

Nexuiz cvars g Part 2

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

cvar	Function	Default Value
g_onslaught	Onslaught: take control points towards the enemy generator and then destroy it	0
g_onslaught_cp_buildhealth	custom cvar	100
g_onslaught_cp_buildtime	custom cvar	10
g_onslaught_cp_health	custom cvar	1000
g_onslaught_cp_regen	custom cvar	20
g_onslaught_gen_health	custom cvar	5000
g_pickup_armorbig	custom cvar	50
g_pickup_armorbig_max	custom cvar	999
g_pickup_armorlarge	custom cvar	100
g_pickup_armorlarge_max	custom cvar	999
g_pickup_armormedium	custom cvar	25
g_pickup_armormedium_max	custom cvar	999
g_pickup_armorsmall	custom cvar	5
g_pickup_armorsmall_max	custom cvar	999
g_pickup_cells	custom cvar	25
g_pickup_cells_max	custom cvar	999
g_pickup_fuel	custom cvar	25
g_pickup_fuel_jetpack	custom cvar	50
g_pickup_fuel_max	custom cvar	999
g_pickup_healthlarge	custom cvar	50
g_pickup_healthlarge_max	custom cvar	999
g_pickup_healthmedium	custom cvar	25
g_pickup_healthmedium_max	custom cvar	999
g_pickup_healthmega	custom cvar	100
g_pickup_healthmega_max	custom cvar	999
g_pickup_healthsmall	custom cvar	5
g_pickup_healthsmall_max	custom cvar	999
g_pickup_items	if set to 0 all items (health, armor, ammo, weapons...) are removed from the map	1
g_pickup_nails	custom cvar	80
g_pickup_nails_max	custom cvar	999
g_pickup_respawntime_ammo	custom cvar	15
g_pickup_respawntime_long	custom cvar	30
g_pickup_respawntime_medium	custom cvar	20
g_pickup_respawntime_powerup	custom cvar	120
g_pickup_respawntime_short	custom cvar	15
g_pickup_respawntime_weapon	custom cvar	15
g_pickup_respawntimejitter_ammo	custom cvar	0
g_pickup_respawntimejitter_long	custom cvar	0
g_pickup_respawntimejitter_medium	custom cvar	0
g_pickup_respawntimejitter_powerup	custom cvar	10
g_pickup_respawntimejitter_short	custom cvar	0
g_pickup_respawntimejitter_weapon	custom cvar	0
g_pickup_rockets	custom cvar	15
g_pickup_rockets_max	custom cvar	999
g_pickup_shells	custom cvar	15
g_pickup_shells_max	custom cvar	999
g_pinata	if set to 1 you will not only drop your current weapon when you are killed, but you will drop all weapons that you possessed	0
g_player_alpha	custom cvar	1
g_player_brightness	set to 2 for brighter players	0
g_powerup_shield	if set to 0 the shield (invincibility) powerup will not spawn on the map	1
g_powerup_strength	if set to 0 the strength powerup will not spawn on the map	1

cvar	Function	Default Value
g_powerup_superhealth	if set to 0 the mega health powerup will not spawn on the map	1
g_projectiles_newton_style	custom cvar	2
g_race	Race: be faster than your opponents	0
g_race_laps_limit	Race laps limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1
g_race_qualifying_timelimit	custom cvar	0
g_race_qualifying_timelimit_override	custom cvar	-1
g_race_teams	when 2, 3, or 4, the race is played as a team game (the team members can add up their laps)	0
g_respawn_delay	number of seconds you have to wait before you can respawn again	2
g_respawn_mapsettings	custom cvar	1
g_respawn_waves	custom cvar	0
g_rune_respawn_delay	custom cvar	0
g_rune_respawn_waves	custom cvar	0
g_runematch	Runematch: pick up and hold the runes, special items that give you points, a special power (rune) and a disadvantage (curse)	0
g_runematch_allow_same	allow matching rune-curse pairs	0
g_runematch_drop_runes_max	only drop up to 2 runes, the rest should respawn	2
g_runematch_fixedspawns	use fixed runematch spawns if available	1
g_runematch_frgs_killed_runeholder	custom cvar	5
g_runematch_frgs_killedby_runeholder	custom cvar	4
g_runematch_frgs_norune	custom cvar	0
g_runematch_point_leadlimit	Runematch point lead limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1
g_runematch_point_limit	Runematch point limit overriding the mapinfo specified one (use 0 to play without limit, and -1 to use the mapinfo's limit)	-1
g_runematch_pointamt	custom cvar	1
g_runematch_pointrate	custom cvar	5
g_runematch_respawntime	how soon after being dropped to respawn	15
g_runematch_rune_alpha	custom cvar	0.78
g_runematch_rune_color_strength	custom cvar	1.0
g_runematch_rune_effects	EF_ADDITIVE + EF_FULLBRIGHT = 544	544
g_runematch_rune_glow_color	custom cvar	0
g_runematch_rune_glow_size	custom cvar	0
g_runematch_shuffletime	how often runes change position	30
g_shootfromcenter	weapon gets moved to the center, shots still come from the barrel of your weapon	0
g_shootfromclient	let client decide if it has the gun left, center or right (WARNING: cheating potential)	0
g_shootfromeye	shots are fired from your eye/crosshair	0
g_shootfromfixedorigin	if set to a string like 0 y z, the gun is moved to the given y and z coordinates. If set to a string like x y z, the whole shot origin is used	
g_showweaponspawns	1: display sprites for weapon spawns found on the map when a weapon key is pressed and the weapon is not available	0
g_spawn_furthest	custom cvar	0.5
g_spawnpoints_auto_move_out_of_solid	if set to 1 you will see a warning if a spawn point was placed inside a solid	0
g_spawnpoints_autodrop	if set to 1, automatically drop spawn point locations if they were placed too high	0
g_spawnshieldtime	number of seconds you are invincible after you spawned, this shield is lost after you fire	0

cvar	Function	Default Value
g_spawnsound	set to 0 if you don't want to hear the spawn sound when a player spawns	1
g_start_ammo_cells	custom cvar	0
g_start_ammo_fuel	custom cvar	0
g_start_ammo_nails	custom cvar	0
g_start_ammo_rockets	custom cvar	0
g_start_ammo_shells	custom cvar	40
g_start_delay	delay before the game starts, so everyone can join; recommended to set this to like 15 on a public server	0
g_start_weapon_campingrifle	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_crylink	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_electro	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_grenadelauncher	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_hagar	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_hlac	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_hook	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_laser	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_minstanex	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_nex	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_porto	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_rocketlauncher	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_shotgun	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_tuba	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_start_weapon_uzi	0 = never provide the weapon, 1 = always provide the weapon, -1 = game mode default	-1
g_tdm	Team Deathmatch: the team who kills their opponents most often wins	0
g_tdm_respawn_delay	custom cvar	0
g_tdm_respawn_waves	custom cvar	0
g_tdm_teams	how many teams are in team deathmatch (set by mapinfo)	2
g_tdm_teams_override	how many teams are in team deathmatch	0
g_teamdamage_resetspeed	for teamplay 4: how fast player's teamdamage count decreases	30
g_teamdamage_threshold	for teamplay 4: threshold over which to apply mirror damage	50
g_telefrags	custom cvar	1
g_throughfloor	set to 0 to disable damage through floor	1
g_toucheexplode	custom cvar	0
g_toucheexplode_damage	custom cvar	10
g_toucheexplode_edgedamage	custom cvar	0
g_toucheexplode_force	custom cvar	150
g_toucheexplode_radius	custom cvar	50
g_turrets	custom cvar	1
g_turrets_aimidle_delay	custom cvar	5
g_turrets_nofire	custom cvar	0

cvar	Function	Default Value
g_turrets_reloadcvars	custom cvar	0
g_turrets_targetscan_maxdelay	custom cvar	1
g_turrets_targetscan_mindelay	custom cvar	0.1
g_turrets_unit_ewheel_speed_fast	custom cvar	500
g_turrets_unit_ewheel_speed_slow	custom cvar	150
g_turrets_unit_ewheel_speed_slower	custom cvar	50
g_turrets_unit_ewheel_speed_stop	custom cvar	25
g_turrets_unit_ewheel_std_aim_firetolerance_dist	custom cvar	150
g_turrets_unit_ewheel_std_aim_maxpitch	custom cvar	45
g_turrets_unit_ewheel_std_aim_maxrot	custom cvar	20
g_turrets_unit_ewheel_std_aim_speed	custom cvar	90
g_turrets_unit_ewheel_std_ammo	custom cvar	500
g_turrets_unit_ewheel_std_ammo_max	custom cvar	4000
g_turrets_unit_ewheel_std_ammo_recharge	custom cvar	50
g_turrets_unit_ewheel_std_health	custom cvar	200
g_turrets_unit_ewheel_std_respawntime	custom cvar	30
g_turrets_unit_ewheel_std_shot_dmg	custom cvar	20
g_turrets_unit_ewheel_std_shot_force	custom cvar	50
g_turrets_unit_ewheel_std_shot_radius	custom cvar	50
g_turrets_unit_ewheel_std_shot_refire	custom cvar	0.1
g_turrets_unit_ewheel_std_shot_speed	custom cvar	3000
g_turrets_unit_ewheel_std_shot_spread	custom cvar	25
g_turrets_unit_ewheel_std_shot_volly	custom cvar	2
g_turrets_unit_ewheel_std_shot_volly_refire	custom cvar	1
g_turrets_unit_ewheel_std_target_range	custom cvar	5000
g_turrets_unit_ewheel_std_target_range_min	custom cvar	0.1
g_turrets_unit_ewheel_std_target_range_optimal	custom cvar	900
g_turrets_unit_ewheel_std_target_select_anglebias	custom cvar	0.5
g_turrets_unit_ewheel_std_target_select_missilebias	custom cvar	0
g_turrets_unit_ewheel_std_target_select_playerbias	custom cvar	1
g_turrets_unit_ewheel_std_target_select_rangebias	custom cvar	0.25
g_turrets_unit_ewheel_std_target_select_samebias	custom cvar	2
g_turrets_unit_ewheel_std_track_type	custom cvar	1
g_turrets_unit_ewheel_turnrate	custom cvar	200
g_turrets_unit_flac_std_aim_firetolerance_dist	custom cvar	150
g_turrets_unit_flac_std_aim_maxpitch	custom cvar	35
g_turrets_unit_flac_std_aim_maxrot	custom cvar	360
g_turrets_unit_flac_std_aim_speed	custom cvar	360
g_turrets_unit_flac_std_ammo	custom cvar	400
g_turrets_unit_flac_std_ammo_max	custom cvar	1000
g_turrets_unit_flac_std_ammo_recharge	custom cvar	100
g_turrets_unit_flac_std_health	custom cvar	700
g_turrets_unit_flac_std_respawntime	custom cvar	90
g_turrets_unit_flac_std_shot_dmg	custom cvar	20
g_turrets_unit_flac_std_shot_force	custom cvar	25
g_turrets_unit_flac_std_shot_radius	custom cvar	100
g_turrets_unit_flac_std_shot_refire	custom cvar	0.1
g_turrets_unit_flac_std_shot_speed	custom cvar	2000
g_turrets_unit_flac_std_shot_spread	custom cvar	0.02
g_turrets_unit_flac_std_shot_volly	custom cvar	0
g_turrets_unit_flac_std_shot_volly_refire	custom cvar	0
g_turrets_unit_flac_std_target_range	custom cvar	4000
g_turrets_unit_flac_std_target_range_min	custom cvar	500
g_turrets_unit_flac_std_target_range_optimal	custom cvar	1250
g_turrets_unit_flac_std_target_select_anglebias	custom cvar	0.5
g_turrets_unit_flac_std_target_select_missilebias	custom cvar	1

cvar	Function	Default Value
g_turrets_unit_flac_std_target_select_playerbias	custom cvar	0
g_turrets_unit_flac_std_target_select_rangebias	custom cvar	0.25
g_turrets_unit_flac_std_target_select_samebias	custom cvar	1
g_turrets_unit_flac_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_flac_std_track_accel_rot	custom cvar	0.8
g_turrets_unit_flac_std_track_blendrate	custom cvar	0.6
g_turrets_unit_flac_std_track_type	custom cvar	3
g_turrets_unit_fusreac_std_ammo	custom cvar	0
g_turrets_unit_fusreac_std_ammo_max	custom cvar	300
g_turrets_unit_fusreac_std_ammo_recharge	custom cvar	150
g_turrets_unit_fusreac_std_health	custom cvar	700
g_turrets_unit_fusreac_std_respawntime	custom cvar	90
g_turrets_unit_fusreac_std_shot_dmg	custom cvar	25
g_turrets_unit_fusreac_std_shot_refire	custom cvar	0.1
g_turrets_unit_fusreac_std_shot_speed	custom cvar	1
g_turrets_unit_fusreac_std_target_range	custom cvar	1024
g_turrets_unit_fusreac_std_target_range_min	custom cvar	1
g_turrets_unit_hellion_std_aim_firetolerance_dist	custom cvar	200
g_turrets_unit_hellion_std_aim_maxpitch	custom cvar	20
g_turrets_unit_hellion_std_aim_maxrot	custom cvar	360
g_turrets_unit_hellion_std_aim_speed	custom cvar	100
g_turrets_unit_hellion_std_ammo	custom cvar	100
g_turrets_unit_hellion_std_ammo_max	custom cvar	200
g_turrets_unit_hellion_std_ammo_recharge	custom cvar	50
g_turrets_unit_hellion_std_health	custom cvar	500
g_turrets_unit_hellion_std_respawntime	custom cvar	90
g_turrets_unit_hellion_std_shot_dmg	custom cvar	50
g_turrets_unit_hellion_std_shot_force	custom cvar	250
g_turrets_unit_hellion_std_shot_radius	custom cvar	80
g_turrets_unit_hellion_std_shot_refire	custom cvar	0.25
g_turrets_unit_hellion_std_shot_speed	custom cvar	650
g_turrets_unit_hellion_std_shot_speed_gain	custom cvar	1.01
g_turrets_unit_hellion_std_shot_speed_max	custom cvar	4000
g_turrets_unit_hellion_std_shot_spread	custom cvar	0.08
g_turrets_unit_hellion_std_shot_volly	custom cvar	2
g_turrets_unit_hellion_std_shot_volly_refire	custom cvar	4
g_turrets_unit_hellion_std_target_range	custom cvar	6000
g_turrets_unit_hellion_std_target_range_min	custom cvar	150
g_turrets_unit_hellion_std_target_range_optimal	custom cvar	4500
g_turrets_unit_hellion_std_target_select_anglebias	custom cvar	0.01
g_turrets_unit_hellion_std_target_select_missilebias	custom cvar	0
g_turrets_unit_hellion_std_target_select_playerbias	custom cvar	1
g_turrets_unit_hellion_std_target_select_rangebias	custom cvar	0.7
g_turrets_unit_hellion_std_target_select_samebias	custom cvar	0.01
g_turrets_unit_hellion_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_hellion_std_track_accel_rot	custom cvar	0.5
g_turrets_unit_hellion_std_track_blendrate	custom cvar	0.75
g_turrets_unit_hellion_std_track_type	custom cvar	3
g_turrets_unit_hk_std_aim_firetolerance_dist	custom cvar	500
g_turrets_unit_hk_std_aim_maxpitch	custom cvar	20
g_turrets_unit_hk_std_aim_maxrot	custom cvar	360
g_turrets_unit_hk_std_aim_speed	custom cvar	100
g_turrets_unit_hk_std_ammo	custom cvar	120
g_turrets_unit_hk_std_ammo_max	custom cvar	240
g_turrets_unit_hk_std_ammo_recharge	custom cvar	16

cvar	Function	Default Value
g_turrets_unit_hk_std_health	custom cvar	500
g_turrets_unit_hk_std_respawntime	custom cvar	90
g_turrets_unit_hk_std_shot_dmg	custom cvar	120
g_turrets_unit_hk_std_shot_force	custom cvar	600
g_turrets_unit_hk_std_shot_radius	custom cvar	200
g_turrets_unit_hk_std_shot_refire	custom cvar	5
g_turrets_unit_hk_std_shot_speed	custom cvar	500
g_turrets_unit_hk_std_shot_speed_accel	custom cvar	1025
g_turrets_unit_hk_std_shot_speed_accel2	custom cvar	1.05
g_turrets_unit_hk_std_shot_speed_decel	custom cvar	0.9
g_turrets_unit_hk_std_shot_speed_max	custom cvar	1000
g_turrets_unit_hk_std_shot_speed_turnrate	custom cvar	0.25
g_turrets_unit_hk_std_shot_spread	custom cvar	0
g_turrets_unit_hk_std_shot_volly	custom cvar	0
g_turrets_unit_hk_std_shot_volly_refire	custom cvar	0
g_turrets_unit_hk_std_target_range	custom cvar	6000
g_turrets_unit_hk_std_target_range_min	custom cvar	220
g_turrets_unit_hk_std_target_range_optimal	custom cvar	5000
g_turrets_unit_hk_std_target_select_anglebias	custom cvar	0.1
g_turrets_unit_hk_std_target_select_missilebias	custom cvar	0
g_turrets_unit_hk_std_target_select_playerbias	custom cvar	1
g_turrets_unit_hk_std_target_select_rangebias	custom cvar	0.5
g_turrets_unit_hk_std_target_select_samebias	custom cvar	0.01
g_turrets_unit_hk_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_hk_std_track_accel_rot	custom cvar	0.5
g_turrets_unit_hk_std_track_blendrate	custom cvar	0.25
g_turrets_unit_hk_std_track_type	custom cvar	3
g_turrets_unit_machinegun_std_aim_firetolerance_dist	custom cvar	70
g_turrets_unit_machinegun_std_aim_maxpitch	custom cvar	25
g_turrets_unit_machinegun_std_aim_maxrot	custom cvar	360
g_turrets_unit_machinegun_std_aim_speed	custom cvar	200
g_turrets_unit_machinegun_std_ammo	custom cvar	300
g_turrets_unit_machinegun_std_ammo_max	custom cvar	1500
g_turrets_unit_machinegun_std_ammo_recharge	custom cvar	75
g_turrets_unit_machinegun_std_health	custom cvar	256
g_turrets_unit_machinegun_std_respawntime	custom cvar	60
g_turrets_unit_machinegun_std_shot_dmg	custom cvar	10
g_turrets_unit_machinegun_std_shot_force	custom cvar	20
g_turrets_unit_machinegun_std_shot_radius	custom cvar	0
g_turrets_unit_machinegun_std_shot_refire	custom cvar	0.1
g_turrets_unit_machinegun_std_shot_speed	custom cvar	34920
g_turrets_unit_machinegun_std_shot_spread	custom cvar	15
g_turrets_unit_machinegun_std_shot_volly	custom cvar	6
g_turrets_unit_machinegun_std_shot_volly_refire	custom cvar	1
g_turrets_unit_machinegun_std_target_range	custom cvar	4500
g_turrets_unit_machinegun_std_target_range_min	custom cvar	2
g_turrets_unit_machinegun_std_target_range_optimal	custom cvar	1000
g_turrets_unit_machinegun_std_target_select_anglebias	custom cvar	0.5
g_turrets_unit_machinegun_std_target_select_missilebias	custom cvar	0
g_turrets_unit_machinegun_std_target_select_playerbias	custom cvar	1
g_turrets_unit_machinegun_std_target_select_rangebias	custom cvar	0.25
g_turrets_unit_machinegun_std_target_select_samebias	custom cvar	0.25
g_turrets_unit_machinegun_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_machinegun_std_track_accel_rot	custom cvar	0.8
g_turrets_unit_machinegun_std_track_blendrate	custom cvar	0.3
g_turrets_unit_machinegun_std_track_type	custom cvar	3

cvar	Function	Default Value
g_turrets_unit_mlrs_std_aim_firetolerance_dist	custom cvar	125
g_turrets_unit_mlrs_std_aim_maxpitch	custom cvar	15
g_turrets_unit_mlrs_std_aim_maxrot	custom cvar	360
g_turrets_unit_mlrs_std_aim_speed	custom cvar	125
g_turrets_unit_mlrs_std_ammo	custom cvar	420
g_turrets_unit_mlrs_std_ammo_max	custom cvar	420
g_turrets_unit_mlrs_std_ammo_recharge	custom cvar	35
g_turrets_unit_mlrs_std_health	custom cvar	500
g_turrets_unit_mlrs_std_respawntime	custom cvar	60
g_turrets_unit_mlrs_std_shot_dmg	custom cvar	70
g_turrets_unit_mlrs_std_shot_force	custom cvar	25
g_turrets_unit_mlrs_std_shot_radius	custom cvar	125
g_turrets_unit_mlrs_std_shot_refire	custom cvar	0.2
g_turrets_unit_mlrs_std_shot_speed	custom cvar	2000
g_turrets_unit_mlrs_std_shot_spread	custom cvar	25
g_turrets_unit_mlrs_std_shot_volly	custom cvar	3
g_turrets_unit_mlrs_std_shot_volly_refire	custom cvar	2.5
g_turrets_unit_mlrs_std_target_range	custom cvar	3000
g_turrets_unit_mlrs_std_target_range_min	custom cvar	500
g_turrets_unit_mlrs_std_target_range_optimal	custom cvar	500
g_turrets_unit_mlrs_std_target_select_anglebias	custom cvar	0.5
g_turrets_unit_mlrs_std_target_select_missilebias	custom cvar	0
g_turrets_unit_mlrs_std_target_select_playerbias	custom cvar	1
g_turrets_unit_mlrs_std_target_select_rangebias	custom cvar	0.25
g_turrets_unit_mlrs_std_target_select_samebias	custom cvar	0.25
g_turrets_unit_mlrs_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_mlrs_std_track_accel_rot	custom cvar	0.8
g_turrets_unit_mlrs_std_track_blendrate	custom cvar	0.3
g_turrets_unit_mlrs_std_track_type	custom cvar	3
g_turrets_unit_phaser_std_aim_firetolerance_dist	custom cvar	100
g_turrets_unit_phaser_std_aim_maxpitch	custom cvar	30
g_turrets_unit_phaser_std_aim_maxrot	custom cvar	360
g_turrets_unit_phaser_std_aim_speed	custom cvar	150
g_turrets_unit_phaser_std_ammo	custom cvar	1000
g_turrets_unit_phaser_std_ammo_max	custom cvar	2000
g_turrets_unit_phaser_std_ammo_recharge	custom cvar	25
g_turrets_unit_phaser_std_health	custom cvar	500
g_turrets_unit_phaser_std_respawntime	custom cvar	90
g_turrets_unit_phaser_std_shot_dmg	custom cvar	100
g_turrets_unit_phaser_std_shot_force	custom cvar	5
g_turrets_unit_phaser_std_shot_radius	custom cvar	8
g_turrets_unit_phaser_std_shot_refire	custom cvar	4
g_turrets_unit_phaser_std_shot_speed	custom cvar	4
g_turrets_unit_phaser_std_shot_spread	custom cvar	0
g_turrets_unit_phaser_std_shot_volly	custom cvar	0
g_turrets_unit_phaser_std_shot_volly_refire	custom cvar	5
g_turrets_unit_phaser_std_target_range	custom cvar	3000
g_turrets_unit_phaser_std_target_range_min	custom cvar	0
g_turrets_unit_phaser_std_target_range_optimal	custom cvar	1500
g_turrets_unit_phaser_std_target_select_anglebias	custom cvar	0.25
g_turrets_unit_phaser_std_target_select_missilebias	custom cvar	0
g_turrets_unit_phaser_std_target_select_playerbias	custom cvar	1
g_turrets_unit_phaser_std_target_select_rangebias	custom cvar	0.85
g_turrets_unit_phaser_std_target_select_samebias	custom cvar	0
g_turrets_unit_phaser_std_track_accel_pitch	custom cvar	0.5

cvar	Function	Default Value
g_turrets_unit_phaser_std_track_accel_rot	custom cvar	0.9
g_turrets_unit_phaser_std_track_blendrate	custom cvar	0.1
g_turrets_unit_phaser_std_track_type	custom cvar	3
g_turrets_unit_plasma_dual_aim_firerolerance_dist	custom cvar	300
g_turrets_unit_plasma_dual_aim_maxpitch	custom cvar	30
g_turrets_unit_plasma_dual_aim_maxrot	custom cvar	360
g_turrets_unit_plasma_dual_aim_speed	custom cvar	150
g_turrets_unit_plasma_dual_ammo	custom cvar	320
g_turrets_unit_plasma_dual_ammo_max	custom cvar	640
g_turrets_unit_plasma_dual_ammo_recharge	custom cvar	40
g_turrets_unit_plasma_dual_health	custom cvar	500
g_turrets_unit_plasma_dual_respawntime	custom cvar	60
g_turrets_unit_plasma_dual_shot_dmg	custom cvar	80
g_turrets_unit_plasma_dual_shot_force	custom cvar	100
g_turrets_unit_plasma_dual_shot_radius	custom cvar	150
g_turrets_unit_plasma_dual_shot_refire	custom cvar	0.35
g_turrets_unit_plasma_dual_shot_speed	custom cvar	2000
g_turrets_unit_plasma_dual_shot_spread	custom cvar	15
g_turrets_unit_plasma_dual_shot_volly	custom cvar	0
g_turrets_unit_plasma_dual_shot_volly_refire	custom cvar	0
g_turrets_unit_plasma_dual_target_range	custom cvar	3000
g_turrets_unit_plasma_dual_target_range_min	custom cvar	80
g_turrets_unit_plasma_dual_target_range_optimal	custom cvar	1000
g_turrets_unit_plasma_dual_target_select_anglebias	custom cvar	0.4
g_turrets_unit_plasma_dual_target_select_missilebias	custom cvar	0
g_turrets_unit_plasma_dual_target_select_playerbias	custom cvar	1
g_turrets_unit_plasma_dual_target_select_rangebias	custom cvar	0.2
g_turrets_unit_plasma_dual_target_select_samebias	custom cvar	0.4
g_turrets_unit_plasma_dual_track_accel_pitch	custom cvar	0.25
g_turrets_unit_plasma_dual_track_accel_rot	custom cvar	0.8
g_turrets_unit_plasma_dual_track_blendrate	custom cvar	0.4
g_turrets_unit_plasma_dual_track_type	custom cvar	3
g_turrets_unit_plasma_std_aim_firerolerance_dist	custom cvar	100
g_turrets_unit_plasma_std_aim_maxpitch	custom cvar	30
g_turrets_unit_plasma_std_aim_maxrot	custom cvar	360
g_turrets_unit_plasma_std_aim_speed	custom cvar	200
g_turrets_unit_plasma_std_ammo	custom cvar	320
g_turrets_unit_plasma_std_ammo_max	custom cvar	640
g_turrets_unit_plasma_std_ammo_recharge	custom cvar	40
g_turrets_unit_plasma_std_health	custom cvar	500
g_turrets_unit_plasma_std_respawntime	custom cvar	60
g_turrets_unit_plasma_std_shot_dmg	custom cvar	80
g_turrets_unit_plasma_std_shot_force	custom cvar	100
g_turrets_unit_plasma_std_shot_radius	custom cvar	150
g_turrets_unit_plasma_std_shot_refire	custom cvar	0.6
g_turrets_unit_plasma_std_shot_speed	custom cvar	2000
g_turrets_unit_plasma_std_shot_spread	custom cvar	15
g_turrets_unit_plasma_std_shot_volly	custom cvar	0
g_turrets_unit_plasma_std_shot_volly_refire	custom cvar	0
g_turrets_unit_plasma_std_target_range	custom cvar	3500
g_turrets_unit_plasma_std_target_range_min	custom cvar	200
g_turrets_unit_plasma_std_target_range_optimal	custom cvar	500
g_turrets_unit_plasma_std_target_select_anglebias	custom cvar	0.25
g_turrets_unit_plasma_std_target_select_missilebias	custom cvar	0
g_turrets_unit_plasma_std_target_select_playerbias	custom cvar	1
g_turrets_unit_plasma_std_target_select_rangebias	custom cvar	0.5

cvar	Function	Default Value
g_turrets_unit_plasma_std_target_select_samebias	custom cvar	0.01
g_turrets_unit_plasma_std_track_accel_pitch	custom cvar	0.25
g_turrets_unit_plasma_std_track_accel_rot	custom cvar	0.8
g_turrets_unit_plasma_std_track_blendrate	custom cvar	0.4
g_turrets_unit_plasma_std_track_type	custom cvar	3
g_turrets_unit_tesla_std_ammo	custom cvar	200
g_turrets_unit_tesla_std_ammo_max	custom cvar	1000
g_turrets_unit_tesla_std_ammo_recharge	custom cvar	15
g_turrets_unit_tesla_std_health	custom cvar	1000
g_turrets_unit_tesla_std_respawntime	custom cvar	120
g_turrets_unit_tesla_std_shot_dmg	custom cvar	100
g_turrets_unit_tesla_std_shot_force	custom cvar	400
g_turrets_unit_tesla_std_shot_refire	custom cvar	1
g_turrets_unit_tesla_std_shot_volly	custom cvar	1
g_turrets_unit_tesla_std_shot_volly_refire	custom cvar	2.5
g_turrets_unit_tesla_std_target_range	custom cvar	1000
g_turrets_unit_tesla_std_target_range_min	custom cvar	0
g_turrets_unit_tesla_std_target_select_missilebias	custom cvar	1
g_turrets_unit_tesla_std_target_select_playerbias	custom cvar	1
g_turrets_unit_walker_speed_jump	custom cvar	800
g_turrets_unit_walker_speed_roam	custom cvar	100
g_turrets_unit_walker_speed_run	custom cvar	300
g_turrets_unit_walker_speed_stop	custom cvar	90
g_turrets_unit_walker_speed_swim	custom cvar	200
g_turrets_unit_walker_speed_walk	custom cvar	200
g_turrets_unit_walker_std_aim_firerolerance_dist	custom cvar	100
g_turrets_unit_walker_std_aim_maxpitch	custom cvar	15
g_turrets_unit_walker_std_aim_maxrot	custom cvar	90
g_turrets_unit_walker_std_aim_speed	custom cvar	45
g_turrets_unit_walker_std_ammo	custom cvar	500
g_turrets_unit_walker_std_ammo_max	custom cvar	4000
g_turrets_unit_walker_std_ammo_recharge	custom cvar	100
g_turrets_unit_walker_std_health	custom cvar	500
g_turrets_unit_walker_std_meele_dmg	custom cvar	100
g_turrets_unit_walker_std_meele_force	custom cvar	600
g_turrets_unit_walker_std_meele_range	custom cvar	150
g_turrets_unit_walker_std_respawntime	custom cvar	60
g_turrets_unit_walker_std_rocket_dmg	custom cvar	50
g_turrets_unit_walker_std_rocket_force	custom cvar	150
g_turrets_unit_walker_std_rocket_radius	custom cvar	150
g_turrets_unit_walker_std_rocket_refire	custom cvar	10
g_turrets_unit_walker_std_rocket_speed	custom cvar	900
g_turrets_unit_walker_std_rocket_tunrate	custom cvar	0.4
g_turrets_unit_walker_std_rockets_range	custom cvar	4000
g_turrets_unit_walker_std_rockets_range_min	custom cvar	500
g_turrets_unit_walker_std_shot_dmg	custom cvar	5
g_turrets_unit_walker_std_shot_force	custom cvar	10
g_turrets_unit_walker_std_shot_radius	custom cvar	0
g_turrets_unit_walker_std_shot_refire	custom cvar	0.05
g_turrets_unit_walker_std_shot_speed	custom cvar	18000
g_turrets_unit_walker_std_shot_spread	custom cvar	25
g_turrets_unit_walker_std_shot_volly	custom cvar	10
g_turrets_unit_walker_std_shot_volly_refire	custom cvar	1
g_turrets_unit_walker_std_target_range	custom cvar	5000
g_turrets_unit_walker_std_target_range_min	custom cvar	0

cvar	Function	Default Value
g_turrets_unit_walker_std_target_range_optimal	custom cvar	100
g_turrets_unit_walker_std_target_select_anglebias	custom cvar	0.5
g_turrets_unit_walker_std_target_select_missilebias	custom cvar	0
g_turrets_unit_walker_std_target_select_playerbias	custom cvar	1
g_turrets_unit_walker_std_target_select_rangebias	custom cvar	0.25
g_turrets_unit_walker_std_target_select_samebias	custom cvar	0.25
g_turrets_unit_walker_std_track_type	custom cvar	1
g_use_ammunition	if set to 0 all weapons you pick up have unlimited ammunition	1
g_vampire	set to 1 to enable the vampire mode, where the damage done to your opponent gets added to your own health	0
g_voice_flood_spv	normal voices: seconds between voices to not count as flooding	4
g_voice_flood_spv_team	team voices: seconds between voices to not count as flooding	2
g_warmup	split the game into a warmup- and match-stage when set to 1	0
g_warmup_allguns	if set players start with all guns in warmup mode	0
g_warmup_allow_timeout	if set to 0 you cannot use the calltimeout command during the warmup-stage but only during the match stage	0
g_warmup_limit	if set to -1 the warmup-stage is not affected by any timelimit, if set to 0 the usual timelimit also affects warmup-stage, otherwise warmup will be limited to this time in SECONDS (useful for public matches)	60
g_warmup_start_ammo_cells	starting values when being in warmup-stage	50
g_warmup_start_ammo_fuel	starting values when being in warmup-stage	0
g_warmup_start_ammo_nails	starting values when being in warmup-stage	150
g_warmup_start_ammo_rockets	starting values when being in warmup-stage	50
g_warmup_start_ammo_shells	starting values when being in warmup-stage	50
g_warmup_start_armor	starting values when being in warmup-stage	100
g_warmup_start_health	starting values when being in warmup-stage	250
g_waypointeditor	custom cvar	0
g_waypoints_for_items	make waypoints out of items, values: 0 = never, 1 = unless the mapper prevents it by worldspawn.spawnflags & 1, 2 = always	1
g_waypointsprite_deadlifetime	custom cvar	1
g_waypointsprite_deployed_lifetime	custom cvar	10
g_waypointsprite_distancealphaexponent	custom cvar	2
g_waypointsprite_limitedrange	custom cvar	5120
g_waypointsprite_minalpha	custom cvar	0.4
g_waypointsprite_minscale	custom cvar	1
g_waypointsprite_normdistance	custom cvar	512
g_waypointsprite_scale	custom cvar	1
g_waypointsprite_stuffbinds	custom cvar	0
g_waypointsprite_timealphaexponent	custom cvar	1
g_weapon_stay	if set to 1 or 2, weapons stay after they were picked up (1: weapons you don't have yet give you ammo of their type, 2: weapons don't give ammo, but instead players start with one pickup-load of ammo by default)	0
g_weaponarena	put in a list of weapons to enable a weapon arena mode, or try „all“ or „most“	0
g_weapondamagefactor	weapon damage multiplier	1
g_weaponforcefactor	weapon force multiplier	1
g_weaponratefactor	weapon fire rate multiplier	1
g_weaponreplace_campingrifle	custom cvar	
g_weaponreplace_crylink	custom cvar	
g_weaponreplace_electro	custom cvar	
g_weaponreplace_grenadelauncher	custom cvar	

cvar	Function	Default Value
g_weaponreplace_hagar	custom cvar	
g_weaponreplace_hlac	custom cvar	
g_weaponreplace_hook	custom cvar	
g_weaponreplace_laser	custom cvar	
g_weaponreplace_minstanex	custom cvar	
g_weaponreplace_nex	custom cvar	
g_weaponreplace_porto	custom cvar	
g_weaponreplace_rocketlauncher	custom cvar	
g_weaponreplace_shotgun	custom cvar	
g_weaponreplace_tuba	custom cvar	
g_weaponreplace_uzi	custom cvar	
g_weaponspeedfactor	weapon projectile speed multiplier	1
gamecfg	unused cvar in quake, can be used by mods	1
gameversion	version of game data (mod-specific) to be sent to querying clients	20000
gameversion_max	maximum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone	20699
gameversion_min	minimum version of game data (mod-specific), when client and server gameversion mismatch in the server browser the server is shown as incompatible; if -1, gameversion is used alone	20000
gl_combine	faster rendering by using GL_ARB_texture_env_combine extension (part of OpenGL 1.3 and above)	1
gl_dither	enables OpenGL dithering (16bit looks bad with this off)	1
gl_ext_separatetestencil	make use of OpenGL 2.0 glStencilOpSeparate or GL_ATI_separate_stencil extension	1
gl_ext_stenciltwoside	make use of GL_EXT_stenciltwoside extension (NVIDIA only)	1
gl_finish	make the cpu wait for the graphics processor at the end of each rendered frame (can help with strange input or video lag problems on some machines)	0
gl_flashblend	render bright coronas for dynamic lights instead of actual lighting, fast but ugly	0
gl_lightmaps	draws only lightmaps, no texture (for level designers)	0
gl_lockarrays	enables use of glLockArraysEXT, may cause glitches with some broken drivers, and may be slower than normal	0
gl_lockarrays_minimumvertices	minimum number of vertices required for use of glLockArraysEXT, setting this too low may reduce performance	1
gl_max_size	maximum allowed texture size, can be used to reduce video memory usage, note: this is automatically reduced to match video card capabilities (such as 256 on 3Dfx cards before Voodoo4/5)	2048
gl_mesh_drawrangeelements	use glDrawRangeElements function if available instead of glDrawElements (for performance comparisons or bug testing)	1
gl_mesh_prefer_short_elements	use GL_UNSIGNED_SHORT element arrays instead of GL_UNSIGNED_INT	1
gl_mesh_testarrayelement	use glBegin(GL_TRIANGLES);glArrayElement();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements)	0
gl_mesh_testmanualfeeding	use glBegin(GL_TRIANGLES);glTexCoord2f();glVertex3f();glEnd(); primitives instead of glDrawElements (useful to test for driver bugs with glDrawElements)	0
gl_paranoid	enables OpenGL error checking and other tests	0
gl_picmip	reduces resolution of textures by powers of 2, for example 1 will halve width/height, reducing texture memory usage by 75%	1

cvar	Function	Default Value
gl_polyblend	tints view while underwater, hurt, etc	1
gl_printcheckerror	prints all OpenGL error checks, useful to identify location of driver crashes	0
gl_texture_anisotropy	anisotropic filtering quality (if supported by hardware), 1 sample (no anisotropy) and 8 sample (8 tap anisotropy) are recommended values	1
gl_texturecompression	whether to compress textures, a value of 0 disables compression (even if the individual cvars are 1), 1 enables fast (low quality) compression at startup, 2 enables slow (high quality) compression at startup	0
gl_texturecompression_2d	whether to compress 2d (hud/menu) textures other than the font	0
gl_texturecompression_color	whether to compress colormap (diffuse) textures	1
gl_texturecompression_gloss	whether to compress glossmap (specular) textures	1
gl_texturecompression_glow	whether to compress glowmap (luma) textures	1
gl_texturecompression_lightcubemaps	whether to compress light cubemaps (spotlights and other light projection images)	1
gl_texturecompression_normal	whether to compress normalmap (normalmap) textures	0
gl_texturecompression_q3bspdeluxemaps	whether to compress deluxemaps in q3bsp format levels (only levels compiled with q3map2 -deluxe have these)	0
gl_texturecompression_q3bsplightmaps	whether to compress lightmaps in q3bsp format levels	0
gl_texturecompression_sky	whether to compress sky textures	1
gl_vbo	make use of GL_ARB_vertex_buffer_object extension to store static geometry in video memory for faster rendering, 0 disables VBO allocation or use, 1 enables VBOs for vertex and triangle data, 2 only for vertex data, 3 for vertex data and triangle data of simple meshes (ones with only one surface)	3

[[Back to g Part 1](#)] [[Back to Nexuiz cvars Overview](#)] [[Continue to h to r](#)] [[Back to the games database](#)]

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