

Nexuiz cvars d bis g

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	
fs_gamedir	the list of currently selected gamedirs (use the 'gamedir' command to change this)		
g_allow_oldnexbeam	If enabled, clients are allowed to use old v2.3 Nexgun beam	0	
g_antilag	AntiLag (0 = no AntiLag, 1 = verified client side hit scan, 2 = server side hit scan in the past, 3 = unverified client side hit scan)	2	
g_antilag_bullets	Bullets AntiLag (0 = no AntiLag, 1 = server side hit scan in the past) - DO NOT TOUCH (severely changes weapon balance)	1	
g_arena	Arena: many one-on-one rounds are played to find the winner	0	
g_arena_maxspawned	maximum number of players to spawn at once (the rest is spectating, waiting for their turn)	2	
g_arena_powerups	enables powerups (superhealth, strength and shield), which are removed by default	0	
g_arena_roundbased	if disabled, the next player will spawn as soon as someone dies	1	
g_arena_warmup	time, newly spawned players have to prepare themselves in round based matches	5	
g_assault	Assault: attack the enemy base as fast as you can, then defend the base against the enemy for that time to win	0	
g_balance_armor_blockpercent	custom cvar	0.6	
g_balance_armor_limit	custom cvar	999	
g_balance_armor_regen	custom cvar	0	
g_balance_armor_regenlinear	custom cvar	0	
g_balance_armor_regenstable	custom cvar	100	
g_balance_armor_rot	custom cvar	0.1	
g_balance_armor_rotlinear	custom cvar	0	
g_balance_armor_rotstable	custom cvar	100	
g_balance_armor_start	custom cvar	0	
g_balance_campingrifle_auto_reload_after_changing_weapons	custom cvar	0	
g_balance_campingrifle_magazinecapacity	custom cvar	8	
g_balance_campingrifle_primary_ammo	custom cvar	10	
g_balance_campingrifle_primary_animtime	custom cvar	0.3	
g_balance_campingrifle_primary_bulletconstant	custom cvar	130	

cvar	Funktion	Default-Wert	
g_balance_campingrifle_primary_damage	custom cvar	60	
g_balance_campingrifle_primary_force	custom cvar	2	
g_balance_campingrifle_primary_headshotadddamage	custom cvar	100	
g_balance_campingrifle_primary_lifetime	custom cvar	5	
g_balance_campingrifle_primary_refire	custom cvar	0.7	
g_balance_campingrifle_primary_speed	custom cvar	35000	
g_balance_campingrifle_primary_spread	custom cvar	0	
g_balance_campingrifle_reloadtime	custom cvar	2	
g_balance_campingrifle_secondary_ammo	custom cvar	10	
g_balance_campingrifle_secondary_animtime	custom cvar	0.1	
g_balance_campingrifle_secondary_bulletconstant	custom cvar	130	
g_balance_campingrifle_secondary_damage	custom cvar	35	
g_balance_campingrifle_secondary_force	custom cvar	1	
g_balance_campingrifle_secondary_headshotadddamage	custom cvar	15	
g_balance_campingrifle_secondary_lifetime	custom cvar	5	
g_balance_campingrifle_secondary_refire	custom cvar	0.12	
g_balance_campingrifle_secondary_speed	custom cvar	20000	
g_balance_campingrifle_secondary_spread	custom cvar	8	
g_balance_cloaked_alpha	custom cvar	0.25	
g_balance_crylink_primary_ammo	custom cvar	2	
g_balance_crylink_primary_animtime	custom cvar	0.3	
g_balance_crylink_primary_bouncedamagefactor	custom cvar	0.5	
g_balance_crylink_primary_bounces	custom cvar	1	
g_balance_crylink_primary_damage	custom cvar	18	
g_balance_crylink_primary_edgedamage	custom cvar	0	
g_balance_crylink_primary_force	custom cvar	-55	
g_balance_crylink_primary_middle_fadetime	custom cvar	5	
g_balance_crylink_primary_middle_lifetime	custom cvar	5	
g_balance_crylink_primary_other_fadetime	custom cvar	0.25	
g_balance_crylink_primary_other_lifetime	custom cvar	0.1	
g_balance_crylink_primary_radius	custom cvar	80	
g_balance_crylink_primary_refire	custom cvar	0.4	
g_balance_crylink_primary_shots	custom cvar	4	
g_balance_crylink_primary_speed	custom cvar	7000	
g_balance_crylink_primary_spread	custom cvar	0.03	
g_balance_crylink_primary_star_fadetime	custom cvar	0.25	
g_balance_crylink_primary_star_lifetime	custom cvar	0.1	
g_balance_crylink_secondary_ammo	custom cvar	2	
g_balance_crylink_secondary_animtime	custom cvar	0.3	
g_balance_crylink_secondary_bouncedamagefactor	custom cvar	0.5	
g_balance_crylink_secondary_bounces	custom cvar	0	
g_balance_crylink_secondary_damage	custom cvar	18	
g_balance_crylink_secondary_edgedamage	custom cvar	0	
g_balance_crylink_secondary_force	custom cvar	-55	
g_balance_crylink_secondary_line_fadetime	custom cvar	2	
g_balance_crylink_secondary_line_lifetime	custom cvar	2	
g_balance_crylink_secondary_middle_fadetime	custom cvar	5	
g_balance_crylink_secondary_middle_lifetime	custom cvar	5	
g_balance_crylink_secondary_radius	custom cvar	3	
g_balance_crylink_secondary_refire	custom cvar	0.5	
g_balance_crylink_secondary_shots	custom cvar	7	
g_balance_crylink_secondary_speed	custom cvar	7000	
g_balance_crylink_secondary_spread	custom cvar	0.08	
g_balance_ctf_damageforcescale	custom cvar	1	
g_balance_ctf_delay_collect	custom cvar	1.0	
g_balance_curse_empathy_minhealth	custom cvar	20	
g_balance_curse_empathy_takedamage	custom cvar	-0.4	
g_balance_curse_slow_atkrate	custom cvar	1.5	
g_balance_curse_slow_jumpheight	custom cvar	1.0	
g_balance_curse_slow_moverate	custom cvar	0.8	
g_balance_curse_venom_hpmmod	custom cvar	0.6	
g_balance_curse_venom_limitmod	custom cvar	1	
g_balance_curse_venom_rotrate	custom cvar	3.0	
g_balance_curse_vulner_takedamage	custom cvar	2.0	
g_balance_curse_weak_damage	custom cvar	0.5	
g_balance_curse_weak_force	custom cvar	0.6	
g_balance_electro_combo_damage	custom cvar	80	
g_balance_electro_combo_edgedamage	custom cvar	0	
g_balance_electro_combo_force	custom cvar	200	

cvar	Funktion	Default-Wert	
g_balance_electro_combo_radius	custom cvar	250	
g_balance_electro_combo_speed	custom cvar	2000	
g_balance_electro_primary_ammo	custom cvar	2	
g_balance_electro_primary_animtime	custom cvar	0.3	
g_balance_electro_primary_damage	custom cvar	65	
g_balance_electro_primary_edgedamage	custom cvar	0	
g_balance_electro_primary_force	custom cvar	200	
g_balance_electro_primary_lifetime	custom cvar	30	
g_balance_electro_primary_radius	custom cvar	150	
g_balance_electro_primary_refire	custom cvar	0.6	
g_balance_electro_primary_speed	custom cvar	2000	
g_balance_electro_secondary_ammo	custom cvar	2	
g_balance_electro_secondary_animtime	custom cvar	0.3	
g_balance_electro_secondary_damage	custom cvar	50	
g_balance_electro_secondary_damageforcescale	custom cvar	4	
g_balance_electro_secondary_edgedamage	custom cvar	0	
g_balance_electro_secondary_force	custom cvar	200	
g_balance_electro_secondary_health	custom cvar	5	
g_balance_electro_secondary_lifetime	custom cvar	5	
g_balance_electro_secondary_radius	custom cvar	150	
g_balance_electro_secondary_refire	custom cvar	0.3	
g_balance_electro_secondary_speed	custom cvar	900	
g_balance_electro_secondary_speed_up	custom cvar	200	
g_balance_electro_secondary_spread	custom cvar	0.05	
g_balance_falldamage_deadminspped	custom cvar	150	
g_balance_falldamage_factor	custom cvar	0.15	
g_balance_falldamage_maxdamage	custom cvar	25	
g_balance_falldamage_minspped	custom cvar	1400	
g_balance_fuel_limit	custom cvar	999	
g_balance_fuel_regen	fuel regeneration (only applies if the player owns IT_FUEL_REGEN)	0.1	
g_balance_fuel_regenlinear	custom cvar	0	
g_balance_fuel_regenstable	custom cvar	50	
g_balance_fuel_rot	custom cvar	0.05	
g_balance_fuel_rotlinear	custom cvar	0	
g_balance_fuel_rotstable	custom cvar	100	
g_balance_grapplehook_airfriction	custom cvar	0.2	
g_balance_grapplehook_force_rubber	custom cvar	2000	
g_balance_grapplehook_force_rubber_overstretch	custom cvar	1000	
g_balance_grapplehook_health	custom cvar	130	
g_balance_grapplehook_length_min	custom cvar	50	
g_balance_grapplehook_speed_fly	custom cvar	1800	
g_balance_grapplehook_speed_pull	custom cvar	2000	
g_balance_grapplehook_stretch	custom cvar	50	
g_balance_grenadelauncher_primary_ammo	custom cvar	2	
g_balance_grenadelauncher_primary_animtime	custom cvar	0.3	
g_balance_grenadelauncher_primary_damage	custom cvar	70	
g_balance_grenadelauncher_primary_edgedamage	custom cvar	38	
g_balance_grenadelauncher_primary_force	custom cvar	400	
g_balance_grenadelauncher_primary_lifetime	custom cvar	30	
g_balance_grenadelauncher_primary_radius	custom cvar	140	
g_balance_grenadelauncher_primary_refire	custom cvar	0.8	
g_balance_grenadelauncher_primary_speed	custom cvar	2000	
g_balance_grenadelauncher_primary_speed_up	custom cvar	200	
g_balance_grenadelauncher_secondary_ammo	custom cvar	2	
g_balance_grenadelauncher_secondary_animtime	custom cvar	0.3	
g_balance_grenadelauncher_secondary_damage	custom cvar	70	
g_balance_grenadelauncher_secondary_damageforcescale	custom cvar	4	
g_balance_grenadelauncher_secondary_edgedamage	custom cvar	38	
g_balance_grenadelauncher_secondary_force	custom cvar	400	
g_balance_grenadelauncher_secondary_health	custom cvar	10	
g_balance_grenadelauncher_secondary_lifetime	custom cvar	2.5	
g_balance_grenadelauncher_secondary_radius	custom cvar	140	
g_balance_grenadelauncher_secondary_refire	custom cvar	0.7	
g_balance_grenadelauncher_secondary_speed	custom cvar	1400	
g_balance_grenadelauncher_secondary_speed_up	custom cvar	200	
g_balance_hagar_primary_ammo	custom cvar	1	
g_balance_hagar_primary_damage	custom cvar	37	
g_balance_hagar_primary_edgedamage	custom cvar	15	
g_balance_hagar_primary_force	custom cvar	100	

cvar	Funktion	Default-Wert	
g_balance_hagar_primary_lifetime	custom cvar	30	
g_balance_hagar_primary_radius	custom cvar	65	
g_balance_hagar_primary_refire	custom cvar	0.15	
g_balance_hagar_primary_speed	custom cvar	3000	
g_balance_hagar_primary_spread	custom cvar	10	
g_balance_hagar_secondary_ammo	custom cvar	1	
g_balance_hagar_secondary_damage	custom cvar	37	
g_balance_hagar_secondary_edgedamage	custom cvar	15	
g_balance_hagar_secondary_force	custom cvar	100	
g_balance_hagar_secondary_lifetime	custom cvar	30	
g_balance_hagar_secondary_radius	custom cvar	65	
g_balance_hagar_secondary_refire	custom cvar	0.15	
g_balance_hagar_secondary_speed	custom cvar	1400	
g_balance_hagar_secondary_spread	custom cvar	15	
g_balance_health_limit	custom cvar	999	
g_balance_health_regen	custom cvar	0.1	
g_balance_health_regenlinear	custom cvar	0	
g_balance_health_regenstable	custom cvar	100	
g_balance_health_rot	custom cvar	0.1	
g_balance_health_rotlinear	custom cvar	0	
g_balance_health_rotstable	custom cvar	100	
g_balance_health_start	custom cvar	150	
g_balance_hlac_primary_ammo	custom cvar	1	
g_balance_hlac_primary_animtime	custom cvar	0.4	
g_balance_hlac_primary_damage	custom cvar	23	
g_balance_hlac_primary_edgedamage	custom cvar	10	
g_balance_hlac_primary_force	custom cvar	100	
g_balance_hlac_primary_lifetime	custom cvar	5	
g_balance_hlac_primary_radius	custom cvar	70	
g_balance_hlac_primary_refire	custom cvar	0.1	
g_balance_hlac_primary_speed	custom cvar	9000	
g_balance_hlac_primary_spread_add	custom cvar	0.0045	
g_balance_hlac_primary_spread_crouchmod	custom cvar	0.25	
g_balance_hlac_primary_spread_max	custom cvar	0.25	
g_balance_hlac_primary_spread_min	custom cvar	0.01	
g_balance_hlac_secondary_ammo	custom cvar	10	
g_balance_hlac_secondary_animtime	custom cvar	0.3	
g_balance_hlac_secondary_damage	custom cvar	23	
g_balance_hlac_secondary_edgedamage	custom cvar	10	
g_balance_hlac_secondary_force	custom cvar	100	
g_balance_hlac_secondary_lifetime	custom cvar	5	
g_balance_hlac_secondary_radius	custom cvar	70	
g_balance_hlac_secondary_refire	custom cvar	1	
g_balance_hlac_secondary_shots	custom cvar	6	
g_balance_hlac_secondary_speed	custom cvar	9000	
g_balance_hlac_secondary_spread	custom cvar	0.15	
g_balance_hlac_secondary_spread_crouchmod	custom cvar	0.5	
g_balance_hook_primary_animtime	custom cvar	0.3	
g_balance_hook_primary_fuel	custom cvar	10	
g_balance_hook_primary_hooked_fuel	custom cvar	8	
g_balance_hook_primary_hooked_time_free	custom cvar	2	
g_balance_hook_primary_hooked_time_max	custom cvar	0	
g_balance_hook_primary_refire	custom cvar	0	
g_balance_hook_secondary_ammo	custom cvar	25	
g_balance_hook_secondary_animtime	custom cvar	0.3	
g_balance_hook_secondary_damage	custom cvar	25	
g_balance_hook_secondary_duration	custom cvar	1.5	
g_balance_hook_secondary_edgedamage	custom cvar	5	
g_balance_hook_secondary_force	custom cvar	-2000	
g_balance_hook_secondary_gravity	custom cvar	5	
g_balance_hook_secondary_lifetime	custom cvar	30	
g_balance_hook_secondary_power	custom cvar	3	
g_balance_hook_secondary_radius	custom cvar	500	
g_balance_hook_secondary_refire	custom cvar	3	
g_balance_hook_secondary_speed	custom cvar	0	
g_balance_keyhunt_damageforcescale	custom cvar	1	
g_balance_keyhunt_delay_collect	custom cvar	1.5	
g_balance_keyhunt_delay_drop	custom cvar	0.4	
g_balance_keyhunt_delay_fadeout	custom cvar	2	

cvar	Funktion	Default-Wert	
g_balance_keyhunt_delay_return	custom cvar	60	
g_balance_keyhunt_delay_round	custom cvar	5	
g_balance_keyhunt_delay_tracking	custom cvar	10	
g_balance_keyhunt_dropvelocity	custom cvar	300	
g_balance_keyhunt_maxdist	custom cvar	150	
g_balance_keyhunt_protecttime	custom cvar	0.8	
g_balance_keyhunt_score_capture	custom cvar	100	
g_balance_keyhunt_score_carrierfrag	custom cvar	2	
g_balance_keyhunt_score_collect	custom cvar	3	
g_balance_keyhunt_score_destroyed	custom cvar	50	
g_balance_keyhunt_score_destroyed_ownfactor	custom cvar	1	
g_balance_keyhunt_score_push	custom cvar	60	
g_balance_keyhunt_throwvelocity	custom cvar	400	
g_balance_kill_delay	custom cvar	5	
g_balance_laser_primary_animtime	custom cvar	0.3	
g_balance_laser_primary_damage	custom cvar	35	
g_balance_laser_primary_edgedamage	custom cvar	10	
g_balance_laser_primary_force	custom cvar	400	
g_balance_laser_primary_lifetime	custom cvar	30	
g_balance_laser_primary_radius	custom cvar	70	
g_balance_laser_primary_refire	custom cvar	0.7	
g_balance_laser_primary_speed	custom cvar	9000	
g_balance_laser_secondary	custom cvar	0	
g_balance_laser_secondary_animtime	custom cvar	0.3	
g_balance_laser_secondary_damage	custom cvar	35	
g_balance_laser_secondary_edgedamage	custom cvar	10	
g_balance_laser_secondary_force	custom cvar	400	
g_balance_laser_secondary_lifetime	custom cvar	30	
g_balance_laser_secondary_radius	custom cvar	70	
g_balance_laser_secondary_refire	custom cvar	0.7	
g_balance_laser_secondary_speed	custom cvar	9000	
g_balance_minstanex_ammo	custom cvar	10	
g_balance_minstanex_animtime	custom cvar	0.3	
g_balance_minstanex_refire	custom cvar	1	
g_balance_nex_ammo	custom cvar	5	
g_balance_nex_animtime	custom cvar	0.3	
g_balance_nex_damage	custom cvar	110	
g_balance_nex_force	custom cvar	600	
g_balance_nex_refire	custom cvar	1.5	
g_balance_nexball_primary_animtime	launching animtime	0.3	
g_balance_nexball_primary_refire	launching refire	0.7	
g_balance_nexball_primary_speed	launching speed	1000	
g_balance_nexball_secondary_animtime	stealing projectile animtime	0.3	
g_balance_nexball_secondary_force	stealing projectile force	500	
g_balance_nexball_secondary_lifetime	stealing projectile lifetime	0.15	
g_balance_nexball_secondary_refire	stealing projectile refire	0.6	
g_balance_nexball_secondary_speed	stealing projectile speed	3000	
g_balance_nixnex_ammo_cells	custom cvar	15	
g_balance_nixnex_ammo_fuel	custom cvar	0	
g_balance_nixnex_ammo_nails	custom cvar	45	
g_balance_nixnex_ammo_rockets	custom cvar	15	
g_balance_nixnex_ammo_shells	custom cvar	15	
g_balance_nixnex_ammoincr_cells	custom cvar	2	
g_balance_nixnex_ammoincr_fuel	custom cvar	2	
g_balance_nixnex_ammoincr_nails	custom cvar	6	
g_balance_nixnex_ammoincr_rockets	custom cvar	2	
g_balance_nixnex_ammoincr_shells	custom cvar	2	
g_balance_nixnex_incrtime	custom cvar	1.6	
g_balance_nixnex_roundtime	custom cvar	25	
g_balance_pause_armor_rot	custom cvar	5	
g_balance_pause_armor_rot_spawn	custom cvar	10	
g_balance_pause_fuel_regen	custom cvar	2	
g_balance_pause_fuel_rot	custom cvar	5	
g_balance_pause_fuel_rot_spawn	custom cvar	10	
g_balance_pause_health_regen	custom cvar	5	
g_balance_pause_health_regen_spawn	custom cvar	0	
g_balance_pause_health_rot	custom cvar	5	
g_balance_pause_health_rot_spawn	custom cvar	10	
g_balance_portal_health	custom cvar	200	
g_balance_portal_lifetime	custom cvar	15	

cvar	Funktion	Default-Wert	
g_balance_porto_primary_ammo	custom cvar	25	
g_balance_porto_primary_lifetime	custom cvar	30	
g_balance_porto_primary_refire	custom cvar	1.5	
g_balance_porto_primary_speed	custom cvar	2000	
g_balance_powerup_invincible_takedamage	custom cvar	0.2	
g_balance_powerup_invincible_time	custom cvar	30	
g_balance_powerup_strength_damage	custom cvar	3	
g_balance_powerup_strength_force	custom cvar	4	
g_balance_powerup_strength_selfdamage	custom cvar	1.5	
g_balance_powerup_strength_selfforce	custom cvar	1.5	
g_balance_powerup_strength_time	custom cvar	30	
g_balance_rocketlauncher_ammo	custom cvar	3	
g_balance_rocketlauncher_animtime	custom cvar	0.3	
g_balance_rocketlauncher_damage	custom cvar	105	
g_balance_rocketlauncher_damageforcescale	custom cvar	4	
g_balance_rocketlauncher_detonatedelay	custom cvar	0.2	
g_balance_rocketlauncher_edgedamage	custom cvar	40	
g_balance_rocketlauncher_force	custom cvar	600	
g_balance_rocketlauncher_guidedelay	custom cvar	0.15	
g_balance_rocketlauncher_guidegoal	custom cvar	512	
g_balance_rocketlauncher_guiderate	custom cvar	90	
g_balance_rocketlauncher_health	custom cvar	40	
g_balance_rocketlauncher_laserguided_allow_steal	custom cvar	1	
g_balance_rocketlauncher_laserguided_speed	custom cvar	1000	
g_balance_rocketlauncher_laserguided_speedaccel	custom cvar	0	
g_balance_rocketlauncher_laserguided_speedstart	custom cvar	1000	
g_balance_rocketlauncher_laserguided_turnrate	custom cvar	0.75	
g_balance_rocketlauncher_lifetime	custom cvar	30	
g_balance_rocketlauncher_radius	custom cvar	150	
g_balance_rocketlauncher_refire	custom cvar	1	
g_balance_rocketlauncher_speed	custom cvar	850	
g_balance_rocketlauncher_speedaccel	custom cvar	0	
g_balance_rocketlauncher_speedstart	custom cvar	850	
g_balance_rune_defense_combo_takedamage	custom cvar	1.0	
g_balance_rune_defense_takedamage	custom cvar	0.5	
g_balance_rune_regen_combo_hpmode	custom cvar	0.9	
g_balance_rune_regen_combo_limitmode	custom cvar	1	
g_balance_rune_regen_combo_regenrate	custom cvar	0.5	
g_balance_rune_regen_combo_rotorate	custom cvar	1.5	
g_balance_rune_regen_hpmode	custom cvar	1.75	
g_balance_rune_regen_limitmode	custom cvar	1	
g_balance_rune_regen_regenrate	custom cvar	3.0	
g_balance_rune_speed_atkrate	custom cvar	0.66	
g_balance_rune_speed_combo_atkrate	custom cvar	1.2	
g_balance_rune_speed_combo_jumpheight	custom cvar	1.0	
g_balance_rune_speed_combo_moverate	custom cvar	0.9	
g_balance_rune_speed_jumpheight	custom cvar	1.4	
g_balance_rune_speed_moverate	custom cvar	1.25	
g_balance_rune_strength_combo_damage	custom cvar	0.9	
g_balance_rune_strength_combo_force	custom cvar	1.0	
g_balance_rune_strength_damage	custom cvar	2.0	
g_balance_rune_strength_force	custom cvar	1.5	
g_balance_rune_vampire_absorb	custom cvar	0.4	
g_balance_rune_vampire_combo_absorb	custom cvar	-0.1	
g_balance_rune_vampire_combo_minhealth	custom cvar	40	
g_balance_rune_vampire_maxhealth	custom cvar	500	
g_balance_selfdamagepercent	custom cvar	0.6	
g_balance_shotgun_primary_ammo	custom cvar	1	
g_balance_shotgun_primary_animtime	custom cvar	0.2	
g_balance_shotgun_primary_bulletconstant	custom cvar	75	
g_balance_shotgun_primary_bullets	custom cvar	6	
g_balance_shotgun_primary_damage	custom cvar	12	
g_balance_shotgun_primary_force	custom cvar	60	
g_balance_shotgun_primary_refire	custom cvar	0.5	
g_balance_shotgun_primary_speed	custom cvar	12000	
g_balance_shotgun_primary_spread	custom cvar	0.07	
g_balance_shotgun_secondary_ammo	custom cvar	1	
g_balance_shotgun_secondary_animtime	custom cvar	0.2	
g_balance_shotgun_secondary_bulletconstant	custom cvar	75	

cvar	Funktion	Default-Wert	
g_balance_shotgun_secondary_bullets	custom cvar	6	
g_balance_shotgun_secondary_damage	custom cvar	12	
g_balance_shotgun_secondary_force	custom cvar	60	
g_balance_shotgun_secondary_refire	custom cvar	1.35	
g_balance_shotgun_secondary_speed	custom cvar	12000	
g_balance_shotgun_secondary_spread	custom cvar	0.1	
g_balance_teams	automatically balance out players entering instead of asking them for their preferred team	0	
g_balance_teams_force	automatically balance out teams when players move or disconnect	0	
g_balance_teams_prevent_imbalance	prevent players from changing to larger teams	0	
g_balance_tuba_animtime	custom cvar	0.25	
g_balance_tuba_attenuation	custom cvar	0.5	
g_balance_tuba_damage	custom cvar	25	
g_balance_tuba_edgedamage	custom cvar	0	
g_balance_tuba_force	custom cvar	200	
g_balance_tuba_radius	custom cvar	200	
g_balance_tuba_refire	custom cvar	0.25	
g_balance_tuba_volume	custom cvar	1	
g_balance_uzi_bulletconstant	custom cvar	115	
g_balance_uzi_first_ammo	custom cvar	1	
g_balance_uzi_first_damage	custom cvar	35	
g_balance_uzi_first_force	custom cvar	50	
g_balance_uzi_first_refire	custom cvar	0.2	
g_balance_uzi_first_spread	custom cvar	15	
g_balance_uzi_speed	custom cvar	18000	
g_balance_uzi_sustained_ammo	custom cvar	1	
g_balance_uzi_sustained_damage	custom cvar	20	
g_balance_uzi_sustained_force	custom cvar	27	
g_balance_uzi_sustained_refire	custom cvar	0.1	
g_balance_uzi_sustained_spread	custom cvar	0.05	
g_balance_weaponswitchdelay	custom cvar	0.15	
g_ballistics_materialconstant	custom cvar	1414213562	
g_ban_default_bantime	90 minutes	5400	
g_ban_default_masksize	whole 255.255.255.0 networks (set to 4 for single IPs)	3	
g_ban_sync_interval	sync every 5 minutes	5	
g_ban_sync_timeout	time out in seconds for the ban sync requests	45	
g_ban_sync_trusted_servers	request ban lists from these nexuiz servers (do not include your own server there, or unbanning may fail)		
g_ban_sync_trusted_servers_verify	when set to 1, additional bans sent by the servers are ignored, and only bans for the requested IP are used	0	
g_ban_sync_uri	sync using this ban list provider (empty string to disable)		
g_banned_list	format: IP remainingtime IP remainingtime ...		
g_bloodloss	amount of health below which blood loss occurs	0	
g_bugrigs	custom cvar	0	
g_bugrigs_accel	acceleration	800	
g_bugrigs_air_steering	NFS bug emulation	1	
g_bugrigs_angle_smoothing	smooth the car angle a bit, looks nice	5	
g_bugrigs_friction_air	(very small) $v \leftarrow v - v$	2 * g_bugrigs_friction_air	0.00001
g_bugrigs_friction_brake	units/sec friction for braking	950	
g_bugrigs_friction_floor	units/sec friction on floor	50	
g_bugrigs_planar_movement	BROTRR bug emulation	1	
g_bugrigs_planar_movement_car_jumping	my own bug	1	
g_bugrigs_reverse_speeding	BROTRR bug emulation	1	
g_bugrigs_reverse_spinning	BROTRR bug emulation	1	
g_bugrigs_reverse_stopping	BROTRR bug emulation	1	
g_bugrigs_speed_pow	reference power for accel and steer responsiveness	2	
g_bugrigs_speed_ref	reference speed for accel and steer responsiveness	400	
g_bugrigs_steer	steering amount	1	
g_campaign	custom cvar	0	
g_campaign_index	custom cvar	0	
g_campaign_name	custom cvar	Nexuiz25	
g_campaign_skill	custom cvar	0	
g_campaignNexuiz25_index	custom cvar	1	
g_casings	specifies which casings (0: none, 1: only shotgun casings, 2: shotgun and machine gun casings) are sent to the client	2	
g_cdtracks_dontusebydefault	list used by mapinfo system to automatically assign cdtracks - must be a subset of g_cdtracks_remaplist	digital-pursuit thunder brokenlight	

cvar	Funktion	Default-Wert	
g_cdtracks_remaplist	list used by mapinfo system to automatically assign cdtracks - must match the cd remap command	digital-pursuit breakdown-easy brainsukker chaos-fog infight neuronal-diving subcities thru-the-mirror calling-bogus beast-of-insanity thunder brokenlight brokenlight stairs sixtyfour_desert3 ninesix sixtyfour_revisited northern-lights	
g_changeteam_banned	not allowed to change team	0	
g_changeteam_fragtransfer	% of frags you get to keep when you change teams (rounded down)	0	
g_chat_flood_burst	normal chat: allow bursts of so many chat lines	2	
g_chat_flood_burst_team	team chat: allow bursts of so many chat lines	2	
g_chat_flood_burst_tell	team chat: allow bursts of so many chat lines	2	
g_chat_flood_lmax	normal chat: maximum number of lines per chat message at once	2	
g_chat_flood_lmax_team	team chat: maximum number of lines per chat message at once	2	
g_chat_flood_lmax_tell	team chat: maximum number of lines per chat message at once	2	
g_chat_flood_notify_flooder	when 0, the flooder still can see his own message	1	
g_chat_flood_spl	normal chat: seconds between lines to not count as flooding	3	
g_chat_flood_spl_team	team chat:seconds between lines to not count as flooding	1	
g_chat_flood_spl_tell	team chat:seconds between lines to not count as flooding	1	
g_chat_nospectators	if 0 spec/observer chat is always visible to the player, if 1 it is never visible to players, if 2 it is only visible to players during warmup stage	0	
g_chat_teamcolors	colorize nicknames in team color for chat	0	
g_cloaked	display all players mostly invisible	0	
g_configversion	Configuration file version (used to upgrade settings) 0: first run, or previous start was <2.4.1 Later, it's overridden by config.cfg, version ranges are defined in config_update.cfg	0	
g_ctf	Capture The Flag: take the enemy flag and bring it to yours at your base to score	0	
g_ctf_allow_drop	dropping allows circumventing carrierkill score, so enable this with care!	1	
g_ctf_captimerecord_allow_assisted	if enabled, assisted CTF records (with other players on the server) are recorded too	0	
g_ctf_capture_limit	CTF capture limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_ctf_dynamiclights	custom cvar	0	
g_ctf_flag_blue_model	custom cvar	models/ctf/flags.md3	
g_ctf_flag_blue_skin	custom cvar	1	
g_ctf_flag_capture_effects	custom cvar	1	
g_ctf_flag_glowtrails	custom cvar	0	
g_ctf_flag_pickup_effects	custom cvar	1	
g_ctf_flag_red_model	custom cvar	models/ctf/flags.md3	
g_ctf_flag_red_skin	custom cvar	0	
g_ctf_flag_returntime	custom cvar	30	
g_ctf_flagcarrier_selfdamage	custom cvar	1	
g_ctf_flagcarrier_selfforce	custom cvar	1	
g_ctf_flagpenalty_drop	custom cvar	2	
g_ctf_flagpenalty_returned	custom cvar	1	
g_ctf_flagpenalty_suicidedrop	custom cvar	2	
g_ctf_flagscore_capture	custom cvar	28	
g_ctf_flagscore_kill	custom cvar	2	
g_ctf_flagscore_pickup_base	custom cvar	-3	
g_ctf_flagscore_pickup_dropped_early	custom cvar	2	
g_ctf_flagscore_pickup_dropped_late	custom cvar	2	
g_ctf_flagscore_return	custom cvar	5	
g_ctf_flagscore_return_by_killer	custom cvar	6	
g_ctf_flagscore_return_rogue	custom cvar	10	
g_ctf_flagscore_return_rogue_by_killer	custom cvar	10	
g_ctf_fullbrightflags	custom cvar	0	
g_ctf_ignore_frags	1: regular frags give no points	0	
g_ctf_personalpenalty_drop	custom cvar	2	
g_ctf_personalpenalty_returned	custom cvar	1	
g_ctf_personalpenalty_suicidedrop	custom cvar	2	
g_ctf_personalscore_capture	custom cvar	28	

cvar	Funktion	Default-Wert	
g_ctf_personalscore_kill	custom cvar	2	
g_ctf_personalscore_pickup_base	custom cvar	-3	
g_ctf_personalscore_pickup_dropped_early	custom cvar	2	
g_ctf_personalscore_pickup_dropped_late	custom cvar	2	
g_ctf_personalscore_return	custom cvar	5	
g_ctf_personalscore_return_by_killer	custom cvar	6	
g_ctf_personalscore_return_rogue	custom cvar	10	
g_ctf_personalscore_return_rogue_by_killer	custom cvar	10	
g_ctf_respawn_delay	custom cvar	0	
g_ctf_respawn_waves	custom cvar	0	
g_ctf_reverse	when 1, bases/flags are switched :P you have to capture your OWN flag by bringing it to the ENEMY's	0	
g_ctf_shield_force	push force of the shield	100	
g_ctf_shield_max_ratio	shield at most 0% of a team from the enemy flag (try: 0.4 for 40%)	0	
g_ctf_shield_min_negscore	shield the player from the flag if he's got -20 points or less	20	
g_ctf_win_mode	0: captures only, 1: captures, then points, 2: points only	0	
g_cts	CTS: complete the stage	0	
g_dm	Deathmatch: killing any other player is one frag, player with most frags wins	1	
g_dm_respawn_delay	custom cvar	0	
g_dm_respawn_waves	custom cvar	0	
g_dom_respawn_delay	custom cvar	0	
g_dom_respawn_waves	custom cvar	0	
g_domination	Domination: capture and hold control points to gain points	0	
g_domination_default_teams	default number of teams for maps that aren't domination-specific	2	
g_domination_disable_frags	players can't get frags normally, only get points from kills	0	
g_domination_point	-1	lead_leadlimit	
g_domination_point_amt	override: how many points to get per ping	0	
g_domination_point_capturetime	how long it takes to capture a point (given no interference)	0.1	
g_domination_point_fullbright	domination point fullbright	0	
g_domination_point_glow	domination point glow (warning, slow)	0	
g_domination_point_limit	Domination point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_domination_point_rate	override: how often to give those points	0	
g_footsteps	serverside footstep sounds	0	
g_forced_respawn	if set to 1 and a player died, that player gets automatically respawned once seconds are over	0	
g_friendlyfire	for teamplay 4: fiendly fire factor	0.1	
g_full_getstatus_responses	this currently breaks qstat	0	
g_fullbrightitems	brightens up items	0	
g_fullbrightplayers	brightens up player models (note that the color, skin or model of the players does not change!)	0	
g_grappling_hook	let players spawn with the grappling hook which allows them to pull themselves up	0	
g_grappling_hook_tarzan	custom cvar	2	
g_hitplots	when set to 1, hitplots are stored by the server to provide a means of proving that a triggerbot was used	0	
g_jetpack	Jetpack mutator (uses the hook's button, can't coexist with the offhand hook, but only with the onhand one)	0	
g_jetpack_acceleration_side	acceleration of the jetpack in xy direction	1200	
g_jetpack_acceleration_up	acceleration of the jetpack in z direction (note: you have to factor in gravity here, if antigravity is not 1)	600	
g_jetpack_antigravity	factor of gravity compensation of the jetpack	0.8	
g_jetpack_attenuation	jetpack sound attenuation	2	
g_jetpack_fuel	fuel per second for jetpack	8	
g_jetpack_maxspeed_side	max speed of the jetpack in xy direction	1500	
g_jetpack_maxspeed_up	max speed of the jetpack in z direction	600	
g_jump_grunt	Do you make a grunting noise every time you jump? Is it the same grunting noise every time?	0	
g_keyhunt	Key Hunt: collect all keys from the enemies and bring them together to score	0	
g_keyhunt_point_leadlimit	Keyhunt point lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_keyhunt_point_limit	Keyhunt point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_keyhunt_teams	custom cvar	0	
g_keyhunt_teams_override	custom cvar	0	

cvar	Funktion	Default-Wert	
g_laserguided_missile	if set to 1 the rockets of the rocket launcher can be steered using a laserpointer	0	
g_lms	Last Man Standing: everyone starts with a certain amount of lives, and the survivor wins	0	
g_lms_campcheck_damage	custom cvar	100	
g_lms_campcheck_distance	custom cvar	1800	
g_lms_campcheck_interval	custom cvar	10	
g_lms_campcheck_message	custom cvar		1Don't camp!
g_lms_join_anytime	if true, new players can join, but get same amount of lives as the worst player	1	
g_lms_last_join	if g_lms_join_anytime is false, new players can only join if the worst active player has more than (fraglimit - g_lms_last_join) lives	3	
g_lms_lives_override	custom cvar	-1	
g_lms_regenerate	custom cvar	0	
g_lms_respawn_delay	custom cvar	0	
g_lms_respawn_waves	custom cvar	0	
g_lms_start_ammo_cells	custom cvar	50	
g_lms_start_ammo_fuel	custom cvar	0	
g_lms_start_ammo_nails	custom cvar	150	
g_lms_start_ammo_rockets	custom cvar	50	
g_lms_start_ammo_shells	custom cvar	50	
g_lms_start_armor	custom cvar	100	
g_lms_start_health	custom cvar	250	
g_mapinfo_settemp_acl	ACL for mapinfo setting cvars	+	*
g_maplist	custom cvar	accident aggressor aneurysm basement basementctf bleach bloodprison bloodprisonctf bluesky cyberparcour01 darkzone desertfactory dieselpower downer eggandbacon evilspace farewell final_rage ons- reborn racetrack reslimed ruiner runningman runningman_1on1remix runningmanctf silvercity skyway slimepit soylent starship stormkeep strength toxic warfare	
g_maplist_allow_frustrating	allow impossible maps to be, e.g., voted for and in the maplist (if set to 2, ONLY impossible maps are allowed)	0	
g_maplist_allow_hidden	allow hidden maps to be, e.g., voted for and in the maplist	0	
g_maplist_check_waypoints	when 1, maps are skipped if there currently are bots, but the map has no waypoints	0	
g_maplist_index	this is used internally for saving position in maplist cycle	0	
g_maplist_mostrecent	contains the name of the maps that were most recently played		
g_maplist_mostrecent_count	number of most recent maps that are blocked from being played again	3	
g_maplist_selectrandom	if 1, a random map will be chosen as next map - DEPRECATED in favor of g_maplist_shuffle	0	
g_maplist_shuffle	new randomization method: like selectrandom, but avoid playing the same maps in short succession. This works by taking out the first element and inserting it into g_maplist with a bias to the end of the list	1	
g_maplist_votable	number of maps that are shown in the map voting at the end of a match	6	
g_maplist_votable_abstain	when 1, you can abstain from your vote	0	
g_maplist_votable_keeptwotime	custom cvar	15	
g_maplist_votable_nodetail	nodetail only shows total count instead of all vote counts per map, so votes don't influence others that much	1	
g_maplist_votable_screenshot_dir	where to look for map screenshots	maps	
g_maplist_votable_suggestions	custom cvar	2	
g_maplist_votable_suggestions_override_mostrecent	custom cvar	0	
g_maplist_votable_timeout	timeout for the map voting; must be below 50 seconds!	30	
g_maxplayers	maximum number of players allowed to play at the same time, set to 0 to allow all players to join the game	0	
g_maxplayers_spectator_blocktime	if the players voted for the „nospectators“ command, this setting defines the number of seconds a observer/spectator has time to join the game before he gets kicked	5	

cvar	Funktion	Default-Wert	
g_maxpushtime	timeout for kill credit when your damage knocks someone into a death trap	8.0	
g_midair	if set to 1 you can only apply damage to your opponent while he is airborne	0	
g_midair_shieldtime	number of seconds you are still invincible since you lost contact to the ground	0.3	
g_minstagib	enable minstagib	0	
g_minstagib_ammo_drop	how much ammo you'll get for weapons or cells	5	
g_minstagib_ammo_start	starting ammo	10	
g_minstagib_extralives	how many extra lives you will get per powerup	2	
g_minstagib_invis_alpha	custom cvar	0.15	
g_minstagib_speed_jumpheight	jump height multiplier that applies while you carry the invincibility powerup	1.8	
g_minstagib_speed_moverate	speed-multiplier that applies while you carry the invincibility powerup	1.25	
g_mirrordamage	for teamplay 4: mirror damage factor	0.3	
g_nexball	Nexball: Basketball and Soccer go Nexuiz	0	
g_nexball_basketball_bouncefactor	velocity loss when the ball bounces	0.6	
g_nexball_basketball_bouncestop	speed at which the ball stops when it hits the ground (multiplied by sv_gravity)	75	
g_nexball_basketball_carrier_speed	speed multiplier for the ballcarrier	0.9	
g_nexball_basketball_delay_hold	time before a player who caught the ball loses it (anti-ballcamp)	20	
g_nexball_basketball_delay_hold_forteam	time before a ball reset when a team holds the ball for too long	60	
g_nexball_basketball_effects_default	default: dim light. The original version used 1024 (fire) but it gives bad performance	8	
g_nexball_basketball_meter	use the power meter for basketball	1	
g_nexball_basketball_meter_maxpower	maximal multiplier to the launching speed when using the power meter	1.2	
g_nexball_basketball_meter_minpower	minimal multiplier to the launching speed when using the power meter	0.5	
g_nexball_basketball_teamsteal	1 to allow players to steal from teammates, 0 to disallow	1	
g_nexball_basketball_trail	1 to leave a trail	1	
g_nexball_delay_collect	time before the same player can catch the ball he launched	0.5	
g_nexball_delay_goal	delay between a goal and a ball reset	3	
g_nexball_delay_idle	maximal idle time before a reset	10	
g_nexball_delay_start	time the ball stands on its spawn before being released	3	
g_nexball_football_boost_forward	forward velocity boost when the ball is touched	100	
g_nexball_football_boost_up	vertical velocity boost when the ball is touched	200	
g_nexball_football_bouncefactor	velocity loss when the ball bounces	0.6	
g_nexball_football_bouncestop	speed at which the ball stops when it hits the ground (multiplied by sv_gravity)	75	
g_nexball_football_physics	0: Revenant's original movement, 1: 0 but half independant of aiming height, 2: 1 fully independant, -1: first recode try	2	
g_nexball_football_trail	1 to leave a trail	0	
g_nexball_goalleadlimit	Nexball goal lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_nexball_goallimit	Nexball goal limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_nexball_meter_period	time to make a full cycle on the power meter	1	
g_nexball_radar_showallplayers	1: show every player and the ball on the radar 0: only show teammates and the ball on the radar	1	
g_nexball_sound_bounce	bouncing sound (0: off)	1	
g_nexball_trail_color	1-256 for different colors (Quake palette, 254 is white)	254	
g_nexuizversion	Nexuiz version (formatted for humans)	2.5svn	
g_nick_flood_penalty	duration of the nick flood penalty	0.5	
g_nick_flood_penalty_red	number of changes to allow before totally disorienting the player	30	
g_nick_flood_penalty_yellow	number of changes to allow before warning and movement blocking	3	
g_nick_flood_timeout	time after which nick flood protection resets (set to 0 to disable nick flood checking)	120	
g_nixnex	No Items Nexuiz - instead of pickup items, everyone plays with the same weapon. After some time, a countdown will start, after which everyone will switch to another weapon, and so on	0	
g_nixnex_with_laser	always carry the laser as an additional weapon in NixNex	0	
g_norecoil	if set to 1 shooting weapons won't make you crosshair to move upwards (recoil)	0	
g_onslaught	Onslaught: take control points towards the enemy generator and then destroy it	0	
g_onslaught_cp_buildhealth	custom cvar	100	

cvar	Funktion	Default-Wert	
g_onslaught_cp_buildtime	custom cvar	10	
g_onslaught_cp_health	custom cvar	1000	
g_onslaught_cp_regen	custom cvar	20	
g_onslaught_gen_health	custom cvar	5000	
g_pickup_armorbig	custom cvar	50	
g_pickup_armorbig_max	custom cvar	999	
g_pickup_armorlarge	custom cvar	100	
g_pickup_armorlarge_max	custom cvar	999	
g_pickup_armormedium	custom cvar	25	
g_pickup_armormedium_max	custom cvar	999	
g_pickup_armorsmall	custom cvar	5	
g_pickup_armorsmall_max	custom cvar	999	
g_pickup_cells	custom cvar	25	
g_pickup_cells_max	custom cvar	999	
g_pickup_fuel	custom cvar	25	
g_pickup_fuel_jetpack	custom cvar	50	
g_pickup_fuel_max	custom cvar	999	
g_pickup_healthlarge	custom cvar	50	
g_pickup_healthlarge_max	custom cvar	999	
g_pickup_healthmedium	custom cvar	25	
g_pickup_healthmedium_max	custom cvar	999	
g_pickup_healthmega	custom cvar	100	
g_pickup_healthmega_max	custom cvar	999	
g_pickup_healthsmall	custom cvar	5	
g_pickup_healthsmall_max	custom cvar	999	
g_pickup_items	if set to 0 all items (health, armor, ammo, weapons...) are removed from the map	1	
g_pickup_nails	custom cvar	80	
g_pickup_nails_max	custom cvar	999	
g_pickup_respawntime_ammo	custom cvar	15	
g_pickup_respawntime_long	custom cvar	30	
g_pickup_respawntime_medium	custom cvar	20	
g_pickup_respawntime_powerup	custom cvar	120	
g_pickup_respawntime_short	custom cvar	15	
g_pickup_respawntime_weapon	custom cvar	15	
g_pickup_respawntimejitter_ammo	custom cvar	0	
g_pickup_respawntimejitter_long	custom cvar	0	
g_pickup_respawntimejitter_medium	custom cvar	0	
g_pickup_respawntimejitter_powerup	custom cvar	10	
g_pickup_respawntimejitter_short	custom cvar	0	
g_pickup_respawntimejitter_weapon	custom cvar	0	
g_pickup_rockets	custom cvar	15	
g_pickup_rockets_max	custom cvar	999	
g_pickup_shells	custom cvar	15	
g_pickup_shells_max	custom cvar	999	
g_pinata	if set to 1 you will not only drop your current weapon when you are killed, but you will drop all weapons that you possessed	0	
g_player_alpha	custom cvar	1	
g_player_brightness	set to 2 for brighter players	0	
g_powerup_shield	if set to 0 the shield (invincibility) powerup will not spawn on the map	1	
g_powerup_strength	if set to 0 the strength powerup will not spawn on the map	1	
g_powerup_superhealth	if set to 0 the mega health powerup will not spawn on the map	1	
g_projectiles_newton_style	custom cvar	2	
g_race	Race: be faster than your opponents	0	
g_race_laps_limit	Race laps limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_race_qualifying_timelimit	custom cvar	0	
g_race_qualifying_timelimit_override	custom cvar	-1	
g_race_teams	when 2, 3, or 4, the race is played as a team game (the team members can add up their laps)	0	
g_respawn_delay	number of seconds you have to wait before you can respawn again	2	
g_respawn_mapsettings	custom cvar	1	
g_respawn_waves	custom cvar	0	
g_rune_respawn_delay	custom cvar	0	
g_rune_respawn_waves	custom cvar	0	

cvar	Funktion	Default-Wert	
g_runematch	Runematch: pick up and hold the runes, special items that give you points, a special power (rune) and a disadvantage (curse)	0	
g_runematch_allow_same	allow matching rune-curse pairs	0	
g_runematch_drop_runest_max	only drop up to 2 runes, the rest should respawn	2	
g_runematch_fixedspawns	use fixed runematch spawns if available	1	
g_runematch_fragments_killed_runeholder	custom cvar	5	
g_runematch_fragments_killedby_runeholder	custom cvar	4	
g_runematch_fragments_norune	custom cvar	0	
g_runematch_point_leadlimit	Runematch point lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_runematch_point_limit	Runematch point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_runematch_pointamt	custom cvar	1	
g_runematch_pointrate	custom cvar	5	
g_runematch_respawntime	how soon after being dropped to respawn	15	
g_runematch_rune_alpha	custom cvar	0.78	
g_runematch_rune_color_strength	custom cvar	1.0	
g_runematch_rune_effects	EF_ADDITIVE + EF_FULLBRIGHT = 544	544	
g_runematch_rune_glow_color	custom cvar	0	
g_runematch_rune_glow_size	custom cvar	0	
g_runematch_shuffletime	how often runes change position	30	
g_shootfromcenter	weapon gets moved to the center, shots still come from the barrel of your weapon	0	
g_shootfromclient	let client decide if it has the gun left, center or right (WARNING: cheating potential)	0	
g_shootfromeye	shots are fired from your eye/crosshair	0	
g_shootfromfixedorigin	if set to a string like 0 y z, the gun is moved to the given y and z coordinates. If set to a string like x y z, the whole shot origin is used		
g_showweaponspawns	1: display sprites for weapon spawns found on the map when a weapon key is pressed and the weapon is not available	0	
g_spawn_furthest	custom cvar	0.5	
g_spawnpoints_auto_move_out_of_solid	if set to 1 you will see a warning if a spawn point was placed inside a solid	0	
g_spawnpoints_autodrop	if set to 1, automatically drop spawn point locations if they were placed too high	0	
g_spawnshieldtime	number of seconds you are invincible after you spawned, this shield is lost after you fire	0	
g_spawnsound	set to 0 if you don't want to hear the spawn sound when a player spawns	1	
g_start_ammo_cells	custom cvar	0	
g_start_ammo_fuel	custom cvar	0	
g_start_ammo_nails	custom cvar	0	
g_start_ammo_rockets	custom cvar	0	
g_start_ammo_shells	custom cvar	40	
g_start_delay	delay before the game starts, so everyone can join; recommended to set this to like 15 on a public server	0	
g_start_weapon_campingrifle	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_crylink	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_electro	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_grenadelauncher	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_hagar	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_hluc	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_hook	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_laser	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_minstanex	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_nex	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_porto	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_rocketlauncher	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	

cvar	Funktion	Default-Wert	
g_start_weapon_shotgun	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_tuba	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_start_weapon_uzi	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1	
g_tdm	Team Deathmatch: the team who kills their opponents most often wins	0	
g_tdm_respawn_delay	custom cvar	0	
g_tdm_respawn_waves	custom cvar	0	
g_tdm_teams	how many teams are in team deathmatch (set by mapinfo)	2	
g_tdm_teams_override	how many teams are in team deathmatch	0	
g_teamdamage_resetspeed	for teamplay 4: how fast player's teamdamage count decreases	30	
g_teamdamage_threshold	for teamplay 4: threshold over which to apply mirror damage	50	
g_telefrags	custom cvar	1	
g_throughfloor	set to 0 to disable damage through floor	1	
g_touchexplode	custom cvar	0	
g_touchexplode_damage	custom cvar	10	
g_touchexplode_edgedamage	custom cvar	0	
g_touchexplode_force	custom cvar	150	
g_touchexplode_radius	custom cvar	50	
g_turrets	custom cvar	1	
g_turrets_aimidle_delay	custom cvar	5	
g_turrets_nofire	custom cvar	0	
g_turrets_reloadcvars	custom cvar	0	
g_turrets_targetscan_maxdelay	custom cvar	1	
g_turrets_targetscan_mindelay	custom cvar	0.1	
g_turrets_unit_ewheel_speed_fast	custom cvar	500	
g_turrets_unit_ewheel_speed_slow	custom cvar	150	
g_turrets_unit_ewheel_speed_slower	custom cvar	50	
g_turrets_unit_ewheel_speed_stop	custom cvar	25	
g_turrets_unit_ewheel_std_aim_firetolerance_dist	custom cvar	150	
g_turrets_unit_ewheel_std_aim_maxpitch	custom cvar	45	
g_turrets_unit_ewheel_std_aim_maxrot	custom cvar	20	
g_turrets_unit_ewheel_std_aim_speed	custom cvar	90	
g_turrets_unit_ewheel_std_amm	custom cvar	500	
g_turrets_unit_ewheel_std_amm_max	custom cvar	4000	
g_turrets_unit_ewheel_std_amm_recharge	custom cvar	50	
g_turrets_unit_ewheel_std_health	custom cvar	200	
g_turrets_unit_ewheel_std_respawntime	custom cvar	30	
g_turrets_unit_ewheel_std_shot_dmg	custom cvar	20	
g_turrets_unit_ewheel_std_shot_force	custom cvar	50	
g_turrets_unit_ewheel_std_shot_radius	custom cvar	50	
g_turrets_unit_ewheel_std_shot_refire	custom cvar	0.1	
g_turrets_unit_ewheel_std_shot_speed	custom cvar	3000	
g_turrets_unit_ewheel_std_shot_spread	custom cvar	25	
g_turrets_unit_ewheel_std_shot_volly	custom cvar	2	
g_turrets_unit_ewheel_std_shot_volly_refire	custom cvar	1	
g_turrets_unit_ewheel_std_target_range	custom cvar	5000	
g_turrets_unit_ewheel_std_target_range_min	custom cvar	0.1	
g_turrets_unit_ewheel_std_target_range_optimal	custom cvar	900	
g_turrets_unit_ewheel_std_target_select_anglebias	custom cvar	0.5	
g_turrets_unit_ewheel_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_ewheel_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_ewheel_std_target_select_rangebias	custom cvar	0.25	
g_turrets_unit_ewheel_std_target_select_samebias	custom cvar	2	
g_turrets_unit_ewheel_std_track_type	custom cvar	1	
g_turrets_unit_ewheel_turnrate	custom cvar	200	
g_turrets_unit_flac_std_aim_firetolerance_dist	custom cvar	150	
g_turrets_unit_flac_std_aim_maxpitch	custom cvar	35	
g_turrets_unit_flac_std_aim_maxrot	custom cvar	360	
g_turrets_unit_flac_std_aim_speed	custom cvar	360	
g_turrets_unit_flac_std_amm	custom cvar	400	
g_turrets_unit_flac_std_amm_max	custom cvar	1000	
g_turrets_unit_flac_std_amm_recharge	custom cvar	100	
g_turrets_unit_flac_std_health	custom cvar	700	
g_turrets_unit_flac_std_respawntime	custom cvar	90	
g_turrets_unit_flac_std_shot_dmg	custom cvar	20	

cvar	Funktion	Default-Wert	
g_turrets_unit_flac_std_shot_force	custom cvar	25	
g_turrets_unit_flac_std_shot_radius	custom cvar	100	
g_turrets_unit_flac_std_shot_refire	custom cvar	0.1	
g_turrets_unit_flac_std_shot_speed	custom cvar	2000	
g_turrets_unit_flac_std_shot_spread	custom cvar	0.02	
g_turrets_unit_flac_std_shot_volly	custom cvar	0	
g_turrets_unit_flac_std_shot_volly_refire	custom cvar	0	
g_turrets_unit_flac_std_target_range	custom cvar	4000	
g_turrets_unit_flac_std_target_range_min	custom cvar	500	
g_turrets_unit_flac_std_target_range_optimal	custom cvar	1250	
g_turrets_unit_flac_std_target_select_anglebias	custom cvar	0.5	
g_turrets_unit_flac_std_target_select_missilebias	custom cvar	1	
g_turrets_unit_flac_std_target_select_playerbias	custom cvar	0	
g_turrets_unit_flac_std_target_select_rangebias	custom cvar	0.25	
g_turrets_unit_flac_std_target_select_samebias	custom cvar	1	
g_turrets_unit_flac_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_flac_std_track_accel_rot	custom cvar	0.8	
g_turrets_unit_flac_std_track_blendrate	custom cvar	0.6	
g_turrets_unit_flac_std_track_type	custom cvar	3	
g_turrets_unit_fusreac_std_amm	custom cvar	0	
g_turrets_unit_fusreac_std_amm_max	custom cvar	300	
g_turrets_unit_fusreac_std_amm_recharge	custom cvar	150	
g_turrets_unit_fusreac_std_health	custom cvar	700	
g_turrets_unit_fusreac_std_respawntime	custom cvar	90	
g_turrets_unit_fusreac_std_shot_dmg	custom cvar	25	
g_turrets_unit_fusreac_std_shot_refire	custom cvar	0.1	
g_turrets_unit_fusreac_std_shot_speed	custom cvar	1	
g_turrets_unit_fusreac_std_target_range	custom cvar	1024	
g_turrets_unit_fusreac_std_target_range_min	custom cvar	1	
g_turrets_unit_hellion_std_aim_firetolerance_dist	custom cvar	200	
g_turrets_unit_hellion_std_aim_maxpitch	custom cvar	20	
g_turrets_unit_hellion_std_aim_maxrot	custom cvar	360	
g_turrets_unit_hellion_std_aim_speed	custom cvar	100	
g_turrets_unit_hellion_std_amm	custom cvar	100	
g_turrets_unit_hellion_std_amm_max	custom cvar	200	
g_turrets_unit_hellion_std_amm_recharge	custom cvar	50	
g_turrets_unit_hellion_std_health	custom cvar	500	
g_turrets_unit_hellion_std_respawntime	custom cvar	90	
g_turrets_unit_hellion_std_shot_dmg	custom cvar	50	
g_turrets_unit_hellion_std_shot_force	custom cvar	250	
g_turrets_unit_hellion_std_shot_radius	custom cvar	80	
g_turrets_unit_hellion_std_shot_refire	custom cvar	0.25	
g_turrets_unit_hellion_std_shot_speed	custom cvar	650	
g_turrets_unit_hellion_std_shot_speed_gain	custom cvar	1.01	
g_turrets_unit_hellion_std_shot_speed_max	custom cvar	4000	
g_turrets_unit_hellion_std_shot_spread	custom cvar	0.08	
g_turrets_unit_hellion_std_shot_volly	custom cvar	2	
g_turrets_unit_hellion_std_shot_volly_refire	custom cvar	4	
g_turrets_unit_hellion_std_target_range	custom cvar	6000	
g_turrets_unit_hellion_std_target_range_min	custom cvar	150	
g_turrets_unit_hellion_std_target_range_optimal	custom cvar	4500	
g_turrets_unit_hellion_std_target_select_anglebias	custom cvar	0.01	
g_turrets_unit_hellion_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_hellion_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_hellion_std_target_select_rangebias	custom cvar	0.7	
g_turrets_unit_hellion_std_target_select_samebias	custom cvar	0.01	
g_turrets_unit_hellion_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_hellion_std_track_accel_rot	custom cvar	0.5	
g_turrets_unit_hellion_std_track_blendrate	custom cvar	0.75	
g_turrets_unit_hellion_std_track_type	custom cvar	3	
g_turrets_unit_hk_std_aim_firetolerance_dist	custom cvar	500	
g_turrets_unit_hk_std_aim_maxpitch	custom cvar	20	
g_turrets_unit_hk_std_aim_maxrot	custom cvar	360	
g_turrets_unit_hk_std_aim_speed	custom cvar	100	
g_turrets_unit_hk_std_amm	custom cvar	120	
g_turrets_unit_hk_std_amm_max	custom cvar	240	
g_turrets_unit_hk_std_amm_recharge	custom cvar	16	
g_turrets_unit_hk_std_health	custom cvar	500	
g_turrets_unit_hk_std_respawntime	custom cvar	90	
g_turrets_unit_hk_std_shot_dmg	custom cvar	120	

cvar	Funktion	Default-Wert	
g_turrets_unit_hk_std_shot_force	custom cvar	600	
g_turrets_unit_hk_std_shot_radius	custom cvar	200	
g_turrets_unit_hk_std_shot_refire	custom cvar	5	
g_turrets_unit_hk_std_shot_speed	custom cvar	500	
g_turrets_unit_hk_std_shot_speed_accel	custom cvar	1025	
g_turrets_unit_hk_std_shot_speed_accel2	custom cvar	1.05	
g_turrets_unit_hk_std_shot_speed_decel	custom cvar	0.9	
g_turrets_unit_hk_std_shot_speed_max	custom cvar	1000	
g_turrets_unit_hk_std_shot_speed_turnrate	custom cvar	0.25	
g_turrets_unit_hk_std_shot_spread	custom cvar	0	
g_turrets_unit_hk_std_shot_volly	custom cvar	0	
g_turrets_unit_hk_std_shot_volly_refire	custom cvar	0	
g_turrets_unit_hk_std_target_range	custom cvar	6000	
g_turrets_unit_hk_std_target_range_min	custom cvar	220	
g_turrets_unit_hk_std_target_range_optimal	custom cvar	5000	
g_turrets_unit_hk_std_target_select_anglebias	custom cvar	0.1	
g_turrets_unit_hk_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_hk_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_hk_std_target_select_rangebias	custom cvar	0.5	
g_turrets_unit_hk_std_target_select_samebias	custom cvar	0.01	
g_turrets_unit_hk_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_hk_std_track_accel_rot	custom cvar	0.5	
g_turrets_unit_hk_std_track_blendrate	custom cvar	0.25	
g_turrets_unit_hk_std_track_type	custom cvar	3	
g_turrets_unit_machinegun_std_aim_firetolerance_dist	custom cvar	70	
g_turrets_unit_machinegun_std_aim_maxpitch	custom cvar	25	
g_turrets_unit_machinegun_std_aim_maxrot	custom cvar	360	
g_turrets_unit_machinegun_std_aim_speed	custom cvar	200	
g_turrets_unit_machinegun_std_ammo	custom cvar	300	
g_turrets_unit_machinegun_std_ammo_max	custom cvar	1500	
g_turrets_unit_machinegun_std_ammo_recharge	custom cvar	75	
g_turrets_unit_machinegun_std_health	custom cvar	256	
g_turrets_unit_machinegun_std_respawntime	custom cvar	60	
g_turrets_unit_machinegun_std_shot_dmg	custom cvar	10	
g_turrets_unit_machinegun_std_shot_force	custom cvar	20	
g_turrets_unit_machinegun_std_shot_radius	custom cvar	0	
g_turrets_unit_machinegun_std_shot_refire	custom cvar	0.1	
g_turrets_unit_machinegun_std_shot_speed	custom cvar	34920	
g_turrets_unit_machinegun_std_shot_spread	custom cvar	15	
g_turrets_unit_machinegun_std_shot_volly	custom cvar	6	
g_turrets_unit_machinegun_std_shot_volly_refire	custom cvar	1	
g_turrets_unit_machinegun_std_target_range	custom cvar	4500	
g_turrets_unit_machinegun_std_target_range_min	custom cvar	2	
g_turrets_unit_machinegun_std_target_range_optimal	custom cvar	1000	
g_turrets_unit_machinegun_std_target_select_anglebias	custom cvar	0.5	
g_turrets_unit_machinegun_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_machinegun_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_machinegun_std_target_select_rangebias	custom cvar	0.25	
g_turrets_unit_machinegun_std_target_select_samebias	custom cvar	0.25	
g_turrets_unit_machinegun_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_machinegun_std_track_accel_rot	custom cvar	0.8	
g_turrets_unit_machinegun_std_track_blendrate	custom cvar	0.3	
g_turrets_unit_machinegun_std_track_type	custom cvar	3	
g_turrets_unit_mlrs_std_aim_firetolerance_dist	custom cvar	125	
g_turrets_unit_mlrs_std_aim_maxpitch	custom cvar	15	
g_turrets_unit_mlrs_std_aim_maxrot	custom cvar	360	
g_turrets_unit_mlrs_std_aim_speed	custom cvar	125	
g_turrets_unit_mlrs_std_ammo	custom cvar	420	
g_turrets_unit_mlrs_std_ammo_max	custom cvar	420	
g_turrets_unit_mlrs_std_ammo_recharge	custom cvar	35	
g_turrets_unit_mlrs_std_health	custom cvar	500	
g_turrets_unit_mlrs_std_respawntime	custom cvar	60	
g_turrets_unit_mlrs_std_shot_dmg	custom cvar	70	
g_turrets_unit_mlrs_std_shot_force	custom cvar	25	
g_turrets_unit_mlrs_std_shot_radius	custom cvar	125	
g_turrets_unit_mlrs_std_shot_refire	custom cvar	0.2	
g_turrets_unit_mlrs_std_shot_speed	custom cvar	2000	
g_turrets_unit_mlrs_std_shot_spread	custom cvar	25	
g_turrets_unit_mlrs_std_shot_volly	custom cvar	3	

cvar	Funktion	Default-Wert	
g_turrets_unit_mlrs_std_shot_volly_refire	custom cvar	2.5	
g_turrets_unit_mlrs_std_target_range	custom cvar	3000	
g_turrets_unit_mlrs_std_target_range_min	custom cvar	500	
g_turrets_unit_mlrs_std_target_range_optimal	custom cvar	500	
g_turrets_unit_mlrs_std_target_select_anglebias	custom cvar	0.5	
g_turrets_unit_mlrs_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_mlrs_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_mlrs_std_target_select_rangebias	custom cvar	0.25	
g_turrets_unit_mlrs_std_target_select_samebias	custom cvar	0.25	
g_turrets_unit_mlrs_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_mlrs_std_track_accel_rot	custom cvar	0.8	
g_turrets_unit_mlrs_std_track_blendrate	custom cvar	0.3	
g_turrets_unit_mlrs_std_track_type	custom cvar	3	
g_turrets_unit_phaser_std_aim_firetolerance_dist	custom cvar	100	
g_turrets_unit_phaser_std_aim_maxpitch	custom cvar	30	
g_turrets_unit_phaser_std_aim_maxrot	custom cvar	360	
g_turrets_unit_phaser_std_aim_speed	custom cvar	150	
g_turrets_unit_phaser_std_ammo	custom cvar	1000	
g_turrets_unit_phaser_std_ammo_max	custom cvar	2000	
g_turrets_unit_phaser_std_ammo_recharge	custom cvar	25	
g_turrets_unit_phaser_std_health	custom cvar	500	
g_turrets_unit_phaser_std_respawntime	custom cvar	90	
g_turrets_unit_phaser_std_shot_dmg	custom cvar	100	
g_turrets_unit_phaser_std_shot_force	custom cvar	5	
g_turrets_unit_phaser_std_shot_radius	custom cvar	8	
g_turrets_unit_phaser_std_shot_refire	custom cvar	4	
g_turrets_unit_phaser_std_shot_speed	custom cvar	4	
g_turrets_unit_phaser_std_shot_spread	custom cvar	0	
g_turrets_unit_phaser_std_shot_volly	custom cvar	0	
g_turrets_unit_phaser_std_shot_volly_refire	custom cvar	5	
g_turrets_unit_phaser_std_target_range	custom cvar	3000	
g_turrets_unit_phaser_std_target_range_min	custom cvar	0	
g_turrets_unit_phaser_std_target_range_optimal	custom cvar	1500	
g_turrets_unit_phaser_std_target_select_anglebias	custom cvar	0.25	
g_turrets_unit_phaser_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_phaser_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_phaser_std_target_select_rangebias	custom cvar	0.85	
g_turrets_unit_phaser_std_target_select_samebias	custom cvar	0	
g_turrets_unit_phaser_std_track_accel_pitch	custom cvar	0.5	
g_turrets_unit_phaser_std_track_accel_rot	custom cvar	0.9	
g_turrets_unit_phaser_std_track_blendrate	custom cvar	0.1	
g_turrets_unit_phaser_std_track_type	custom cvar	3	
g_turrets_unit_plasma_dual_aim_firetolerance_dist	custom cvar	300	
g_turrets_unit_plasma_dual_aim_maxpitch	custom cvar	30	
g_turrets_unit_plasma_dual_aim_maxrot	custom cvar	360	
g_turrets_unit_plasma_dual_aim_speed	custom cvar	150	
g_turrets_unit_plasma_dual_ammo	custom cvar	320	
g_turrets_unit_plasma_dual_ammo_max	custom cvar	640	
g_turrets_unit_plasma_dual_ammo_recharge	custom cvar	40	
g_turrets_unit_plasma_dual_health	custom cvar	500	
g_turrets_unit_plasma_dual_respawntime	custom cvar	60	
g_turrets_unit_plasma_dual_shot_dmg	custom cvar	80	
g_turrets_unit_plasma_dual_shot_force	custom cvar	100	
g_turrets_unit_plasma_dual_shot_radius	custom cvar	150	
g_turrets_unit_plasma_dual_shot_refire	custom cvar	0.35	
g_turrets_unit_plasma_dual_shot_speed	custom cvar	2000	
g_turrets_unit_plasma_dual_shot_spread	custom cvar	15	
g_turrets_unit_plasma_dual_shot_volly	custom cvar	0	
g_turrets_unit_plasma_dual_shot_volly_refire	custom cvar	0	
g_turrets_unit_plasma_dual_target_range	custom cvar	3000	
g_turrets_unit_plasma_dual_target_range_min	custom cvar	80	
g_turrets_unit_plasma_dual_target_range_optimal	custom cvar	1000	
g_turrets_unit_plasma_dual_target_select_anglebias	custom cvar	0.4	
g_turrets_unit_plasma_dual_target_select_missilebias	custom cvar	0	
g_turrets_unit_plasma_dual_target_select_playerbias	custom cvar	1	
g_turrets_unit_plasma_dual_target_select_rangebias	custom cvar	0.2	
g_turrets_unit_plasma_dual_target_select_samebias	custom cvar	0.4	
g_turrets_unit_plasma_dual_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_plasma_dual_track_accel_rot	custom cvar	0.8	
g_turrets_unit_plasma_dual_track_blendrate	custom cvar	0.4	

cvar	Funktion	Default-Wert	
g_turrets_unit_plasma_dual_track_type	custom cvar	3	
g_turrets_unit_plasma_std_aim_firetolerance_dist	custom cvar	100	
g_turrets_unit_plasma_std_aim_maxpitch	custom cvar	30	
g_turrets_unit_plasma_std_aim_maxrot	custom cvar	360	
g_turrets_unit_plasma_std_aim_speed	custom cvar	200	
g_turrets_unit_plasma_std_ammo	custom cvar	320	
g_turrets_unit_plasma_std_ammo_max	custom cvar	640	
g_turrets_unit_plasma_std_ammo_recharge	custom cvar	40	
g_turrets_unit_plasma_std_health	custom cvar	500	
g_turrets_unit_plasma_std_respawntime	custom cvar	60	
g_turrets_unit_plasma_std_shot_dmg	custom cvar	80	
g_turrets_unit_plasma_std_shot_force	custom cvar	100	
g_turrets_unit_plasma_std_shot_radius	custom cvar	150	
g_turrets_unit_plasma_std_shot_refire	custom cvar	0.6	
g_turrets_unit_plasma_std_shot_speed	custom cvar	2000	
g_turrets_unit_plasma_std_shot_spread	custom cvar	15	
g_turrets_unit_plasma_std_shot_volly	custom cvar	0	
g_turrets_unit_plasma_std_shot_volly_refire	custom cvar	0	
g_turrets_unit_plasma_std_target_range	custom cvar	3500	
g_turrets_unit_plasma_std_target_range_min	custom cvar	200	
g_turrets_unit_plasma_std_target_range_optimal	custom cvar	500	
g_turrets_unit_plasma_std_target_select_anglebias	custom cvar	0.25	
g_turrets_unit_plasma_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_plasma_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_plasma_std_target_select_rangebias	custom cvar	0.5	
g_turrets_unit_plasma_std_target_select_samebias	custom cvar	0.01	
g_turrets_unit_plasma_std_track_accel_pitch	custom cvar	0.25	
g_turrets_unit_plasma_std_track_accel_rot	custom cvar	0.8	
g_turrets_unit_plasma_std_track_blendrate	custom cvar	0.4	
g_turrets_unit_plasma_std_track_type	custom cvar	3	
g_turrets_unit_tesla_std_ammo	custom cvar	200	
g_turrets_unit_tesla_std_ammo_max	custom cvar	1000	
g_turrets_unit_tesla_std_ammo_recharge	custom cvar	15	
g_turrets_unit_tesla_std_health	custom cvar	1000	
g_turrets_unit_tesla_std_respawntime	custom cvar	120	
g_turrets_unit_tesla_std_shot_dmg	custom cvar	100	
g_turrets_unit_tesla_std_shot_force	custom cvar	400	
g_turrets_unit_tesla_std_shot_refire	custom cvar	1	
g_turrets_unit_tesla_std_shot_volly	custom cvar	1	
g_turrets_unit_tesla_std_shot_volly_refire	custom cvar	2.5	
g_turrets_unit_tesla_std_target_range	custom cvar	1000	
g_turrets_unit_tesla_std_target_range_min	custom cvar	0	
g_turrets_unit_tesla_std_target_select_missilebias	custom cvar	1	
g_turrets_unit_tesla_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_walker_speed_jump	custom cvar	800	
g_turrets_unit_walker_speed_roam	custom cvar	100	
g_turrets_unit_walker_speed_run	custom cvar	300	
g_turrets_unit_walker_speed_stop	custom cvar	90	
g_turrets_unit_walker_speed_swim	custom cvar	200	
g_turrets_unit_walker_speed_walk	custom cvar	200	
g_turrets_unit_walker_std_aim_firetolerance_dist	custom cvar	100	
g_turrets_unit_walker_std_aim_maxpitch	custom cvar	15	
g_turrets_unit_walker_std_aim_maxrot	custom cvar	90	
g_turrets_unit_walker_std_aim_speed	custom cvar	45	
g_turrets_unit_walker_std_ammo	custom cvar	500	
g_turrets_unit_walker_std_ammo_max	custom cvar	4000	
g_turrets_unit_walker_std_ammo_recharge	custom cvar	100	
g_turrets_unit_walker_std_health	custom cvar	500	
g_turrets_unit_walker_std_meele_dmg	custom cvar	100	
g_turrets_unit_walker_std_meele_force	custom cvar	600	
g_turrets_unit_walker_std_meele_range	custom cvar	150	
g_turrets_unit_walker_std_respawntime	custom cvar	60	
g_turrets_unit_walker_std_rocket_dmg	custom cvar	50	
g_turrets_unit_walker_std_rocket_force	custom cvar	150	
g_turrets_unit_walker_std_rocket_radius	custom cvar	150	
g_turrets_unit_walker_std_rocket_refire	custom cvar	10	
g_turrets_unit_walker_std_rocket_speed	custom cvar	900	
g_turrets_unit_walker_std_rocket_tunrate	custom cvar	0.4	
g_turrets_unit_walker_std_rockets_range	custom cvar	4000	

cvar	Funktion	Default-Wert	
g_turrets_unit_walker_std_rockets_range_min	custom cvar	500	
g_turrets_unit_walker_std_shot_dmg	custom cvar	5	
g_turrets_unit_walker_std_shot_force	custom cvar	10	
g_turrets_unit_walker_std_shot_radius	custom cvar	0	
g_turrets_unit_walker_std_shot_refire	custom cvar	0.05	
g_turrets_unit_walker_std_shot_speed	custom cvar	18000	
g_turrets_unit_walker_std_shot_spread	custom cvar	25	
g_turrets_unit_walker_std_shot_volly	custom cvar	10	
g_turrets_unit_walker_std_shot_volly_refire	custom cvar	1	
g_turrets_unit_walker_std_target_range	custom cvar	5000	
g_turrets_unit_walker_std_target_range_min	custom cvar	0	
g_turrets_unit_walker_std_target_range_optimal	custom cvar	100	
g_turrets_unit_walker_std_target_select_anglebias	custom cvar	0.5	
g_turrets_unit_walker_std_target_select_missilebias	custom cvar	0	
g_turrets_unit_walker_std_target_select_playerbias	custom cvar	1	
g_turrets_unit_walker_std_target_select_rangebias	custom cvar	0.25	
g_turrets_unit_walker_std_target_select_samebias	custom cvar	0.25	
g_turrets_unit_walker_std_track_type	custom cvar	1	
g_use_ammunition	if set to 0 all weapons you pick up have unlimited ammunition	1	
g_vampire	set to 1 to enable the vampire mode, where the damage done to your opponent gets added to your own health	0	
g_voice_flood_spv	normal voices: seconds between voices to not count as flooding	4	
g_voice_flood_spv_team	team voices: seconds between voices to not count as flooding	2	
g_warmup	split the game into a warmup- and match-stage when set to 1	0	
g_warmup_allguns	if set players start with all guns in warmup mode	0	
g_warmup_allow_timeout	if set to 0 you cannot use the calltimeout command during the warmup-stage but only during the match stage	0	
g_warmup_limit	if set to -1 the warmup-stage is not affected by any timelimit, if set to 0 the usual timelimit also affects warmup-stage, otherwise warmup will be limited to this time in SECONDS (useful for public matches)	60	
g_warmup_start_ammo_cells	starting values when being in warmup-stage	50	
g_warmup_start_ammo_fuel	starting values when being in warmup-stage	0	
g_warmup_start_ammo_nails	starting values when being in warmup-stage	150	
g_warmup_start_ammo_rockets	starting values when being in warmup-stage	50	
g_warmup_start_ammo_shells	starting values when being in warmup-stage	50	
g_warmup_start_armor	starting values when being in warmup-stage	100	
g_warmup_start_health	starting values when being in warmup-stage	250	
g_waypointeditor	custom cvar	0	
g_waypoints_for_items	make waypoints out of items, values: 0 = never, 1 = unless the mapper prevents it by worldspawn.spawnflags & 1, 2 = always	1	
g_waypointsprite_deadlifetime	custom cvar	1	
g_waypointsprite_deployed_lifetime	custom cvar	10	
g_waypointsprite_distancealphaexponent	custom cvar	2	
g_waypointsprite_limitedrange	custom cvar	5120	
g_waypointsprite_minalpha	custom cvar	0.4	
g_waypointsprite_minscale	custom cvar	1	
g_waypointsprite_normdistance	custom cvar	512	
g_waypointsprite_scale	custom cvar	1	
g_waypointsprite_stuffbinds	custom cvar	0	
g_waypointsprite_timealphaexponent	custom cvar	1	
g_weapon_stay	if set to 1 or 2, weapons stay after they were picked up (1: weapons you don't have yet give you ammo of their type, 2: weapons don't give ammo, but instead players start with one pickup-load of ammo by default)	0	
g_weaponarena	put in a list of weapons to enable a weapon arena mode, or try „all“ or „most“	0	
g_weapondamagefactor	weapon damage multiplier	1	
g_weaponforcefactor	weapon force multiplier	1	
g_weaponratefactor	weapon fire rate multiplier	1	
g_weaponreplace_campingrifle	custom cvar		
g_weaponreplace_crylink	custom cvar		
g_weaponreplace_electro	custom cvar		
g_weaponreplace_grenadelauncher	custom cvar		
g_weaponreplace_hagar	custom cvar		
g_weaponreplace_hlac	custom cvar		
g_weaponreplace_hook	custom cvar		
g_weaponreplace_laser	custom cvar		

cvar	Funktion	Default-Wert	
g_weaponreplace_minstanex	custom cvar		
g_weaponreplace_nex	custom cvar		
g_weaponreplace_porto	custom cvar		
g_weaponreplace_rocketlauncher	custom cvar		
g_weaponreplace_shotgun	custom cvar		
g_weaponreplace_tuba	custom cvar		
g_weaponreplace_uzi	custom cvar		
g_weaponspeedfactor	weapon projectile speed multiplier	1	
gamecfg	unused cvar in quake, can be used by mods	1	
gameversion	version of game data (mod-specific) to be sent to querying clients	20000	
gameversion_max	maximum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone	20699	
gameversion_min	minimum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone	20000	
gl_combine	faster rendering by using GL_ARB_texture_env_combine extension (part of OpenGL 1.3 and above)	1	
gl_dither	enables OpenGL dithering (16bit looks bad with this off)	1	
gl_ext_separatestencil	make use of OpenGL 2.0 glStencilOpSeparate or GL_ATI_separate_stencil extension	1	
gl_ext_stenciltwoside	make use of GL_EXT_stenciltwoside extension (NVIDIA only)	1	
gl_finish	make the cpu wait for the graphics processor at the end of each rendered frame (can help with strange input or video lag problems on some machines)	0	
gl_flashblend	render bright coronas for dynamic lights instead of actual lighting, fast but ugly	0	
gl_lightmaps	draws only lightmaps, no texture (for level designers)	0	
gl_lockarrays	enables use of glLockArraysEXT, may cause glitches with some broken drivers, and may be slower than normal	0	
gl_lockarrays_minimumvertices	minimum number of vertices required for use of glLockArraysEXT, setting this too low may reduce performance	1	
gl_max_size	maximum allowed texture size, can be used to reduce video memory usage, note: this is automatically reduced to match video card capabilities (such as 256 on 3Dfx cards before Voodoo4/5)	2048	
gl_mesh_drawrangeelements	use glDrawRangeElements function if available instead of glDrawElements (for performance comparisons or bug testing)	1	
gl_mesh_prefer_short_elements	use GL_UNSIGNED_SHORT element arrays instead of GL_UNSIGNED_INT	1	
gl_mesh_testarrayelement	use glBegin(GL_TRIANGLES);glArrayElement();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements)	0	
gl_mesh_testmanualfeeding	use glBegin(GL_TRIANGLES);glTexCoord2f();glVertex3f();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements)	0	
gl_paranoid	enables OpenGL error checking and other tests	0	
gl_picmip	reduces resolution of textures by powers of 2, for example 1 will halve width/height, reducing texture memory usage by 75%	1	
gl_polyblend	tints view while underwater, hurt, etc	1	
gl_printcheckerror	prints all OpenGL error checks, useful to identify location of driver crashes	0	
gl_texture_anisotropy	anisotropic filtering quality (if supported by hardware), 1 sample (no anisotropy) and 8 sample (8 tap anisotropy) are recommended values	1	
gl_texturecompression	whether to compress textures, a value of 0 disables compression (even if the individual cvars are 1), 1 enables fast (low quality) compression at startup, 2 enables slow (high quality) compression at startup	0	
gl_texturecompression_2d	whether to compress 2d (hud/menu) textures other than the font	0	
gl_texturecompression_color	whether to compress colormap (diffuse) textures	1	
gl_texturecompression_gloss	whether to compress glossmap (specular) textures	1	
gl_texturecompression_glow	whether to compress glowmap (luma) textures	1	
gl_texturecompression_lightcubemaps	whether to compress light cubemaps (spotlights and other light projection images)	1	
gl_texturecompression_normal	whether to compress normalmap (normalmap) textures	0	
gl_texturecompression_q3bspdeluxemaps	whether to compress deluxemaps in q3bsp format levels (only levels compiled with q3map2 -deluxe have these)	0	

cvar	Funktion	Default-Wert	
gl_texturecompression_q3bspplightmaps	whether to compress lightmaps in q3bsp format levels	0	
gl_texturecompression_sky	whether to compress sky textures	1	
gl_vbo	make use of GL_ARB_vertex_buffer_object extension to store static geometry in video memory for faster rendering, 0 disables VBO allocation or use, 1 enables VBOs for vertex and triangle data, 2 only for vertex data, 3 for vertex data and triangle data of simple meshes (ones with only one surface)	3	

[Zurück zur Nexuiz cvars Übersicht](#)

From:

<https://www.mobile-infanterie.de/wiki/> - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=games:nexuiz_cvars_d_bis_g&rev=1455554817

Last update: **2016-02-15-16-46**

