

# Nexuiz cvars g Part 1

| cvar                         | Function                                                                                                                               | Default Value |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 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           |

| cvar                                                      | Function    | Default Value |
|-----------------------------------------------------------|-------------|---------------|
| 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             |
| 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             |

| <b>cvar</b>                                    | <b>Function</b> | <b>Default Value</b> |
|------------------------------------------------|-----------------|----------------------|
| 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                    |
| 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_hpmmod                   | 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                  |

| cvar                                                 | Function                                                                   | Default Value |
|------------------------------------------------------|----------------------------------------------------------------------------|---------------|
| 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           |
| g_balance_fuel_regen                                 | fuel regeneration<br>(only applies if the<br>player owns<br>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_amm0               | 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_amm0             | 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           |

| cvar                                         | Function    | Default Value |
|----------------------------------------------|-------------|---------------|
| 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           |
| 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             |

| cvar                                        | Function    | Default Value |
|---------------------------------------------|-------------|---------------|
| 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            |
| 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            |

| <b>cvar</b>                          | <b>Function</b>              | <b>Default Value</b> |
|--------------------------------------|------------------------------|----------------------|
| 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                  |
| 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                    |

| cvar                                             | Function    | Default Value |
|--------------------------------------------------|-------------|---------------|
| 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            |
| 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          |

| <b>cvar</b>                                | <b>Function</b>                                                                            | <b>Default Value</b> |
|--------------------------------------------|--------------------------------------------------------------------------------------------|----------------------|
| 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                |
| 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                   |

| cvar                              | Function                                                                                                    | Default Value |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------|---------------|
| 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_amm           | 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_amm       | 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             |
| 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             |

| cvar                                  | Function                                                                                                              | Default Value                       |
|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| 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) $v \leftarrow v - v^2 * g\_bugrigs\_friction\_air$                                                       | 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 |

| cvar                        | Function                                                                                       | Default Value                                                                                                                                                                                                                                                                   |
|-----------------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| g_cdtracks_remaplist        | list used by mapinfo system to automatically assign cdtracks - must match the cd remap command | digital-pursuit<br>breakdown-easy<br>brainsukker chaos-fog<br>infight neuronal-diving<br>subcities thru-the-mirror<br>calling-bogus<br>beast-of-insanity<br>thunder brokenlight<br>brokenlight stairs<br>sixtyfour_desert3<br>ninesix<br>sixtyfour_revisited<br>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                                                                                                                                                                                                                                                                               |

| cvar                               | Function                                                                                                                                                                                  | Default Value        |
|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
| 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                    |
| 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<br>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                    |

| cvar                                   | Function                                                                                      | Default Value |
|----------------------------------------|-----------------------------------------------------------------------------------------------|---------------|
| g_ctf_flagpenalty_drop                 | Team-Strafe für's Fallenlassen der Flagge (meistens durch Frag)                               | 2             |
| g_ctf_flagpenalty_returned             | Team-Strafe für's Zurückbringen der gegnerischen Flagge durch den Gegner                      | 1             |
| g_ctf_flagpenalty_suicidedrop          | Team-Strafe für's Fallenlassen der Flagge durch Selbstmord                                    | 2             |
| g_ctf_flagscore_capture                | Team-Punkte für's Abliefern der gegnerischen Flagge in der eigenen Basis                      | 28            |
| g_ctf_flagscore_kill                   | Team-Punkte für's Fraggen des gegnerischen Flaggenträgers                                     | 2             |
| g_ctf_flagscore_pickup_base            | Team-Punkte für's Flagge aufnehmen in der gegnerischen Basis, default ist absichtlich negativ | -3            |
| g_ctf_flagscore_pickup_dropped_early   | Team-Punkte für frühes abwerfen/gefraggt werden mit der Flagge                                | 2             |
| g_ctf_flagscore_pickup_dropped_late    | Team-Punkte für spätes abwerfen/gefraggt werden mit der Flagge                                | 2             |
| g_ctf_flagscore_return                 | Team-Punkte für das Zurückbringen der eigenen Flagge                                          | 5             |
| g_ctf_flagscore_return_by_killer       | Team-Punkte für das Zurückbringen der Flagge und vorangegangenes Fraggendes Flaggenträgers    | 6             |
| 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             | Punkteabzug für's Fallenlassen der Flagge                                                     | 2             |

| cvar                                       | Function                                                                                                      | Default Value |
|--------------------------------------------|---------------------------------------------------------------------------------------------------------------|---------------|
| g_ctf_personalpenalty_returned             | Punkteabzug für's zulassen des Flagge zurückbringens durch den Gegner                                         | 1             |
| g_ctf_personalpenalty_suicidedrop          | Punkteabzug für Selbstmord während man die Flagge trägt                                                       | 2             |
| g_ctf_personalscore_capture                | Punkte für's in die eigene Basis bringen der gegnerischen Flagge                                              | 28            |
| g_ctf_personalscore_kill                   | Punkte für's Fragen eines Gegners                                                                             | 2             |
| g_ctf_personalscore_pickup_base            | Punkte für's stehlen der gegnerischen Flagge in dessen Basis (default-Wert ist ein Punkteabzug, weil negativ) | -3            |
| g_ctf_personalscore_pickup_dropped_early   | Punkte für's herbeiführen eines gegnerischen Drops nach kurzer Zeit                                           | 2             |
| g_ctf_personalscore_pickup_dropped_late    | Punkte für's herbeiführen eines gegnerischen Drops nach längerer Zeit                                         | 2             |
| g_ctf_personalscore_return                 | Punkte für's Zurückbringen der eigenen Flagge                                                                 | 5             |
| g_ctf_personalscore_return_by_killer       | Punkte für's Zurückbringen der Flagge durch den Angreifer des Flaggenträgers                                  | 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            |

| cvar                           | Function                                                                                                                     | Default Value  |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------|----------------|
| 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              |
| 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            |

| cvar                        | Function                                                                                                       | Default Value |
|-----------------------------|----------------------------------------------------------------------------------------------------------------|---------------|
| 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             |
| 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             |

| cvar                      | Function                                                                                                                               | Default Value |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 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            |
| g_lms_campcheck_message   | custom cvar                                                                                                                            | ^1Don't camp! |
| 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             |

| cvar                        | Function                                                                                                        | Default Value                                                                                                                                                                                                                                                                                                                                                                                                       |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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<br>aneurysm basement<br>basementctf bleach<br>bloodprison<br>bloodprisonctf bluesky<br>cyberparcour01<br>darkzone desertfactory<br>dieelpower downer<br>eggandbacon evilspace<br>farewell final_rage ons-<br>reborn racetrack<br>reslimed ruiner<br>runningman<br>runningman_1on1remix<br>runningmanctf<br>silvercity skyway<br>slimepit soylent<br>starship stormkeep<br>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                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 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                                                                                                                                                                                                                                                                                                                                                                                                                   |

| cvar                                              | Function                                                                                                                                                                                                        | Default Value |
|---------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| 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             |
| 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           |

| cvar                         | Function                                                                        | Default Value |
|------------------------------|---------------------------------------------------------------------------------|---------------|
| 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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