Nexuiz cvars s

cvar	Function	Default Value
registered	indicates if this is running registered quake (whether gfx/pop.lmp was found)	1
samelevel	repeats same level if level ends (due to timelimit or someone hitting an exit)	0
saved1	unused cvar in quake that is saved to config.cfg on exit, can be used by mods	0
saved2	unused cvar in quake that is saved to config.cfg on exit, can be used by mods	0
saved3	unused cvar in quake that is saved to config.cfg on exit, can be used by mods	0
saved4	unused cvar in quake that is saved to config.cfg on exit, can be used by mods	0
savedgamecfg	unused cvar in quake that is saved to config.cfg on exit, 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	custom cvar	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
sbar_gametime	shows an overlay for the time left in the current match/level (or current game time if there is no timelimit set)	1
sbar_hud_accuracy	1 = weapon accuracy on HUD	0
sbar_hudselector	selects which of the builtin hud layouts to use (meaning is somewhat dependent on gamemode, so nexuiz has a very different set of hud layouts than quake for example)	1
sbar_increment_maptime	set to 1 if you prefer an increasing hud timer	0
sbar_info_pos	pixel position of the info strings (such as showfps), from the bottom	50
sbar_miniscoreboard_size	sets the size of the mini deathmatch overlay in items, or 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 scoreboard	1
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 longer strings	1
sbar_showbinds_limit	display so many found keybinds, 0 for unlimited	2
sbar_showcurrentammo	set to 1 to see only the ammo of the current ammo or 0 to 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	brightness of console background (0 = black, 1 = image)	0.2
scr_conforcewhiledisconnected	forces fullscreen console while disconnected	1
scr_menuforcewhiledisconnected	forces menu while disconnected	0
scr_printspeed	speed of intermission printing (episode end texts), a value of 0 disables the slow printing	0
scr_refresh	allows you to completely shut off rendering for benchmarking purposes	1
scr_screenshot_gammaboost	gamma correction on saved screenshots and videos, 1.0 saves unmodified images	1
scr_screenshot_hwgamma	apply the video gamma ramp to saved screenshots and videos	1
scr_screenshot_jpeg	save jpeg instead of targa	1
scr_screenshot_jpeg_quality	image quality of saved jpeg	0.9
scr_screenshot_name	prefix name for saved screenshots (changes based on -game commandline, as well as which game mode is running; the date is encoded using strftime escapes)	nexuiz
scr_stipple	interlacing-like stippling of the display	0
scr_zoomwindow	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	Function	Default Value
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
settemp_var	custom cvar	_settemp_x
showbrand	shows gfx/brand.tga in a corner of the screen (different 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)	0
shownetgraph	shows a graph of packet sizes and other information, 0 = off, 1 = show client netgraph, 2 = show client and server netgraphs (when hosting a server)	0
showpause	show pause icon when game is paused	1
showram	show ram icon if low on surface cache memory (not used)	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 as hard but monsters fire twice)	1
skill_auto	when 1, „skill" gets adjusted to match the best player on the map	0
skin	QW player skin name (example: base)	
slowmo	controls game speed, 0.5 is half speed, 2 is double speed	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	1
snd_csqcchannel3volume	volume multiplier of the 3rd entity channel of the world entity	1
snd_csqcchannel4volume	volume multiplier of the 4th entity channel of the world entity	1
snd_csqcchannel5volume	volume multiplier of the 5th entity channel of the world entity	1
snd_csqcchannel6volume	volume multiplier of the 6th entity channel of the world entity	1
snd_csqcchannel7volume	volume multiplier of the 7th entity channel of the world entity	1
snd_entchannel0volume	volume multiplier of the auto-allocate entity channel of regular entities	1
snd_entchannel1volume	volume multiplier of the 1st entity channel of regular entities	1
snd_entchannel2volume	volume multiplier of the 2nd entity channel of regular entities	1
snd_entchannel3volume	volume multiplier of the 3rd entity channel of regular entities	1
snd_entchannel4volume	volume multiplier of the 4th entity channel of regular entities	1
snd_entchannel5volume	volume multiplier of the 5th entity channel of regular entities	1
snd_entchannel6volume	volume multiplier of the 6th entity channel of regular entities	1
snd_entchannel7volume	volume multiplier of the 7th entity channel of regular entities	1
snd_initialized	indicates the sound subsystem is active	1
snd_mutewhenidle	whether to disable sound output when game window is inactive	1
snd_noextraupdate	disables extra sound mixer calls that are meant to reduce the chance of sound breakup at very low framerates	0
snd_playerchannel0volume	volume multiplier of the auto-allocate entity channel of player entities	1
snd_playerchannel1volume	volume multiplier of the 1st entity channel of player entities	1
snd_playerchannel2volume	volume multiplier of the 2nd entity channel of player entities	1
snd_playerchannel3volume	volume multiplier of the 3rd entity channel of player entities	1
snd_playerchannel4volume	volume multiplier of the 4th entity channel of player entities	1

cvar	Function	Default Value
snd_playerchannel5volume	volume multiplier of the 5th entity channel of player entities	1
snd_playerchannel6volume	volume multiplier of the 6th entity channel of player 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	enable spatialization control (headphone friendly mode)	0
snd_spatialization_max	maximum spatialization of sounds	0.95
snd_spatialization_max_radius	use maximum spatialization below this 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	maximum cosine angle for quake's vertical autoaim, a value above 1 completely disables the autoaim, quake used 0.93	2
sv_airaccel_qw	ratio of QW-style air control as opposed to simple acceleration	0.95
sv_airaccel_sideways_friction	anti-sideways movement stabilization (reduces speed gain when 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	CPMA-style air control	0
sv_airstopaccelerate	when set, replacement for sv_airaccelerate when moving backwards	0
sv_airstrafeaccelerate	when set, replacement for sv_airaccelerate when just strafing	0
sv_allow_shownames	custom cvar	1
sv_allowdownloads	whether to allow clients to download files from the server (does not affect http downloads)	1
sv_allowdownloads_archive	whether to allow downloads of archives (pak/pk3)	0
sv_allowdownloads_config	whether to allow downloads of config files (cfg)	0
sv_allowdownloads_dlcache	whether to allow downloads of dlcache files (dlcache/)	0
sv_allowdownloads_inarchive	whether to allow downloads from archives (pak/pk3)	1
sv_areagrid_mingridsize	minimum areagrid cell size, smaller values work better for lots of small objects, higher values for large objects	64
sv_autodemo_perclient	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)	0
sv_autodemo_perclient_nameformat	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)	sv_autodemos/%Y-%m-%d_%H-%M
sv_autoscreenshot	if set to 1, the server forces all clients to create a local screenshot once the map ended	0
sv_cheats	enables cheat commands in any game, and cheat impulses in dpmod	0
sv_checkforpacketsduringsleep	uses select() function to wait between frames which can be interrupted by packets being received, instead of Sleep()/usleep()/SDL_Sleep() functions which do not check for packets	0

cvar	Function	Default Value
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
sv_cullentities_trace_samples_extra	number of samples to test for entity culling when the entity affects its surroundings by e.g. dlight	2
sv_cullentities_trace_samples_players	number of samples to test for entity culling when the entity is a player entity	8
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 _ckgedit_QUOTckgedit> to disable | | sv_defaultplayermodel | default model selection, only works if sv_defaultcharacter is set to 1 | models/player/nexus.zym | sv_defaultplayermodel_blue | _ckgedit_QUOTckgedit> means see sv_defaultplayermodel	
sv_defaultplayermodel_pink	_ckgedit_QUOTckgedit> means see sv_defaultplayermodel | | sv_defaultplayermodel_red | _ckgedit_QUOTckgedit> means see sv_defaultplayermodel	
sv_defaultplayermodel_yellow	„" means see sv_defaultplayermodel	
sv_defaultplayerskin	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 sv_defaultcharacter is set to 1	0
sv_defaultplayerskin_blue	custom cvar	0
sv_defaultplayerskin_pink	custom cvar	0
sv_defaultplayerskin_red	custom cvar	0
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
sv_eventlog_files_nameprefix	custom cvar	nexuiz
sv_eventlog_files_namesuffix	custom cvar	.log
sv_eventlog_files_timestamps	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
sv_freezenonclients	freezes time, except for players, allowing you to walk 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

cvar	Function	Default Value
sv_gameplayfix_delayprojectiles	causes entities to not move on the same frame they are spawned, meaning that projectiles wait until the next frame to perform their first move, giving proper interpolation and rocket trails, but making weapons harder to use at low framerates	1
sv_gameplayfix_droptofloorstartsolid	prevents items and monsters that start in a solid area from falling out of the level (makes droptofloor treat trace_startsolid as an acceptable outcome)	0
sv_gameplayfix_droptofloorstartsolid_nudgetocorrect	tries to nudge stuck items and monsters out of walls before droptofloor is performed	1
sv_gameplayfix_easierwaterjump	changes water jumping to make it easier to get out of water (exactly like in QuakeWorld)	1
sv_gameplayfix_findradiusdistancetobox	causes findradius to check the distance to the corner of a box rather than the center of the box, makes findradius detect bmodels such as very large doors that would otherwise be unaffected by splash damage	1
sv_gameplayfix_gravityunaffectedbyticrate	fix some ticrate issues in physics.	0
sv_gameplayfix_grenadebouncedownslopes	prevents MOVETYPE_BOUNCE (grenades) from getting stuck when fired down a downward sloping surface	1
sv_gameplayfix_multiplethinksperframe	allows entities to think more often than the server framerate, primarily useful for very high fire rate weapons	1
sv_gameplayfix_noairborncorpse	causes entities (corpses) sitting ontop of moving entities (players) to fall when the moving entity (player) is no longer supporting them	1
sv_gameplayfix_setmodelrealbox	fixes a bug in Quake that made setmodel always set the entity box to ('-16 -16 -16', '16 16 16') rather than properly checking the model box, breaks some poorly coded mods	1
sv_gameplayfix_slidemoveprojectiles	allows MOVETYPE_FLY/FLYMISSILE/TOSS/BOUNCE/BOUNCEMISSILE entities to finish their move in a frame even if they hit something, fixes 'gravity accumulation' bug for grenades on steep slopes	1
sv_gameplayfix_stepdown	attempts to step down stairs, not just up them (prevents the familiar thud..thud..thud.. when running down stairs and slopes)	0
sv_gameplayfix_stepwhilejumping	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 dm2, or jumping to the megahealth and red armor in dm2 rather than using the bridge)	1
sv_gameplayfix_swiminbmodels	causes pointcontents (used to determine if you are in a liquid) to check bmodel entities as well as the world model, so you can swim around in (possibly moving) water bmodel entities	1
sv_gameplayfix_upwardvelocityclearsongroundflag	prevents monsters, items, and most other objects from being stuck to the floor when pushed around by damage, and other situations in mods	1
sv_gentle	force gentle mode for everyone, also remove references to acts of killing from the messages	0
sv_gravity	how fast you fall (512 = roughly earth gravity)	800
sv_heartbeatperiod	how often to send heartbeat in seconds (only used if sv_public is 1)	120
sv_idealpitchscale	how much to look up/down slopes and stairs when not using freelook	0.8
sv_intermission_cdtrack	custom cvar	
sv_jumpstep	whether you can step up while jumping (sv_gameplayfix_stepwhilejumping must also be 1)	1
sv_jumpvelocity	cvar that can be used by QuakeC code for jump velocity	300
sv_loddistance1	custom cvar	1024
sv_loddistance2	custom cvar	4096
sv_logscores_bots	exclude bots by default	0
sv_logscores_console	print scores to server console	0
sv_logscores_file	print scores to file	0
sv_logscores_filename	filename	scores.log
sv_mapchange_delay	custom cvar	5
sv_master1	user-chosen master server 1	
sv_master2	user-chosen master server 2	
sv_master3	user-chosen master server 3	
sv_master4	user-chosen master server 4	
sv_masterextra1	ghdigital.com - default master server 1 (admin: LordHavoc)	69.59.212.88
sv_masterextra2	dpmaster.deathmask.net - default master server 2 (admin: Willis)	64.22.107.125
sv_masterextra3	dpmaster.tchr.no - default master server 3 (admin: tChr)	92.62.40.73
sv_maxairspeed	maximum speed a player can accelerate to when airborn (note that it is possible to completely stop by moving the opposite direction)	220
sv_maxairstrafespeed	when set, replacement for sv_maxairspeed when just strafing	0
sv_maxidle	custom cvar	0
sv_maxidle_spectatorsareidle	custom cvar	0
sv_maxrate	upper limit on client rate cvar, should reflect your network connection quality	1000000
sv_maxspeed	maximum speed a player can accelerate to when on ground (can be exceeded by tricks)	400

cvar	Function	Default Value
sv_maxvelocity	universal speed limit on all entities	1000000000
sv_motd	custom cvar	
sv_newflymove	enables simpler/buggier player physics (not recommended)	0
sv_nostep	prevents MOVETYPE_STEP entities (monsters) from moving	0
sv_playerphysicsqc	enables QuakeC function to override player physics	1
sv_pogostick	don't require releasing the space bar for jumping again	1
sv_precacheitems	custom cvar	0
sv_precacheplayermodels	custom cvar	1
sv_precacheweapons	custom cvar	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	settemp this in mapinfo for instant Q3A map conversion	0
sv_qcweaponanimation	custom cvar	0
sv_random_seed	random seed; when set, on every map start this random 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 countdown ended, otherwise they're reset already at the beginning of the countdown	0
sv_ready_restart_repeatable	allows the players to restart the game as often as needed	0
sv_servermodelsonly	custom cvar	1
sv_sound_land	sound to play when MOVETYPE_STEP entity hits the ground 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	custom cvar	1.5
sv_status_privacy	do not show IP addresses in 'status' replies to clients	1
sv_status_show_qcstatus	show the 'qcstatus' field in status replies, not the 'frags' 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	how fast you come to a complete stop	100
sv_timeout	allows a player to call a timeout, this will pause the game for some time	0
sv_timeout_leadtime	how long the players will be informed that a timeout was calledbefore it starts, in seconds	4
sv_timeout_length	how long the game will be paused at max, in seconds	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	users can call a vote to become 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	set to 1 to count votes once after timeout or to 0 to count with every vote	0
sv_vote_stop	a player can not call a vote again for this many seconds when he stopped this vote (e.g. to correct it)	15
sv_vote_timeout	a vote will timeout after this many seconds	60
sv_vote_wait	a player can not call a vote again for this many seconds when his vote was not accepted	120
sv_wallfriction	how much you slow down when sliding along a wall	1

cvar	Function	Default Value
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	0.05
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