

Nexuiz cvars up to b

cvar	Function	Default Value
_backup_con_chatvars_set	custom cvar	0
_cl_color	internal storage cvar for current player colors (changed by color command)	102
_cl_name	internal storage cvar for current player name (changed by name command)	Player
_cl_playermodel	internal storage cvar for current player model in Nexuiz (changed by playermodel command)	models/player/marine.zym
_cl_playerskin	internal storage cvar for current player skin in Nexuiz (changed by playerskin command)	0
_cl_rate	internal storage cvar for current rate (changed by rate command)	20000
_snd_mixahead	how much sound to mix ahead of time	0.11
_supports_weaponpriority	set to 1 by csqc if supported, and to 0 on disconnect	0
ambient_fade	rate of volume fading when moving from one environment to another	100
ambient_level	volume of environment noises (water and wind)	0.3
aot_secondrun	custom cvar	aot_secondrun_alias
bgmvolume	volume of background music (such as CD music or replacement files such as sound/cdtracks/track002.ogg)	1
bot_ai_aimskill_blendrate	How much correction will be applied to the aiming angle	2
bot_ai_aimskill_firetolerance_distdegrees	custom cvar	180
bot_ai_aimskill_firetolerance_maxdegrees	Maximum firing angle. Used on close range	60
bot_ai_aimskill_firetolerance_mindegrees	Minimum angle tolerance. Used on large distances	2
bot_ai_aimskill_fixedrate	custom cvar	15
bot_ai_aimskill_mouse	How much of the aiming filters are applied	1
bot_ai_aimskill_offset	Amount of error induced to the bots aim	0.3
bot_ai_aimskill_order_filter_1st	Position filter	0.4
bot_ai_aimskill_order_filter_2nd	Movement filter	0.4
bot_ai_aimskill_order_filter_3th	Acceleration filter	0.2

cvar	Function	Default Value
bot_ai_aimskill_order_filter_4th	Position prediction filter. Used rarely	0.4
bot_ai_aimskill_order_filter_5th	Movement prediction filter. Used rarely	0.5
bot_ai_aimskill_order_mix_1st	Amount of the 1st filter output to apply to the aiming angle	0.01
bot_ai_aimskill_order_mix_2nd	Amount of the 1st filter output to apply to the aiming angle	0.1
bot_ai_aimskill_order_mix_3th	Amount of the 1st filter output to apply to the aiming angle	0.01
bot_ai_aimskill_order_mix_4th	Amount of the 1st filter output to apply to the aiming angle	0.05
bot_ai_aimskill_order_mix_5th	Amount of the 1st filter output to apply to the aiming angle	0.01
bot_ai_aimskill_think	Aiming velocity. Use values below 1 for slower aiming	1
bot_ai_bunnyhop_firstjumpdelay	Start running to the goal only if it was seen for more than N seconds	0.5
bot_ai_bunnyhop_skiloffset	Bots with skill equal or greater than this value will perform the „bunnyhop“ technique	7
bot_ai_bunnyhop_startdistance	Run to goals located further than this distance	250
bot_ai_bunnyhop_stopdistance	Stop jumping after reaching this distance to the goal	220
bot_ai_chooseweaponinterval	How often the best weapon according to the situation will be chosen	0.3
bot_ai_custom_weapon_priority_close	Desired weapons for close distances ordered by priority	11 7 3 13 14 8 6 4 2 5 15 1
bot_ai_custom_weapon_priority_distances	Define close and far distances in any order. Based on the distance to the enemy bots will choose different weapons	300 850
bot_ai_custom_weapon_priority_far	Desired weapons for far distances ordered by priority	11 7 15 14 4 5 8 13 6 1 3 9 2
bot_ai_custom_weapon_priority_mid	Desired weapons for middle distances ordered by priority	11 9 4 5 3 7 15 14 6 13 8 2 1
bot_ai_dangerdetectioninterval	How often scan for waypoints with dangers near	0.1
bot_ai_dangerdetectionupdates	How many waypoints will be considered for danger detection	64
bot_ai_dodgeupdateinterval	How often scan for items to dodge. Currently not in use.	0.1
bot_ai_enemydetectioninterval	How often bots pick a new target	0.5
bot_ai_enemydetectionradius	How far bots can see enemies	10000

cvar	Function	Default Value
bot_ai_friends_aware_pickup_radius	Bots will not pickup items if a team mate is this distance near the item	500
bot_ai_ignoregoal_timeout	Ignore goals making bots to get stuck in front of a wall for N seconds	3
bot_ai_keyboard_distance	Keyboard emulation is disabled after this distance to the goal	250
bot_ai_keyboard_treshold	custom cvar	0.57
bot_ai_navigation_jetpack	Enable bots to navigat maps using the jetpack	1
bot_ai_navigation_jetpack_mindistance	Bots will try fly to objects located farther than this distance	2500
bot_ai_strategyinterval	How often a new objective is chosen	3
bot_ai_thinkinterval	custom cvar	0.05
bot_ai_weapon_combo	Enable bots to do weapon combos	1
bot_ai_weapon_combo_threshold	Try to make a combo N seconds after the last attack	0.3
bot_config_file	Name and path of the bot configuration file	bots.txt
bot_god	god mode for bots	0
bot_ignore_bots	When set, bots don't shoot at other bots	0
bot_join_empty	When set, bots also play if no player has joined the server	0
bot_navigation_ignoreplayers	custom cvar	0
bot_nofire	When set, bots never fire. Mainly for testing in g_waypointeditor mode	0
bot_number	Minimum number of bots	0
bot_prefix	Prefix in front of the bot names	[BOT]
bot_sound_monopoly	when enabled, only bots can make any noise	0
bot_suffix	Suffix behind the bot names	
bot_usemodelnames	Use player model names for bot names	0
bot_vs_human	Bots and humans play in different teams when set. positive values to make an all-bot blue team, set to negative values to make an all-bot red team, the absolute value is the ratio bots vs humans (1 for equal count)	0

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