

Nexuiz cvars g Teil 2

| cvar | Funktion | Default-Wert |
|---|--|--------------|
| g_nexball | Nexball: Basketball and Soccer go Nexuiz | 0 |
| g_nexball_basketball_bouncefactor | velocity loss when the ball bounces | 0.6 |
| g_nexball_basketball_bouncestop | speed at which the ball stops when it hits the ground (multiplied by sv_gravity) | 75 |
| g_nexball_basketball_carrier_speed | speed multiplier for the ballcarrier | 0.9 |
| g_nexball_basketball_delay_hold | time before a player who caught the ball loses it (anti-ballcamp) | 20 |
| g_nexball_basketball_delay_hold_forteam | time before a ball reset when a team holds the ball for too long | 60 |
| g_nexball_basketball_effects_default | default: dim light. The original version used 1024 (fire) but it gives bad performance | 8 |
| g_nexball_basketball_meter | use the power meter for basketball | 1 |
| g_nexball_basketball_meter_maxpower | maximal multiplier to the launching speed when using the power meter | 1.2 |
| g_nexball_basketball_meter_minpower | minimal multiplier to the launching speed when using the power meter | 0.5 |
| g_nexball_basketball_teamsteal | 1 to allow players to steal from teammates, 0 to disallow | 1 |
| g_nexball_basketball_trail | 1 to leave a trail | 1 |
| g_nexball_delay_collect | time before the same player can catch the ball he launched | 0.5 |
| g_nexball_delay_goal | delay between a goal and a ball reset | 3 |
| g_nexball_delay_idle | maximal idle time before a reset | 10 |
| g_nexball_delay_start | time the ball stands on its spawn before being released | 3 |
| g_nexball_football_boost_forward | forward velocity boost when the ball is touched | 100 |
| g_nexball_football_boost_up | vertical velocity boost when the ball is touched | 200 |
| g_nexball_football_bouncefactor | velocity loss when the ball bounces | 0.6 |
| g_nexball_football_bouncestop | speed at which the ball stops when it hits the ground (multiplied by sv_gravity) | 75 |
| g_nexball_football_physics | 0: Revenant's original movement, 1: 0 but half independant of aiming height, 2: 1 fully independant, -1: first recode try | 2 |
| g_nexball_football_trail | 1 to leave a trail | 0 |
| g_nexball_goalleadlimit | Nexball goal lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| g_nexball_goallimit | Nexball goal limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| g_nexball_meter_period | time to make a full cycle on the power meter | 1 |
| g_nexball_radar_showallplayers | 1: show every player and the ball on the radar 0: only show teammates and the ball on the radar | 1 |
| g_nexball_sound_bounce | bouncing sound (0: off) | 1 |
| g_nexball_trail_color | 1-256 for different colors (Quake palette, 254 is white) | 254 |
| g_nexuizversion | Nexuiz version (formatted for humans) | 2.5svn |
| g_nick_flood_penalty | duration of the nick flood penalty | 0.5 |
| g_nick_flood_penalty_red | number of changes to allow before totally disorienting the player | 30 |
| g_nick_flood_penalty_yellow | number of changes to allow before warning and movement blocking | 3 |
| g_nick_flood_timeout | time after which nick flood protection resets (set to 0 to disable nick flood checking) | 120 |
| g_nixnex | No Items Nexuiz - instead of pickup items, everyone plays with the same weapon. After some time, a countdown will start, after which everyone will switch to another weapon, and so on | 0 |
| g_nixnex_with_laser | always carry the laser as an additional weapon in NixNex | 0 |
| g_norecoil | if set to 1 shooting weapons won't make you crosshair to move upwards (recoil) | 0 |
| g_onslaught | Onslaught: take control points towards the enemy generator and then destroy it | 0 |
| g_onslaught_cp_buildhealth | custom cvar | 100 |
| g_onslaught_cp_buildtime | custom cvar | 10 |

| cvar | Funktion | Default-Wert |
|--------------------------------------|--|---------------------|
| g_onslaught_cp_health | custom cvar | 1000 |
| g_onslaught_cp_regen | custom cvar | 20 |
| g_onslaught_gen_health | custom cvar | 5000 |
| g_pickup_armorbig | custom cvar | 50 |
| g_pickup_armorbig_max | custom cvar | 999 |
| g_pickup_armorlarge | custom cvar | 100 |
| g_pickup_armorlarge_max | custom cvar | 999 |
| g_pickup_armormedium | custom cvar | 25 |
| g_pickup_armormedium_max | custom cvar | 999 |
| g_pickup_armorsmall | custom cvar | 5 |
| g_pickup_armorsmall_max | custom cvar | 999 |
| g_pickup_cells | custom cvar | 25 |
| g_pickup_cells_max | custom cvar | 999 |
| g_pickup_fuel | custom cvar | 25 |
| g_pickup_fuel_jetpack | custom cvar | 50 |
| g_pickup_fuel_max | custom cvar | 999 |
| g_pickup_healthlarge | custom cvar | 50 |
| g_pickup_healthlarge_max | custom cvar | 999 |
| g_pickup_healthmedium | custom cvar | 25 |
| g_pickup_healthmedium_max | custom cvar | 999 |
| g_pickup_healthmega | custom cvar | 100 |
| g_pickup_healthmega_max | custom cvar | 999 |
| g_pickup_healthsmall | custom cvar | 5 |
| g_pickup_healthsmall_max | custom cvar | 999 |
| g_pickup_items | if set to 0 all items (health, armor, ammo, weapons...) are removed from the map | 1 |
| g_pickup_nails | custom cvar | 80 |
| g_pickup_nails_max | custom cvar | 999 |
| g_pickup_respawntime_ammo | custom cvar | 15 |
| g_pickup_respawntime_long | custom cvar | 30 |
| g_pickup_respawntime_medium | custom cvar | 20 |
| g_pickup_respawntime_powerup | custom cvar | 120 |
| g_pickup_respawntime_short | custom cvar | 15 |
| g_pickup_respawntime_weapon | custom cvar | 15 |
| g_pickup_respawntimejitter_ammo | custom cvar | 0 |
| g_pickup_respawntimejitter_long | custom cvar | 0 |
| g_pickup_respawntimejitter_medium | custom cvar | 0 |
| g_pickup_respawntimejitter_powerup | custom cvar | 10 |
| g_pickup_respawntimejitter_short | custom cvar | 0 |
| g_pickup_respawntimejitter_weapon | custom cvar | 0 |
| g_pickup_rockets | custom cvar | 15 |
| g_pickup_rockets_max | custom cvar | 999 |
| g_pickup_shells | custom cvar | 15 |
| g_pickup_shells_max | custom cvar | 999 |
| g_pinata | if set to 1 you will not only drop your current weapon when you are killed, but you will drop all weapons that you possessed | 0 |
| g_player_alpha | custom cvar | 1 |
| g_player_brightness | set to 2 for brighter players | 0 |
| g_powerup_shield | if set to 0 the shield (invincibility) powerup will not spawn on the map | 1 |
| g_powerup_strength | if set to 0 the strength powerup will not spawn on the map | 1 |
| g_powerup_superhealth | if set to 0 the mega health powerup will not spawn on the map | 1 |
| g_projectiles_newton_style | custom cvar | 2 |
| g_race | Race: be faster than your opponents | 0 |
| g_race_laps_limit | Race laps limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| g_race_qualifying_timelimit | custom cvar | 0 |
| g_race_qualifying_timelimit_override | custom cvar | -1 |

| cvar | Funktion | Default-Wert |
|---|--|---------------------|
| g_race_teams | when 2, 3, or 4, the race is played as a team game (the team members can add up their laps) | 0 |
| g_respawn_delay | number of seconds you have to wait before you can respawn again | 2 |
| g_respawn_mapsettings | custom cvar | 1 |
| g_respawn_waves | custom cvar | 0 |
| g_rune_respawn_delay | custom cvar | 0 |
| g_rune_respawn_waves | custom cvar | 0 |
| g_runematch | Runematch: pick up and hold the runes, special items that give you points, a special power (rune) and a disadvantage (curse) | 0 |
| g_runematch_allow_same | allow matching rune-curse pairs | 0 |
| g_runematch_drop_runes_max | only drop up to 2 runes, the rest should respawn | 2 |
| g_runematch_fixedspawns | use fixed runematch spawns if available | 1 |
| g_runematch_fragments_killed_runeholder | custom cvar | 5 |
| g_runematch_fragments_killedby_runeholder | custom cvar | 4 |
| g_runematch_fragments_norune | custom cvar | 0 |
| g_runematch_point_leadlimit | Runematch point lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| g_runematch_point_limit | Runematch point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit) | -1 |
| g_runematch_pointamt | custom cvar | 1 |
| g_runematch_pointrate | custom cvar | 5 |
| g_runematch_respawntime | how soon after being dropped to respawn | 15 |
| g_runematch_rune_alpha | custom cvar | 0.78 |
| g_runematch_rune_color_strength | custom cvar | 1.0 |
| g_runematch_rune_effects | EF_ADDITIVE + EF_FULLBRIGHT = 544 | 544 |
| g_runematch_rune_glow_color | custom cvar | 0 |
| g_runematch_rune_glow_size | custom cvar | 0 |
| g_runematch_shuffletime | how often runes change position | 30 |
| g_shootfromcenter | weapon gets moved to the center, shots still come from the barrel of your weapon | 0 |
| g_shootfromclient | let client decide if it has the gun left, center or right (WARNING: cheating potential) | 0 |
| g_shootfromeye | shots are fired from your eye/crosshair | 0 |
| g_shootfromfixedorigin | if set to a string like 0 y z, the gun is moved to the given y and z coordinates. If set to a string like x y z, the whole shot origin is used | |
| g_showweaponspawns | 1: display sprites for weapon spawns found on the map when a weapon key is pressed and the weapon is not available | 0 |
| g_spawn_furthest | custom cvar | 0.5 |
| g_spawnpoints_auto_move_out_of_solid | if set to 1 you will see a warning if a spawn point was placed inside a solid | 0 |
| g_spawnpoints_autodrop | if set to 1, automatically drop spawn point locations if they were placed too high | 0 |
| g_spawnshieldtime | number of seconds you are invincible after you spawned, this shield is lost after you fire | 0 |
| g_spawnsound | set to 0 if you don't want to hear the spawn sound when a player spawns | 1 |
| g_start_ammo_cells | custom cvar | 0 |
| g_start_ammo_fuel | custom cvar | 0 |
| g_start_ammo_nails | custom cvar | 0 |
| g_start_ammo_rockets | custom cvar | 0 |
| g_start_ammo_shells | custom cvar | 40 |
| g_start_delay | delay before the game starts, so everyone can join; recommended to set this to like 15 on a public server | 0 |
| g_start_weapon_campingrifle | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_crylink | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |

| cvar | Funktion | Default-Wert |
|--|---|---------------------|
| g_start_weapon_electro | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_grenadelauncher | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_hagar | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_hlac | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_hook | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_laser | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_minstanex | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_nex | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_porto | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_rocketlauncher | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_shotgun | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_tuba | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_start_weapon_uzi | 0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default | -1 |
| g_tdm | Team Deathmatch: the team who kills their opponents most often wins | 0 |
| g_tdm_respawn_delay | custom cvar | 0 |
| g_tdm_respawn_waves | custom cvar | 0 |
| g_tdm_teams | how many teams are in team deathmatch (set by mapinfo) | 2 |
| g_tdm_teams_override | how many teams are in team deathmatch | 0 |
| g_teamdamage_resetspeed | for teamplay 4: how fast player's teamdamage count decreases | 30 |
| g_teamdamage_threshold | for teamplay 4: threshold over which to apply mirror damage | 50 |
| g_telefrags | custom cvar | 1 |
| g_throughfloor | set to 0 to disable damage through floor | 1 |
| g_touchexplode | custom cvar | 0 |
| g_touchexplode_damage | custom cvar | 10 |
| g_touchexplode_edgedamage | custom cvar | 0 |
| g_touchexplode_force | custom cvar | 150 |
| g_touchexplode_radius | custom cvar | 50 |
| g_turrets | custom cvar | 1 |
| g_turrets_aimidle_delay | custom cvar | 5 |
| g_turrets_nofire | custom cvar | 0 |
| g_turrets_reloadcvars | custom cvar | 0 |
| g_turrets_targetscan_maxdelay | custom cvar | 1 |
| g_turrets_targetscan_mindelay | custom cvar | 0.1 |
| g_turrets_unit_ewheel_speed_fast | custom cvar | 500 |
| g_turrets_unit_ewheel_speed_slow | custom cvar | 150 |
| g_turrets_unit_ewheel_speed_slower | custom cvar | 50 |
| g_turrets_unit_ewheel_speed_stop | custom cvar | 25 |
| g_turrets_unit_ewheel_std_aim_firetolerance_dist | custom cvar | 150 |
| g_turrets_unit_ewheel_std_aim_maxpitch | custom cvar | 45 |
| g_turrets_unit_ewheel_std_aim_maxrot | custom cvar | 20 |
| g_turrets_unit_ewheel_std_aim_speed | custom cvar | 90 |
| g_turrets_unit_ewheel_std_ammo | custom cvar | 500 |
| g_turrets_unit_ewheel_std_ammo_max | custom cvar | 4000 |
| g_turrets_unit_ewheel_std_ammo_recharge | custom cvar | 50 |
| g_turrets_unit_ewheel_std_health | custom cvar | 200 |
| g_turrets_unit_ewheel_std_respawntime | custom cvar | 30 |

| cvar | Funktion | Default-Wert |
|---|-----------------|---------------------|
| g_turrets_unit_ewheel_std_shot_dmg | custom cvar | 20 |
| g_turrets_unit_ewheel_std_shot_force | custom cvar | 50 |
| g_turrets_unit_ewheel_std_shot_radius | custom cvar | 50 |
| g_turrets_unit_ewheel_std_shot_refire | custom cvar | 0.1 |
| g_turrets_unit_ewheel_std_shot_speed | custom cvar | 3000 |
| g_turrets_unit_ewheel_std_shot_spread | custom cvar | 25 |
| g_turrets_unit_ewheel_std_shot_volly | custom cvar | 2 |
| g_turrets_unit_ewheel_std_shot_volly_refire | custom cvar | 1 |
| g_turrets_unit_ewheel_std_target_range | custom cvar | 5000 |
| g_turrets_unit_ewheel_std_target_range_min | custom cvar | 0.1 |
| g_turrets_unit_ewheel_std_target_range_optimal | custom cvar | 900 |
| g_turrets_unit_ewheel_std_target_select_anglebias | custom cvar | 0.5 |
| g_turrets_unit_ewheel_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_ewheel_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_ewheel_std_target_select_rangebias | custom cvar | 0.25 |
| g_turrets_unit_ewheel_std_target_select_samebias | custom cvar | 2 |
| g_turrets_unit_ewheel_std_track_type | custom cvar | 1 |
| g_turrets_unit_ewheel_turnrate | custom cvar | 200 |
| g_turrets_unit_flac_std_aim_firetolerance_dist | custom cvar | 150 |
| g_turrets_unit_flac_std_aim_maxpitch | custom cvar | 35 |
| g_turrets_unit_flac_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_flac_std_aim_speed | custom cvar | 360 |
| g_turrets_unit_flac_std_ammo | custom cvar | 400 |
| g_turrets_unit_flac_std_ammo_max | custom cvar | 1000 |
| g_turrets_unit_flac_std_ammo_recharge | custom cvar | 100 |
| g_turrets_unit_flac_std_health | custom cvar | 700 |
| g_turrets_unit_flac_std_respawntime | custom cvar | 90 |
| g_turrets_unit_flac_std_shot_dmg | custom cvar | 20 |
| g_turrets_unit_flac_std_shot_force | custom cvar | 25 |
| g_turrets_unit_flac_std_shot_radius | custom cvar | 100 |
| g_turrets_unit_flac_std_shot_refire | custom cvar | 0.1 |
| g_turrets_unit_flac_std_shot_speed | custom cvar | 2000 |
| g_turrets_unit_flac_std_shot_spread | custom cvar | 0.02 |
| g_turrets_unit_flac_std_shot_volly | custom cvar | 0 |
| g_turrets_unit_flac_std_shot_volly_refire | custom cvar | 0 |
| g_turrets_unit_flac_std_target_range | custom cvar | 4000 |
| g_turrets_unit_flac_std_target_range_min | custom cvar | 500 |
| g_turrets_unit_flac_std_target_range_optimal | custom cvar | 1250 |
| g_turrets_unit_flac_std_target_select_anglebias | custom cvar | 0.5 |
| g_turrets_unit_flac_std_target_select_missilebias | custom cvar | 1 |
| g_turrets_unit_flac_std_target_select_playerbias | custom cvar | 0 |
| g_turrets_unit_flac_std_target_select_rangebias | custom cvar | 0.25 |
| g_turrets_unit_flac_std_target_select_samebias | custom cvar | 1 |
| g_turrets_unit_flac_std_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_flac_std_track_accel_rot | custom cvar | 0.8 |
| g_turrets_unit_flac_std_track_blendrate | custom cvar | 0.6 |
| g_turrets_unit_flac_std_track_type | custom cvar | 3 |
| g_turrets_unit_fusreac_std_ammo | custom cvar | 0 |
| g_turrets_unit_fusreac_std_ammo_max | custom cvar | 300 |
| g_turrets_unit_fusreac_std_ammo_recharge | custom cvar | 150 |
| g_turrets_unit_fusreac_std_health | custom cvar | 700 |
| g_turrets_unit_fusreac_std_respawntime | custom cvar | 90 |
| g_turrets_unit_fusreac_std_shot_dmg | custom cvar | 25 |
| g_turrets_unit_fusreac_std_shot_refire | custom cvar | 0.1 |
| g_turrets_unit_fusreac_std_shot_speed | custom cvar | 1 |
| g_turrets_unit_fusreac_std_target_range | custom cvar | 1024 |
| g_turrets_unit_fusreac_std_target_range_min | custom cvar | 1 |
| g_turrets_unit_hellion_std_aim_firetolerance_dist | custom cvar | 200 |
| g_turrets_unit_hellion_std_aim_maxpitch | custom cvar | 20 |

| cvar | Funktion | Default-Wert |
|--|-----------------|---------------------|
| g_turrets_unit_hellion_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_hellion_std_aim_speed | custom cvar | 100 |
| g_turrets_unit_hellion_std_ammo | custom cvar | 100 |
| g_turrets_unit_hellion_std_ammo_max | custom cvar | 200 |
| g_turrets_unit_hellion_std_ammo_recharge | custom cvar | 50 |
| g_turrets_unit_hellion_std_health | custom cvar | 500 |
| g_turrets_unit_hellion_std_respawntime | custom cvar | 90 |
| g_turrets_unit_hellion_std_shot_dmg | custom cvar | 50 |
| g_turrets_unit_hellion_std_shot_force | custom cvar | 250 |
| g_turrets_unit_hellion_std_shot_radius | custom cvar | 80 |
| g_turrets_unit_hellion_std_shot_refire | custom cvar | 0.25 |
| g_turrets_unit_hellion_std_shot_speed | custom cvar | 650 |
| g_turrets_unit_hellion_std_shot_speed_gain | custom cvar | 1.01 |
| g_turrets_unit_hellion_std_shot_speed_max | custom cvar | 4000 |
| g_turrets_unit_hellion_std_shot_spread | custom cvar | 0.08 |
| g_turrets_unit_hellion_std_shot_volly | custom cvar | 2 |
| g_turrets_unit_hellion_std_shot_volly_refire | custom cvar | 4 |
| g_turrets_unit_hellion_std_target_range | custom cvar | 6000 |
| g_turrets_unit_hellion_std_target_range_min | custom cvar | 150 |
| g_turrets_unit_hellion_std_target_range_optimal | custom cvar | 4500 |
| g_turrets_unit_hellion_std_target_select_anglebias | custom cvar | 0.01 |
| g_turrets_unit_hellion_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_hellion_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_hellion_std_target_select_rangebias | custom cvar | 0.7 |
| g_turrets_unit_hellion_std_target_select_samebias | custom cvar | 0.01 |
| g_turrets_unit_hellion_std_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_hellion_std_track_accel_rot | custom cvar | 0.5 |
| g_turrets_unit_hellion_std_track_blendrate | custom cvar | 0.75 |
| g_turrets_unit_hellion_std_track_type | custom cvar | 3 |
| g_turrets_unit_hk_std_aim_firetolerance_dist | custom cvar | 500 |
| g_turrets_unit_hk_std_aim_maxpitch | custom cvar | 20 |
| g_turrets_unit_hk_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_hk_std_aim_speed | custom cvar | 100 |
| g_turrets_unit_hk_std_ammo | custom cvar | 120 |
| g_turrets_unit_hk_std_ammo_max | custom cvar | 240 |
| g_turrets_unit_hk_std_ammo_recharge | custom cvar | 16 |
| g_turrets_unit_hk_std_health | custom cvar | 500 |
| g_turrets_unit_hk_std_respawntime | custom cvar | 90 |
| g_turrets_unit_hk_std_shot_dmg | custom cvar | 120 |
| g_turrets_unit_hk_std_shot_force | custom cvar | 600 |
| g_turrets_unit_hk_std_shot_radius | custom cvar | 200 |
| g_turrets_unit_hk_std_shot_refire | custom cvar | 5 |
| g_turrets_unit_hk_std_shot_speed | custom cvar | 500 |
| g_turrets_unit_hk_std_shot_speed_accel | custom cvar | 1025 |
| g_turrets_unit_hk_std_shot_speed_accel2 | custom cvar | 1.05 |
| g_turrets_unit_hk_std_shot_speed_decel | custom cvar | 0.9 |
| g_turrets_unit_hk_std_shot_speed_max | custom cvar | 1000 |
| g_turrets_unit_hk_std_shot_speed_turnrate | custom cvar | 0.25 |
| g_turrets_unit_hk_std_shot_spread | custom cvar | 0 |
| g_turrets_unit_hk_std_shot_volly | custom cvar | 0 |
| g_turrets_unit_hk_std_shot_volly_refire | custom cvar | 0 |
| g_turrets_unit_hk_std_target_range | custom cvar | 6000 |
| g_turrets_unit_hk_std_target_range_min | custom cvar | 220 |
| g_turrets_unit_hk_std_target_range_optimal | custom cvar | 5000 |
| g_turrets_unit_hk_std_target_select_anglebias | custom cvar | 0.1 |
| g_turrets_unit_hk_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_hk_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_hk_std_target_select_rangebias | custom cvar | 0.5 |
| g_turrets_unit_hk_std_target_select_samebias | custom cvar | 0.01 |

| cvar | Funktion | Default-Wert |
|---|-----------------|---------------------|
| g_turrets_unit_hk_std_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_hk_std_track_accel_rot | custom cvar | 0.5 |
| g_turrets_unit_hk_std_track_blendrate | custom cvar | 0.25 |
| g_turrets_unit_hk_std_track_type | custom cvar | 3 |
| g_turrets_unit_machinegun_std_aim_firetolerance_dist | custom cvar | 70 |
| g_turrets_unit_machinegun_std_aim_maxpitch | custom cvar | 25 |
| g_turrets_unit_machinegun_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_machinegun_std_aim_speed | custom cvar | 200 |
| g_turrets_unit_machinegun_std_ammo | custom cvar | 300 |
| g_turrets_unit_machinegun_std_ammo_max | custom cvar | 1500 |
| g_turrets_unit_machinegun_std_ammo_recharge | custom cvar | 75 |
| g_turrets_unit_machinegun_std_health | custom cvar | 256 |
| g_turrets_unit_machinegun_std_respawntime | custom cvar | 60 |
| g_turrets_unit_machinegun_std_shot_dmg | custom cvar | 10 |
| g_turrets_unit_machinegun_std_shot_force | custom cvar | 20 |
| g_turrets_unit_machinegun_std_shot_radius | custom cvar | 0 |
| g_turrets_unit_machinegun_std_shot_refire | custom cvar | 0.1 |
| g_turrets_unit_machinegun_std_shot_speed | custom cvar | 34920 |
| g_turrets_unit_machinegun_std_shot_spread | custom cvar | 15 |
| g_turrets_unit_machinegun_std_shot_volly | custom cvar | 6 |
| g_turrets_unit_machinegun_std_shot_volly_refire | custom cvar | 1 |
| g_turrets_unit_machinegun_std_target_range | custom cvar | 4500 |
| g_turrets_unit_machinegun_std_target_range_min | custom cvar | 2 |
| g_turrets_unit_machinegun_std_target_range_optimal | custom cvar | 1000 |
| g_turrets_unit_machinegun_std_target_select_anglebias | custom cvar | 0.5 |
| g_turrets_unit_machinegun_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_machinegun_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_machinegun_std_target_select_rangebias | custom cvar | 0.25 |
| g_turrets_unit_machinegun_std_target_select_samebias | custom cvar | 0.25 |
| g_turrets_unit_machinegun_std_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_machinegun_std_track_accel_rot | custom cvar | 0.8 |
| g_turrets_unit_machinegun_std_track_blendrate | custom cvar | 0.3 |
| g_turrets_unit_machinegun_std_track_type | custom cvar | 3 |
| g_turrets_unit_mlrs_std_aim_firetolerance_dist | custom cvar | 125 |
| g_turrets_unit_mlrs_std_aim_maxpitch | custom cvar | 15 |
| g_turrets_unit_mlrs_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_mlrs_std_aim_speed | custom cvar | 125 |
| g_turrets_unit_mlrs_std_ammo | custom cvar | 420 |
| g_turrets_unit_mlrs_std_ammo_max | custom cvar | 420 |
| g_turrets_unit_mlrs_std_ammo_recharge | custom cvar | 35 |
| g_turrets_unit_mlrs_std_health | custom cvar | 500 |
| g_turrets_unit_mlrs_std_respawntime | custom cvar | 60 |
| g_turrets_unit_mlrs_std_shot_dmg | custom cvar | 70 |
| g_turrets_unit_mlrs_std_shot_force | custom cvar | 25 |
| g_turrets_unit_mlrs_std_shot_radius | custom cvar | 125 |
| g_turrets_unit_mlrs_std_shot_refire | custom cvar | 0.2 |
| g_turrets_unit_mlrs_std_shot_speed | custom cvar | 2000 |
| g_turrets_unit_mlrs_std_shot_spread | custom cvar | 25 |
| g_turrets_unit_mlrs_std_shot_volly | custom cvar | 3 |
| g_turrets_unit_mlrs_std_shot_volly_refire | custom cvar | 2.5 |
| g_turrets_unit_mlrs_std_target_range | custom cvar | 3000 |
| g_turrets_unit_mlrs_std_target_range_min | custom cvar | 500 |
| g_turrets_unit_mlrs_std_target_range_optimal | custom cvar | 500 |
| g_turrets_unit_mlrs_std_target_select_anglebias | custom cvar | 0.5 |
| g_turrets_unit_mlrs_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_mlrs_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_mlrs_std_target_select_rangebias | custom cvar | 0.25 |
| g_turrets_unit_mlrs_std_target_select_samebias | custom cvar | 0.25 |
| g_turrets_unit_mlrs_std_track_accel_pitch | custom cvar | 0.25 |

| cvar | Funktion | Default-Wert |
|--|-----------------|---------------------|
| g_turrets_unit_mlrs_std_track_accel_rot | custom cvar | 0.8 |
| g_turrets_unit_mlrs_std_track_blendrate | custom cvar | 0.3 |
| g_turrets_unit_mlrs_std_track_type | custom cvar | 3 |
| g_turrets_unit_phaser_std_aim_firetolerance_dist | custom cvar | 100 |
| g_turrets_unit_phaser_std_aim_maxpitch | custom cvar | 30 |
| g_turrets_unit_phaser_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_phaser_std_aim_speed | custom cvar | 150 |
| g_turrets_unit_phaser_std_ammo | custom cvar | 1000 |
| g_turrets_unit_phaser_std_ammo_max | custom cvar | 2000 |
| g_turrets_unit_phaser_std_ammo_recharge | custom cvar | 25 |
| g_turrets_unit_phaser_std_health | custom cvar | 500 |
| g_turrets_unit_phaser_std_respawntime | custom cvar | 90 |
| g_turrets_unit_phaser_std_shot_dmg | custom cvar | 100 |
| g_turrets_unit_phaser_std_shot_force | custom cvar | 5 |
| g_turrets_unit_phaser_std_shot_radius | custom cvar | 8 |
| g_turrets_unit_phaser_std_shot_refire | custom cvar | 4 |
| g_turrets_unit_phaser_std_shot_speed | custom cvar | 4 |
| g_turrets_unit_phaser_std_shot_spread | custom cvar | 0 |
| g_turrets_unit_phaser_std_shot_volly | custom cvar | 0 |
| g_turrets_unit_phaser_std_shot_volly_refire | custom cvar | 5 |
| g_turrets_unit_phaser_std_target_range | custom cvar | 3000 |
| g_turrets_unit_phaser_std_target_range_min | custom cvar | 0 |
| g_turrets_unit_phaser_std_target_range_optimal | custom cvar | 1500 |
| g_turrets_unit_phaser_std_target_select_anglebias | custom cvar | 0.25 |
| g_turrets_unit_phaser_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_phaser_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_phaser_std_target_select_rangebias | custom cvar | 0.85 |
| g_turrets_unit_phaser_std_target_select_samebias | custom cvar | 0 |
| g_turrets_unit_phaser_std_track_accel_pitch | custom cvar | 0.5 |
| g_turrets_unit_phaser_std_track_accel_rot | custom cvar | 0.9 |
| g_turrets_unit_phaser_std_track_blendrate | custom cvar | 0.1 |
| g_turrets_unit_phaser_std_track_type | custom cvar | 3 |
| g_turrets_unit_plasma_dual_aim_firetolerance_dist | custom cvar | 300 |
| g_turrets_unit_plasma_dual_aim_maxpitch | custom cvar | 30 |
| g_turrets_unit_plasma_dual_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_plasma_dual_aim_speed | custom cvar | 150 |
| g_turrets_unit_plasma_dual_ammo | custom cvar | 320 |
| g_turrets_unit_plasma_dual_ammo_max | custom cvar | 640 |
| g_turrets_unit_plasma_dual_ammo_recharge | custom cvar | 40 |
| g_turrets_unit_plasma_dual_health | custom cvar | 500 |
| g_turrets_unit_plasma_dual_respawntime | custom cvar | 60 |
| g_turrets_unit_plasma_dual_shot_dmg | custom cvar | 80 |
| g_turrets_unit_plasma_dual_shot_force | custom cvar | 100 |
| g_turrets_unit_plasma_dual_shot_radius | custom cvar | 150 |
| g_turrets_unit_plasma_dual_shot_refire | custom cvar | 0.35 |
| g_turrets_unit_plasma_dual_shot_speed | custom cvar | 2000 |
| g_turrets_unit_plasma_dual_shot_spread | custom cvar | 15 |
| g_turrets_unit_plasma_dual_shot_volly | custom cvar | 0 |
| g_turrets_unit_plasma_dual_shot_volly_refire | custom cvar | 0 |
| g_turrets_unit_plasma_dual_target_range | custom cvar | 3000 |
| g_turrets_unit_plasma_dual_target_range_min | custom cvar | 80 |
| g_turrets_unit_plasma_dual_target_range_optimal | custom cvar | 1000 |
| g_turrets_unit_plasma_dual_target_select_anglebias | custom cvar | 0.4 |
| g_turrets_unit_plasma_dual_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_plasma_dual_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_plasma_dual_target_select_rangebias | custom cvar | 0.2 |
| g_turrets_unit_plasma_dual_target_select_samebias | custom cvar | 0.4 |
| g_turrets_unit_plasma_dual_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_plasma_dual_track_accel_rot | custom cvar | 0.8 |

| cvar | Funktion | Default-Wert |
|---|-----------------|---------------------|
| g_turrets_unit_plasma_dual_track_blendrate | custom cvar | 0.4 |
| g_turrets_unit_plasma_dual_track_type | custom cvar | 3 |
| g_turrets_unit_plasma_std_aim_firetolerance_dist | custom cvar | 100 |
| g_turrets_unit_plasma_std_aim_maxpitch | custom cvar | 30 |
| g_turrets_unit_plasma_std_aim_maxrot | custom cvar | 360 |
| g_turrets_unit_plasma_std_aim_speed | custom cvar | 200 |
| g_turrets_unit_plasma_std_ammo | custom cvar | 320 |
| g_turrets_unit_plasma_std_ammo_max | custom cvar | 640 |
| g_turrets_unit_plasma_std_ammo_recharge | custom cvar | 40 |
| g_turrets_unit_plasma_std_health | custom cvar | 500 |
| g_turrets_unit_plasma_std_respawntime | custom cvar | 60 |
| g_turrets_unit_plasma_std_shot_dmg | custom cvar | 80 |
| g_turrets_unit_plasma_std_shot_force | custom cvar | 100 |
| g_turrets_unit_plasma_std_shot_radius | custom cvar | 150 |
| g_turrets_unit_plasma_std_shot_refire | custom cvar | 0.6 |
| g_turrets_unit_plasma_std_shot_speed | custom cvar | 2000 |
| g_turrets_unit_plasma_std_shot_spread | custom cvar | 15 |
| g_turrets_unit_plasma_std_shot_volly | custom cvar | 0 |
| g_turrets_unit_plasma_std_shot_volly_refire | custom cvar | 0 |
| g_turrets_unit_plasma_std_target_range | custom cvar | 3500 |
| g_turrets_unit_plasma_std_target_range_min | custom cvar | 200 |
| g_turrets_unit_plasma_std_target_range_optimal | custom cvar | 500 |
| g_turrets_unit_plasma_std_target_select_anglebias | custom cvar | 0.25 |
| g_turrets_unit_plasma_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_plasma_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_plasma_std_target_select_rangebias | custom cvar | 0.5 |
| g_turrets_unit_plasma_std_target_select_samebias | custom cvar | 0.01 |
| g_turrets_unit_plasma_std_track_accel_pitch | custom cvar | 0.25 |
| g_turrets_unit_plasma_std_track_accel_rot | custom cvar | 0.8 |
| g_turrets_unit_plasma_std_track_blendrate | custom cvar | 0.4 |
| g_turrets_unit_plasma_std_track_type | custom cvar | 3 |
| g_turrets_unit_tesla_std_ammo | custom cvar | 200 |
| g_turrets_unit_tesla_std_ammo_max | custom cvar | 1000 |
| g_turrets_unit_tesla_std_ammo_recharge | custom cvar | 15 |
| g_turrets_unit_tesla_std_health | custom cvar | 1000 |
| g_turrets_unit_tesla_std_respawntime | custom cvar | 120 |
| g_turrets_unit_tesla_std_shot_dmg | custom cvar | 100 |
| g_turrets_unit_tesla_std_shot_force | custom cvar | 400 |
| g_turrets_unit_tesla_std_shot_refire | custom cvar | 1 |
| g_turrets_unit_tesla_std_shot_volly | custom cvar | 1 |
| g_turrets_unit_tesla_std_shot_volly_refire | custom cvar | 2.5 |
| g_turrets_unit_tesla_std_target_range | custom cvar | 1000 |
| g_turrets_unit_tesla_std_target_range_min | custom cvar | 0 |
| g_turrets_unit_tesla_std_target_select_missilebias | custom cvar | 1 |
| g_turrets_unit_tesla_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_walker_speed_jump | custom cvar | 800 |
| g_turrets_unit_walker_speed_roam | custom cvar | 100 |
| g_turrets_unit_walker_speed_run | custom cvar | 300 |
| g_turrets_unit_walker_speed_stop | custom cvar | 90 |
| g_turrets_unit_walker_speed_swim | custom cvar | 200 |
| g_turrets_unit_walker_speed_walk | custom cvar | 200 |
| g_turrets_unit_walker_std_aim_firetolerance_dist | custom cvar | 100 |
| g_turrets_unit_walker_std_aim_maxpitch | custom cvar | 15 |
| g_turrets_unit_walker_std_aim_maxrot | custom cvar | 90 |
| g_turrets_unit_walker_std_aim_speed | custom cvar | 45 |
| g_turrets_unit_walker_std_ammo | custom cvar | 500 |
| g_turrets_unit_walker_std_ammo_max | custom cvar | 4000 |
| g_turrets_unit_walker_std_ammo_recharge | custom cvar | 100 |
| g_turrets_unit_walker_std_health | custom cvar | 500 |

| cvar | Funktion | Default-Wert |
|---|---|---------------------|
| g_turrets_unit_walker_std_meele_dmg | custom cvar | 100 |
| g_turrets_unit_walker_std_meele_force | custom cvar | 600 |
| g_turrets_unit_walker_std_meele_range | custom cvar | 150 |
| g_turrets_unit_walker_std_respawntime | custom cvar | 60 |
| g_turrets_unit_walker_std_rocket_dmg | custom cvar | 50 |
| g_turrets_unit_walker_std_rocket_force | custom cvar | 150 |
| g_turrets_unit_walker_std_rocket_radius | custom cvar | 150 |
| g_turrets_unit_walker_std_rocket_refire | custom cvar | 10 |
| g_turrets_unit_walker_std_rocket_speed | custom cvar | 900 |
| g_turrets_unit_walker_std_rocket_tunrate | custom cvar | 0.4 |
| g_turrets_unit_walker_std_rockets_range | custom cvar | 4000 |
| g_turrets_unit_walker_std_rockets_range_min | custom cvar | 500 |
| g_turrets_unit_walker_std_shot_dmg | custom cvar | 5 |
| g_turrets_unit_walker_std_shot_force | custom cvar | 10 |
| g_turrets_unit_walker_std_shot_radius | custom cvar | 0 |
| g_turrets_unit_walker_std_shot_refire | custom cvar | 0.05 |
| g_turrets_unit_walker_std_shot_speed | custom cvar | 18000 |
| g_turrets_unit_walker_std_shot_spread | custom cvar | 25 |
| g_turrets_unit_walker_std_shot_volly | custom cvar | 10 |
| g_turrets_unit_walker_std_shot_volly_refire | custom cvar | 1 |
| g_turrets_unit_walker_std_target_range | custom cvar | 5000 |
| g_turrets_unit_walker_std_target_range_min | custom cvar | 0 |
| g_turrets_unit_walker_std_target_range_optimal | custom cvar | 100 |
| g_turrets_unit_walker_std_target_select_anglebias | custom cvar | 0.5 |
| g_turrets_unit_walker_std_target_select_missilebias | custom cvar | 0 |
| g_turrets_unit_walker_std_target_select_playerbias | custom cvar | 1 |
| g_turrets_unit_walker_std_target_select_rangebias | custom cvar | 0.25 |
| g_turrets_unit_walker_std_target_select_samebias | custom cvar | 0.25 |
| g_turrets_unit_walker_std_track_type | custom cvar | 1 |
| g_use_ammunition | if set to 0 all weapons you pick up have unlimited ammunition | 1 |
| g_vampire | set to 1 to enable the vampire mode, where the damage done to your opponent gets added to your own health | 0 |
| g_voice_flood_spv | normal voices: seconds between voices to not count as flooding | 4 |
| g_voice_flood_spv_team | team voices: seconds between voices to not count as flooding | 2 |
| g_warmup | split the game into a warmup- and match-stage when set to 1 | 0 |
| g_warmup_allguns | if set players start with all guns in warmup mode | 0 |
| g_warmup_allow_timeout | if set to 0 you cannot use the calltimeout command during the warmup-stage but only during the match stage | 0 |
| g_warmup_limit | if set to -1 the warmup-stage is not affected by any timelimit, if set to 0 the usual timelimit also affects warmup-stage, otherwise warmup will be limited to this time in SECONDS (useful for public matches) | 60 |
| g_warmup_start_ammo_cells | starting values when being in warmup-stage | 50 |
| g_warmup_start_ammo_fuel | starting values when being in warmup-stage | 0 |
| g_warmup_start_ammo_nails | starting values when being in warmup-stage | 150 |
| g_warmup_start_ammo_rockets | starting values when being in warmup-stage | 50 |
| g_warmup_start_ammo_shells | starting values when being in warmup-stage | 50 |
| g_warmup_start_armor | starting values when being in warmup-stage | 100 |
| g_warmup_start_health | starting values when being in warmup-stage | 250 |
| g_waypointeditor | custom cvar | 0 |
| g_waypoints_for_items | make waypoints out of items, values: 0 = never, 1 = unless the mapper prevents it by worldspawn.spawnflags & 1, 2 = always | 1 |
| g_waypointsprite_deadlifetime | custom cvar | 1 |
| g_waypointsprite_deployed_lifetime | custom cvar | 10 |
| g_waypointsprite_distancealphaexponent | custom cvar | 2 |
| g_waypointsprite_limitedrange | custom cvar | 5120 |

| cvar | Funktion | Default-Wert |
|------------------------------------|---|--------------|
| g_waypointsprite_minalpha | custom cvar | 0.4 |
| g_waypointsprite_minscale | custom cvar | 1 |
| g_waypointsprite_normdistance | custom cvar | 512 |
| g_waypointsprite_scale | custom cvar | 1 |
| g_waypointsprite_stuffbinds | custom cvar | 0 |
| g_waypointsprite_timealphaexponent | custom cvar | 1 |
| g_weapon_stay | if set to 1 or 2, weapons stay after they were picked up (1: weapons you don't have yet give you ammo of their type, 2: weapons don't give ammo, but instead players start with one pickup-load of ammo by default) | 0 |
| g_weaponarena | put in a list of weapons to enable a weapon arena mode, or try „all“ or „most“ | 0 |
| g_weapondamagefactor | weapon damage multiplier | 1 |
| g_weaponforcefactor | weapon force multiplier | 1 |
| g_weaponratefactor | weapon fire rate multiplier | 1 |
| g_weaponreplace_campingrifle | custom cvar | |
| g_weaponreplace_crylink | custom cvar | |
| g_weaponreplace_electro | custom cvar | |
| g_weaponreplace_grenadelauncher | custom cvar | |
| g_weaponreplace_hagar | custom cvar | |
| g_weaponreplace_hlac | custom cvar | |
| g_weaponreplace_hook | custom cvar | |
| g_weaponreplace_laser | custom cvar | |
| g_weaponreplace_minstanex | custom cvar | |
| g_weaponreplace_nex | custom cvar | |
| g_weaponreplace_porto | custom cvar | |
| g_weaponreplace_rocketlauncher | custom cvar | |
| g_weaponreplace_shotgun | custom cvar | |
| g_weaponreplace_tuba | custom cvar | |
| g_weaponreplace_uzi | custom cvar | |
| g_weaponspeedfactor | weapon projectile speed multiplier | 1 |
| gamecfg | unused cvar in quake, can be used by mods | 1 |
| gameversion | version of game data (mod-specific) to be sent to querying clients | 20000 |
| gameversion_max | maximum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone | 20699 |
| gameversion_min | minimum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone | 20000 |
| gl_combine | faster rendering by using GL_ARB_texture_env_combine extension (part of OpenGL 1.3 and above) | 1 |
| gl_dither | enables OpenGL dithering (16bit looks bad with this off) | 1 |
| gl_ext_separatestencil | make use of OpenGL 2.0 glStencilOpSeparate or GL_ATI_separate_stencil extension | 1 |
| gl_ext_stenciltwoside | make use of GL_EXT_stenciltwoside extension (NVIDIA only) | 1 |
| gl_finish | make the cpu wait for the graphics processor at the end of each rendered frame (can help with strange input or video lag problems on some machines) | 0 |
| gl_flashblend | render bright coronas for dynamic lights instead of actual lighting, fast but ugly | 0 |
| gl_lightmaps | draws only lightmaps, no texture (for level designers) | 0 |
| gl_lockarrays | enables use of glLockArraysEXT, may cause glitches with some broken drivers, and may be slower than normal | 0 |
| gl_lockarrays_minimumvertices | minimum number of vertices required for use of glLockArraysEXT, setting this too low may reduce performance | 1 |
| gl_max_size | maximum allowed texture size, can be used to reduce video memory usage, note: this is automatically reduced to match video card capabilities (such as 256 on 3Dfx cards before Voodoo4/5) | 2048 |

| cvar | Funktion | Default-Wert |
|---------------------------------------|---|--------------|
| gl_mesh_drawrangeelements | use glDrawRangeElements function if available instead of glDrawElements (for performance comparisons or bug testing) | 1 |
| gl_mesh_prefer_short_elements | use GL_UNSIGNED_SHORT element arrays instead of GL_UNSIGNED_INT | 1 |
| gl_mesh_testarrayelement | use glBegin(GL_TRIANGLES);glArrayElement();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements) | 0 |
| gl_mesh_testmanualfeeding | use glBegin(GL_TRIANGLES);glTexCoord2f();glVertex3f();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements) | 0 |
| gl_paranoid | enables OpenGL error checking and other tests | 0 |
| gl_picmip | reduces resolution of textures by powers of 2, for example 1 will halve width/height, reducing texture memory usage by 75% | 1 |
| gl_polyblend | tints view while underwater, hurt, etc | 1 |
| gl_printcheckerror | prints all OpenGL error checks, useful to identify location of driver crashes | 0 |
| gl_texture_anisotropy | anisotropic filtering quality (if supported by hardware), 1 sample (no anisotropy) and 8 sample (8 tap anisotropy) are recommended values | 1 |
| gl_texturecompression | whether to compress textures, a value of 0 disables compression (even if the individual cvars are 1), 1 enables fast (low quality) compression at startup, 2 enables slow (high quality) compression at startup | 0 |
| gl_texturecompression_2d | whether to compress 2d (hud/menu) textures other than the font | 0 |
| gl_texturecompression_color | whether to compress colormap (diffuse) textures | 1 |
| gl_texturecompression_gloss | whether to compress glossmap (specular) textures | 1 |
| gl_texturecompression_glow | whether to compress glowmap (luma) textures | 1 |
| gl_texturecompression_lightcubemaps | whether to compress light cubemaps (spotlights and other light projection images) | 1 |
| gl_texturecompression_normal | whether to compress normalmap (normalmap) textures | 0 |
| gl_texturecompression_q3bspdeluxemaps | whether to compress deluxemaps in q3bsp format levels (only levels compiled with q3map2 -deluxe have these) | 0 |
| gl_texturecompression_q3bspflightmaps | whether to compress lightmaps in q3bsp format levels | 0 |
| gl_texturecompression_sky | whether to compress sky textures | 1 |
| gl_vbo | make use of GL_ARB_vertex_buffer_object extension to store static geometry in video memory for faster rendering, 0 disables VBO allocation or use, 1 enables VBOs for vertex and triangle data, 2 only for vertex data, 3 for vertex data and triangle data of simple meshes (ones with only one surface) | 3 |

[Zurück zur Nexuiz cvars Übersicht](#)

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