

# Nexuiz cvars g Teil 1

cvar	Funktion	Default-Wert	
g_allow_oldnexbeam	If enabled, clients are allowed to use old v2.3 Nexgun beam	0	
g_antilag	AntiLag (0 = no AntiLag, 1 = verified client side hit scan, 2 = server side hit scan in the past, 3 = unverified client side hit scan)	2	
g_antilag_bullets	Bullets AntiLag (0 = no AntiLag, 1 = server side hit scan in the past) - DO NOT TOUCH (severely changes weapon balance)	1	
g_arena	Arena: many one-on-one rounds are played to find the winner	0	
g_arena_maxspawned	maximum number of players to spawn at once (the rest is spectating, waiting for their turn)	2	
g_arena_powerups	enables powerups (superhealth, strength and shield), which are removed by default	0	
g_arena_roundbased	if disabled, the next player will spawn as soon as someone dies	1	
g_arena_warmup	time, newly spawned players have to prepare themselves in round based matches	5	
g_assault	Assault: attack the enemy base as fast as you can, then defend the base against the enemy for that time to win	0	
g_balance_armor_blockpercent	custom cvar	0.6	
g_balance_armor_limit	custom cvar	999	
g_balance_armor_regen	custom cvar	0	
g_balance_armor_regenlinear	custom cvar	0	
g_balance_armor_regenstable	custom cvar	100	
g_balance_armor_rot	custom cvar	0.1	
g_balance_armor_rotlinear	custom cvar	0	
g_balance_armor_rotstable	custom cvar	100	
g_balance_armor_start	custom cvar	0	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_campingrifle_auto_reload_after_changing_weapons	custom cvar	0	
g_balance_campingrifle_magazinecapacity	custom cvar	8	
g_balance_campingrifle_primary_ammo	custom cvar	10	
g_balance_campingrifle_primary_animtime	custom cvar	0.3	
g_balance_campingrifle_primary_bulletconstant	custom cvar	130	
g_balance_campingrifle_primary_damage	custom cvar	60	
g_balance_campingrifle_primary_force	custom cvar	2	
g_balance_campingrifle_primary_headshotadddamage	custom cvar	100	
g_balance_campingrifle_primary_lifetime	custom cvar	5	
g_balance_campingrifle_primary_refire	custom cvar	0.7	
g_balance_campingrifle_primary_speed	custom cvar	35000	
g_balance_campingrifle_primary_spread	custom cvar	0	
g_balance_campingrifle_reloadtime	custom cvar	2	
g_balance_campingrifle_secondary_ammo	custom cvar	10	
g_balance_campingrifle_secondary_animtime	custom cvar	0.1	
g_balance_campingrifle_secondary_bulletconstant	custom cvar	130	
g_balance_campingrifle_secondary_damage	custom cvar	35	
g_balance_campingrifle_secondary_force	custom cvar	1	
g_balance_campingrifle_secondary_headshotadddamage	custom cvar	15	
g_balance_campingrifle_secondary_lifetime	custom cvar	5	
g_balance_campingrifle_secondary_refire	custom cvar	0.12	
g_balance_campingrifle_secondary_speed	custom cvar	20000	
g_balance_campingrifle_secondary_spread	custom cvar	8	
g_balance_cloaked_alpha	custom cvar	0.25	
g_balance_crylink_primary_ammo	custom cvar	2	
g_balance_crylink_primary_animtime	custom cvar	0.3	
g_balance_crylink_primary_bouncedamagefactor	custom cvar	0.5	
g_balance_crylink_primary_bounces	custom cvar	1	
g_balance_crylink_primary_damage	custom cvar	18	
g_balance_crylink_primary_edgedamage	custom cvar	0	
g_balance_crylink_primary_force	custom cvar	-55	
g_balance_crylink_primary_middle_fadetime	custom cvar	5	
g_balance_crylink_primary_middle_lifetime	custom cvar	5	
g_balance_crylink_primary_other_fadetime	custom cvar	0.25	
g_balance_crylink_primary_other_lifetime	custom cvar	0.1	
g_balance_crylink_primary_radius	custom cvar	80	
g_balance_crylink_primary_refire	custom cvar	0.4	
g_balance_crylink_primary_shots	custom cvar	4	
g_balance_crylink_primary_speed	custom cvar	7000	
g_balance_crylink_primary_spread	custom cvar	0.03	
g_balance_crylink_primary_star_fadetime	custom cvar	0.25	
g_balance_crylink_primary_star_lifetime	custom cvar	0.1	
g_balance_crylink_secondary_ammo	custom cvar	2	
g_balance_crylink_secondary_animtime	custom cvar	0.3	
g_balance_crylink_secondary_bouncedamagefactor	custom cvar	0.5	
g_balance_crylink_secondary_bounces	custom cvar	0	
g_balance_crylink_secondary_damage	custom cvar	18	
g_balance_crylink_secondary_edgedamage	custom cvar	0	
g_balance_crylink_secondary_force	custom cvar	-55	
g_balance_crylink_secondary_line_fadetime	custom cvar	2	
g_balance_crylink_secondary_line_lifetime	custom cvar	2	
g_balance_crylink_secondary_middle_fadetime	custom cvar	5	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_crylink_secondary_middle_lifetime	custom cvar	5	
g_balance_crylink_secondary_radius	custom cvar	3	
g_balance_crylink_secondary_refire	custom cvar	0.5	
g_balance_crylink_secondary_shots	custom cvar	7	
g_balance_crylink_secondary_speed	custom cvar	7000	
g_balance_crylink_secondary_spread	custom cvar	0.08	
g_balance_ctf_damageforcescale	custom cvar	1	
g_balance_ctf_delay_collect	custom cvar	1.0	
g_balance_curse_empathy_minhealth	custom cvar	20	
g_balance_curse_empathy_takedamage	custom cvar	-0.4	
g_balance_curse_slow_atkrate	custom cvar	1.5	
g_balance_curse_slow_jumpheight	custom cvar	1.0	
g_balance_curse_slow_moverate	custom cvar	0.8	
g_balance_curse_venom_hpmod	custom cvar	0.6	
g_balance_curse_venom_limitmod	custom cvar	1	
g_balance_curse_venom_rotrate	custom cvar	3.0	
g_balance_curse_vulner_takedamage	custom cvar	2.0	
g_balance_curse_weak_damage	custom cvar	0.5	
g_balance_curse_weak_force	custom cvar	0.6	
g_balance_electro_combo_damage	custom cvar	80	
g_balance_electro_combo_edgedamage	custom cvar	0	
g_balance_electro_combo_force	custom cvar	200	
g_balance_electro_combo_radius	custom cvar	250	
g_balance_electro_combo_speed	custom cvar	2000	
g_balance_electro_primary_ammo	custom cvar	2	
g_balance_electro_primary_animtime	custom cvar	0.3	
g_balance_electro_primary_damage	custom cvar	65	
g_balance_electro_primary_edgedamage	custom cvar	0	
g_balance_electro_primary_force	custom cvar	200	
g_balance_electro_primary_lifetime	custom cvar	30	
g_balance_electro_primary_radius	custom cvar	150	
g_balance_electro_primary_refire	custom cvar	0.6	
g_balance_electro_primary_speed	custom cvar	2000	
g_balance_electro_secondary_ammo	custom cvar	2	
g_balance_electro_secondary_animtime	custom cvar	0.3	
g_balance_electro_secondary_damage	custom cvar	50	
g_balance_electro_secondary_damageforcescale	custom cvar	4	
g_balance_electro_secondary_edgedamage	custom cvar	0	
g_balance_electro_secondary_force	custom cvar	200	
g_balance_electro_secondary_health	custom cvar	5	
g_balance_electro_secondary_lifetime	custom cvar	5	
g_balance_electro_secondary_radius	custom cvar	150	
g_balance_electro_secondary_refire	custom cvar	0.3	
g_balance_electro_secondary_speed	custom cvar	900	
g_balance_electro_secondary_speed_up	custom cvar	200	
g_balance_electro_secondary_spread	custom cvar	0.05	
g_balance_falldamage_deadminspped	custom cvar	150	
g_balance_falldamage_factor	custom cvar	0.15	
g_balance_falldamage_maxdamage	custom cvar	25	
g_balance_falldamage_minspped	custom cvar	1400	
g_balance_fuel_limit	custom cvar	999	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_fuel_regen	fuel regeneration (only applies if the player owns IT_FUEL_REGEN)	0.1	
g_balance_fuel_regenlinear	custom cvar	0	
g_balance_fuel_regenstable	custom cvar	50	
g_balance_fuel_rot	custom cvar	0.05	
g_balance_fuel_rotlinear	custom cvar	0	
g_balance_fuel_rotstable	custom cvar	100	
g_balance_grapplehook_airfriction	custom cvar	0.2	
g_balance_grapplehook_force_rubber	custom cvar	2000	
g_balance_grapplehook_force_rubber_overstretch	custom cvar	1000	
g_balance_grapplehook_health	custom cvar	130	
g_balance_grapplehook_length_min	custom cvar	50	
g_balance_grapplehook_speed_fly	custom cvar	1800	
g_balance_grapplehook_speed_pull	custom cvar	2000	
g_balance_grapplehook_stretch	custom cvar	50	
g_balance_grenadelauncher_primary_ammo	custom cvar	2	
g_balance_grenadelauncher_primary_animtime	custom cvar	0.3	
g_balance_grenadelauncher_primary_damage	custom cvar	70	
g_balance_grenadelauncher_primary_edgedamage	custom cvar	38	
g_balance_grenadelauncher_primary_force	custom cvar	400	
g_balance_grenadelauncher_primary_lifetime	custom cvar	30	
g_balance_grenadelauncher_primary_radius	custom cvar	140	
g_balance_grenadelauncher_primary_refire	custom cvar	0.8	
g_balance_grenadelauncher_primary_speed	custom cvar	2000	
g_balance_grenadelauncher_primary_speed_up	custom cvar	200	
g_balance_grenadelauncher_secondary_ammo	custom cvar	2	
g_balance_grenadelauncher_secondary_animtime	custom cvar	0.3	
g_balance_grenadelauncher_secondary_damage	custom cvar	70	
g_balance_grenadelauncher_secondary_damageforcescale	custom cvar	4	
g_balance_grenadelauncher_secondary_edgedamage	custom cvar	38	
g_balance_grenadelauncher_secondary_force	custom cvar	400	
g_balance_grenadelauncher_secondary_health	custom cvar	10	
g_balance_grenadelauncher_secondary_lifetime	custom cvar	2.5	
g_balance_grenadelauncher_secondary_radius	custom cvar	140	
g_balance_grenadelauncher_secondary_refire	custom cvar	0.7	
g_balance_grenadelauncher_secondary_speed	custom cvar	1400	
g_balance_grenadelauncher_secondary_speed_up	custom cvar	200	
g_balance_hagar_primary_ammo	custom cvar	1	
g_balance_hagar_primary_damage	custom cvar	37	
g_balance_hagar_primary_edgedamage	custom cvar	15	
g_balance_hagar_primary_force	custom cvar	100	
g_balance_hagar_primary_lifetime	custom cvar	30	
g_balance_hagar_primary_radius	custom cvar	65	
g_balance_hagar_primary_refire	custom cvar	0.15	
g_balance_hagar_primary_speed	custom cvar	3000	
g_balance_hagar_primary_spread	custom cvar	10	
g_balance_hagar_secondary_ammo	custom cvar	1	
g_balance_hagar_secondary_damage	custom cvar	37	
g_balance_hagar_secondary_edgedamage	custom cvar	15	
g_balance_hagar_secondary_force	custom cvar	100	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_hagar_secondary_lifetime	custom cvar	30	
g_balance_hagar_secondary_radius	custom cvar	65	
g_balance_hagar_secondary_refire	custom cvar	0.15	
g_balance_hagar_secondary_speed	custom cvar	1400	
g_balance_hagar_secondary_spread	custom cvar	15	
g_balance_health_limit	custom cvar	999	
g_balance_health_regen	custom cvar	0.1	
g_balance_health_regenlinear	custom cvar	0	
g_balance_health_regenstable	custom cvar	100	
g_balance_health_rot	custom cvar	0.1	
g_balance_health_rotlinear	custom cvar	0	
g_balance_health_rotstable	custom cvar	100	
g_balance_health_start	custom cvar	150	
g_balance_hlac_primary_ammo	custom cvar	1	
g_balance_hlac_primary_animtime	custom cvar	0.4	
g_balance_hlac_primary_damage	custom cvar	23	
g_balance_hlac_primary_edgedamage	custom cvar	10	
g_balance_hlac_primary_force	custom cvar	100	
g_balance_hlac_primary_lifetime	custom cvar	5	
g_balance_hlac_primary_radius	custom cvar	70	
g_balance_hlac_primary_refire	custom cvar	0.1	
g_balance_hlac_primary_speed	custom cvar	9000	
g_balance_hlac_primary_spread_add	custom cvar	0.0045	
g_balance_hlac_primary_spread_crouchmod	custom cvar	0.25	
g_balance_hlac_primary_spread_max	custom cvar	0.25	
g_balance_hlac_primary_spread_min	custom cvar	0.01	
g_balance_hlac_secondary_ammo	custom cvar	10	
g_balance_hlac_secondary_animtime	custom cvar	0.3	
g_balance_hlac_secondary_damage	custom cvar	23	
g_balance_hlac_secondary_edgedamage	custom cvar	10	
g_balance_hlac_secondary_force	custom cvar	100	
g_balance_hlac_secondary_lifetime	custom cvar	5	
g_balance_hlac_secondary_radius	custom cvar	70	
g_balance_hlac_secondary_refire	custom cvar	1	
g_balance_hlac_secondary_shots	custom cvar	6	
g_balance_hlac_secondary_speed	custom cvar	9000	
g_balance_hlac_secondary_spread	custom cvar	0.15	
g_balance_hlac_secondary_spread_crouchmod	custom cvar	0.5	
g_balance_hook_primary_animtime	custom cvar	0.3	
g_balance_hook_primary_fuel	custom cvar	10	
g_balance_hook_primary_hooked_fuel	custom cvar	8	
g_balance_hook_primary_hooked_time_free	custom cvar	2	
g_balance_hook_primary_hooked_time_max	custom cvar	0	
g_balance_hook_primary_refire	custom cvar	0	
g_balance_hook_secondary_ammo	custom cvar	25	
g_balance_hook_secondary_animtime	custom cvar	0.3	
g_balance_hook_secondary_damage	custom cvar	25	
g_balance_hook_secondary_duration	custom cvar	1.5	
g_balance_hook_secondary_edgedamage	custom cvar	5	
g_balance_hook_secondary_force	custom cvar	-2000	
g_balance_hook_secondary_gravity	custom cvar	5	
g_balance_hook_secondary_lifetime	custom cvar	30	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_hook_secondary_power	custom cvar	3	
g_balance_hook_secondary_radius	custom cvar	500	
g_balance_hook_secondary_refire	custom cvar	3	
g_balance_hook_secondary_speed	custom cvar	0	
g_balance_keyhunt_damageforcescale	custom cvar	1	
g_balance_keyhunt_delay_collect	custom cvar	1.5	
g_balance_keyhunt_delay_drop	custom cvar	0.4	
g_balance_keyhunt_delay_fadeout	custom cvar	2	
g_balance_keyhunt_delay_return	custom cvar	60	
g_balance_keyhunt_delay_round	custom cvar	5	
g_balance_keyhunt_delay_tracking	custom cvar	10	
g_balance_keyhunt_dropvelocity	custom cvar	300	
g_balance_keyhunt_maxdist	custom cvar	150	
g_balance_keyhunt_protecttime	custom cvar	0.8	
g_balance_keyhunt_score_capture	custom cvar	100	
g_balance_keyhunt_score_carrierfrag	custom cvar	2	
g_balance_keyhunt_score_collect	custom cvar	3	
g_balance_keyhunt_score_destroyed	custom cvar	50	
g_balance_keyhunt_score_destroyed_ownfactor	custom cvar	1	
g_balance_keyhunt_score_push	custom cvar	60	
g_balance_keyhunt_throwvelocity	custom cvar	400	
g_balance_kill_delay	custom cvar	5	
g_balance_laser_primary_animtime	custom cvar	0.3	
g_balance_laser_primary_damage	custom cvar	35	
g_balance_laser_primary_edgedamage	custom cvar	10	
g_balance_laser_primary_force	custom cvar	400	
g_balance_laser_primary_lifetime	custom cvar	30	
g_balance_laser_primary_radius	custom cvar	70	
g_balance_laser_primary_refire	custom cvar	0.7	
g_balance_laser_primary_speed	custom cvar	9000	
g_balance_laser_secondary	custom cvar	0	
g_balance_laser_secondary_animtime	custom cvar	0.3	
g_balance_laser_secondary_damage	custom cvar	35	
g_balance_laser_secondary_edgedamage	custom cvar	10	
g_balance_laser_secondary_force	custom cvar	400	
g_balance_laser_secondary_lifetime	custom cvar	30	
g_balance_laser_secondary_radius	custom cvar	70	
g_balance_laser_secondary_refire	custom cvar	0.7	
g_balance_laser_secondary_speed	custom cvar	9000	
g_balance_minstanex_ammo	custom cvar	10	
g_balance_minstanex_animtime	custom cvar	0.3	
g_balance_minstanex_refire	custom cvar	1	
g_balance_nex_ammo	custom cvar	5	
g_balance_nex_animtime	custom cvar	0.3	
g_balance_nex_damage	custom cvar	110	
g_balance_nex_force	custom cvar	600	
g_balance_nex_refire	custom cvar	1.5	
g_balance_nexball_primary_animtime	launching animtime	0.3	
g_balance_nexball_primary_refire	launching refire	0.7	
g_balance_nexball_primary_speed	launching speed	1000	
g_balance_nexball_secondary_animtime	stealing projectile animtime	0.3	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_nexball_secondary_force	stealing projectile force	500	
g_balance_nexball_secondary_lifetime	stealing projectile lifetime	0.15	
g_balance_nexball_secondary_refire	stealing projectile refire	0.6	
g_balance_nexball_secondary_speed	stealing projectile speed	3000	
g_balance_nixnex_ammo_cells	custom cvar	15	
g_balance_nixnex_ammo_fuel	custom cvar	0	
g_balance_nixnex_ammo_nails	custom cvar	45	
g_balance_nixnex_ammo_rockets	custom cvar	15	
g_balance_nixnex_ammo_shells	custom cvar	15	
g_balance_nixnex_ammoincr_cells	custom cvar	2	
g_balance_nixnex_ammoincr_fuel	custom cvar	2	
g_balance_nixnex_ammoincr_nails	custom cvar	6	
g_balance_nixnex_ammoincr_rockets	custom cvar	2	
g_balance_nixnex_ammoincr_shells	custom cvar	2	
g_balance_nixnex_incrtime	custom cvar	1.6	
g_balance_nixnex_roundtime	custom cvar	25	
g_balance_pause_armor_rot	custom cvar	5	
g_balance_pause_armor_rot_spawn	custom cvar	10	
g_balance_pause_fuel_regen	custom cvar	2	
g_balance_pause_fuel_rot	custom cvar	5	
g_balance_pause_fuel_rot_spawn	custom cvar	10	
g_balance_pause_health_regen	custom cvar	5	
g_balance_pause_health_regen_spawn	custom cvar	0	
g_balance_pause_health_rot	custom cvar	5	
g_balance_pause_health_rot_spawn	custom cvar	10	
g_balance_portal_health	custom cvar	200	
g_balance_portal_lifetime	custom cvar	15	
g_balance_porto_primary_ammo	custom cvar	25	
g_balance_porto_primary_lifetime	custom cvar	30	
g_balance_porto_primary_refire	custom cvar	1.5	
g_balance_porto_primary_speed	custom cvar	2000	
g_balance_powerup_invincible_takedamage	custom cvar	0.2	
g_balance_powerup_invincible_time	custom cvar	30	
g_balance_powerup_strength_damage	custom cvar	3	
g_balance_powerup_strength_force	custom cvar	4	
g_balance_powerup_strength_selfdamage	custom cvar	1.5	
g_balance_powerup_strength_selfforce	custom cvar	1.5	
g_balance_powerup_strength_time	custom cvar	30	
g_balance_rocketlauncher_ammo	custom cvar	3	
g_balance_rocketlauncher_animtime	custom cvar	0.3	
g_balance_rocketlauncher_damage	custom cvar	105	
g_balance_rocketlauncher_damageforcescale	custom cvar	4	
g_balance_rocketlauncher_detonatedelay	custom cvar	0.2	
g_balance_rocketlauncher_edgedamage	custom cvar	40	
g_balance_rocketlauncher_force	custom cvar	600	
g_balance_rocketlauncher_guidedelay	custom cvar	0.15	
g_balance_rocketlauncher_guidegoal	custom cvar	512	
g_balance_rocketlauncher_guiderate	custom cvar	90	
g_balance_rocketlauncher_health	custom cvar	40	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_rocketlauncher_laserguided_allow_steal	custom cvar	1	
g_balance_rocketlauncher_laserguided_speed	custom cvar	1000	
g_balance_rocketlauncher_laserguided_speedaccel	custom cvar	0	
g_balance_rocketlauncher_laserguided_speedstart	custom cvar	1000	
g_balance_rocketlauncher_laserguided_turnrate	custom cvar	0.75	
g_balance_rocketlauncher_lifetime	custom cvar	30	
g_balance_rocketlauncher_radius	custom cvar	150	
g_balance_rocketlauncher_refire	custom cvar	1	
g_balance_rocketlauncher_speed	custom cvar	850	
g_balance_rocketlauncher_speedaccel	custom cvar	0	
g_balance_rocketlauncher_speedstart	custom cvar	850	
g_balance_rune_defense_combo_takedamage	custom cvar	1.0	
g_balance_rune_defense_takedamage	custom cvar	0.5	
g_balance_rune_regen_combo_hpmod	custom cvar	0.9	
g_balance_rune_regen_combo_limitmod	custom cvar	1	
g_balance_rune_regen_combo_regenrate	custom cvar	0.5	
g_balance_rune_regen_combo_rotrate	custom cvar	1.5	
g_balance_rune_regen_hpmod	custom cvar	1.75	
g_balance_rune_regen_limitmod	custom cvar	1	
g_balance_rune_regen_regenrate	custom cvar	3.0	
g_balance_rune_speed_atkrate	custom cvar	0.66	
g_balance_rune_speed_combo_atkrate	custom cvar	1.2	
g_balance_rune_speed_combo_jumpheight	custom cvar	1.0	
g_balance_rune_speed_combo_moverate	custom cvar	0.9	
g_balance_rune_speed_jumpheight	custom cvar	1.4	
g_balance_rune_speed_moverate	custom cvar	1.25	
g_balance_rune_strength_combo_damage	custom cvar	0.9	
g_balance_rune_strength_combo_force	custom cvar	1.0	
g_balance_rune_strength_damage	custom cvar	2.0	
g_balance_rune_strength_force	custom cvar	1.5	
g_balance_rune_vampire_absorb	custom cvar	0.4	
g_balance_rune_vampire_combo_absorb	custom cvar	-0.1	
g_balance_rune_vampire_combo_minhealth	custom cvar	40	
g_balance_rune_vampire_maxhealth	custom cvar	500	
g_balance_selfdamagepercent	custom cvar	0.6	
g_balance_shotgun_primary_ammo	custom cvar	1	
g_balance_shotgun_primary_animtime	custom cvar	0.2	
g_balance_shotgun_primary_bulletconstant	custom cvar	75	
g_balance_shotgun_primary_bullets	custom cvar	6	
g_balance_shotgun_primary_damage	custom cvar	12	
g_balance_shotgun_primary_force	custom cvar	60	
g_balance_shotgun_primary_refire	custom cvar	0.5	
g_balance_shotgun_primary_speed	custom cvar	12000	
g_balance_shotgun_primary_spread	custom cvar	0.07	
g_balance_shotgun_secondary_ammo	custom cvar	1	
g_balance_shotgun_secondary_animtime	custom cvar	0.2	
g_balance_shotgun_secondary_bulletconstant	custom cvar	75	
g_balance_shotgun_secondary_bullets	custom cvar	6	
g_balance_shotgun_secondary_damage	custom cvar	12	
g_balance_shotgun_secondary_force	custom cvar	60	
g_balance_shotgun_secondary_refire	custom cvar	1.35	
g_balance_shotgun_secondary_speed	custom cvar	12000	



<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_balance_shotgun_secondary_spread	custom cvar	0.1	
g_balance_teams	automatically balance out players entering instead of asking them for their preferred team	0	
g_balance_teams_force	automatically balance out teams when players move or disconnect	0	
g_balance_teams_prevent_imbalance	prevent players from changing to larger teams	0	
g_balance_tuba_animtime	custom cvar	0.25	
g_balance_tuba_attenuation	custom cvar	0.5	
g_balance_tuba_damage	custom cvar	25	
g_balance_tuba_edgedamage	custom cvar	0	
g_balance_tuba_force	custom cvar	200	
g_balance_tuba_radius	custom cvar	200	
g_balance_tuba_refire	custom cvar	0.25	
g_balance_tuba_volume	custom cvar	1	
g_balance_uzi_bulletconstant	custom cvar	115	
g_balance_uzi_first_amm0	custom cvar	1	
g_balance_uzi_first_damage	custom cvar	35	
g_balance_uzi_first_force	custom cvar	50	
g_balance_uzi_first_refire	custom cvar	0.2	
g_balance_uzi_first_spread	custom cvar	15	
g_balance_uzi_speed	custom cvar	18000	
g_balance_uzi_sustained_amm0	custom cvar	1	
g_balance_uzi_sustained_damage	custom cvar	20	
g_balance_uzi_sustained_force	custom cvar	27	
g_balance_uzi_sustained_refire	custom cvar	0.1	
g_balance_uzi_sustained_spread	custom cvar	0.05	
g_balance_weaponswitchdelay	custom cvar	0.15	
g_ballistics_materialconstant	custom cvar	1414213562	
g_ban_default_bantime	90 minutes	5400	
g_ban_default_masksize	whole 255.255.255.0 networks (set to 4 for single IPs)	3	
g_ban_sync_interval	sync every 5 minutes	5	
g_ban_sync_timeout	time out in seconds for the ban sync requests	45	
g_ban_sync_trusted_servers	request ban lists from these nexuiz servers (do not include your own server there, or unbanning may fail)		
g_ban_sync_trusted_servers_verify	when set to 1, additional bans sent by the servers are ignored, and only bans for the requested IP are used	0	

cvar	Funktion	Default-Wert	
g_ban_sync_uri	sync using this ban list provider (empty string to disable)		
g_banned_list	format: IP remainingtime IP remainingtime ...		
g_bloodloss	amount of health below which blood loss occurs	0	
g_bugrigs	custom cvar	0	
g_bugrigs_accel	acceleration	800	
g_bugrigs_air_steering	NFS bug emulation	1	
g_bugrigs_angle_smoothing	smooth the car angle a bit, looks nice	5	
g_bugrigs_friction_air	(very small) $v \leftarrow v - v$	<b>2 *</b> <b>g_bugrigs_friction_air</b>	0.00001
g_bugrigs_friction_brake	units/sec friction for braking	950	
g_bugrigs_friction_floor	units/sec friction on floor	50	
g_bugrigs_planar_movement	BROTRR bug emulation	1	
g_bugrigs_planar_movement_car_jumping	my own bug	1	
g_bugrigs_reverse_speeding	BROTRR bug emulation	1	
g_bugrigs_reverse_spinning	BROTRR bug emulation	1	
g_bugrigs_reverse_stopping	BROTRR bug emulation	1	
g_bugrigs_speed_pow	reference power for accel and steer responsiveness	2	
g_bugrigs_speed_ref	reference speed for accel and steer responsiveness	400	
g_bugrigs_steer	steering amount	1	
g_campaign	custom cvar	0	
g_campaign_index	custom cvar	0	
g_campaign_name	custom cvar	Nexuiz25	
g_campaign_skill	custom cvar	0	
g_campaignNexuiz25_index	custom cvar	1	
g_casings	specifies which casings (0: none, 1: only shotgun casings, 2: shotgun and machine gun casings) are sent to the client	2	
g_cdtracks_dontusebydefault	list used by mapinfo system to automatically assign cdtracks - must be a subset of g_cdtracks_remaplist	digital-pursuit thunder brokenlight	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_cdtracks_remaplist	list used by mapinfo system to automatically assign cdtracks - must match the cd remap command	digital-pursuit breakdown-easy brainsukker chaos-fog inflight neuronal-diving subcities thru-the-mirror calling-bogus beast-of-insanity thunder brokenlight brokenlight stairs sixtyfour_desert3 ninesix sixtyfour_revisited northern-lights	
g_changeteam_banned	not allowed to change team	0	
g_changeteam_fragtransfer	% of frags you get to keep when you change teams (rounded down)	0	
g_chat_flood_burst	normal chat: allow bursts of so many chat lines	2	
g_chat_flood_burst_team	team chat: allow bursts of so many chat lines	2	
g_chat_flood_burst_tell	team chat: allow bursts of so many chat lines	2	
g_chat_flood_lmax	normal chat: maximum number of lines per chat message at once	2	
g_chat_flood_lmax_team	team chat: maximum number of lines per chat message at once	2	
g_chat_flood_lmax_tell	team chat: maximum number of lines per chat message at once	2	
g_chat_flood_notify_flooder	when 0, the flooder still can see his own message	1	
g_chat_flood_spl	normal chat: seconds between lines to not count as flooding	3	
g_chat_flood_spl_team	team chat:seconds between lines to not count as flooding	1	
g_chat_flood_spl_tell	team chat:seconds between lines to not count as flooding	1	
g_chat_nospectators	if 0 spec/observer chat is always visible to the player, if 1 it is never visible to players, if 2 it is only visible to players during warmup stage	0	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_chat_teamcolors	colorize nicknames in team color for chat	0	
g_cloaked	display all players mostly invisible	0	
g_configversion	Configuration file version (used to upgrade settings) 0: first run, or previous start was <2.4.1 Later, it's overridden by config.cfg, version ranges are defined in config_update.cfg	0	
g_ctf	Capture The Flag: take the enemy flag and bring it to yours at your base to score	0	
g_ctf_allow_drop	dropping allows circumventing carrierkill score, so enable this with care!	1	
g_ctf_captimerecord_allow_assisted	if enabled, assisted CTF records (with other players on the server) are recorded too	0	
g_ctf_capture_limit	CTF capture limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_ctf_dynamiclights	custom cvar	0	
g_ctf_flag_blue_model	custom cvar	models/ctf/flags.md3	
g_ctf_flag_blue_skin	custom cvar	1	
g_ctf_flag_capture_effects	custom cvar	1	
g_ctf_flag_glowtrails	custom cvar	0	
g_ctf_flag_pickup_effects	custom cvar	1	
g_ctf_flag_red_model	custom cvar	models/ctf/flags.md3	
g_ctf_flag_red_skin	custom cvar	0	
g_ctf_flag_returntime	custom cvar	30	
g_ctf_flagcarrier_selfdamage	custom cvar	1	
g_ctf_flagcarrier_selfforce	custom cvar	1	
g_ctf_flagpenalty_drop	custom cvar	2	
g_ctf_flagpenalty_returned	custom cvar	1	
g_ctf_flagpenalty_suicidedrop	custom cvar	2	
g_ctf_flagscore_capture	custom cvar	28	
g_ctf_flagscore_kill	custom cvar	2	
g_ctf_flagscore_pickup_base	custom cvar	-3	
g_ctf_flagscore_pickup_dropped_early	custom cvar	2	
g_ctf_flagscore_pickup_dropped_late	custom cvar	2	
g_ctf_flagscore_return	custom cvar	5	
g_ctf_flagscore_return_by_killer	custom cvar	6	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_ctf_flagscore_return_rogue	custom cvar	10	
g_ctf_flagscore_return_rogue_by_killer	custom cvar	10	
g_ctf_fullbrightflags	custom cvar	0	
g_ctf_ignore_frgs	1: regular frags give no points	0	
g_ctf_personalpenalty_drop	custom cvar	2	
g_ctf_personalpenalty_returned	custom cvar	1	
g_ctf_personalpenalty_suicidedrop	custom cvar	2	
g_ctf_personalscore_capture	custom cvar	28	
g_ctf_personalscore_kill	custom cvar	2	
g_ctf_personalscore_pickup_base	custom cvar	-3	
g_ctf_personalscore_pickup_dropped_early	custom cvar	2	
g_ctf_personalscore_pickup_dropped_late	custom cvar	2	
g_ctf_personalscore_return	custom cvar	5	
g_ctf_personalscore_return_by_killer	custom cvar	6	
g_ctf_personalscore_return_rogue	custom cvar	10	
g_ctf_personalscore_return_rogue_by_killer	custom cvar	10	
g_ctf_respawn_delay	custom cvar	0	
g_ctf_respawn_waves	custom cvar	0	
g_ctf_reverse	when 1, bases/flags are switched :P you have to capture your OWN flag by bringing it to the ENEMY's	0	
g_ctf_shield_force	push force of the shield	100	
g_ctf_shield_max_ratio	shield at most 0% of a team from the enemy flag (try: 0.4 for 40%)	0	
g_ctf_shield_min_negscore	shield the player from the flag if he's got -20 points or less	20	
g_ctf_win_mode	0: captures only, 1: captures, then points, 2: points only	0	
g_cts	CTS: complete the stage	0	
g_dm	Deathmatch: killing any other player is one frag, player with most frags wins	1	
g_dm_respawn_delay	custom cvar	0	
g_dm_respawn_waves	custom cvar	0	
g_dom_respawn_delay	custom cvar	0	
g_dom_respawn_waves	custom cvar	0	
g_domination	Domination: capture and hold control points to gain points	0	
g_domination_default_teams	default number of teams for maps that aren't domination-specific	2	
g_domination_disable_frags	players can't get frags normally, only get points from kills	0	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_domination_point	-1	lead_leadlimit	
g_domination_point_amt	override: how many points to get per ping	0	
g_domination_point_capturetime	how long it takes to capture a point (given no interference)	0.1	
g_domination_point_fullbright	domination point fullbright	0	
g_domination_point_glow	domination point glow (warning, slow)	0	
g_domination_point_limit	Domination point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_domination_point_rate	override: how often to give those points	0	
g_footsteps	serverside footstep sounds	0	
g_forced_respawn	if set to 1 and a player died, that player gets automatically respawned once seconds are over	0	
g_friendlyfire	for teamplay 4: fiendly fire factor	0.1	
g_full_getstatus_responses	this currently breaks qstat	0	
g_fullbrightitems	brightens up items	0	
g_fullbrightplayers	brightens up player models (note that the color, skin or model of the players does not change!)	0	
g_grappling_hook	let players spawn with the grappling hook which allows them to pull themselves up	0	
g_grappling_hook_tarzan	custom cvar	2	
g_hitplots	when set to 1, hitplots are stored by the server to provide a means of proving that a triggerbot was used	0	
g_jetpack	Jetpack mutator (uses the hook's button, can't coexist with the offhand hook, but only with the onhand one)	0	

<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_jetpack_acceleration_side	acceleration of the jetpack in xy direction	1200	
g_jetpack_acceleration_up	acceleration of the jetpack in z direction (note: you have to factor in gravity here, if antigravity is not 1)	600	
g_jetpack_antigravity	factor of gravity compensation of the jetpack	0.8	
g_jetpack_attenuation	jetpack sound attenuation	2	
g_jetpack_fuel	fuel per second for jetpack	8	
g_jetpack_maxspeed_side	max speed of the jetpack in xy direction	1500	
g_jetpack_maxspeed_up	max speed of the jetpack in z direction	600	
g_jump_grunt	Do you make a grunting noise every time you jump? Is it the same grunting noise every time?	0	
g_keyhunt	Key Hunt: collect all keys from the enemies and bring them together to score	0	
g_keyhunt_point_leadlimit	Keyhunt point lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_keyhunt_point_limit	Keyhunt point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1	
g_keyhunt_teams	custom cvar	0	
g_keyhunt_teams_override	custom cvar	0	
g_laserguided_missile	if set to 1 the rockets of the rocket launcher can be steered using a laserpointer	0	
g_lms	Last Man Standing: everyone starts with a certain amount of lives, and the survivor wins	0	
g_lms_campcheck_damage	custom cvar	100	
g_lms_campcheck_distance	custom cvar	1800	
g_lms_campcheck_interval	custom cvar	10	

cvar	Funktion	Default-Wert	
g_lms_campcheck_message	custom cvar	\	<b>1Don't camp!</b>
g_lms_join_anytime	if true, new players can join, but get same amount of lives as the worst player	1	
g_lms_last_join	if g_lms_join_anytime is false, new players can only join if the worst active player has more than (fraglimit - g_lms_last_join) lives	3	
g_lms_lives_override	custom cvar	-1	
g_lms_regenerate	custom cvar	0	
g_lms_respawn_delay	custom cvar	0	
g_lms_respawn_waves	custom cvar	0	
g_lms_start_ammo_cells	custom cvar	50	
g_lms_start_ammo_fuel	custom cvar	0	
g_lms_start_ammo_nails	custom cvar	150	
g_lms_start_ammo_rockets	custom cvar	50	
g_lms_start_ammo_shells	custom cvar	50	
g_lms_start_armor	custom cvar	100	
g_lms_start_health	custom cvar	250	
g_mapinfo_settemp_acl	ACL for mapinfo setting cvars	+*	
g_maplist	custom cvar	accident aggressor aneurysm basement basementctf bleach bloodprison bloodprisonctf bluesky cyberparcour01 darkzone desertfactory dieselpower downer eggandbacon evilspace farewell final_rage ons- reborn racetrack reslimed ruiner runningman runningman_1on1remix runningmanctf silvercity skyway slimepit soylent starship stormkeep strength toxic warfare	
g_maplist_allow_frustrating	allow impossible maps to be, e.g., voted for and in the maplist (if set to 2, ONLY impossible maps are allowed)	0	
g_maplist_allow_hidden	allow hidden maps to be, e.g., voted for and in the maplist	0	



<b>cvar</b>	<b>Funktion</b>	<b>Default-Wert</b>	
g_maplist_check_waypoints	when 1, maps are skipped if there currently are bots, but the map has no waypoints	0	
g_maplist_index	this is used internally for saving position in maplist cycle	0	
g_maplist_mostrecent	contains the name of the maps that were most recently played		
g_maplist_mostrecent_count	number of most recent maps that are blocked from being played again	3	
g_maplist_selectrandom	if 1, a random map will be chosen as next map - DEPRECATED in favor of g_maplist_shuffle	0	
g_maplist_shuffle	new randomization method: like selectrandom, but avoid playing the same maps in short succession. This works by taking out the first element and inserting it into g_maplist with a bias to the end of the list	1	
g_maplist_votable	number of maps that are shown in the map voting at the end of a match	6	
g_maplist_votable_abstain	when 1, you can abstain from your vote	0	
g_maplist_votable_keeptwotime	custom cvar	15	
g_maplist_votable_nodetail	nodetail only shows total count instead of all vote counts per map, so votes don't influence others that much	1	
g_maplist_votable_screenshot_dir	where to look for map screenshots	maps	
g_maplist_votable_suggestions	custom cvar	2	
g_maplist_votable_suggestions_override_mostrecent	custom cvar	0	
g_maplist_votable_timeout	timeout for the map voting; must be below 50 seconds!	30	
g_maxplayers	maximum number of players allowed to play at the same time, set to 0 to allow all players to join the game	0	

cvar	Funktion	Default-Wert	
g_maxplayers_spectator_blocktime	if the players voted for the „nospectators“ command, this setting defines the number of seconds a observer/spectator has time to join the game before he gets kicked	5	
g_maxpushtime	timeout for kill credit when your damage knocks someone into a death trap	8.0	
g_midair	if set to 1 you can only apply damage to your opponent while he is airborne	0	
g_midair_shieldtime	number of seconds you are still invincible since you lost contact to the ground	0.3	
g_minstagib	enable minstagib	0	
g_minstagib_ammo_drop	how much ammo you'll get for weapons or cells	5	
g_minstagib_ammo_start	starting ammo	10	
g_minstagib_extralives	how many extra lives you will get per powerup	2	
g_minstagib_invis_alpha	custom cvar	0.15	
g_minstagib_speed_jumpheight	jump height multiplier that applies while you carry the invincibility powerup	1.8	
g_minstagib_speed_moverate	speed-multiplier that applies while you carry the invincibility powerup	1.25	
g_mirrordamage	for teamplay 4: mirror damage factor	0.3	

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