

# Nexuiz cvars d to f

cvar	Function	Default Value
deathmatch	deathmatch mode, values depend on mod but typically 0 = no deathmatch, 1 = normal deathmatch with respawning weapons, 2 = weapons stay (players can only pick up new weapons)	1
deathmatch_force_teamplay	Always play TDM instead of DM	0
demo_nehahra	reads all quake demos as nehahra movie protocol	0
developer	prints additional debugging messages and information (recommended for modders and level designers)	0
developer_entityparsing	prints detailed network entities information each time a packet is received	0
developer_loadfile	prints name and size of every file loaded via the FS_LoadFile function (which is almost everything)	0
developer_loading	prints information about files as they are loaded or unloaded successfully	0
developer_memory	prints debugging information about memory allocations	0
developer_memorydebug	enables memory corruption checks (very slow)	0
developer_networkentities	prints received entities, value is 0-4 (higher for more info)	0
developer_networking	prints all received and sent packets (recommended only for debugging)	0
developer_texturelogging	produces a textures.log file containing names of skins and map textures the engine tried to load	0
edgefriction	how much you slow down when nearing a ledge you might fall off, multiplier of sv_friction (Quake used 2, QuakeWorld used 1 due to a bug in physics code)	1
ekg	Throw huge amounts of gibs	0
forceqmenu	enables the quake menu instead of the quakec menu.dat (if present)	0
fov	field of vision, 1-170 degrees, default 90, some players use 110-130	90
fraglimit	ends level if this many frags is reached by any player	0
fraglimit_override	Frag limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1
freelook	mouse controls pitch instead of forward/back	1
fs_empty_files_in_pack_mark_deletions	if enabled, empty files in a pak/pk3 count as not existing but cancel the search in further packs, effectively allowing patch pak/pk3 files to 'delete' files	1
fs_gamedir	the list of currently selected gamedirs (use the 'gamedir' command to change this)	

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