Nexuiz cvars c

cvar	Funktion	Default-Wert
camera_chase_smoothly	Attenuate player movements (only in chase mode)	0
camera_enable	Enables the camera for demo playback	0
camera_forward_follows	0: Move the camera forwards without changing altitude. 1: Move towards what you are looking	1
camera_free	Free camera instead of chasing the player	0
camera_look_attenuation	Attenuation of „looking“ movements, only if camera_look_player is set. Bigger is smoother	8
camera_look_player	Always look to the player. Mouse input is ignored in this mode	0
camera_mouse_treshold	Use to ignore small mouse movements. This allows for smoother camera control	0.5
camera_reset	Resets the camera position and switch to chase mode	0
camera_speed_attenuation	Camera movements attenuation factor. Bigger is smoother. Applies to mouse movements	10
camera_speed_chase	Camera movement speed on the x/y/z axis while chasing the player	4
camera_speed_free	Camera movement speed on the x/y/z axis in free mode	8
camera_speed_roll	Camera rotation speed	0.9
capturelimit	custom cvar	0
capturelimit_override	Capture limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1
cdaudio	CD playing mode (0 = never access CD drive, 1 = play CD tracks if no replacement available, 2 = play fake tracks if no CD track available, 3 = play only real CD tracks, 4 = play real CD tracks even instead of named fake tracks)	1
cdaudioinitialized	indicates if CD Audio system is active	1
chase_active	enables chase cam	0
chase_back	chase cam distance from the player	48
chase_overhead	chase cam looks straight down if this is not zero	0
chase_pitchangle	chase cam pitch angle	55
chase_up	chase cam distance from the player	24
cl_anglespeedkey	how much +speed multiplies keyboard turning speed	1.5
cl_autodemo	records every game played, using the date/time and map name to name the demo file	0
cl_autodemo_nameformat	The format of the cl_autodemo filename, followed by the map name (the date is encoded using strftime escapes)	demos/%Y-%m-%d_%H-%M
cl_autoswitch	automatically switch to newly picked up weapons if they are better than what you are carrying	1
cl_autotaunt	automatically taunt enemies when fragging them	0
cl_backspeed	backward movement speed	400
cl_beams_instantaimhack	makes your lightning gun aiming update instantly	0
cl_beams_lightatend	make a light at the end of the beam	0

cvar	Funktion	Default-Wert
cl_beams_polygons	use beam polygons instead of models	1
cl_beams_quakepositionhack	makes your lightning gun appear to fire from your waist (as in Quake and QuakeWorld)	1
cl_bob	view bobbing amount	0.01
cl_bobcycle	view bobbing speed	0
cl_bobmodel	enables gun bobbing	1
cl_bobmodel_side	gun bobbing sideways sway amount	0.15
cl_bobmodel_speed	gun bobbing speed	7
cl_bobmodel_up	gun bobbing upward movement amount	0.06
cl_bobup	view bobbing adjustment that makes the up or down swing of the bob last longer	0.5
cl_capturevideo	enables saving of video to a .avi file using uncompressed I420 colorspace and PCM audio, note that scr_screenshot_gammaboost affects the brightness of the output)	0
cl_capturevideo_fps	how many frames per second to save (29.97 for NTSC, 30 for typical PC video, 15 can be useful)	30
cl_capturevideo_framestep	when set to n >= 1, render n frames to capture one (useful for motion blur like effects)	1
cl_capturevideo_height	scales all frames to this resolution before saving the video	0
cl_capturevideo_nameformat	prefix for saved videos (the date is encoded using strftime escapes)	dpvideo
cl_capturevideo_number	number to append to video filename, incremented each time a capture begins	1
cl_capturevideo_ogg	save captured video data as Ogg/Vorbis/Theora streams	1
cl_capturevideo_ogg_theora_bitrate	video bitrate (45 to 2000 kbps), or -1 to use quality only; higher is better	-1
cl_capturevideo_ogg_theora_keyframe_auto_threshold	threshold for key frame decision (0 to 100)	80
cl_capturevideo_ogg_theora_keyframe_bitrate_multiplier	how much more bit rate to use for keyframes, specified as a factor of at least 1	1.5
cl_capturevideo_ogg_theora_keyframe_maxinterval	maximum keyframe interval (1 to 1000)	64
cl_capturevideo_ogg_theora_keyframe_mininterval	minimum keyframe interval (1 to 1000)	8
cl_capturevideo_ogg_theora_noise_sensitivity	video noise sensitivity (0 to 6); lower is better	1
cl_capturevideo_ogg_theora_quality	video quality factor (0 to 63), or -1 to use bitrate only; higher is better	32
cl_capturevideo_ogg_vorbis_quality	audio quality (-1 to 10); higher is better	3
cl_capturevideo_printfps	prints the frames per second captured in capturevideo (is only written to the log file, not to the console, as that would be visible on the video)	1
cl_capturevideo_realtime	causes video saving to operate in realtime (mostly useful while playing, not while capturing demos), this can produce a much lower quality video due to poor sound/video sync and will abort saving if your machine stalls for over a minute	0
cl_capturevideo_width	scales all frames to this resolution before saving the video	0
cl_casings	enable or disable bullet casings	1
cl_casings_bronze_time	bullet casings lifetime	10
cl_casings_shell_time	shell casing lifetime	30

cvar	Funktion	Default-Wert
cl_curl_enabled	whether client's download support is enabled	1
cl_curl_maxdownloads	maximum number of concurrent HTTP/FTP downloads	1
cl_curl_maxspeed	maximum download speed (KiB/s)	300
cl_deathnoviewmodel	hides gun model when dead	1
cl_deathscoreboard	shows scoreboard (+showscores) while dead	1
cl_decals	enables decals (bullet holes, blood, etc)	1
cl_decals_fadetime	how long decals take to fade away	1
cl_decals_time	how long before decals start to fade away	2
cl_decals_visculling	perform a very cheap check if each decal is visible before drawing	1
cl_demo_mousegrab	Allows reading the mouse input while playing demos. Useful for camera mods developed in csqc. (0: never, 1: always)	0
cl_dlights_decaybrightness	reduces brightness of light flashes over time	1
cl_dlights_decayradius	reduces size of light flashes over time	1
cl_effects_lightningarc_branchfactor_add	custom cvar	0.1
cl_effects_lightningarc_branchfactor_start	custom cvar	0.25
cl_effects_lightningarc_drift_end	custom cvar	0.1
cl_effects_lightningarc_drift_start	custom cvar	0.45
cl_effects_lightningarc_segmentlength	custom cvar	64
cl_effects_lightningarc_simple	custom cvar	0
cl_explosions_alpha_end	end alpha of an explosion shell (just before it disappears)	0
cl_explosions_alpha_start	starting alpha of an explosion shell	1.5
cl_explosions_lifetime	how long an explosion shell lasts	0.5
cl_explosions_size_end	ending alpha of an explosion shell (just before it disappears)	128
cl_explosions_size_start	starting size of an explosion shell	16
cl_forceplayermodels	custom cvar	0
cl_forceplayermodelsfromnexuiz	custom cvar	0
cl_forwardspeed	forward movement speed	400
cl_gameplayfix_soundsmovewithentities	causes sounds made by lifts, players, projectiles, and any other entities, to move with the entity, so for example a rocket noise follows the rocket rather than staying at the starting position	1
cl_gentle	client side gentle mode (only replaces gibs); when set to 1, white smoke replaces gibs, when set to 2, colorful clouds replace gibs	0
cl_gibs_damageforcescale	force to push around gibs	3.5
cl_gibs_lifetime	average lifetime of gibs	14
cl_gibs_velocity_random	gib throw velocity randomness scale	1
cl_gibs_velocity_scale	gib throw velocity force scale	1
cl_gibs_velocity_up	extra z velocity for gibs	0
cl_gravity	but ignored anyway	800
cl_gunalign	Gun alignment; 1 = right, 2 = left, 3 = center	3
cl_handicap	the higher, the more damage you will receive (client setting)	1
cl_hidewaypoints	disable static waypoints, only show team waypoints	0
cl_hitsound	play a hit notifier sound when you have hit an enemy	1
cl_iplog_name	name of iplog file containing player addresses for iplog_list command and automatic ip logging when parsing status command	darkplaces_iplog.txt
cl_itembobheight	how much items bob up and down (try 8)	0

cvar	Funktion	Default-Wert
cl_itembobspeed	how frequently items bob up and down	0.5
cl_joinbeforedownloadsfinish	if non-zero the game will begin after the map is loaded before other downloads finish	1
cl_maxfps	maximum fps cap, 0 = unlimited, if game is running faster than this it will wait before running another frame (useful to make cpu time available to other programs)	0
cl_maxidlefps	maximum fps cap when the game is not the active window (makes cpu time available to other programs	20
cl_minfps	minimum fps target - while the rendering performance is below this, it will drift toward lower quality	40
cl_minfps_fade	how fast the quality adapts to varying framerate	0.2
cl_minfps_qualitymax	highest allowed drawdistance multiplier	1
cl_minfps_qualitymin	lowest allowed drawdistance multiplier	0.25
cl_minfps_qualitypower	raises quality value to a power of itself, higher values make quality drop more sharply in relation to framerate	4
cl_minfps_qualityscale	multiplier for quality	0.5
cl_movement	enables clientside prediction of your player movement	1
cl_movement_accelerate	how fast you accelerate (should match sv_accelerate)	8
cl_movement_airaccel_qw	ratio of QW-style air control as opposed to simple acceleration (should match sv_airaccel_qw)	0.95
cl_movement_airaccel_sideways_friction	anti-sideways movement stabilization (should match sv_airaccel_sideways_friction)	0.35
cl_movement_airaccelerate	how fast you accelerate while in the air (should match sv_airaccelerate), if less than 0 the cl_movement_accelerate variable is used instead	5.5
cl_movement_edgefriction	how much to slow down when you may be about to fall off a ledge (should match edgefriction)	1
cl_movement_friction	how fast you slow down (should match sv_friction)	7
cl_movement_jumpvelocity	how fast you move upward when you begin a jump (should match the quakec code)	300
cl_movement_maxairspeed	how fast you can move while in the air (should match sv_maxairspeed)	220
cl_movement_maxspeed	how fast you can move (should match sv_maxspeed)	400
cl_movement_minping	whether to use prediction when ping is lower than this value in milliseconds	0
cl_movement_stepheight	how tall a step you can step in one instant (should match sv_stepheight)	34
cl_movement_stopspeed	speed below which you will be slowed rapidly to a stop rather than sliding endlessly (should match sv_stopspeed)	100
cl_movement_track_canjump	track if the player released the jump key between two jumps to decide if he is able to jump or not; when off, this causes some „sliding“ slightly above the floor when the jump key is held too long; if the mod allows repeated jumping by holding space all the time, this has to be set to zero too	0

cvar	Funktion	Default-Wert
cl_movement_wallfriction	how fast you slow down while sliding along a wall (should match sv_wallfriction)	1
cl_movement_wateraccelerate	how fast you accelerate while in water (should match sv_wateraccelerate), if less than 0 the cl_movement_accelerate variable is used instead	-1
cl_movement_waterfriction	how fast you slow down (should match sv_waterfriction), if less than 0 the cl_movement_friction variable is used instead	-1
cl_movespeedkey	how much +speed multiplies keyboard movement speed	2.0
cl_netfps	how many input packets to send to server each second	20
cl_netimmediatebuttons	sends extra packets whenever your buttons change or an impulse is used (basically: whenever you click fire or change weapon)	1
cl_netlocalping	lags local loopback connection by this much ping time (useful to play more fairly on your own server with people with higher pings)	0
cl_netpacketloss_receive	drops this percentage of incoming packets, useful for testing network protocol robustness (jerky movement, effects failing to start, sounds failing to play, etc)	0
cl_netpacketloss_send	drops this percentage of outgoing packets, useful for testing network protocol robustness (jerky movement, prediction errors, etc)	0
cl_netrepeatinput	how many packets in a row can be lost without movement issues when using cl_movement (technically how many input messages to repeat in each packet that have not yet been acknowledged by the server), only affects DP7 and later servers (Quake uses 0, QuakeWorld uses 2, and just for comparison Quake3 uses 1)	1
cl_nettimesyncboundmode	method of restricting client time to valid values, 0 = no correction, 1 = tight bounding (jerky with packet loss), 2 = loose bounding (corrects it if out of bounds), 3 = leniant bounding (ignores temporary errors due to varying framerate), 4 = slow adjustment method from Quake3, 5 = slighttly nicer version of Quake3 method, 6 = bounding + Quake3	6
cl_nettimesyncboundtolerance	how much error is tolerated by bounding check, as a fraction of frametime, 0.25 = up to 25% margin of error tolerated, 1 = use only new time, 0 = use only old time (same effect as setting cl_nettimesyncfactor to 1)	0.25
cl_nettimesyncfactor	rate at which client time adapts to match server time, 1 = instantly, 0.125 = slowly, 0 = not at all (bounding still applies)	0
cl_nodelta	disables delta compression of non-player entities in QW network protocol	0
cl_nogibs	reduce number of violence effects, or remove them totally	0
cl_nolerp	network update smoothing	0
cl_noplayershadow	hide player shadow	0
cl_particles	enables particle effects	1
cl_particles_alpha	multiplies opacity of particles	1
cl_particles_blood	enables blood effects	1

cvar	Funktion	Default-Wert
cl_particles_blood_alpha	opacity of blood	1
cl_particles_blood_bloodhack	make certain quake particle() calls create blood effects instead	1
cl_particles_bubbles	enables bubbles (used by multiple effects)	1
cl_particles_bulletimpacts	enables bulletimpact effects	1
cl_particles_explosions_shell	enables polygonal shell from explosions	0
cl_particles_explosions_sparks	enables sparks from explosions	1
cl_particles_oldnexbeam	Uses the old v2.3 Nexgun beam instead of the new beam, only works if server allows it (g_allow_oldnexbeam 1)	0
cl_particles_quake	makes particle effects look mostly like the ones in Quake	0
cl_particles_quality	multiplies number of particles	0.5
cl_particles_rain	enables rain effects	1
cl_particles_size	multiplies particle size	1
cl_particles_smoke	enables smoke (used by multiple effects)	1
cl_particles_smoke_alpha	smoke brightness	0.5
cl_particles_smoke_alphafade	brightness fade per second	0.55
cl_particles_snow	enables snow effects	1
cl_particles_sparks	enables sparks (used by multiple effects)	1
cl_particles_visculling	perform a costly check if each particle is visible before drawing	0
cl_pitchspeed	keyboard pitch turning speed	150
cl_playerdetailreduction	the higher, the less detailed player models are displayed (LOD)	0
cl_port	forces client to use chosen port number if not 0	0
cl_prydoncursor	enables a mouse pointer which is able to click on entities in the world, useful for point and click mods, see PRYDON_CLIENTCURSOR extension in dpextensions.qc	0
cl_readpicture_force	when enabled, the low quality pictures read by ReadPicture() are preferred over the high quality pictures on the file system	0
cl_rollangle	how much to tilt the view when strafing	0
cl_rollspeed	how much strafing is necessary to tilt the view	200
cl_serverextension_download	indicates whether the server supports the download command	0
cl_shownames	show player names pointed to (0: never, 1: teamplay only, 2: always)	1
cl_shownet	1 = print packet size, 2 = print packet message list	0
cl_showpressedkeys	Show which movement keys someone is pressing: 1 for spectating, 2 for always	0
cl_showpressedkeys_position	1 0 would be upper right corner, 0.5 0.5 the center	1 0.8
cl_showspeed	show the XY speed of the player	0
cl_showspeed_position	Y-axis positioning of the numbers	0.3
cl_showspeed_size	size of the numbers	14
cl_showspeed_z	include the speed on the Z-axis	0
cl_sidespeed	strafe movement speed	400
cl_sound_hknighthit	sound to play during TE_KNIGHTSPIKE (empty cvar disables sound)	
cl_sound_maptime_warning	play announcer sound telling you the remaining maptime - 0: do not play at all, 1: play at one minute, 2: play at five minutes, 3: play both	1
cl_sound_r_exp3	sound to play during TE_EXPLOSION and related effects (empty cvar disables sound)	

cvar	Funktion	Default-Wert
cl_sound_ric_gunshot	specifies if and when the related cl_sound_ric and cl_sound_tink sounds apply to TE_GUNSHOT/TE_GUNSHOTQUAD, 0 = no sound, 1 = TE_GUNSHOT, 2 = TE_GUNSHOTQUAD, 3 = TE_GUNSHOT and TE_GUNSHOTQUAD	0
cl_sound_ric1	sound to play with 5% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound)	weapons/ric1.wav
cl_sound_ric2	sound to play with 5% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound)	weapons/ric2.wav
cl_sound_ric3	sound to play with 10% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound)	weapons/ric3.wav
cl_sound_tink1	sound to play with 80% chance during TE_SPIKE/TE_SUPERSPIKE (empty cvar disables sound)	weapons/tink1.wav
cl_sound_wizardhit	sound to play during TE_WIZSPIKE (empty cvar disables sound)	
cl_stainmaps	stains lightmaps, much faster than decals but blurred	0
cl_stainmaps_clearonload	clear stainmaps on map restart	1
cl_stairsmoothspeed	how fast your view moves upward/downward when running up/down stairs	200
cl_stripcolorcodes	experimental feature (notes: strips ALL color codes from messages!)	0
cl_teamradar	show radar in teammatches when available	1
cl_teamradar_background_alpha	set to -1 to disable	0
cl_teamradar_foreground_alpha	alpha of the map	0.8
cl_teamradar_position	1 0 would be upper right corner, 0.5 0.5 the center, append a 2 at the end to disable the corner hack, and a 1 to disable half the hack	1 0
cl_teamradar_rotation	rotation mode: you set what points up. 0 = player, 1 = west, 2 = south, 3 = east, 4 = north	0
cl_teamradar_scale	distance you can see on the team radar	4096
cl_teamradar_size	size of the team radar in pixels	128 128
cl_teamradar_zoommode	zoom mode: 0 = zoomed by default, 1 = zoomed when +zoom, 2 = always zoomed, 3 = always zoomed out	0
cl_upspeed	vertical movement speed (while swimming or flying)	400
cl_viewmodel_scale	changes size of gun model, lower values prevent poking into walls but cause strange artifacts on lighting and especially r_stereo/vid_stereobuffer options where the size of the gun becomes visible	1
cl_voice_directional	0 = all voices are non-directional, 1 = all voices are directional, 2 = only taunts are directional	1
cl_voice_directional_taunt_attenuation	this defines the distance from which taunts can be heared	0.5
cl_weaponpriority	weapon priority list (edit it using the menu, numbers see constants.qh)	11 9 7 4 13 8 6 15 3 5 14 2 1 12 10
cl_weaponpriority_useforcycling	when set, weapon cycling by the mouse wheel makes use of the weapon priority list	0
cl_weaponpriority0	use impulse 200 for prev gun from this list, 210 for best gun, 220 for next gun. Default value: explosives	9 4 13 8 14
cl_weaponpriority1	use impulse 201 for prev gun from this list, 211 for best gun, 221 for next gun. Default value: energy	11 7 6 5 1

cvar	Funktion	Default-Wert
cl_weaponpriority2	use impulse 202 for prev gun from this list, 212 for best gun, 222 for next gun. Default value: hitscan exact	11 7 15 3
cl_weaponpriority3	use impulse 203 for prev gun from this list, 213 for best gun, 223 for next gun. Default value: hitscan all	11 7 15 3 2
cl_weaponpriority4	use impulse 204 for prev gun from this list, 214 for best gun, 224 for next gun. Default value: spam weapons	4 13 8 6 2
cl_weaponpriority5	use impulse 205 for prev gun from this list, 215 for best gun, 225 for next gun. Default value: weapons for moving	1 12 10
cl_weaponpriority6	use impulse 206 for prev gun from this list, 216 for best gun, 226 for next gun	
cl_weaponpriority7	use impulse 207 for prev gun from this list, 217 for best gun, 227 for next gun	
cl_weaponpriority8	use impulse 208 for prev gun from this list, 218 for best gun, 228 for next gun	
cl_weaponpriority9	use impulse 209 for prev gun from this list, 219 for best gun, 229 for next gun	
cl_yawspeed	keyboard yaw turning speed	140
cl_zoomfactor	how much +zoom will zoom (1-16)	5
cl_zoomsensitivity	how zoom changes sensitivity (0 = weakest, 1 = strongest)	0
cl_zoomspeed	how fast it will zoom (0.5-16), negative values mean instant zoom	3.5
cmdline	contains commandline the engine was launched with	/home/tyler/nn_dev/nexuiz/nexuiz_vanilla/rev_7385/nexuiz-glx -basedir /home/tyler/nn_dev/nexuiz/nexuiz_vanilla/rev_7385 -userdir /home/tyler/.nexuiz_vanilla
collision_endnudge	how much to bias collision trace end	0
collision_enternudge	how much to bias collision entry fraction	0
collision_impactnudge	how much to back off from the impact	0.03125
collision_leavenudge	how much to bias collision exit fraction	0
collision_prefernudgedfraction	whether to sort collision events by nudged fraction (1) or real fraction (0)	1
collision_startnudge	how much to bias collision trace start	0
con_chat	how many chat lines to show in a dedicated chat area	5
con_chatpos	where to put chat (negative: lines from bottom of screen, positive: lines below notify, 0: at top)	-7
con_chatsize	chat text size in virtual 2D pixels (if con_chat is enabled)	10
con_chattime	how long chat lines last, in seconds	30
con_chatwidth	relative chat window width	0.6
con_closeontoggleconsole	allows toggleconsole binds to close the console as well	1
con_completion_chmap	custom cvar	map
con_completion_exec	completion pattern for the exec command	*.cfg
con_completion_gotomap	custom cvar	map
con_completion_playdemo	completion pattern for the playdemo command	*.dem
con_completion_ply	custom cvar	*.dem
con_completion_tdem	custom cvar	*.dem
con_completion_timedemo	completion pattern for the timedemo command	*.dem
con_completion_vdomap	custom cvar	map
con_completion_vmap	custom cvar	map

cvar	Funktion	Default-Wert
con_nickcompletion	tab-complete nicks in console and message input	1
con_nickcompletion_flags	Bitfield: 0: add nothing after completion. 1: add the last color after completion. 2: add a quote when starting a quote instead of the color. 4: will replace 1, will force color, even after a quote. 8: ignore non-alphanumerics. 16: ignore spaces.	11
con_notify	how many notify lines to show	4
con_notifyalign	how to align notify lines: 0 = left, 0.5 = center, 1 = right, empty string = game default)	0
con_notifysize	notify text size in virtual 2D pixels	10
con_notifytime	how long notify lines last, in seconds	3
con_textsize	console text size in virtual 2D pixels	8
coop	coop mode, 0 = no coop, 1 = coop mode, multiple players playing through the singleplayer game (coop mode also shuts off deathmatch)	0
crosshair	selects crosshair to use (0 is none)	5
crosshair_campingrifle	crosshair to display when wielding the campingrifle	
crosshair_campingrifle_color_alpha	crosshair alpha value to display when wielding the campingrifle	1
crosshair_campingrifle_color_blue	crosshair color blue component to display when wielding the campingrifle	0.25
crosshair_campingrifle_color_green	crosshair color green component to display when wielding the campingrifle	0.5
crosshair_campingrifle_color_red	crosshair color red component to display when wielding the campingrifle	0.85
crosshair_campingrifle_ring_size	bullet counter ring size around campingrifle crosshair, multiple of crosshair_campingrifle_size	1.5
crosshair_campingrifle_size	crosshair size when wielding the campingrifle	0.65
crosshair_color_alpha	how opaque the crosshair should be	1
crosshair_color_blue	customizable crosshair color	0
crosshair_color_green	customizable crosshair color	0
crosshair_color_override	when 1, crosshair_color_* overrides the per-weapon color	0
crosshair_color_red	customizable crosshair color	1
crosshair_crylink	crosshair to display when wielding the crylink	
crosshair_crylink_color_alpha	crosshair alpha value to display when wielding the crylink	0.85
crosshair_crylink_color_blue	crosshair color blue component to display when wielding the crylink	1
crosshair_crylink_color_green	crosshair color green component to display when wielding the crylink	0.25
crosshair_crylink_color_red	crosshair color red component to display when wielding the crylink	0.85
crosshair_crylink_size	crosshair size when wielding the crylink	0.4
crosshair_electro	crosshair to display when wielding the electro	
crosshair_electro_color_alpha	crosshair alpha value to display when wielding the electro	1
crosshair_electro_color_blue	crosshair color blue component to display when wielding the electro	1
crosshair_electro_color_green	crosshair color green component to display when wielding the electro	0.5
crosshair_electro_color_red	crosshair color red component to display when wielding the electro	0.35
crosshair_electro_size	crosshair size when wielding the electro	0.5

cvar	Funktion	Default-Wert
crosshair_grenadelauncher	crosshair to display when wielding the mortar	
crosshair_grenadelauncher_color_alpha	crosshair alpha value to display when wielding the mortar	1.15
crosshair_grenadelauncher_color_blue	crosshair color blue component to display when wielding the mortar	0
crosshair_grenadelauncher_color_green	crosshair color green component to display when wielding the mortar	0.15
crosshair_grenadelauncher_color_red	crosshair color red component to display when wielding the mortar	1
crosshair_grenadelauncher_size	crosshair size when wielding the mortar	0.7
crosshair_hagar	crosshair to display when wielding the hagar	
crosshair_hagar_color_alpha	crosshair alpha value to display when wielding the hagar	1
crosshair_hagar_color_blue	crosshair color blue component to display when wielding the hagar	0.35
crosshair_hagar_color_green	crosshair color green component to display when wielding the hagar	0.5
crosshair_hagar_color_red	crosshair color red component to display when wielding the hagar	0.85
crosshair_hagar_size	crosshair size when wielding the hagar	0.8
crosshair_hittest	do a crosshair hit evaluation; also, the crosshair is scaled by the given number when aiming at an enemy, and blurred when aiming at a team mate	1
crosshair_hittest_blur	blur the crosshair if the shot is obstructed	1
crosshair_hittest_showimpact	move the crosshair to the actual impact location if obstructed	0
crosshair_hlac	crosshair to display when wielding the H.L.A.C	
crosshair_hlac_color_alpha	crosshair alpha value to display when wielding the H.L.A.C.	1
crosshair_hlac_color_blue	crosshair color blue component to display when wielding the H.L.A.C.	0.2
crosshair_hlac_color_green	crosshair color green component to display when wielding the H.L.A.C.	0.65
crosshair_hlac_color_red	crosshair color red component to display when wielding the H.L.A.C.	1
crosshair_hlac_size	crosshair size when wielding the H.L.A.C.	0.6
crosshair_hook	crosshair to display when wielding the hook	
crosshair_hook_color_alpha	crosshair alpha value to display when wielding the hook	0.85
crosshair_hook_color_blue	crosshair color blue component to display when wielding the hook	0.85
crosshair_hook_color_green	crosshair color green component to display when wielding the hook	1
crosshair_hook_color_red	crosshair color red component to display when wielding the hook	0.65
crosshair_hook_size	crosshair size when wielding the hook	0.5
crosshair_laser	crosshair to display when wielding the laser	
crosshair_laser_color_alpha	crosshair alpha value to display when wielding the laser	0.75
crosshair_laser_color_blue	crosshair color blue component to display when wielding the laser	0.2
crosshair_laser_color_green	crosshair color green component to display when wielding the laser	0.35
crosshair_laser_color_red	crosshair color red component to display when wielding the laser	1
crosshair_laser_size	crosshair size when wielding the laser	0.4
crosshair_minstanex	crosshair to display when wielding the minstanex gun	

cvar	Funktion	Default-Wert
crosshair_minstanex_color_alpha	crosshair alpha value to display when wielding the minstanex gun	1
crosshair_minstanex_color_blue	crosshair color blue component to display when wielding the minstanex gun	1
crosshair_minstanex_color_green	crosshair color green component to display when wielding the minstanex gun	0.65
crosshair_minstanex_color_red	crosshair color red component to display when wielding the minstanex gun	0.65
crosshair_minstanex_size	crosshair size when wielding the minstanex gun	0.4
crosshair_nex	crosshair to display when wielding the nex gun	
crosshair_nex_color_alpha	crosshair alpha value to display when wielding the nex gun	0.85
crosshair_nex_color_blue	crosshair color blue component to display when wielding the nex gun	1
crosshair_nex_color_green	crosshair color green component to display when wielding the nex gun	0.9
crosshair_nex_color_red	crosshair color red component to display when wielding the nex gun	0
crosshair_nex_size	crosshair size when wielding the nex gun	0.65
crosshair_per_weapon	when 1, each gun will display a different crosshair	0
crosshair_porto	crosshair to display when wielding the porto	
crosshair_porto_color_alpha	crosshair alpha value to display when wielding the porto	0.85
crosshair_porto_color_blue	crosshair color blue component to display when wielding the porto	0.5
crosshair_porto_color_green	crosshair color green component to display when wielding the porto	1
crosshair_porto_color_red	crosshair color red component to display when wielding the porto	0.5
crosshair_porto_size	crosshair size when wielding the porto	0.6
crosshair_rocketlauncher	crosshair to display when wielding the rocketlauncher	
crosshair_rocketlauncher_color_alpha	crosshair alpha value to display when wielding the rocketlauncher	1
crosshair_rocketlauncher_color_blue	crosshair color blue component to display when wielding the rocketlauncher	0.2
crosshair_rocketlauncher_color_green	crosshair color green component to display when wielding the rocketlauncher	0.75
crosshair_rocketlauncher_color_red	crosshair color red component to display when wielding the rocketlauncher	1
crosshair_rocketlauncher_size	crosshair size when wielding the rocketlauncher	0.5875
crosshair_seeker	custom cvar	
crosshair_seeker_color_alpha	custom cvar	0.9
crosshair_seeker_color_blue	custom cvar	0.35
crosshair_seeker_color_green	custom cvar	0.35
crosshair_seeker_color_red	custom cvar	1
crosshair_seeker_size	custom cvar	1.15
crosshair_shotgun	crosshair to display when wielding the shotgun	
crosshair_shotgun_color_alpha	crosshair alpha value to display when wielding the shotgun	1.1
crosshair_shotgun_color_blue	crosshair color blue component to display when wielding the shotgun	0.7
crosshair_shotgun_color_green	crosshair color green component to display when wielding the shotgun	0.7

cvar	Funktion	Default-Wert
crosshair_shotgun_color_red	crosshair color red component to display when wielding the shotgun	0.7
crosshair_shotgun_size	crosshair size when wielding the shotgun	0.65
crosshair_size	adjusts size of the crosshair on the screen	1
crosshair_tuba	crosshair to display when wielding the tuba	
crosshair_tuba_color_alpha	crosshair alpha value to display when wielding the tuba	1
crosshair_tuba_color_blue	crosshair color blue component to display when wielding the tuba	0.25
crosshair_tuba_color_green	crosshair color green component to display when wielding the tuba	0.5
crosshair_tuba_color_red	crosshair color red component to display when wielding the tuba	0.85
crosshair_tuba_size	crosshair size when wielding the tuba	1
crosshair_uzi	crosshair to display when wielding the machinegun	
crosshair_uzi_color_alpha	crosshair alpha value to display when wielding the machinegun	0.9
crosshair_uzi_color_blue	crosshair color blue component to display when wielding the machinegun	0.35
crosshair_uzi_color_green	crosshair color green component to display when wielding the machinegun	0.9
crosshair_uzi_color_red	crosshair color red component to display when wielding the machinegun	0.4
crosshair_uzi_size	crosshair size when wielding the machinegun	0.6
csqc_progcrc	CRC of csprogs.dat file to load (-1 is none), only used during level changes and then reset to -1	-1
csqc_progname	name of csprogs.dat file to load	csprogs.dat
csqc_progsize	file size of csprogs.dat file to load (-1 is none), only used during level changes and then reset to -1	-1
cutscene	enables cutscenes in nehahra, can be used by other mods	1
cvar_check_default	custom cvar	cf10a5c13c0767a0f40fd748ce9a472c
cvar_check_weapons	custom cvar	a7ca57b891d66754b856e24e5c1745e3

[Zurück zu bis b] [Zurück zur Nexuis cvars Übersicht] [Weiter zu d bis f]

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