

# Nexuiz cvars t bis w

| cvar                   | Funktion  | Default-Wert                       |                                  |  |        |                                |
|------------------------|---|------------------------------------|----------------------------------|--|--------|--------------------------------|
| team                   | QW team (4 character limit, example: blue)  | none                               |                                  |  |        |                                |
| teamply                | teamply mode, values depend on mod but typically 0 = no teams, 1 = no team damage no self damage, 2 = team damage and self damage, some mods support 3 = no team damage but can damage self           | 0                                  |                                  |  |        |                                |
| teamply_default        | default teamply setting in team games. 1 = no friendly fire, self damage. 2 = friendly fire and self damage enabled. 3 = no friendly fire, but self damage enabled. 4 = obey the following four cvars | 4                                  |                                  |  |        |                                |
| teamply_lockonrestart  | it set to 1 in a team-based game, the teams are locked once all players readied up and the game restarted (no new players can join after restart unless using the server-command unlockteams)         | 0                                  |                                  |  |        |                                |
| temp1                  | general cvar for mods to use, in stock id1 this selects which death animation to use on players (0 = random death, other values select specific death scenes)   | 0                                  |                                  |  |        |                                |
| timeformat             | time format to use on timestamped console messages  | [%Y-%m-%d %H:%M:%S]                |                                  |  |        |                                |
| timelimit              | ends level at this time (in minutes)  | 0                                  |                                  |  |        |                                |
| timelimit_decrement    | custom cvar   | 5                                  |                                  |  |        |                                |
| timelimit_increment    | custom cvar   | 5                                  |                                  |  |        |                                |
| timelimit_max          | custom cvar   | 60                                 |                                  |  |        |                                |
| timelimit_min          | custom cvar   | 5                                  |                                  |  |        |                                |
| timelimit_override     | Time limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)  | -1                                 |                                  |  |        |                                |
| timelimit_overtime     | duration in minutes of one added overtime, added to the timelimit   | 2                                  |                                  |  |        |                                |
| timelimit_overtimes    | how many overtimes to add at max  | 0                                  |                                  |  |        |                                |
| timelimit_suddendeadth | number of minutes suddendeadth mode lasts after all overtimes were added and still no winner was found  | 5                                  |                                  |  |        |                                |
| timestamps             | prints timestamps on console messages   | 0                                  |                                  |  |        |                                |
| userbind1_description  | custom cvar   | team: quad soon                    |                                  |  |        |                                |
| userbind1_press        | custom cvar   | say_team quad soon                 |                                  |  |        |                                |
| userbind1_release      | custom cvar   |                                    |                                  |  |        |                                |
| userbind10_description | custom cvar   | team: roaming, icon                |                                  |  |        |                                |
| userbind10_press       | custom cvar   | say_team roaming (l:%l)            | 7) (h:%h                         | 7 a:%a   | 7 w:%w | 7); g_waypointsprite_team_here |
| userbind10_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind11_description | custom cvar   | team: attacking, icon              |                                  |  |        |                                |
| userbind11_press       | custom cvar   | say_team attacking (l:%l)          | 7) (h:%h                         | 7 a:%a   | 7 w:%w | 7); g_waypointsprite_team_here |
| userbind11_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind12_description | custom cvar   | team: killed flag, icon            |                                  |  |        |                                |
| userbind12_press       | custom cvar   | say_team killed flagcarrier (l:%y) | 7); g_waypointsprite_team_p      |  |        |                                |
| userbind12_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind13_description | custom cvar   | team: dropped flag, icon           |                                  |  |        |                                |
| userbind13_press       | custom cvar   | say_team dropped flag (l:%d)       | 7); g_waypointsprite_team_here_d |  |        |                                |
| userbind13_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind14_description | custom cvar   | team: drop gun, icon               |                                  |  |        |                                |
| userbind14_press       | custom cvar   | say_team dropped gun %w            | 7 (l:%l                          | 7); g_waypointsprite_team_here; wait; dropweapon |        |                                |
| userbind14_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind15_description | custom cvar   | team: drop flag/key, icon          |                                  |  |        |                                |
| userbind15_press       | custom cvar   | say_team dropped flag/key %w       | 7 (l:%l                          | 7); g_waypointsprite_team_here; wait; +use       |        |                                |
| userbind15_release     | custom cvar   | -use                               |                                  |  |        |                                |
| userbind16_description | custom cvar   | chat: nice one                     |                                  |  |        |                                |
| userbind16_press       | custom cvar   | say 😊 / nice one                   |                                  |  |        |                                |
| userbind16_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind17_description | custom cvar   | chat: good game                    |                                  |  |        |                                |
| userbind17_press       | custom cvar   | say good game                      |                                  |  |        |                                |
| userbind17_release     | custom cvar   |                                    |                                  |  |        |                                |
| userbind18_description | custom cvar   | chat: hi / good luck               |                                  |  |        |                                |

| cvar                   | Funktion  | Default-Wert                             |  |        |   |
|------------------------|---|--|--|--------|---|
| userbind18_press       | custom cvar   | say hi / good luck and have fun          |  |        |   |
| userbind18_release     | custom cvar   |  |  |        |   |
| userbind19_description | custom cvar   | scoreboard / chat history                |  |        |   |
| userbind19_press       | custom cvar   | +showscores;<br>+con_chat_maximize       |  |        |   |
| userbind19_release     | custom cvar   | -showscores; -<br>con_chat_maximize      |  |        |   |
| userbind2_description  | custom cvar   | team: free item, icon                    |  |        |   |
| userbind2_press        | custom cvar   | say_team free item %x                    | 7 (l:%y  | 7);    | g_waypointsprite_team_here_p                                |
| userbind2_release      | custom cvar   |  |  |        |   |
| userbind20_description | custom cvar   | toggle recording .avi                    |  |        |   |
| userbind20_press       | custom cvar   | toggle<br>cl_capturevideo                |  |        |   |
| userbind20_release     | custom cvar   |  |  |        |   |
| userbind21_description | custom cvar   | toggle fullscreen                        |  |        |   |
| userbind21_press       | custom cvar   | toggle<br>vid_fullscreen;<br>vid_restart |  |        |   |
| userbind21_release     | custom cvar   |  |  |        |   |
| userbind22_description | custom cvar   |  |  |        |   |
| userbind22_press       | custom cvar   |  |  |        |   |
| userbind22_release     | custom cvar   |  |  |        |   |
| userbind23_description | custom cvar   |  |  |        |   |
| userbind23_press       | custom cvar   |  |  |        |   |
| userbind23_release     | custom cvar   |  |  |        |   |
| userbind24_description | custom cvar   |  |  |        |   |
| userbind24_press       | custom cvar   |  |  |        |   |
| userbind24_release     | custom cvar   |  |  |        |   |
| userbind25_description | custom cvar   |  |  |        |   |
| userbind25_press       | custom cvar   |  |  |        |   |
| userbind25_release     | custom cvar   |  |  |        |   |
| userbind26_description | custom cvar   |  |  |        |   |
| userbind26_press       | custom cvar   |  |  |        |   |
| userbind26_release     | custom cvar   |  |  |        |   |
| userbind27_description | custom cvar   |  |  |        |   |
| userbind27_press       | custom cvar   |  |  |        |   |
| userbind27_release     | custom cvar   |  |  |        |   |
| userbind28_description | custom cvar   |  |  |        |   |
| userbind28_press       | custom cvar   |  |  |        |   |
| userbind28_release     | custom cvar   |  |  |        |   |
| userbind29_description | custom cvar   |  |  |        |   |
| userbind29_press       | custom cvar   |  |  |        |   |
| userbind29_release     | custom cvar   |  |  |        |   |
| userbind3_description  | custom cvar   | team: took item,<br>icon                 |  |        |   |
| userbind3_press        | custom cvar   | say_team took item (l:%l)                | 7); g_waypointsprite_team_here                         |        |   |
| userbind3_release      | custom cvar   |  |  |        |   |
| userbind30_description | custom cvar   |  |  |        |   |
| userbind30_press       | custom cvar   |  |  |        |   |
| userbind30_release     | custom cvar   |  |  |        |   |
| userbind31_description | custom cvar   |  |  |        |   |
| userbind31_press       | custom cvar   |  |  |        |   |
| userbind31_release     | custom cvar   |  |  |        |   |
| userbind32_description | custom cvar   |  |  |        |   |
| userbind32_press       | custom cvar   |  |  |        |   |
| userbind32_release     | custom cvar   |  |  |        |   |
| userbind4_description  | custom cvar   | team: negative                           |  |        |   |
| userbind4_press        | custom cvar   | say_team negative                        |  |        |   |
| userbind4_release      | custom cvar   |  |  |        |   |
| userbind5_description  | custom cvar   | team: positive                           |  |        |   |
| userbind5_press        | custom cvar   | say_team positive                        |  |        |   |
| userbind5_release      | custom cvar   |  |  |        |   |
| userbind6_description  | custom cvar   | team: need help,<br>icon                 |  |        |   |
| userbind6_press        | custom cvar   | say_team need help (l:%l)                | 7) (h:%h   | 7 a:%a | 7 w:%w 7); g_waypointsprite_team_helpme; cmd voice needhelp |
| userbind6_release      | custom cvar   |  |  |        |   |
| userbind7_description  | custom cvar   | team: enemy seen,<br>icon                |  |        |   |
| userbind7_press        | custom cvar   | say_team enemy seen (l:%y)               | 7); g_waypointsprite_team_danger_p; cmd voice incoming |        |   |
| userbind7_release      | custom cvar   |  |  |        |   |
| userbind8_description  | custom cvar   | team: flag seen, icon                    |  |        |   |
| userbind8_press        | custom cvar   | say_team flag seen (l:%y)                | 7); g_waypointsprite_team_here_p; cmd voice seenflag   |        |   |
| userbind8_release      | custom cvar   |  |  |        |   |
| userbind9_description  | custom cvar   | team: defending,<br>icon                 |  |        |   |
| userbind9_press        | custom cvar   | say_team defending (l:%l)                | 7) (h:%h   | 7 a:%a | 7 w:%w 7); g_waypointsprite_team_here                       |
| userbind9_release      | custom cvar   |  |  |        |   |
| v_brightness           | brightness of black, useful for monitors that are too dark                                  | 0  |  |        |   |
| v_centermove           | how long before the view begins to center itself (if freelook/+mlook/+jlook/+klook are off) | 0.15                                     |  |        |   |

| cvar                        | Funktion  | Default-Wert |  |  |  |
|-----------------------------|---|--------------|--|--|--|
| v_centerspeed               | how fast the view centers itself  | 500          |  |  |  |
| v_color_black_b             | desired color of black  | 0            |  |  |  |
| v_color_black_g             | desired color of black  | 0            |  |  |  |
| v_color_black_r             | desired color of black  | 0            |  |  |  |
| v_color_enable              | enables black-grey-white color correction curve controls  | 0            |  |  |  |
| v_color_grey_b              | desired color of grey   | 0.5          |  |  |  |
| v_color_grey_g              | desired color of grey   | 0.5          |  |  |  |
| v_color_grey_r              | desired color of grey   | 0.5          |  |  |  |
| v_color_white_b             | desired color of white  | 1            |  |  |  |
| v_color_white_g             | desired color of white  | 1            |  |  |  |
| v_color_white_r             | desired color of white  | 1            |  |  |  |
| v_contrast                  | brightness of white (values above 1 give a brighter image with increased color saturation, unlike v_gamma)  | 1            |  |  |  |
| v_contrastboost             | by how much to multiply the contrast in dark areas (1 is no change)   | 1            |  |  |  |
| v_deathtilt                 | whether to use sideways view when dead  | 0            |  |  |  |
| v_deathtiltangle            | what roll angle to use when tilting the view while dead   | 80           |  |  |  |
| v_flipped                   | mirror the screen (poor man's left handed mode)   | 0            |  |  |  |
| v_gamma                     | inverse gamma correction value, a brightness effect that does not affect white or black, and tends to make the image grey and dull  | 1.125000     |  |  |  |
| v_glsigamma                 | enables use of GLSL to apply gamma correction ramps if available (note: overrides v_hwgamma)  | 0            |  |  |  |
| v_hwgamma                   | enables use of hardware gamma correction ramps if available (note: does not work very well on Windows2000 and above), values are 0 = off, 1 = attempt to use hardware gamma, 2 = use hardware gamma whether it works or not | 1            |  |  |  |
| v_idlescale                 | how much of the quake 'drunken view' effect to use  | 0            |  |  |  |
| v_ipitch_cycle              | v_idlescale pitch speed   | 1            |  |  |  |
| v_ipitch_level              | v_idlescale pitch amount  | 0.3          |  |  |  |
| v_iroll_cycle               | v_idlescale roll speed  | 0.5          |  |  |  |
| v_iroll_level               | v_idlescale roll amount   | 0.1          |  |  |  |
| v_iyaw_cycle                | v_idlescale yaw speed   | 2            |  |  |  |
| v_iyaw_level                | v_idlescale yaw amount  | 0.3          |  |  |  |
| v_kickpitch                 | how much a view kick from damage pitches your view  | 0.6          |  |  |  |
| v_kickroll                  | how much a view kick from damage rolls your view  | 0.6          |  |  |  |
| v_kicktime                  | how long a view kick from damage lasts  | 0.5          |  |  |  |
| v_psycho                    | easter egg (does not work on Windows2000 or above)  | 0            |  |  |  |
| vid_bitsperpixel            | how many bits per pixel to render at (32 or 16, 32 is recommended)  | 32           |  |  |  |
| vid_conheight               | virtual height of 2D graphics system  | 600          |  |  |  |
| vid_conwidth                | virtual width of 2D graphics system   | 800          |  |  |  |
| vid_dgamouse                | make use of DGA mouse input   | 0            |  |  |  |
| vid_fullscreen              | use fullscreen (1) or windowed (0)  | 1            |  |  |  |
| vid_grabkeyboard            | whether to grab the keyboard when mouse is active (prevents use of volume control keys, music player keys, etc on some keyboards)   | 0            |  |  |  |
| vid_hardwaregammassupported | indicates whether hardware gamma is supported (updated by attempts to set hardware gamma ramps)   | 1            |  |  |  |
| vid_height                  | resolution  | 768          |  |  |  |
| vid_minheight               | minimum vid_height that is acceptable (to be set in default.cfg in mods)  | 0            |  |  |  |
| vid_minwidth                | minimum vid_width that is acceptable (to be set in default.cfg in mods)   | 0            |  |  |  |
| vid_mouse                   | whether to use the mouse in windowed mode (fullscreen always does)  | 1            |  |  |  |
| vid_netwmfullscreen         | make use _NET_WM_STATE_FULLSCREEN; turn this off if fullscreen does not work for you  | 0            |  |  |  |
| vid_pixelheight             | adjusts vertical field of vision to account for non-square pixels (1280x1024 on a CRT monitor for example)  | 1            |  |  |  |
| vid_refreshrate             | refresh rate to use, in hz (higher values flicker less, if supported by your monitor)   | 60           |  |  |  |

| cvar                 | Funktion  | Default-Wert |  |  |  |
|----------------------|---|--------------|--|--|--|
| vid_resizable        | 0: window not resizable, 1: resizable, 2: window can be resized but the framebuffer isn't adjusted  | 1            |  |  |  |
| vid_samples          | how many anti-aliasing samples per pixel to request from the graphics driver (4 is recommended, 1 is faster)  | 1            |  |  |  |
| vid_stereobuffer     | enables 'quad-buffered' stereo rendering for stereo shutterglasses, HMD (head mounted display) devices, or polarized stereo LCDs, if supported by your drivers                  | 0            |  |  |  |
| vid_stick_mouse      | have the mouse stuck in the center of the screen  | 0            |  |  |  |
| vid_userefreshrate   | set this to 1 to make vid_refreshrate used, or to 0 to let the engine choose a sane default   | 0            |  |  |  |
| vid_vsync            | sync to vertical blank, prevents 'tearing' (seeing part of one frame and part of another on the screen at the same time), automatically disabled when doing timedemo benchmarks | 0            |  |  |  |
| vid_width            | resolution  | 1024         |  |  |  |
| vid_x11_display      | nexuiz-linux-*.sh will use this to start nexuiz on an other/new X display   |              |  |  |  |
| viewsize             | how large the view should be, 110 disables inventory bar, 120 disables status bar   | 100          |  |  |  |
| volume               | volume of sound effects   | 0.5          |  |  |  |
| welcome_message_time | custom cvar   | 8            |  |  |  |

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Last update: 2016-02-15-16-55

