Quake 3 Arena Cvars

Here is a selection of the configuration variables (cvars) for Quake III Arena:

Cvar	Description
bot_minplayers	sets the minimum number of players on the server, when fewer clients are connected, the server will spawn as many bots as needed to bring the total number of player plus bots to this value, when clients connect, bots will be kicked to make room
capturelimit	Capture limit at which the map ends, only affects CTF matches
cl_guidserveruniq	makes cl_guid unique for each server
cl_lanforcepackets	if this is enabled and dedicated mode is not 2, clients on your same subnet will ignore the „rate" value and will get all the „snapshots" the server will elaborate
cl_motd	enables message of the day
cl_motdstring	content of the message of the day
dedicated	Is the server a dedicated server? *listen server* (accessible via internet, not announced) = 0, *internet server* (announced) = 1, *LAN server* (not reachable via internet) = 2
dmflags	no falling damage = 8, fixed field of vision = 16 and footsteps = 32, sums are allowed.
fraglimit	set fraglimit on a server (0 is no limit)
g_allowvote	toggle the use of voting on a server
g_arenasfile	sets the file name to use for map rotation and bot names and game type for each arena (default: scripts/arenas.txt within the pk3 file)
g_banips	ban specified tcp/ip address from connecting to your server
g_blueteam	set the icon for the blue team
g_botsfile	sets the file name to use for setting up the bots configuration and characters for each bot (default: scripts/bots.txt within the pk3 file)
g_delaghitscan	compensate network latency effects when using „hitscan" (instant hit, such as the machinegun) weapons, for all the clients which will require it
g_dowarmup	toggle the use of a warmup period before a match game
g_enablebreath	breathing effect (0: off, 1: on)
g_enabledust	dust effect by feet on particular maps (0: off, 1: on)
g_filterban	toggle the banning of players that match a certain criteria/filter
g_forcerespawn	Number of seconds until a client is automatically respawned, unless the client does it by itself. Set it to 0 to disable force respawn.
g_friendlyfire	toggle damage caused by friendly fire (0: off, 1: can kill or injure teammate)
g_gametype	sets the server game type (0: classic deathmatch, 1: tournament one-on-one play, 3: team deathmatch, 4: ctf)
g_gravity	game severity (usually set by map properties)
g_inactivity	time limit that a player can be still before being expelled
g_knockback	amount of movement when impacted by rocket/bfg/plasma
g_listentity	display of map entities by number
g_log	file name for logging game data or statistics
g_logsync	toggle the logging to append to the existing file and not overwrite

Cvar	Description
g_maxgameclients	set maximum # of players who may join the game, the remainder of clients are forced to spectate
g_motd	set message of the day
g_needpass	Activates or deactivates the server password requirement (0 = *off*, 1 = *on*)
g_password	set the serverside password players have to use to get on the server
g_quadfactor	damage multiplier for the quad powerup (1: no quad damage powerup)
g_redteam	set the icon for the red team
g_smoothclients	enable players to use cg_smoothclients on the server
g_speed	movement speed of players
g_synchronousclients	synchronizes all clients to allow demo recording on the server, which may decrease netplay performance
g_teamautojoin	toggle the automatic joining of the smallest or loosing team
g_teamforcebalance	toggle the forcing of teams to be as even as possible on a server
g_warmup	the warmup time for tournament play
g_weaponrespawn	set the number of seconds between the time a weapon is picked up and when it respawns
g_weaponteamrespawn	set the number of seconds between the time a weapon is picked up and when it respawns on team matches
logfile	enable server log file
net_ip	set the ip of the network card to be used by your server, not used in ioQuake derivatives
net_mcast6addr	Sets the multicast address to be used for LAN server discovery. Default is *ff04::696f:7175:616b:6533*
net_port	set external port of your server
net_port6	set external port of your server on ipv6
net_qport	the source port your client utilizies
password	set password
protocol	game version, e.g. 40
r_logFile	0
rconaddress	set remote console address
rconpassword	set rcon password for remote operation from a client connected to the server. client must store the correct password in the rconpassword variable before they can issue console commands to the server preceeded by „rcon"
sv_allowDownload	Are uploads to the clients allowed? 1 = *yes*, 0 = *no*
sv_cheats	allows cheats
sv_dlurl	the base of the http or ftp site that holds custom pk3 files for your server
sv_floodprotect	toggle server flood protection to keep players from bringing the server down
sv_fps	set server fps
sv_hostname	set the name of the server
sv_keywords	set list of keywords for server browsers that support searching server lists
sv_killserver	Are clients able to issue a *killserver* command? 1 = *yes*, 0 = *no*
sv_lanforcerate	if this is enabled and dedicated mode is not 2, clients on your same subnet will ignore the „rate" value and will get all the „snapshots" the server will elaborate
sv_mapchecksum	current map's bsp checksum, server-internal only
sv_master1	set url or address to master server

Cvar	Description
sv_master2	set url or address to optional master server 2
sv_master3	set url or address to optional master server 3
sv_master4	set url or address to optional master server 4
sv_master5	set url or address to optional master server 5
sv_maxclients	maximum number of people allowed to join the server dedicated server memory optimizations
sv_maxping	set the maximum ping allowed on the server to keep high ping players out
sv_maxrate	option to force all clients to play with a max rate, this can be used to limit the advantage of low ping players or to cap bandwidth utilization for a server
sv_minping	set the minimum ping allowed on the server to keep low ping players out
sv_minrate	set the minimum rate allowed on the server
sv_nopredict	May the client use predictions? 1 = *no*, 0 = *yes*
sv_packetdelay	simulate packet latency (0: off)
sv_padpackets	force server to pad snapshot packets
sv_paknames	names of the loaded pk3 files, only active, when `sv_pure` is set to 1
sv_paks	checksums of the loaded pk3 files
sv_paused	shows pausing state of the server, read-only, not used on ioQuake any more
sv_privateclients	sets the number of client slots to reserve for those clients who know the sv_privatepassword and have entered it in their „password" variable. sv_maxclients minus sv_privateclients equals the number of public connect slots
sv_privatepassword	set server password and requires all clients to use the password command with the correct password to join the server
sv_pure	pure server (0: off, 1: the server will check to make sure clients have „pure" (unaltered) pk3 files to prevent cheating)
sv_reconnectlimit	set server reconnect limit
sv_referencedpaknames	names of the referenced pk3 files
sv_referencedpaks	checksums of the referenced pk3 files
sv_running	server status: Running as a server, but is a map loaded? 1 = *yes*, 0 = *no*
sv_serverid	set server id
sv_showloss	enable sever packet loss display
sv_strictauth	check cd-key on clients
sv_timeout	set server timeout time in seconds
sv_voip	ioq3: enables voip
sv_zombietime	set inactivity time before clients (zombies) are disconnected
teamflags	sets team game flag
timelimit	amount of time before new map loads or next match begins
username	set username

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