                                                             | 0             |
| bot_suffix                            | Suffix behind the bot names                                                                                                                                                                                            |               |
| bot_usemodelnames                     | Use player model names for bot names                                                                                                                                                                                   | 0             |
| bot_vs_human                          | Bots and humans play in different teams when set. positive values to make an all-bot blue team, set to negative values to make an all-bot red team, the absolute value is the ratio bots vs humans (1 for equal count) | 0             |

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