# Nexuiz cvars s

| cvar | Funktion | Default-Wert |
|---|---|---|
| registered | indicates if this is running registered quake (whether gfx/pop.lmp was found) | 1 |
| samelevel | repeats same level if level ends (due to timelimit or someone hitting an exit) | 0 |
| saved1 | unused cvar in quake that is saved to config.cfg on exit, can be used by mods | 0 |
| saved2 | unused cvar in quake that is saved to config.cfg on exit, can be used by mods | 0 |
| saved3 | unused cvar in quake that is saved to config.cfg on exit, can be used by mods | 0 |
| saved4 | unused cvar in quake that is saved to config.cfg on exit, can be used by mods | 0 |
| savedgamecfg | unused cvar in quake that is saved to config.cfg on exit, can be used by mods | 0 |
| sbar_alpha_bg | opacity value of the statusbar background image | 0.7 |
| sbar_alpha_fg | opacity value of the statusbar weapon/item icons and numbers | 1 |
| sbar_border_thickness | scoreboard border tickness | 1 |
| sbar_color_bg_b | blue color component of the HUD background | 0.17 |
| sbar_color_bg_g | green color component of the HUD background | 0.25 |
| sbar_color_bg_r | red color component of the HUD background | 0 |
| sbar_color_bg_team | team color multiplier of the HUD background | 0.5 |
| sbar_columns | custom cvar | default |
| sbar_flagstatus_pos | pixel position of the Nexuiz flag status icons, from the bottom | 115 |
| sbar_flagstatus_right | moves Nexuiz flag status icons to the right | 0 |
| sbar_fontsize | custom cvar | 11 |
| sbar_gametime | shows an overlay for the time left in the current match/level (or current game time if there is no timelimit set) | 1 |
| sbar_hud_accuracy | 1 = weapon accuracy on HUD | 0 |
| sbar_hudselector | selects which of the builtin hud layouts to use (meaning is somewhat dependent on gamemode, so nexuiz has a very different set of hud layouts than quake for example) | 1 |
| sbar_increment_maptime | set to 1 if you prefer an increasing hud timer | 0 |
| sbar_info_pos | pixel position of the info strings (such as showfps), from the bottom | 50 |
| sbar_miniscoreboard_size | sets the size of the mini deathmatch overlay in items, or disables it when set to 0, or sets it to a sane default when set to -1 | -1 |
| sbar_scoreboard_alpha_bg | scoreboard background alpha | 0.28 |
| sbar_scoreboard_highlight | enable highlighting for rows and columns in the scoreboard | 1 |
| sbar_scorerank | shows an overlay for your score (or team score) and rank in the scoreboard | 1 |
| sbar_showbinds | 0 disables display of keybinds, 1 enables it, 2 displays longer strings | 1 |
| sbar_showbinds_limit | display so many found keybinds, 0 for unlimited | 2 |
| sbar_showcurrentammo | set to 1 to see only the ammo of the current ammo or 0 to see all 4 ammo counts | 0 |
| sbar_width | custom cvar | 560 |
| scr_centersize | custom cvar | 11 |
| scr_centertime | how long centerprint messages show | 2 |
| scr_conalpha | opacity of console background | 0.8 |
| scr_conbrightness | brightness of console background (0 = black, 1 = image) | 0.2 |
| scr_conforcewhiledisconnected | forces fullscreen console while disconnected | 1 |
| scr_menuforcewhiledisconnected | forces menu while disconnected | 0 |
| scr_printspeed | speed of intermission printing (episode end texts), a value of 0 disables the slow printing | 0 |
| scr_refresh | allows you to completely shut off rendering for benchmarking purposes | 1 |
| scr_screenshot_gammaboost | gamma correction on saved screenshots and videos, 1.0 saves unmodified images | 1 |
| scr_screenshot_hwgamma | apply the video gamma ramp to saved screenshots and videos | 1 |
| scr_screenshot_jpeg | save jpeg instead of targa | 1 |
| scr_screenshot_jpeg_quality | image quality of saved jpeg | 0.9 |
| scr_screenshot_name | prefix name for saved screenshots (changes based on -game commandline, as well as which game mode is running; the date is encoded using strftime escapes) | nexuiz |
| scr_stipple | interlacing-like stippling of the display | 0 |
| scr_zoomwindow | displays a zoomed in overlay window | 0 |
| scr_zoomwindow_fov | fov of zoom window | 20 |
| scr_zoomwindow_viewsizex | horizontal viewsize of zoom window | 20 |
| scr_zoomwindow_viewsizey | vertical viewsize of zoom window | 20 |
| scratch1 | unused cvar in quake, can be used by mods | 0 |
| scratch2 | unused cvar in quake, can be used by mods | 0 |

| cvar | Funktion | Default-Wert |
|---|---|---|
| scratch3 | unused cvar in quake, can be used by mods | 0 |
| scratch4 | unused cvar in quake, can be used by mods | 0 |
| sensitivity | mouse speed multiplier | 6 |
| serverconfig | custom cvar | server.cfg |
| settemp_list | custom cvar | 0 |
| settemp_var | custom cvar | _settemp_x |
| showbrand | shows gfx/brand.tga in a corner of the screen (different values select different positions, including centered) | 3 |
| showdate | shows current date (useful on screenshots) | 0 |
| showdate_format | format string for date | %Y-%m-%d |
| showfps | shows your rendered fps (frames per second) | 0 |
| shownetgraph | shows a graph of packet sizes and other information, 0 = off, 1 = show client netgraph, 2 = show client and server netgraphs (when hosting a server) | 0 |
| showpause | show pause icon when game is paused | 1 |
| showram | show ram icon if low on surface cache memory (not used) | 1 |
| showsound | shows number of active sound sources, sound latency, and other statistics | 0 |
| showspeed | shows your current speed (qu per second); number selects unit: 1 = qu/s, 2 = m/s, 3 = km/h, 4 = mph, 5 = knots | 0 |
| showtime | shows current time of day (useful on screenshots) | 0 |
| showtime_format | format string for time of day | %H:%M:%S |
| showtopspeed | shows your top speed (kept on screen for max 3 seconds); value -1 takes over the unit from showspeed, otherwise it's an unit number just like in showspeed | 0 |
| showturtle | show turtle icon when framerate is too low | 0 |
| skill | difficulty level of game, affects monster layouts in levels, 0 = easy, 1 = normal, 2 = hard, 3 = nightmare (same layout as hard but monsters fire twice) | 1 |
| skill_auto | when 1, „skill" gets adjusted to match the best player on the map | 0 |
| skin | QW player skin name (example: base) | |
| slowmo | controls game speed, 0.5 is half speed, 2 is double speed | 1.0 |
| snd_channellayout | channel layout. Can be 0 (auto - snd_restart needed), 1 (standard layout), or 2 (ALSA layout) | 0 |
| snd_channels | number of channels for the sound ouput (2 for stereo; up to 8 supported for 3D sound) | 2 |
| snd_csqcchannel0volume | volume multiplier of the auto-allocate entity channel of the world entity | 1 |
| snd_csqcchannel1volume | volume multiplier of the 1st entity channel of the world entity | 1 |
| snd_csqcchannel2volume | volume multiplier of the 2nd entity channel of the world entity | 1 |
| snd_csqcchannel3volume | volume multiplier of the 3rd entity channel of the world entity | 1 |
| snd_csqcchannel4volume | volume multiplier of the 4th entity channel of the world entity | 1 |
| snd_csqcchannel5volume | volume multiplier of the 5th entity channel of the world entity | 1 |
| snd_csqcchannel6volume | volume multiplier of the 6th entity channel of the world entity | 1 |
| snd_csqcchannel7volume | volume multiplier of the 7th entity channel of the world entity | 1 |
| snd_entchannel0volume | volume multiplier of the auto-allocate entity channel of regular entities | 1 |
| snd_entchannel1volume | volume multiplier of the 1st entity channel of regular entities | 1 |
| snd_entchannel2volume | volume multiplier of the 2nd entity channel of regular entities | 1 |
| snd_entchannel3volume | volume multiplier of the 3rd entity channel of regular entities | 1 |
| snd_entchannel4volume | volume multiplier of the 4th entity channel of regular entities | 1 |
| snd_entchannel5volume | volume multiplier of the 5th entity channel of regular entities | 1 |
| snd_entchannel6volume | volume multiplier of the 6th entity channel of regular entities | 1 |
| snd_entchannel7volume | volume multiplier of the 7th entity channel of regular entities | 1 |
| snd_initialized | indicates the sound subsystem is active | 1 |
| snd_mutewhenidle | whether to disable sound output when game window is inactive | 1 |
| snd_noextraupdate | disables extra sound mixer calls that are meant to reduce the chance of sound breakup at very low framerates | 0 |
| snd_playerchannel0volume | volume multiplier of the auto-allocate entity channel of player entities | 1 |
| snd_playerchannel1volume | volume multiplier of the 1st entity channel of player entities | 1 |
| snd_playerchannel2volume | volume multiplier of the 2nd entity channel of player entities | 1 |
| snd_playerchannel3volume | volume multiplier of the 3rd entity channel of player entities | 1 |
| snd_playerchannel4volume | volume multiplier of the 4th entity channel of player entities | 1 |

| cvar | Funktion | Default-Wert |
|---|---|---|
| snd_playerchannel5volume | volume multiplier of the 5th entity channel of player entities | 1 |
| snd_playerchannel6volume | volume multiplier of the 6th entity channel of player entities | 1 |
| snd_playerchannel7volume | volume multiplier of the 7th entity channel of player entities | 1 |
| snd_precache | loads sounds before they are used | 1 |
| snd_show | shows some statistics about sound mixing | 0 |
| snd_soundradius | radius of weapon sounds and other standard sound effects (monster idle noises are half this radius and flickering light noises are one third of this radius) | 2000 |
| snd_spatialization_control | enable spatialization control (headphone friendly mode) | 0 |
| snd_spatialization_max | maximum spatialization of sounds | 0.95 |
| snd_spatialization_max_radius | use maximum spatialization below this radius | 100 |
| snd_spatialization_min | minimum spatializazion of sounds | 0.70 |
| snd_spatialization_min_radius | use minimum spatialization above to this radius | 10000 |
| snd_spatialization_power | exponent of the spatialization falloff curve (0: logarithmic) | 0 |
| snd_speed | sound output frequency, in hertz | 48000 |
| snd_staticvolume | volume of ambient sound effects (such as swampy sounds at the start of e1m2) | 1 |
| snd_streaming | enables keeping compressed ogg sound files compressed, decompressing them only as needed, otherwise they will be decompressed completely at load (may use a lot of memory) | 1 |
| snd_swapstereo | swaps left/right speakers for old ISA soundblaster cards | 0 |
| snd_width | sound output precision, in bytes (1 and 2 supported) | 2 |
| snd_worldchannel0volume | volume multiplier of the auto-allocate entity channel of the world entity | 1 |
| snd_worldchannel1volume | volume multiplier of the 1st entity channel of the world entity | 1 |
| snd_worldchannel2volume | volume multiplier of the 2nd entity channel of the world entity | 1 |
| snd_worldchannel3volume | volume multiplier of the 3rd entity channel of the world entity | 1 |
| snd_worldchannel4volume | volume multiplier of the 4th entity channel of the world entity | 1 |
| snd_worldchannel5volume | volume multiplier of the 5th entity channel of the world entity | 1 |
| snd_worldchannel6volume | volume multiplier of the 6th entity channel of the world entity | 1 |
| snd_worldchannel7volume | volume multiplier of the 7th entity channel of the world entity | 1 |
| sv_accelerate | rate at which a player accelerates to sv_maxspeed | 8 |
| sv_adminnick | nick name to use for admin messages instead of host name | |
| sv_aim | maximum cosine angle for quake's vertical autoaim, a value above 1 completely disables the autoaim, quake used 0.93 | 2 |
| sv_airaccel_qw | ratio of QW-style air control as opposed to simple acceleration | 0.95 |
| sv_airaccel_sideways_friction | anti-sideways movement stabilization (reduces speed gain when zigzagging) | 0.35 |
| sv_airaccelerate | rate at which a player accelerates to sv_maxairspeed while in the air, if less than 0 the sv_accelerate variable is used instead | 5.5 |
| sv_aircontrol | CPMA-style air control | 0 |
| sv_airstopaccelerate | when set, replacement for sv_airaccelerate when moving backwards | 0 |
| sv_airstrafeaccelerate | when set, replacement for sv_airaccelerate when just strafing | 0 |
| sv_allow_shownames | custom cvar | 1 |
| sv_allowdownloads | whether to allow clients to download files from the server (does not affect http downloads) | 1 |
| sv_allowdownloads_archive | whether to allow downloads of archives (pak/pk3) | 0 |
| sv_allowdownloads_config | whether to allow downloads of config files (cfg) | 0 |
| sv_allowdownloads_dlcache | whether to allow downloads of dlcache files (dlcache/) | 0 |
| sv_allowdownloads_inarchive | whether to allow downloads from archives (pak/pk3) | 1 |
| sv_areagrid_mingridsize | minimum areagrid cell size, smaller values work better for lots of small objects, higher values for large objects | 64 |
| sv_autodemo_perclient | set to 1 to enable autorecorded per-client demos (they'll start to record at the beginning of a match); set it to 2 to also record client→server packets (for debugging) | 0 |
| sv_autodemo_perclient_nameformat | The format of the sv_autodemo_perclient filename, followed by the map name, the client number and the IP address + port number, separated by underscores (the date is encoded using strftime escapes) | sv_autodemos/%Y-%m-%d_%H-%M |
| sv_autoscreenshot | if set to 1, the server forces all clients to create a local screenshot once the map ended | 0 |
| sv_cheats | enables cheat commands in any game, and cheat impulses in dpmod | 0 |
| sv_checkforpacketsduringsleep | uses select() function to wait between frames which can be interrupted by packets being received, instead of Sleep()/usleep()/SDL_Sleep() functions which do not check for packets | 0 |

| cvar | Funktion | Default-Wert |
|---|---|---|
| sv_clmovement_enable | whether to allow clients to use cl_movement prediction, which can cause choppy movement on the server which may annoy other players | 1 |
| sv_clmovement_inputtimeout | when a client does not send input for this many seconds, force them to move anyway (unlike QuakeWorld) | 0.2 |
| sv_clmovement_maxnetfps | max amount of movement packets to accept per second | 0 |
| sv_clmovement_minping | if client ping is below this time in milliseconds, then their ability to use cl_movement prediction is disabled for a while (as they don't need it) | 0 |
| sv_clmovement_minping_disabletime | when client falls below minping, disable their prediction for this many milliseconds (should be at least 1000 or else their prediction may turn on/off frequently) | 1000 |
| sv_clones | number of clones a player may make (reset by the „kill" command) | 0 |
| sv_cullentities_nevercullbmodels | if enabled the clients are always notified of moving doors and lifts and other submodels of world (warning: eats a lot of network bandwidth on some levels!) | 0 |
| sv_cullentities_pvs | fast but loose culling of hidden entities | 1 |
| sv_cullentities_stats | displays stats on network entities culled by various methods for each client | 0 |
| sv_cullentities_trace | somewhat slow but very tight culling of hidden entities, minimizes network traffic and makes wallhack cheats useless | 1 |
| sv_cullentities_trace_delay | number of seconds until the entity gets actually culled | 1 |
| sv_cullentities_trace_delay_players | number of seconds until the entity gets actually culled if it is a player entity | 0.2 |
| sv_cullentities_trace_enlarge | box enlargement for entity culling | 0 |
| sv_cullentities_trace_prediction | also trace from the predicted player position | 1 |
| sv_cullentities_trace_samples | number of samples to test for entity culling | 1 |
| sv_cullentities_trace_samples_extra | number of samples to test for entity culling when the entity affects its surroundings by e.g. dlight | 2 |
| sv_cullentities_trace_samples_players | number of samples to test for entity culling when the entity is a player entity | 8 |
| sv_curl_defaulturl | default autodownload source URL | http://www.nexuiz.com/contentdownload/getmap.php?file= |
| sv_curl_serverpackages | list of required files for the clients, separated by spaces | |
| sv_debugmove | disables collision detection optimizations for debugging purposes | 0 |
| sv_defaultcharacter | master switch, if set to 1 the further configuration for replacing all player models, skins and colors is taken from the sv_defaultplayermodel, sv_defaultplayerskin and sv_defaultplayercolors variables | 0 |
| sv_defaultplayercolors | set to 16*shirt+pants to force a color, note: it does NOT depend on defaultcharacter! Set to „" to disable | |
| sv_defaultplayermodel | default model selection, only works if sv_defaultcharacter is set to 1 | models/player/nexus.zym |
| sv_defaultplayermodel_blue | „" means see sv_defaultplayermodel | |
| sv_defaultplayermodel_pink | „" means see sv_defaultplayermodel | |
| sv_defaultplayermodel_red | „" means see sv_defaultplayermodel | |
| sv_defaultplayermodel_yellow | „" means see sv_defaultplayermodel | |
| sv_defaultplayerskin | each model has 1 or more skins (combination of model and skin = character), set which skin of the model you wish the default character to have, only works if sv_defaultcharacter is set to 1 | 0 |
| sv_defaultplayerskin_blue | custom cvar | 0 |
| sv_defaultplayerskin_pink | custom cvar | 0 |
| sv_defaultplayerskin_red | custom cvar | 0 |
| sv_defaultplayerskin_yellow | custom cvar | 0 |
| sv_doublejump | allow Quake 2-style double jumps | 0 |
| sv_echobprint | prints gamecode bprint() calls to server console | 1 |
| sv_entpatch | enables loading of .ent files to override entities in the bsp (for example Threewave CTF server pack contains .ent patch files enabling play of CTF on id1 maps) | 1 |
| sv_eventlog | the master switch for efficiency reasons | 0 |
| sv_eventlog_console | custom cvar | 1 |
| sv_eventlog_files | custom cvar | 0 |
| sv_eventlog_files_counter | custom cvar | 0 |
| sv_eventlog_files_nameprefix | custom cvar | nexuiz |
| sv_eventlog_files_namesuffix | custom cvar | .log |
| sv_eventlog_files_timestamps | custom cvar | 1 |
| sv_fixedframeratesingleplayer | allows you to use server-style timing system in singleplayer (don't run faster than sys_ticrate) | 1 |
| sv_foginterval | custom cvar | 0 |
| sv_freezenonclients | freezes time, except for players, allowing you to walk around and take screenshots of explosions | 0 |
| sv_friction | how fast you slow down | 7 |
| sv_friction_on_land | custom cvar | 0 |
| sv_gameplayfix_blowupfallenzombies | causes findradius to detect SOLID_NOT entities such as zombies and corpses on the floor, allowing splash damage to apply to them | 1 |
| sv_gameplayfix_delayprojectiles | causes entities to not move on the same frame they are spawned, meaning that projectiles wait until the next frame to perform their first move, giving proper interpolation and rocket trails, but making weapons harder to use at low framerates | 1 |

| cvar | Funktion | Default-Wert |
|---|---|---|
| sv_gameplayfix_droptofloorstartsolid | prevents items and monsters that start in a solid area from falling out of the level (makes droptofloor treat trace_startsolid as an acceptable outcome) | 0 |
| sv_gameplayfix_droptofloorstartsolid_nudgetocorrect | tries to nudge stuck items and monsters out of walls before droptofloor is performed | 1 |
| sv_gameplayfix_easierwaterjump | changes water jumping to make it easier to get out of water (exactly like in QuakeWorld) | 1 |
| sv_gameplayfix_findradiusdistancetobox | causes findradius to check the distance to the corner of a box rather than the center of the box, makes findradius detect bmodels such as very large doors that would otherwise be unaffected by splash damage | 1 |
| sv_gameplayfix_gravityunaffectedbyticrate | fix some ticrate issues in physics. | 0 |
| sv_gameplayfix_grenadebouncedownslopes | prevents MOVETYPE_BOUNCE (grenades) from getting stuck when fired down a downward sloping surface | 1 |
| sv_gameplayfix_multiplethinksperframe | allows entities to think more often than the server framerate, primarily useful for very high fire rate weapons | 1 |
| sv_gameplayfix_noairborncorpse | causes entities (corpses) sitting ontop of moving entities (players) to fall when the moving entity (player) is no longer supporting them | 1 |
| sv_gameplayfix_setmodelrealbox | fixes a bug in Quake that made setmodel always set the entity box to ('-16 -16 -16', '16 16 16') rather than properly checking the model box, breaks some poorly coded mods | 1 |
| sv_gameplayfix_slidemoveprojectiles | allows MOVETYPE_FLY/FLYMISSILE/TOSS/BOUNCE/BOUNCEMISSILE entities to finish their move in a frame even if they hit something, fixes 'gravity accumulation' bug for grenades on steep slopes | 1 |
| sv_gameplayfix_stepdown | attempts to step down stairs, not just up them (prevents the familiar thud..thud..thud.. when running down stairs and slopes) | 0 |
| sv_gameplayfix_stepwhilejumping | applies step-up onto a ledge even while airborn, useful if you would otherwise just-miss the floor when running across small areas with gaps (for instance running across the moving platforms in dm2, or jumping to the megahealth and red armor in dm2 rather than using the bridge) | 1 |
| sv_gameplayfix_swiminbmodels | causes pointcontents (used to determine if you are in a liquid) to check bmodel entities as well as the world model, so you can swim around in (possibly moving) water bmodel entities | 1 |
| sv_gameplayfix_upwardvelocityclearsongroundflag | prevents monsters, items, and most other objects from being stuck to the floor when pushed around by damage, and other situations in mods | 1 |
| sv_gentle | force gentle mode for everyone, also remove references to acts of killing from the messages | 0 |
| sv_gravity | how fast you fall (512 = roughly earth gravity) | 800 |
| sv_heartbeatperiod | how often to send heartbeat in seconds (only used if sv_public is 1) | 120 |
| sv_idealpitchscale | how much to look up/down slopes and stairs when not using freelook | 0.8 |
| sv_intermission_cdtrack | custom cvar | |
| sv_jumpstep | whether you can step up while jumping (sv_gameplayfix_stepwhilejumping must also be 1) | 1 |
| sv_jumpvelocity | cvar that can be used by QuakeC code for jump velocity | 300 |
| sv_loddistance1 | custom cvar | 1024 |
| sv_loddistance2 | custom cvar | 4096 |
| sv_logscores_bots | exclude bots by default | 0 |
| sv_logscores_console | print scores to server console | 0 |
| sv_logscores_file | print scores to file | 0 |
| sv_logscores_filename | filename | scores.log |
| sv_mapchange_delay | custom cvar | 5 |
| sv_master1 | user-chosen master server 1 | |
| sv_master2 | user-chosen master server 2 | |
| sv_master3 | user-chosen master server 3 | |
| sv_master4 | user-chosen master server 4 | |
| sv_masterextra1 | ghdigital.com - default master server 1 (admin: LordHavoc) | 69.59.212.88 |
| sv_masterextra2 | dpmaster.deathmask.net - default master server 2 (admin: Willis) | 64.22.107.125 |
| sv_masterextra3 | dpmaster.tchr.no - default master server 3 (admin: tChr) | 92.62.40.73 |
| sv_maxairspeed | maximum speed a player can accelerate to when airborn (note that it is possible to completely stop by moving the opposite direction) | 220 |
| sv_maxairstrafespeed | when set, replacement for sv_maxairspeed when just strafing | 0 |
| sv_maxidle | custom cvar | 0 |
| sv_maxidle_spectatorsareidle | custom cvar | 0 |
| sv_maxrate | upper limit on client rate cvar, should reflect your network connection quality | 1000000 |
| sv_maxspeed | maximum speed a player can accelerate to when on ground (can be exceeded by tricks) | 400 |
| sv_maxvelocity | universal speed limit on all entities | 1000000000 |
| sv_motd | custom cvar | |
| sv_newflymove | enables simpler/buggier player physics (not recommended) | 0 |
| sv_nostep | prevents MOVETYPE_STEP entities (monsters) from moving | 0 |

| cvar | Funktion | Default-Wert |
|---|---|---|
| sv_playerphysicsqc | enables QuakeC function to override player physics | 1 |
| sv_pogostick | don't require releasing the space bar for jumping again | 1 |
| sv_precacheitems | custom cvar | 0 |
| sv_precacheplayermodels | custom cvar | 1 |
| sv_precacheweapons | custom cvar | 0 |
| sv_progs | selects which quakec progs.dat file to run | progs.dat |
| sv_protocolname | selects network protocol to host for (values include QUAKE, QUAKEDP, NEHAHRAMOVIE, DP1 and up) | DP7 |
| sv_public | 1: advertises this server on the master server (so that players can find it in the server browser); 0: allow direct queries only; -1: do not respond to direct queries; -2: do not allow anyone to connect | 0 |
| sv_q3acompat_machineshotgunswap | settemp this in mapinfo for instant Q3A map conversion | 0 |
| sv_qcweaponanimation | custom cvar | 0 |
| sv_random_seed | random seed; when set, on every map start this random seed is used to initialize the random number generator. Don't touch it unless for benchmarking or debugging | |
| sv_ratelimitlocalplayer | whether to apply rate limiting to the local player in a listen server (only useful for testing) | 0 |
| sv_ready_restart | if set to 1 allow a map to be restarted once all players pressed the „ready" button' | 0 |
| sv_ready_restart_after_countdown | if set to 1 the players and map items are reset after the countdown ended, otherwise they're reset already at the beginning of the countdown | 0 |
| sv_ready_restart_repeatable | allows the players to restart the game as often as needed | 0 |
| sv_servermodelsonly | custom cvar | 1 |
| sv_sound_land | sound to play when MOVETYPE_STEP entity hits the ground at high speed (empty cvar disables the sound) | |
| sv_sound_watersplash | sound to play when MOVETYPE_FLY/TOSS/BOUNCE/STEP entity enters or leaves water (empty cvar disables the sound) | |
| sv_spectate | if set to 1, new clients are allowed to spectate or observe the game, if set to 0 joining clients spawn as players immediately (no specating) | 1 |
| sv_spectator_speed_multiplier | custom cvar | 1.5 |
| sv_status_privacy | do not show IP addresses in 'status' replies to clients | 1 |
| sv_status_show_qcstatus | show the 'qcstatus' field in status replies, not the 'frags' field. Turn this on if your mod uses this field, and the 'frags' field on the other hand has no meaningful value. | 1 |
| sv_stepheight | how high you can step up (TW_SV_STEPCONTROL extension) | 34 |
| sv_stopspeed | how fast you come to a complete stop | 100 |
| sv_timeout | allows a player to call a timeout, this will pause the game for some time | 0 |
| sv_timeout_leadtime | how long the players will be informed that a timeout was calledbefore it starts, in seconds | 4 |
| sv_timeout_length | how long the game will be paused at max, in seconds | 120 |
| sv_timeout_number | how many timeouts one player is allowed to call (gets reset after a restart) | 2 |
| sv_timeout_resumetime | how long the remaining timeout-time will be after a player called the resumegame command | 3 |
| sv_vote_call | users can call a vote for the above commands | 1 |
| sv_vote_change | set to 1 to allow to change you vote/mind | 0 |
| sv_vote_commands | these commands can be voted | restart fraglimit chmap gotomap endmatch reducematchtime extendmatchtime allready kick cointoss movetoteam_auto |
| sv_vote_majority_factor | which quotient of the PLAYERS constitute a majority? (try: 0.667, 0.75 when using the above) | 0.5 |
| sv_vote_master | users can call a vote to become master | 1 |
| sv_vote_master_commands | maybe add kickban here (but then sv_vote_master 0) | movetoteam_red movetoteam_blue movetoteam_yellow movetoteam_pink |
| sv_vote_master_password | when set, users can use „vlogin PASSWORD" to log in as master | |
| sv_vote_nospectators | if set only players can call a vote (thus spectators and observers can't call a vote) | 0 |
| sv_vote_only_commands | custom cvar | |
| sv_vote_override_mostrecent | custom cvar | 0 |
| sv_vote_simple_majority_factor | which quotient of the VOTERS constitute a majority too? (0 = off, otherwise it must be higher than or equal to sv_vote_majority_factor) | 0 |
| sv_vote_singlecount | set to 1 to count votes once after timeout or to 0 to count with every vote | 0 |
| sv_vote_stop | a player can not call a vote again for this many seconds when he stopped this vote (e.g. to correct it) | 15 |
| sv_vote_timeout | a vote will timeout after this many seconds | 60 |
| sv_vote_wait | a player can not call a vote again for this many seconds when his vote was not accepted | 120 |
| sv_wallfriction | how much you slow down when sliding along a wall | 1 |
| sv_warsowbunny_accel | how fast you accelerate until after reaching sv_maxspeed (it gets harder as you near sv_warsowbunny_topspeed) | 0.1593 |
| sv_warsowbunny_airforwardaccel | how fast you accelerate until you reach sv_maxspeed | 1.00001 |
| sv_warsowbunny_backtosideratio | lower values make it easier to change direction without losing speed; the drawback is „understeering" in sharp turns | 0.8 |

| cvar | Funktion | Default-Wert |
|------|----------|--------------|
| sv_warsowbunny_topspeed | soft speed limit (can get faster with rjs and on ramps) | 925 |
| sv_warsowbunny_turnaccel | max sharpness of turns (also master switch for the sv_warsowbunny_* mode; set this to 9 to enable) | 0 |
| sv_wateraccelerate | rate at which a player accelerates to sv_maxspeed while in the air, if less than 0 the sv_accelerate variable is used instead | -1 |
| sv_waterfriction | how fast you slow down, if less than 0 the sv_friction variable is used instead | -1 |
| sv_writepicture_quality | WritePicture quality offset (higher means better quality, but slower) | 10 |
| sys_colortranslation | terminal console color translation (supported values: 0 = strip color codes, 1 = translate to ANSI codes, 2 = no translation) | 1 |
| sys_specialcharactertranslation | terminal console conchars to ASCII translation (set to 0 if your conchars.tga is for an 8bit character set or if you want raw output) | 1 |
| sys_ticrate | how long a server frame is in seconds, 0.05 is 20fps server rate, 0.1 is 10fps (can not be set higher than 0.1), 0 runs as many server frames as possible (makes games against bots a little smoother, overwhelms network players), 0.0138889 matches QuakeWorld physics | 0.05 |
| sys_useclockgettime | use POSIX clock_gettime function (which has issues if the system clock speed is far off, as it can't get fixed by NTP) for timing rather than gettimeofday (which has issues if the system time is stepped by ntpdate, or apparently on some Xen installations) | 0 |
| sys_usenoclockbutbenchmark | don't use ANY real timing, and simulate a clock (for benchmarking); the game then runs as fast as possible. Run a QC mod with bots that does some stuff, then does a quit at the end, to benchmark a server. NEVER do this on a public server. | 0 |