

# Console Variable

Console variables, or as usually abbreviated, cvars or convars are names of settings that are either entered via a game's or game server's console, or defined in a configuration file. Cvar definitions set the values of settings. E.g. the cvar `bot_minplayers = 3` defines the number of players per team the bots on a [Star Trek: Voyager Elite Force](#) server should fill the teams up to three players each.

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