Nexuiz cvars s

cvar	Funktion	Default-Wert
	indicates if this is running registered quake (whether	1
registered	gfx/pop.lmp was found)	
samelevel	repeats same level if level ends (due to timelimit or someone hitting an exit)	0
	unused cvar in quake that is saved to config.cfg on exit,	
saved1	can be used by mods	0
saved2	unused cvar in quake that is saved to config.cfg on exit,	0
	can be used by mods unused cvar in quake that is saved to config.cfg on exit,	
saved3	can be used by mods	0
saved4	unused cvar in quake that is saved to config.cfg on exit,	0
	can be used by mods unused cvar in guake that is saved to config.cfg on exit,	
savedgamecfg	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		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
	shows an overlay for the time left in the current	-
sbar_gametime	match/level (or current game time if there is no timelimit set)	1
sbar hud accuracy	1 = weapon accuracy on HUD	0
	selects which of the builtin hud layouts to use (meaning is	
sbar_hudselector	somewhat dependent on gamemode, so nexuiz has a very	1
sbar increment maptime	different set of hud layouts than quake for example) set to 1 if you prefer an increasing hud timer	0
	pixel position of the info strings (such as showfps), from	
sbar_info_pos	the bottom	50
	sets the size of the mini deathmatch overlay in items, or	
sbar_miniscoreboard_size	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	1
Sour-Seore Bourd_Inglinging	scoreboard	
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	1
_	longer strings	
sbar_showbinds_limit	display so many found keybinds, 0 for unlimited set to 1 to see only the ammo of the current ammo or 0 to	2
sbar_showcurrentammo	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 scr conforcewhiledisconnected	brightness of console background (0 = black, 1 = image) forces fullscreen console while disconnected	0.2
scr_comorcewhiledisconnected	forces menu while disconnected	0
_		0
scr_printspeed	of 0 disables the slow printing	U
scr_refresh	allows you to completely shut off rendering for benchmarking purposes	1
	gamma correction on saved screenshots and videos, 1.0	_
scr_screenshot_gammaboost	saves unmodified images	1
scr screenshot hwgamma	apply the video gamma ramp to saved screenshots and	1
scr screenshot jpeg	videos save jpeg instead of targa	1
scr_screenshot_jpeg scr_screenshot_jpeg_quality	image quality of saved jpeg	0.9
	prefix name for saved screenshots (changes based on -	
scr_screenshot_name	game commandline, as well as which game mode is	nexuiz
ser stipple	running; the date is encoded using strftime escapes)	0
scr_stipple scr zoomwindow	interlacing-like stippling of the display 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 sottoma v
settemp_var	custom cvar shows gfx/brand.tga in a corner of the screen (different	_settemp_x
showbrand	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) shows a graph of packet sizes and other information, 0 =	0
shownetgraph		0
showpause	show pause icon when game is paused	1
showram		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	1
	as hard but monsters fire twice)	
skill_auto	when 1, "skill" gets adjusted to match the best player on the map	0
skin	QW player skin name (example: base)	
slowmo	3	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 volume multiplier of the 3rd entity channel of the world	1
snd_csqcchannel3volume	entity volume multiplier of the 4th entity channel of the world	1
snd_csqcchannel4volume	entity volume multiplier of the 5th entity channel of the world	1
snd_csqcchannel5volume	volume multiplier of the 6th entity channel of the world	1
snd_csqcchannel6volume	volume multiplier of the 7th entity channel of the world	1
snd_csqcchannel7volume	entity volume multiplier of the auto-allocate entity channel of	1
snd_entchannel0volume	regular entities volume multiplier of the 1st entity channel of regular	1
snd_entchannel1volume	entities volume multiplier of the 2nd entity channel of regular	1
snd_entchannel2volume	entities volume multiplier of the 3rd entity channel of regular	1
snd_entchannel3volume	entities volume multiplier of the 4th entity channel of regular	1
snd_entchannel4volume	entities volume multiplier of the 5th entity channel of regular	1
snd_entchannel5volume	entities volume multiplier of the 6th entity channel of regular	1
snd_entchannel6volume	entities volume multiplier of the 7th entity channel of regular	1
snd_entchannel7volume	entities	
snd_initialized	indicates the sound subsystem is active	1
snd_mutewhenidle	whether to disable sound output when game window is inactive disables extra sound mixer calls that are meant to reduce	1
snd_noextraupdate	the chance of sound breakup at very low framerates volume multiplier of the auto-allocate entity channel of	0
snd_playerchannel0volume	player entities volume multiplier of the 1st entity channel of player	1
snd_playerchannel1volume	entities volume multiplier of the 1st entity channel of player volume multiplier of the 2nd entity channel of player	1
snd_playerchannel2volume	entities volume multiplier of the 2rd entity channel of player volume multiplier of the 3rd entity channel of player	1
snd_playerchannel3volume	entities	1

CUOT	Funktion	Default-Wert
cvar	volume multiplier of the 4th entity channel of player	
snd_playerchannel4volume	entities	1
snd_playerchannel5volume	entities	1
snd_playerchannel6volume	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	,	0
snd spatialization max	maximum spatialization of sounds	0.95
snd spatialization max 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	used 0.93	2
sv_airaccel_qw	acceleration	0.95
sv_airaccel_sideways_friction	wnen 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		0
sv_airstopaccelerate	when set, replacement for sv_airaccelerate when moving	0
sv_airstrafeaccelerate	when set replacement for sy pirassolerate when just	0
sv_allow_shownames		1
sv_allowdownloads	whether to allow clients to download files from the server (does not affect http downloads)	1
sv_allowdownloads_archive	9 17 7	0
sv_allowdownloads_config	3 3,	0
sv_allowdownloads_dlcache		0
sv_allowdownloads_inarchive		1
sv_areagrid_mingridsize	lots of small objects, higher values for large objects	64
sv_autodemo_perclient	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	date is encoded using strftime escapes)	sv_autodemos/%Y-%m-%d_%H-%M
sv_autoscreenshot	screenshot once the map ended	0
sv_cheats	enables cheat commands in any game, and cheat impulses in dpmod	0
sv_alirstrafeaccelerate sv_allow_shownames sv_allowdownloads sv_allowdownloads_archive sv_allowdownloads_config sv_allowdownloads_dlcache sv_allowdownloads_inarchive sv_areagrid_mingridsize sv_autodemo_perclient sv_autodemo_perclient_nameformat sv_autoscreenshot	backwards when set, replacement for sv_airaccelerate when just strafing custom cvar whether to allow clients to download files from the server (does not affect http downloads) whether to allow downloads of archives (pak/pk3) whether to allow downloads of config files (cfg) whether to allow downloads of dlcache files (dlcache/) whether to allow downloads from archives (pak/pk3) minimum areagrid cell size, smaller values work better for lots of small objects, higher values for large objects 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) 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) if set to 1, the server forces all clients to create a local screenshot once the map ended enables cheat commands in any game, and cheat impulses	0 1 1 0 0 0 0 0 1 1 64 0 sv_autodemos/%Y-%m-%d_%H-%M

	Eugletian	Dofoult Wort
cvar	Funktion uses select() function to wait between frames which can	Default-Wert
sv_checkforpacketsduringsleep	be interrupted by packets being received, instead of Sleep()/usleep()/SDL_Sleep() functions which do not check for packets	0
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
	number of samples to test for entity culling when the	2
sv_cullentities_trace_samples_extra	entity affects its surroundings by e.g. dlight number of samples to test for entity culling when the	8
sv_cullentities_trace_samples_players	entity is a player entity	
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 $sv_default$ character 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 sv_defaultplayerskin	"" means see sv_defaultplayermodel 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	0
and defaulture and the late	sv_defaultcharacter is set to 1	
sv_defaultplayerskin_blue	custom cvar	0
sv_defaultplayerskin_pink sv_defaultplayerskin_red	custom cvar	0
sv_defaultplayerskin_red 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 Povuiz
sv_eventlog_files_nameprefix sv_eventlog_files_namesuffix	custom cvar	nexuiz .log
sv_eventlog_files_filmestamps	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
	freezes time, except for players, allowing you to walk	
sv_freezenonclients	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

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interpolation and rocket traits, but making weapons harder to be out on the formationes. It is also all are too the control of		spawned, meaning that projectiles wait until the next	
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we game playfix _ setember protections where _ coasts first of the corner of a box _ makes f			-
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box rather than the center of the box, makes findrofusis detect principal such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such as very large doors that void and a such when fired on a doorword slopps surface a slow sentities to thick more of them than the server of the table very large that ve			
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checking the model box, breaks some poorly coded modes allows solv gameplayfix_slidemoveprojectiles sort gameplayfix_slidemoveprojectiles sort gameplayfix_stepown sort gam	ary managed as the same and the same		1
silvos MOVETPRE FLYFLYMSSILE/TOSS/BOUNCE/BOU	sv_garnepiaynx_setmodeirealbox		1
MOVETYPE_FLYFYMSISLE_PTOSSGOUNCE_REQUIRESSISLE entities to finish their move in a frame even if they hit something, thes' gravity accumulation buy for grenedes w gameplayfix_stepdown attempts to step slopes attempts to step down stains, not just up them (prevents and slopes) and slopes. w gameplayfix_stepdown applies step-up onto a ledge even while airtorn, useful if you would otherwise just-miss the floor when running across small areas with spaps (for instance running across the moving platforms in dirt, z, jumping to mit, z,			
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the familiar thud.thud.thud.when running down stairs and slopes) applies step-up onto a ledge even while airborn, useful if you would otherwise just miss the floor when running across small areas with apap (for instance running across the moving platforms in and 2, or jumple to the bridge) across small areas with apap (for instance running across the moving platforms in and 2, or jumple to the bridge) across small areas with apap (for instance running across the moving platforms in and 2, or jumple to the bridge) across small areas with apap (for instance running across the moving platforms in and 2, or jumple to the bridge) across small areas with apap (for instance running across the form when a liquid) to check through a liquid to ch			
and slopes) 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 driz, or jumping to the meghaeth and read amor in driz Tarhet than using the bridge) sv. gameplayfix_swiminbmodels causes pointcontents (used to determine if you are in a liqued) to check broade admor in driz Tarhet than using the bridge) sv. gameplayfix_swiminbmodels sv. gameplayfix_swiminbmodels prevents mondered, it is a state of the control of	sy gamenlayfix stendown		0
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maximum speed a player can accelerate to when on	sv_maxrate		1000000
igramma (manufacture of an analysis	sv_maxspeed	ground (can be exceeded by tricks)	400

cvar sv. maxvelocity	Funktion universal speed limit on all entities	Default-Wert 1000000000
sv_maxvelocity sv_motd	universal speed limit on all entities custom cvar	1000000000
_	enables simpler/huggier player physics (not	0
sv_newflymove	recommended)	
sv_nostep	prevents MOVETYPE_STEP entities (monsters) from moving	
sv_playerphysicsqc sv_pogostick	enables QuakeC function to override player physics don't require releasing the space bar for jumping again	1
sv precacheitems	custom cvar	0
sv_precacheplayermodels	custom cvar	1
sv_precacheweapons		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	The state of the s	0
sv_qcweaponanimation	custom cvar random seed; when set, on every map start this random	0
sv_random_seed	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	0
sv ready restart repeatable		0
sv_servermodelsonly	custom cvar	1
sv sound land	sound to play when MOVETYPE_STEP entity hits the ground	
3v_sound_iding	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		1.5
sv_status_privacy	do not show IP addresses in 'status' replies to clients show the 'gcstatus' field in status replies, not the 'frags'	1
sv_status_show_qcstatus	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	1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	100
sv_timeout	allows a player to call a timeout, this will pause the game for some time	0
	how long the players will be informed that a timeout was	
sv_timeout_leadtime	calledbefore it starts, in seconds	4
sv_timeout_length	3 3 1	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	-	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	cet to 1 to count votes once after timeout or to 0 to count	0
sv_vote_stop	a player can not call a vote again for this many seconds	15
sv vote timeout		60
sv vote wait	a player can not call a vote again for this many seconds	120
sv_vote_wait	when his vote was not accepted	1
S*_maininedon	Inow mach you slow down which shally along a wall	-

cvar	Funktion	Default-Wert
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
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	
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

Zurück zur Nexuiz cvars Übersicht

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