

Nexuiz cvars d bis f

| cvar | Funktion | Default-Wert |
|---------------------------------------|---|--------------|
| deathmatch | deathmatch mode, values depend on mod but typically 0 = no deathmatch, 1 = normal deathmatch with respawning weapons, 2 = weapons stay (players can only pick up new weapons) | 1 |
| deathmatch_force_teamplay | Always play TDM instead of DM | 0 |
| demo_nehahra | reads all quake demos as nehahra movie protocol | 0 |
| developer | prints additional debugging messages and information (recommended for modders and level designers) | 0 |
| developer_entityparsing | prints detailed network entities information each time a packet is received | 0 |
| developer_loadfile | prints name and size of every file loaded via the FS_LoadFile function (which is almost everything) | 0 |
| developer_loading | prints information about files as they are loaded or unloaded successfully | 0 |
| developer_memory | prints debugging information about memory allocations | 0 |
| developer_memorydebug | enables memory corruption checks (very slow) | 0 |
| developer_networkentities | prints received entities, value is 0-4 (higher for more info) | 0 |
| developer_networking | prints all received and sent packets (recommended only for debugging) | 0 |
| developer_texturelogging | produces a textures.log file containing names of skins and map textures the engine tried to load | 0 |
| edgefriction | how much you slow down when nearing a ledge you might fall off, multiplier of sv_friction (Quake used 2, QuakeWorld used 1 due to a bug in physics code) | 1 |
| ekg | Throw huge amounts of gibs | 0 |
| forceqmenu | enables the quake menu instead of the quakec menu.dat (if present) | 0 |
| fov | field of vision, 1-170 degrees, default 90, some players use 110-130 | 90 |
| fraglimit | ends level if this many frags is reached by any player | 0 |
| fraglimit_override | Frag limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| freelook | mouse controls pitch instead of forward/back | 1 |
| fs_empty_files_in_pack_mark_deletions | if enabled, empty files in a pak/pk3 count as not existing but cancel the search in further packs, effectively allowing patch pak/pk3 files to 'delete' files | 1 |

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|------------|--|--------------|
| fs_gamedir | the list of currently selected gamedirs (use the 'gamedir' command to change this) | |

[Zurück zur Nexuiz cvars Übersicht](#)

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