

# Nexuiz cvars t to w

cvar	Function	Default Value
team	QW team (4 character limit, example: blue)	none
teampay	teampay 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
teampay_default	default teampay 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
teampay_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

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
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
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; +con_chat_maximize

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
userbind19_release	custom cvar	-showscores; -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 cl_capturevideo
userbind20_release	custom cvar	
userbind21_description	custom cvar	toggle fullscreen
userbind21_press	custom cvar	toggle vid_fullscreen; 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, 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	

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
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, 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, 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, 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
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

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
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

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
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_hardwaregammasupported	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 <code>_NET_WM_STATE_FULLSCREEN</code> ; 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
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

<b>cvar</b>	<b>Function</b>	<b>Default Value</b>
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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