2025-08-09-14-43 1/3 Quake 3 Arena Cvars

## **Quake 3 Arena Cvars**

Here is a selection of the configuration variables (cvars) for Quake III Arena:

	sets the minimum number of players on the server, when fewer clients are
bot_minplayers	connected, the server will spawn as many bots as needed to bring the total number of player plus bots to this value, when clients connect, bots will be kicked to make room
capturelimit	Capture limit at which the map ends, only affects CTF matches
cl_guidserveruniq	makes cl_guid unique for each server
cl_lanforcepackets	if this is enabled and dedicated mode is not 2, clients on your same subnet will ignore the "rate" value and will get all the "snapshots" the server will elaborate
cl_motd	enables message of the day
cl_motdstring	content of the message of the day
	no falling damage = 8, fixed field of vision = 16 and footsteps = 32, sums are allowed.
fraglimit	set fraglimit on a server (0 is no limit)
g_allowvote	toggle the use of voting on a server
	sets the file name to use for map rotation and bot names and game type for each arena (default: scripts/arenas.txt within the pk3 file)
g_banips	ban specified tcp/ip address from connecting to your server
g_blueteam	set the icon for the blue team
IN NOTETIA	sets the file name to use for setting up the bots configuration and characters for each bot (default: scripts/bots.txt within the pk3 file)
	compensate network latency effects when using "hitscan" (instant hit, such as the machinegun) weapons, for all the clients which will require it
g_dowarmup	toggle the use of a warmup period before a match game
g_enablebreath	breathing effect (0: off, 1: on)
g_enabledust	dust effect by feet on particular maps (0: off, 1: on)
g_filterban	toggle the banning of players that match a certain criteria/filter
IN INTERPORTATION	Number of seconds until a client is automatically respawned, unless the client does it by itself. Set it to 0 to disable force respawn.
g_friendlyfire	toggle damage caused by friendly fire (0: off, 1: can kill or injure teammate)
in nameryne	sets the server game type (0: classic deathmatch, 1: tournament one-on-one play, 3: team deathmatch, 4: ctf)
g_gravity	game severity (usually set by map properties)
g_inactivity	time limit that a player can be still before being expelled
g_knockback	amount of movement when impacted by rocket/bfg/plasma
g_listentity	display of map entities by number
g_log	file name for logging game data or statistics
g_logsync	toggle the logging to append to the existing file and not overwrite
in maynamecijents – i	set maximum # of players who may join the game, the remainder of clients are forced to spectate
g_motd	set message of the day
g_needpass	Activates or deactivates the server password requirement $(0 = off, 1 = on)$

g_quadfactor damage multiplier for the quad powerup (1: no quad damage powerup) g_redteam	Cvar	Description
g_redeteam set the icon for the red team g_smoothclients enable players to use cg_smoothclients enable players to use cg_smoothclients on the server g_speed movement speed of players synchronousclients g_teamautojoin toggle the automatic joining of the smallest or loosing team g_emanutojoin toggle the forcing of teams to be as even as possible on a server g_warmup the warmup time for tournament play set the number of seconds between the time a weapon is picked up and when it respawns set the number of seconds between the time a weapon is picked up and when it respawns set the number of seconds between the time a weapon is picked up and when it respawns on team matches logfile enable server log file set the ip of the network card to be used by your server, not used in ioQuake derivatives net_port set external port of your server on ipv6 set external port of your server on ipv6 set external port of your server on ipv6 net_qport the source port your client utilizies set remote console address set remote they can issue console commands to the server preceeded by "rot sy_fos set server flood protection to keep players from bringing the server disp_fos players get the name of the server set that support searching server list fit his is enabled and dedicated mode is not 2, clients on your same subn will ignore the "rate" value and will get all the "snapshots" the server will elaborate sy_master1 set url or address to optional master server 2 sy_master3 set url or address to optional master server 4 sy_master3 set url or address to optional master server 4 sy_master3 set url or address to optional master server 5 sy_master4 set url or address to optional master server 6 dedicated server memory optimizations		-
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sv_master5 set url or address to optional master server 5 sv_maxclients maximum number of people allowed to join the server dedicated server memory optimizations	sv_master3	set url or address to optional master server 3
sv_maxclients maximum number of people allowed to join the server dedicated server memory optimizations	sv_master4	set url or address to optional master server 4
sv_maxclients maximum number of people allowed to join the server dedicated server memory optimizations		·
sv maxping set the maximum ping allowed on the server to keep high ping players of	sv_maxclients	· · ·
	sv_maxping	set the maximum ping allowed on the server to keep high ping players out
		option to force all clients to play with a max rate, this can be used to limit the advantage of low ping players or to cap bandwidth utilization for a
sv_minping set the minimum ping allowed on the server to keep low ping players out	sv_minping	set the minimum ping allowed on the server to keep low ping players out

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Cvar	Description
sv_minrate	set the minimum rate allowed on the server
sv_packetdelay	simulate packet latency (0: off)
sv_padpackets	force server to pad snapshot packets
sv_paknames	names of the loaded pk3 files, only active, when sv_pure is set to 1
sv_paks	checksums of the loaded pk3 files
sv_paused	shows pausing state of the server, read-only, not used on ioQuake any more
sv_privateclients	sets the number of client slots to reserve for those clients who know the sv_privatepassword and have entered it in their "password" variable. sv_maxclients minus sv_privateclients equals the number of public connect slots
sv_privatepassword	set server password and requires all clients to use the password command with the correct password to join the server
sv_pure	pure server (0: off, 1: the server will check to make sure clients have "pure" (unaltered) pk3 files to prevent cheating)
sv_reconnectlimit	set server reconnect limit
sv_referencedpaknames	names of the referenced pk3 files
sv_referencedpaks	checksums of the referenced pk3 files
sv_running	server status: Running as a server, but is a map loaded? $1 = yes$ , $0 = no$
sv_serverid	set server id
sv_showloss	enable sever packet loss display
sv_strictauth	check cd-key on clients
sv_timeout	set server timeout time in seconds
sv_voip	ioq3: enables voip
sv_zombietime	set inactivity time before clients (zombies) are disconnected
timelimit	amount of time before new map loads or next match begins
username	set username

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Last update: **2022-04-02-10-28** 

