

Nexuiz cvars g Part 1

cvar	Function	Default Value
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

cvar	Function	Default Value
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
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

cvar	Function	Default Value
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
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

cvar	Function	Default Value
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_amm0	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_amm0	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

cvar	Function	Default Value
g_balance_grenadelauncher_secondary_speed	custom cvar	1400
g_balance_grenadelauncher_secondary_speed_up	custom cvar	200
g_balance_hagar_primary_amm0	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
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_amm0	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_amm0	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_amm0	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

cvar	Function	Default Value
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
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

cvar	Function	Default Value
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

cvar	Function	Default Value
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
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_hpmmod	custom cvar	0.9
g_balance_rune_regen_combo_limitmod	custom cvar	1
g_balance_rune_regen_combo_regenrate	custom cvar	0.5
g_balance_rune_regen_combo_rotrate	custom cvar	1.5
g_balance_rune_regen_hpmmod	custom cvar	1.75
g_balance_rune_regen_limitmod	custom cvar	1
g_balance_rune_regen_regenrate	custom cvar	3.0
g_balance_rune_speed_atkrate	custom cvar	0.66

cvar	Function	Default Value
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
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

cvar	Function	Default Value
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_amm0	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_amm0	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_buigrigs	custom cvar	0
g_buigrigs_accel	acceleration	800
g_buigrigs_air_steering	NFS bug emulation	1
g_buigrigs_angle_smoothing	smooth the car angle a bit, looks nice	5

cvar	Function	Default Value
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
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

cvar	Function	Default Value
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

cvar	Function	Default Value
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	Team-Strafe für's Fallenlassen der Flagge (meistens durch Frag)	2
g_ctf_flagpenalty_returned	Team-Strafe für's Zurückbringen der gegnerischen Flagge durch den Gegner	1
g_ctf_flagpenalty_suicidedrop	Team-Strafe für's Fallenlassen der Flagge durch Selbstmord	2

cvar	Function	Default Value
g_ctf_flagscore_capture	Team-Punkte für's Abliefern der gegnerischen Flagge in der eigenen Basis	28
g_ctf_flagscore_kill	Team-Punkte für's Fragen des gegnerischen Flaggenträgers	2
g_ctf_flagscore_pickup_base	Team-Punkte für's Flagge aufnehmen in der gegnerischen Basis, default ist absichtlich negativ	-3
g_ctf_flagscore_pickup_dropped_early	Team-Punkte für frühes abwerfen/gefraggt werden mit der Flagge	2
g_ctf_flagscore_pickup_dropped_late	Team-Punkte für spätes abwerfen/gefraggt werden mit der Flagge	2
g_ctf_flagscore_return	Team-Punkte für das Zurückbringen der eigenen Flagge	5
g_ctf_flagscore_return_by_killer	Team-Punkte für das Zurückbringen der Flagge und vorangegangenes Fraggendes Flaggenträgers	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_frgs	1: regular frags give no points	0
g_ctf_personalpenalty_drop	Punkteabzug für's Fallenlassen der Flagge	2
g_ctf_personalpenalty_returned	Punkteabzug für's zulassen des Flagge zurückbringens durch den Gegner	1
g_ctf_personalpenalty_suicidedrop	Punkteabzug für Selbstmord während man die Flagge trägt	2
g_ctf_personalscore_capture	Punkte für's in die eigene Basis bringen der gegnerischen Flagge	28
g_ctf_personalscore_kill	Punkte für's Fragen eines Gegners	2

cvar	Function	Default Value
g_ctf_personalscore_pickup_base	Punkte für's stehen der gegnerischen Flagge in dessen Basis (default-Wert ist ein Punkteabzug, weil negativ)	-3
g_ctf_personalscore_pickup_dropped_early	Punkte für's herbeiführen eines gegnerischen Drops nach kurzer Zeit	2
g_ctf_personalscore_pickup_dropped_late	Punkte für's herbeiführen eines gegnerischen Drops nach längerer Zeit	2
g_ctf_personalscore_return	Punkte für's Zurückbringen der eigenen Flagge	5
g_ctf_personalscore_return_by_killer	Punkte für's Zurückbringen der Flagge durch den Angreifer des Flaggenträgers	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

cvar	Function	Default Value
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_frgs	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

cvar	Function	Default Value
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

cvar	Function	Default Value
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
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	+*

cvar	Function	Default Value
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

cvar	Function	Default Value
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
g_maxpushtime	timeout for kill credit when your damage knocks someone into a death trap	8.0

cvar	Function	Default Value
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

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