Nexuiz cvars h to r

cvar	Function	Default Value
halflifebsp	indicates the current map is hlbsp format (useful to know because of different bounding box sizes)	0
host_framerate	locks frame timing to this value in seconds, 0.05 is 20fps for example, note that this can easily run too fast, use cl_maxfps if you want to limit your framerate instead, or sys_ticrate to limit server speed	0
host_sleep	gives up some processing time to other applications each frame, value in milliseconds	0
host_speeds	reports how much time is used in server/graphics/sound	0
hostname	server message to show in server browser	Nexuiz 2.5svn Server
in_pitch_max	how far upward you can aim (quake used 80	90
in_pitch_min	how far downward you can aim (quake used -70	-90
joy_deadzoneforward	custom cvar	0.05
joy_deadzonepitch	custom cvar	0.05
joy_deadzoneside	custom cvar	0.05
joy_deadzoneup	custom cvar	0.05
joy_deadzoneyaw	custom cvar	0.05
joy_sensitivitypitch	custom cvar	0.9
joy_sensitivityyaw	custom cvar	-1.8
joyadvanced	custom cvar	1
joyadvaxisr	custom cvar	2
joyadvaxisx	custom cvar	3
joyadvaxisy	custom cvar	1
joyadvaxisz	custom cvar	4
joypitchsensitivity	custom cvar	0.9
joysidesensitivity	custom cvar	1.0
joyyawsensitivity	custom cvar	-1.8
lastlevel	custom cvar	
leadlimit	custom cvar	0
leadlimit_override	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
locs_enable	enables replacement of certain % codes in chat messages: %l (location), %d (last death location), %h (health), %a (armor), %x (rockets), %c (cells), %r (rocket launcher status), %p (powerup status), %w (weapon status), %t (current time in level)	0
locs_show	shows defined locations for editing purposes	0
log_dest_udp	UDP address to log messages to (in QW rcon compatible format); multiple destinations can be separated by spaces; DO NOT SPECIFY DNS NAMES HERE	
log_file	filename to log messages to	
lookspring	returns pitch to level with the floor when no longer holding a pitch key	0
lookstrafe	move instead of turning	0
m_accelerate	mouse acceleration factor (try 2)	1
m_accelerate_filter	mouse acceleration factor filtering	0.1
m_accelerate_maxspeed	above this speed, full acceleration is done	10000
m_accelerate_minspeed	below this speed, no acceleration is done	5000
m_filter	smoothes mouse movement, less responsive but smoother aiming	0
m_forward	mouse forward speed multiplier	1
m_pitch	mouse pitch speed multiplier	22
m_side	mouse side speed multiplier	0.8
m_yaw	mouse yaw speed multiplier	22
menu_cdtrack	custom cvar	brokenlight
menu_maxplayers	maxplayers value when the menu starts a game	8
menu_mouse_absolute	TODO make this seta if the engine understands this right	0
menu_mouse_speed	speed multiplier for the mouse in the menu (does not affect in-game aiming)	1
menu_options_colorcontrol_correctionvalue	intensity value that matches up to white/black dither pattern, should be 0.5 for linear color	0.5
menu_skin	custom cvar	wickedz

cvar	Function	Default Value
menu_slist_modfilter	custom cvar	=
menu_slist_showempty	show servers even if they are no empty and have no opponents to play against	1
menu_slist_showfull	show servers even if they are full and have no slots to join	1
menu_slowmo	custom cvar	1
menu_updatecheck	custom cvar	1
menu_use_default_hostname	custom cvar	1
menu_vid_conheight	custom cvar	600
menu_vid_conwidth	custom cvar	800
menu_video_played	custom cvar	1
menu_weaponarena_with_laser	also enable the Laser in this weapon arena	0
minplayers	number of players playing at the same time (if not enough real players are there the remaining slots are filled with bots)	0
mod_alias_supporttagscale	support scaling factors in bone/tag attachment matrices as supported by MD3	1
mod_q3bsp_curves_collisions	enables collisions with curves (SLOW)	1
mod_q3bsp_curves_collisions_stride	collisions against curves: optimize performance by doing a combined collision check for this triangle amount first	16
mod_q3bsp_curves_stride	particle effect collisions against curves: optimize performance by doing a combined collision check for this triangle amount first	16
mod_q3bsp_debugtracebrush	selects different tracebrush bsp recursion algorithms (for debugging purposes only)	0
mod_q3bsp_lightmapmergepower	merges the quake3 128×128 lightmap textures into larger lightmap group textures to speed up rendering, 1 = 256×256, 2 = 512×512, 3 = 1024×1024, 4 = 2048×2048, 5 = 4096×4096, ...	3
mod_q3bsp_nolightmaps	do not load lightmaps in Q3BSP maps (to save video RAM, but be warned: it looks ugly)	0
mod_q3bsp_optimizedtraceline	whether to use optimized traceline code for line traces (as opposed to tracebox code)	1

cvar	Function	Default Value
net_address	network address to open ipv4 ports on (if empty, use default interfaces)	
net_address_ipv6	network address to open ipv6 ports on (if empty, use default interfaces)	
net_connectfloodblockingtimeout	when a connection packet is received, it will block all future connect packets from that IP address for this many seconds (cuts down on connect floods)	5
net_connecttimeout	after requesting a connection, the client must reply within this many seconds or be dropped (cuts down on connect floods). Must be above 10 seconds.	30
net_messagetimeout	drops players who have not sent any packets for this many seconds	300
net_slist_favorites	contains a list of IP addresses and ports to always query explicitly	
net_slist_maxtries	how many times to ask the same server for information (more times gives better ping reports but takes longer)	3
net_slist_pause	when set to 1, the server list won't update until it is set back to 0	0
net_slist_queriesperframe	maximum number of server information requests to send each rendered frame (guards against low framerates causing problems)	4
net_slist_queriespersecond	how many server information requests to send per second	20
net_slist_timeout	how long to listen for a server information response before giving up	4
nextmap	override the maplist when switching to the next map	
noaim	QW option to disable vertical autoaim	1
noexit	kills anyone attempting to use an exit	0
nomonsters	unused cvar in quake, can be used by mods	0
nosound	disables sound	0
pausable	allow players to pause or not	0
port	server port for players to connect to	26000

cvar	Function	Default Value
pr_checkextension	indicates to QuakeC that the standard quakec extensions system is available (if 0, quakec should not attempt to use extensions)	1
prvm_backtraceforwarnings	print a backtrace for warnings too	0
prvm_errordump	write a savegame on crash to crash-server.dmp	0
prvm_leaktest	try to detect memory leaks in strings or entities	0
prvm_leaktest_ignore_classnames	classnames of entities to NOT leak check because they are found by find(world, classname, ...) but are actually spawned by QC code (NOT map entities)	ctf_team dom_team tdm_team
prvm_statementprofiling	counts how many times each QuakeC statement has been executed, these counts are displayed in prvm_printfunction output (if enabled)	0
prvm_traceqc	prints every QuakeC statement as it is executed (only for really thorough debugging!)	0
qport	identification key for playing on qw servers (allows you to maintain a connection to a quakeworld server even if your port changes)	3099
quit_and_redirect	set to an IP to redirect all players at the end of the match to another server. Set to „self“ to let all players reconnect at the end of the match (use it to make seamless engine updates)	
quit_when_empty	set to 1, then the server exits when the next level would start but is empty	0
r_ambient	brightens map, value is 0-128	4
r_batchmode	selects method of rendering multiple surfaces with one driver call (values are 0, 1, 2, etc...)	1
r_bloom	enables bloom effect (makes bright pixels affect neighboring pixels)	0
r_bloom_blur	how large the glow is	4
r_bloom_brighten	how bright the glow is, after subtract/power	2

cvar	Function	Default Value
r_bloom_colorexponent	how exagerated the glow is	1
r_bloom_colorscale	how bright the glow is	1
r_bloom_colorsubtract	reduces bloom colors by a certain amount	125
r_bloom_resolution	what resolution to perform the bloom effect at (independent of screen resolution)	320
r_colormap_palette	name of a palette lmp file to override the shirt/pants colors of player models. It consists of 16 shirt colors, 16 scoreboard shirt colors, 16 pants colors and 16 scoreboard pants colors	gfx/colormap_palette.lmp
r_coronas	brightness of corona flare effects around certain lights, 0 disables corona effects	1
r_coronas_occlusionquery	use GL_ARB_occlusion_query extension if supported (fades coronas according to visibility)	1
r_coronas_occlusionsizescale	size of light source for corona occlusion checksm the proportion of hidden pixels controls corona intensity	0.1
r_cullentities_trace	probabistically cull invisible entities	1
r_cullentities_trace_delay	number of seconds until the entity gets actually culled	1
r_cullentities_trace_enlarge	box enlargement for entity culling	0
r_cullentities_trace_samples	number of samples to test for entity culling	2
r_damageblur	motionblur based on damage; requires r_motionblur to have a value	0
r_depthfirst	renders a depth-only version of the scene before normal rendering begins to eliminate overdraw, values: 0 = off, 1 = world depth, 2 = world and model depth	0
r_drawdecals	enables drawing of decals	1
r_drawdecals_drawdistance	decals further than drawdistance*size will not be drawn	300
r_draweffects	renders temporary sprite effects	1
r_drawentities	draw entities (doors, players, projectiles, etc)	1
r_drawexplosions	enables rendering of explosion shells (see also cl_particles_explosions_shell)	1

cvar	Function	Default Value
r_drawfog	allows one to disable fog rendering	1
r_drawparticles	enables drawing of particles	1
r_drawparticles_drawdistance	particles further than drawdistance*size will not be drawn	1000
r_drawportals	shows portals (separating polygons) in world interior in quake1 maps	0
r_drawviewmodel	draw your weapon model	1
r_dynamic	enables dynamic lights (rocket glow and such)	1
r_editlights	enables .rtlights file editing mode	0
r_editlights_cursordistance	maximum distance of cursor from eye	1024
r_editlights_cursorgrid	snaps cursor to this grid size	4
r_editlights_cursorpushback	how far to pull the cursor back toward the eye	0
r_editlights_cursorpushoff	how far to push the cursor off the impacted surface	4
r_editlights_quakelightsizescale	changes size of light entities loaded from a map	1
r_explosionclip	enables collision detection for explosion shell (so that it flattens against walls and floors)	1
r_fixtrans_auto	automatically fixtrans textures (when set to 2, it also saves the fixed versions to a fixtrans directory)	0
r_fog_exp2	uses GL_EXP2 fog (as in Nehahra) rather than realistic GL_EXP fog	0
r_fullbright	makes map very bright and renders faster	0
r_fullbrights	enables glowing pixels in quake textures (changes need r_restart to take effect)	1
r_glsl	enables use of OpenGL 2.0 pixel shaders for lighting	1
r_glsl_contrastboost	by how much to multiply the contrast in dark areas (1 is no change)	1
r_glsl_deluxemapping	use per pixel lighting on deluxemap-compiled q3bsp maps (or a value of 2 forces deluxemap shading even without deluxemaps)	1
r_glsl_offsetmapping	offset mapping effect (also known as parallax mapping or virtual displacement mapping)	0

cvar	Function	Default Value
r_glsl_offsetmapping_reliefmapping	relief mapping effect (higher quality)	0
r_glsl_offsetmapping_scale	how deep the offset mapping effect is	0.02
r_glsl_postprocess	use a GLSL postprocessing shader	0
r_glsl_postprocess_uservec1	a 4-component vector to pass as uservec1 to the postprocessing shader (only useful if default.glsl has been customized)	0 0 0 0
r_glsl_postprocess_uservec2	a 4-component vector to pass as uservec2 to the postprocessing shader (only useful if default.glsl has been customized)	0 0 0 0
r_glsl_postprocess_uservec3	a 4-component vector to pass as uservec3 to the postprocessing shader (only useful if default.glsl has been customized)	0 0 0 0
r_glsl_postprocess_uservec4	a 4-component vector to pass as uservec4 to the postprocessing shader (only useful if default.glsl has been customized)	0 0 0 0
r_glsl_saturation	saturation multiplier (only working in glsl!)	1
r_glsl_usegeneric	use shaders for rendering simple geometry (rather than conventional fixed-function rendering for this purpose)	1
r_hdr	enables High Dynamic Range bloom effect (higher quality version of r_bloom)	0
r_hdr_glowintensity	how bright light emitting textures should appear	1
r_hdr_range	how much dynamic range to render bloom with (equivilant to multiplying r_bloom_brighten by this value and dividing r_bloom_colorscale by this value)	4
r_hdr_scenebrightness	global rendering brightness	1
r_labelsprites_roundtopixels	try to make label sprites sharper by rounding their size to 0.5x or 1x and by rounding their position to whole pixels if possible	1
r_labelsprites_scale	global scale to apply to label sprites before conversion to HUD coordinates	0.40625

cvar	Function	Default Value
r_lerpimages	bilinear filters images when scaling them up to power of 2 size (mode 1), looks better than glquake (mode 0)	1
r_lerplightstyles	enable animation smoothing on flickering lights	0
r_lerpmodels	enables animation smoothing on models	1
r_lerpsprites	enables animation smoothing on sprites	1
r_letterbox	reduces vertical height of view to simulate a letterboxed movie effect (can be used by mods for cutscenes)	0
r_lightningbeam_color_blue	color of the lightning beam effect	1
r_lightningbeam_color_green	color of the lightning beam effect	1
r_lightningbeam_color_red	color of the lightning beam effect	1
r_lightningbeam_qmbtexture	load the qmb textures/particles/lightning.pcx texture instead of generating one, can look better	0
r_lightningbeam_repeatdistance	how far to stretch the texture along the lightning beam effect	128
r_lightningbeam_scroll	speed of texture scrolling on the lightning beam effect	5
r_lightningbeam_thickness	thickness of the lightning beam effect	4
r_lockpvs	disables pvs switching, allows you to walk around and inspect what is visible from a given location in the map (anything not visible from your current location will not be drawn)	0
r_lockvisibility	disables visibility updates, allows you to walk around and inspect what is visible from a given viewpoint in the map (anything offscreen at the moment this is enabled will not be drawn)	0
r_mipskins	mipmaps model skins so they render faster in the distance and do not display noise artifacts, can cause discoloration of skins if they contain undesirable border colors	1

cvar	Function	Default Value
r_mipsprites	mipmaps sprites so they render faster in the distance and do not display noise artifacts	1
r_motionblur	motionblur frame-by-frame alpha control {0 to 1} - 0.7 recommended	0
r_motionblur_bmin	velocity at which there is no blur yet (may be negative to always have some blur)	0.5
r_motionblur_debug	outputs current motionblur alpha value	0
r_motionblur_maxblur	cap for the alpha level of the motion blur variable	0.88
r_motionblur_randomize	randomizing coefficient to fix ghosting	0.1
r_motionblur_vcoeff	sliding average reaction time for velocity	0.05
r_motionblur_vmax	velocity at which there is full blur	600
r_motionblur_vmin	velocity at which there is minimum blur	300
r_nearclip	distance from camera of nearclip plane	1
r_nosurftextures	pretends there was no texture lump found in the q1bsp/hlbsp loading (useful for debugging this rare case)	0
r_novis	draws whole level, see also sv_cullentities_pvs 0	0
r_picmipsprites	make gl_picmip affect sprites too (saves some graphics memory in sprite heavy games)	0
r_picmipworld	whether gl_picmip shall apply to world textures too	0
r_polygonoffset_submodel_factor	biases depth values of world submodels such as doors, to prevent z-fighting artifacts in Quake maps	0
r_polygonoffset_submodel_offset	biases depth values of world submodels such as doors, to prevent z-fighting artifacts in Quake maps	2
r_precachetextures	0 = never upload textures until used, 1 = upload most textures before use (exceptions: rarely used skin colormap layers), 2 = upload all textures before use (can increase texture memory usage significantly)	1

cvar	Function	Default Value
r_q1bsp_skymasking	allows sky polygons in quake1 maps to obscure other geometry	1
r_q3bsp_renderskydepth	draws sky depth masking in q3 maps (as in q1 maps), this means for example that sky polygons can hide other things	0
r_render	enables rendering calls (you want this on!)	1
r_shadow_bumpscale_basetexture	generate fake bumpmaps from diffuse textures at this bumpyness, try 4 to match tenebrae, higher values increase depth, requires r_restart to take effect	0
r_shadow_bumpscale_bumpmap	what magnitude to interpret _bump.tga textures as, higher values increase depth, requires r_restart to take effect	4
r_shadow_culltriangles	performs more expensive tests to remove unnecessary triangles of lit surfaces	1
r_shadow_debuglight	renders only one light, for level design purposes or debugging	-1
r_shadow_frontsidecasting	whether to cast shadows from illuminated triangles (front side of model) or unlit triangles (back side of model)	1
r_shadow_gloss	0 disables gloss (specularity) rendering, 1 uses gloss if textures are found, 2 forces a flat metallic specular effect on everything without textures (similar to tenebrae)	1
r_shadow_gloss2intensity	how bright the forced flat gloss should look if r_shadow_gloss is 2	125
r_shadow_glossexact	use exact reflection math for gloss (slightly slower, but should look a tad better)	0
r_shadow_glossexponent	how 'sharp' the gloss should appear (specular power)	32
r_shadow_glossintensity	how bright textured glossmaps should look if r_shadow_gloss is 1 or 2	1
r_shadow_lightattenuationdividebias	changes attenuation texture generation	1
r_shadow_lightattenuationlinearscale	changes attenuation texture generation	2
r_shadow_lightintensityscale	renders all world lights brighter or darker	1

cvar	Function	Default Value
r_shadow_lightradiusscale	renders all world lights larger or smaller	1
r_shadow_polygonfactor	how much to enlarge shadow volume polygons when rendering (should be 0!)	0
r_shadow_polygonoffset	how much to push shadow volumes into the distance when rendering, to reduce chances of zfighting artifacts (should not be less than 0)	1
r_shadow_portallight	use portal culling to exactly determine lit triangles when compiling world lights	1
r_shadow_projectdistance	how far to cast shadows	1000000
r_shadow_realtime_dlight	enables rendering of dynamic lights such as explosions and rocket light	1
r_shadow_realtime_dlight_portalculling	enables portal optimization on dynamic lights (slow!)	0
r_shadow_realtime_dlight_shadows	enables rendering of shadows from dynamic lights	0
r_shadow_realtime_dlight_svbspculling	enables svbsp optimization on dynamic lights (very slow!)	0
r_shadow_realtime_world	enables rendering of full world lighting (whether loaded from the map, or a .rtlights file, or a .ent file, or a .lights file produced by hlight)	0
r_shadow_realtime_world_compile	enables compilation of world lights for higher performance rendering	1
r_shadow_realtime_world_compileportalculling	enables portal-based culling optimization during compilation	1
r_shadow_realtime_world_compileshadow	enables compilation of shadows from world lights for higher performance rendering	1
r_shadow_realtime_world_compilesvbsp	enables svbsp optimization during compilation	1
r_shadow_realtime_world_lightmaps	brightness to render lightmaps when using full world lighting, try 0.5 for a tenebrae-like appearance	1
r_shadow_realtime_world_shadows	enables rendering of shadows from world lights	0
r_shadow_scissor	use scissor optimization of light rendering (restricts rendering to the portion of the screen affected by the light)	1

cvar	Function	Default Value
r_shadow_texture3d	use 3D voxel textures for spherical attenuation rather than cylindrical (does not affect r_glsl lighting)	1
r_shadow_usenormalmap	enables use of directional shading on lights	1
r_shadows	casts fake stencil shadows from models onto the world (rtlights are unaffected by this); when set to 2, always cast the shadows DOWN, otherwise use the model lighting	0
r_shadows_throwdistance	how far to cast shadows from models	500
r_showbboxes	shows bounding boxes of server entities, value controls opacity scaling (1 = 10%, 10 = 100%)	0
r_showcollisionbrushes	draws collision brushes in quake3 maps (mode 1), mode 2 disables rendering of world (trippy!)	0
r_showcollisionbrushes_polygonfactor	expands outward the brush polygons a little bit, used to make collision brushes appear infront of walls	-1
r_showcollisionbrushes_polygonoffset	nudges brush polygon depth in hardware depth units, used to make collision brushes appear infront of walls	0
r_showdisabledepthtest	disables depth testing on r_show* cvars, allowing you to see what hidden geometry the graphics card is processing	0
r_showlighting	shows areas lit by lights, useful for finding out why some areas of a map render slowly (bright orange = lots of passes = slow), a value of 2 disables depth testing which can be interesting but not very useful	0
r_shownormals	shows per-vertex surface normals and tangent vectors for bumpmapped lighting	0
r_showshadowvolumes	shows areas shadowed by lights, useful for finding out why some areas of a map render slowly (bright blue = lots of passes = slow), a value of 2 disables depth testing which can be interesting but not very useful	0

cvar	Function	Default Value
r_showsurfaces	1 shows surfaces as different colors, or a value of 2 shows triangle draw order (for analyzing whether meshes are optimized for vertex cache)	0
r_showtris	shows triangle outlines, value controls brightness (can be above 1)	0
r_skeletal_debugbone	development cvar for testing skeletal model code	-1
r_skeletal_debugbonecomponent	development cvar for testing skeletal model code	3
r_skeletal_debugbonevalue	development cvar for testing skeletal model code	100
r_skeletal_debugtranslatex	development cvar for testing skeletal model code	1
r_skeletal_debugtranslatey	development cvar for testing skeletal model code	1
r_skeletal_debugtranslatez	development cvar for testing skeletal model code	1
r_sky	enables sky rendering (black otherwise)	1
r_skyscroll1	speed at which upper clouds layer scrolls in quake sky	1
r_skyscroll2	speed at which lower clouds layer scrolls in quake sky	2
r_smoothnormals_areaweighting	uses significantly faster (and supposedly higher quality) area-weighted vertex normals and tangent vectors rather than summing normalized triangle normals and tangents	1
r_speeds	displays rendering statistics and per-subsystem timings	0
r_stereo_angle	separation angle of eyes (makes the views look different directions, as an example, 90 gives a 90 degree separation where the views are 45 degrees left and 45 degrees right)	0
r_stereo_redblue	red/blue anaglyph stereo glasses (note: most of these glasses are actually red/cyan, try that one too)	0
r_stereo_redcyan	red/cyan anaglyph stereo glasses, the kind given away at drive-in movies like Creature From The Black Lagoon In 3D	0

cvar	Function	Default Value
r_stereo_redgreen	red/green anaglyph stereo glasses (for those who don't mind yellow)	0
r_stereo_separation	separation distance of eyes in the world (negative values are only useful for cross-eyed viewing)	4
r_stereo_sidebyside	side by side views for those who can't afford glasses but can afford eye strain (note: use a negative r_stereo_separation if you want cross-eyed viewing)	0
r_subdivisions_collision_maxtess	maximum number of subdivisions (prevents curves beyond a certain detail level, limits smoothing)	1024
r_subdivisions_collision_maxvertices	maximum vertices allowed per subdivided curve	4225
r_subdivisions_collision_mintess	minimum number of subdivisions (values above 0 will smooth curves that don't need it)	0
r_subdivisions_collision_tolerance	maximum error tolerance on curve subdivision for collision purposes (usually a larger error tolerance than for rendering)	15
r_subdivisions_maxtess	maximum number of subdivisions (prevents curves beyond a certain detail level, limits smoothing)	1024
r_subdivisions_maxvertices	maximum vertices allowed per subdivided curve	65536
r_subdivisions_mintess	minimum number of subdivisions (values above 0 will smooth curves that don't need it)	0
r_subdivisions_tolerance	maximum error tolerance on curve subdivision for rendering purposes (in other words, the curves will be given as many polygons as necessary to represent curves at this quality)	3
r_test	internal development use only, leave it alone (usually does nothing anyway)	0
r_textbrightness	additional brightness for text color codes (0 keeps colors as is, 1 makes them all white)	0.2

cvar	Function	Default Value
r_textcontrast	additional contrast for text color codes (1 keeps colors as is, 0 makes them all black)	0.8
r_textshadow	draws a shadow on all text to improve readability (note: value controls offset, 1 = 1 pixel, 1.5 = 1.5 pixels, etc)	1
r_textureunits	number of hardware texture units reported by driver (note: setting this to 1 turns off gl_combine)	32
r_track_sprites	track SPR_LABEL* sprites by putting them as indicator at the screen border to rotate to	1
r_track_sprites_flags	1: Rotate sprites accodringly, 2: Make it a continuous rotation	1
r_track_sprites_scaleh	height scaling of tracked sprites	1
r_track_sprites_scalew	width scaling of tracked sprites	1
r_useinfinitefarclip	enables use of a special kind of projection matrix that has an extremely large farclip	1
r_useportalculling	improve framerate with r_novis 1 by using portal culling - still not as good as compiled visibility data in the map, but it helps (a value of 2 forces use of this even with vis data, which improves framerates in maps without too much complexity, but hurts in extremely complex maps, which is why 2 is not the default mode)	1
r_water	whether to use reflections and refraction on water surfaces (note: r_wateralpha must be set below 1)	0
r_water_clippingplanebias	a rather technical setting which avoids black pixels around water edges	1
r_water_reflectdistort	how much water reflections shimmer	0.01
r_water_refractdistort	how much water refractions shimmer	0.01
r_water_resolutionmultiplier	multiplier for screen resolution when rendering refracted/reflected scenes, 1 is full quality, lower values are faster	0.5
r_wateralpha	opacity of water polygons	1

cvar	Function	Default Value
r_waterscroll	makes water scroll around, value controls how much	1
r_waterwarp	warp view while underwater	1
rcon_address	server address to send rcon commands to (when not connected to a server)	
rcon_password	password to authenticate rcon commands; NOTE: changing rcon_secure clears rcon_password, so set rcon_secure always before rcon_password	
rcon_restricted_commands	allowed commands for rcon when the restricted mode password was used	restart fraglimit chmap gotomap endmatch reducematchtime extendmatchtime allready kick kickban „sv_cmd bans“ „sv_cmd unban“ status „sv_cmd teamstatus“ movetoteam_auto movetoteam_red movetoteam_blue movetoteam_yellow movetoteam_pink
rcon_restricted_password	password to authenticate rcon commands in restricted mode	
rcon_secure	force secure rcon authentication; NOTE: changing rcon_secure clears rcon_password, so set rcon_secure always before rcon_password	1
rcon_secure_maxdiff	maximum time difference between rcon request and server system clock (to protect against replay attack)	5

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