

# ETQW CVAR Liste

CVar	Description
a_glowBaseScale	Original image contribution factor type: float (cheat)
a_glowLuminanceDependency	Dependency of the glow on the luminance(brightness) type: float (cheat)
a_glowScale	Blurred image contribution factor type: float (cheat)
a_glowSpriteMin	type: string (cheat)
a_glowSpriteSize	type: float (cheat)
a_glowSunBaseScale	Factor to scale to sun factor with type: float (cheat)
a_glowSunPower	Power to raise to sun factor to type: float (cheat)
a_glowSunScale	Factor to scale to sun factor with type: float (cheat)
a_glowThresh	Threshold above which part of the scene starts glowing type: float (cheat)
a_sun	type: float (cheat)
a_windTimeScale	Speed at which wind effects change type: float (cheat)
aas_extendFlyPaths	set to 1 to enable extending fly paths type: bool (cheat) default: 1 (true)
aas_locationMemory	used to remember a particular location, set to 'current' to store the current x,y,z location type: string (cheat)
aas_optimizePaths	set to 1 to enable path optimization type: bool (cheat) default: 1 (true)
aas_pullPlayer	pull the player to the specified area type: string (cheat)
aas_pullWalk	walk instead of sprint type: bool (cheat) default: 0 (false)
aas_randomPullPlayer	pull the player to a random area type: bool (cheat) default: 0 (false)
aas_showAreas	show the areas in the selected aas type: bool (cheat) default: 0 (false)
aas_showEdgeNums	show edge nums type: bool (cheat) default: 0 (false)
aas_showFloorTrace	show floor trace type: bool (cheat) default: 0 (false)
aas_showHopPath	show hop path to specified area type: string (cheat)

<b>CVar</b>	<b>Description</b>
aas_showNearestCoverArea	show the nearest area with cover from the selected area (aas_showHideArea 4 will show the nearest area in cover from area 4) type: int (cheat)
aas_showNearestInsideArea	show the nearest area that is inside type: bool (cheat) default: 0 (false)
aas_showObstacleAvoidance	shows obstacles along paths type: bool (cheat) default: 0 (false)
aas_showPath	show the path to the walk specified area type: string (cheat)
aas_showPushIntoArea	show an arrow going to the closest area type: bool (cheat) default: 0 (false)
aas_showTravelTime	print the travel time to the specified goal area (only when aas_showAreas is set) type: int (cheat)
aas_showWallEdgeNums	show the number of the edges of walls type: bool (cheat) default: 0 (false)
aas_showWallEdges	show the edges of walls, 2 = project all to same height, 3 = project onscreen type: int [0, 3] (cheat)
aas_skipObstacleAvoidance	ignore all dynamic obstacles along paths type: bool (cheat) default: 0 (false)
aas_subSampleWalkPaths	set to 1 to enable walk path sub-sampling type: bool (cheat) default: 1 (true)
aas_test	select which AAS to test type: string [aas_player, aas_vehicle] (cheat)
af_contactFrictionScale	scales the contact friction type: float (cheat)
af_forceFriction	force the given friction value type: float (cheat)
af_highlightBody	name of the body to highlight type: string (cheat)
af_highlightConstraint	name of the constraint to highlight type: string (cheat)
af_jointFrictionScale	scales the joint friction type: float (cheat)
af_maxAngularVelocity	maximum angular velocity type: float (cheat)
af_maxLinearVelocity	maximum linear velocity type: float (cheat)
af_showActive	show tree-like structures of articulated figures not at rest type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
af_showBodies	show bodies type: bool (cheat) default: 0 (false)
af_showBodyNames	show body names type: bool (cheat) default: 0 (false)
af_showConstrainedBodies	show the two bodies constrained by the highlighted constraint type: bool (cheat) default: 0 (false)
af_showConstraintNames	show constraint names type: bool (cheat) default: 0 (false)
af_showConstraints	show constraints type: bool (cheat) default: 0 (false)
af_showInertia	show the inertia tensor of each body type: bool (cheat) default: 0 (false)
af_showLimits	show joint limits type: bool (cheat) default: 0 (false)
af_showMass	show the mass of each body type: bool (cheat) default: 0 (false)
af_showPrimaryOnly	show primary constraints only type: bool (cheat) default: 0 (false)
af_showTimings	show articulated figure cpu usage type: bool (cheat) default: 0 (false)
af_showTotalMass	show the total mass of each articulated figure type: bool (cheat) default: 0 (false)
af_showTrees	show tree-like structures type: bool (cheat) default: 0 (false)
af_showVelocity	show the velocity of each body type: bool (cheat) default: 0 (false)
af_skipFriction	skip friction type: bool (cheat) default: 0 (false)
af_skipLimits	skip joint limits type: bool (cheat) default: 0 (false)
af_skipSelfCollision	skip self collision detection type: bool (cheat) default: 0 (false)
af_testSolid	test for bodies initially stuck in solid type: bool (cheat) default: 1 (true)

<b>CVar</b>	<b>Description</b>
af_timeScale	scales the time type: float (cheat)
af_useImpulseFriction	use impulse based contact friction type: bool (cheat) default: 0 (false)
af_useJointImpulseFriction	use impulse based joint friction type: bool (cheat) default: 0 (false)
af_useLinearTime	use linear time algorithm for tree-like structures type: bool (cheat) default: 1 (true)
af_useSymmetry	use constraint matrix symmetry type: bool (cheat) default: 1 (true)
ai_debugAnimState	displays animState changes for the specified monster entity number type: int (cheat)
ai_debugMove	draws movement information for monsters type: bool (cheat) default: 0 (false)
ai_debugScript	displays script calls for the specified monster entity number type: int (cheat)
ai_debugTrajectory	draws trajectory tests for monsters type: bool (cheat) default: 0 (false)
ai_fallTime	Number of seconds before the player plays the falling animation type: float (cheat)
anim_forceUpdate	type: bool (cheat) default: 0 (false)
anim_maxBodyPitch	max pitch of body adjustment type: float (cheat)
anim_minBodyPitch	min pitch of body adjustment type: float (cheat)
anim_reduced	type: bool (cheat) default: 1 (true)
anim_showMissingAnims	Show warnings for missing animations type: bool (cheat) default: 0 (false)
aor_animationCutoffScale	scale the aor animation cutoff distance type: float
aor_ikCutoffScale	scale the aor ik cutoff distance type: float
aor_physicsCutoffScale	scale the aor physics cutoff distance type: float
aor_physicsLod1StartScale	scale the aor physics lod 1 distance type: float
aor_physicsLod2StartScale	scale the aor physics lod 2 distance type: float

<b>CVar</b>	<b>Description</b>
aor_physicsLod3StartScale	scale the aor physics lod 3 distance type: float
bot_aimSkill	Sets the bot's default aiming skill. 0 = EASY, 1 = MEDIUM, 2 = EXPERT, 3 = MASTER type: int
bot_breakPoint	Cause a program break to occur inside the bot's AI type: bool (cheat) default: 0 (false)
bot_canDropDeployables	0 = bots dont drop deployables of any kind, 1 = bots can drop all deployables type: bool (cheat) default: 1 (true)
bot_canStrafeJump	0 = bots can't strafe jump, 1 = bots CAN strafe jump to goal locations that are far away type: bool (cheat) default: 0 (false)
bot_debug	Debug various bot subsystems. Many bot debugging features are disabled if this is not set to 1 type: bool (cheat) default: 0 (false)
bot_debugAirVehicles	Debug bot air vehicle usage. -1 = disable type: int (cheat)
bot_debugGroundVehicles	Debug bot ground vehicle usage. -1 = disable type: int (cheat)
bot_debugMapScript	Allows you to debug the bot script. type: bool (cheat) default: 0 (false)
bot_debugObstacles	Debug bot obstacles in the world type: bool (cheat) default: 0 (false)
bot_debugPersonalVehicles	Only used for debugging the use of the husky/icarus. type: bool (cheat) default: 0 (false)
bot_debugSpeed	Debug bot's move speed. -1 = disable type: int (cheat)
bot_debugWeapons	Only used for debugging bots weapons. type: bool (cheat) default: 0 (false)
bot_doObjectives	0 = bots let the player play the hero, with the bots filling a supporting role, 1 = bots do all the major objectives along with the player type: bool default: 1 (true)
bot_drawActionDist	How far away to draw the bot action info. Default is 2048 type: float (cheat)
bot_drawActionGroupNum	Filter what action groups to draw with the bot_drawAction cmd. -1 = disabled. type: int (cheat)
bot_drawActionNumber	Draw a specific bot action only. -1 = disable type: int (cheat)

<b>CVar</b>	<b>Description</b>
bot_drawActions	Draw the bot's actions. type: bool (cheat) default: 0 (false)
bot_drawActionSize	How big to draw the bot action info. Default is 0.2 type: float (cheat)
bot_drawActiveActionsOnly	Draw only active bot actions. 1 = all active actions. 2 = only GDF active actions. 3 = only Strogg active actions. Combo actions, that have both GDF and strogg goals, will still show up. type: int (cheat)
bot_drawClientNumbers	Draw every clients number above their head type: bool (cheat) default: 0 (false)
bot_drawNodes	draw vehicle path nodes type: bool (cheat) default: 0 (false)
bot_drawObstacles	Draw the bot's dynamic obstacles in the world type: bool (cheat) default: 0 (false)
bot_drawRoutes	Draw the bot's routes. type: bool (cheat) default: 0 (false)
bot_enable	0 = bots will not be loaded in the game. 1 = bots are loaded. type: bool default: 1 (true)
bot_fakePing	Have the bots display fake pings in the scoreboard type: int
bot_followMe	Have the bots follow you in debug mode type: bool (cheat) default: 0 (false)
bot_hud	Print out the bots debug info onto the players HUD. Set to the clientNum of the bot to debug. 0 = disable. Make sure bot_debug is 1. type: int (cheat)
bot_ignoreEnemies	If set to 1, bots will ignore all enemies. Useful for debugging bot behavior type: int (cheat)
bot_ignoreGoals	If set to 1, bots will ignore all map objectives. Useful for debugging bot behavior type: int (cheat)
bot_knifeOnly	goofy mode where the bots only use their knives in combat. type: bool (cheat) default: 0 (false)
bot_minClients	Keep a minimum number of clients on the server with bots. -1 to disable type: int
bot_noChat	0 = bots chat, 1 = bots never chat type: bool default: 0 (false)
bot_noRandomJump	makes bots not randomly jump type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
bot_noTapOut	makes bots not want to ever tap out, for debug purposes type: bool (cheat) default: 0 (false)
bot_noTaunt	0 = bots taunt, 1 = bots never taunt type: bool default: 1 (true)
bot_pause	Pause the bot's thinking - useful for screenshots/debugging/etc type: bool (cheat) default: 0 (false)
bot_showPath	Show the path for the bot's client number. -1 = disable. type: int (cheat)
bot_sillyWarmup	0 = bots play the game like normal, 1 = bots shoot each other and act silly during warmup type: bool default: 1 (true)
bot_skill	Sets the bot's default AI skill. 0 = EASY, 1 = MEDIUM, 2 = EXPERT, 3 = MASTER type: int
bot_skipThinkClient	A debug only cvar that skips thinking for a particular bot with the client number entered. -1 = disabled. type: int (cheat)
bot_suicide	Causes all bots to suicide. Useful for debugging. type: bool (cheat) default: 0 (false)
bot_testObstacleAvoidance	test obstacle avoidance type: bool (cheat) default: 0 (false)
bot_threadFixedDelay	force the bot AI to always trail bot_threadFrameDelay frames behind type: bool default: 0 (false)
bot_threadFrameDelay	maximum number of game frames the bot AI can trail behind type: int [0, 4]
bot_threading	enable running the bot AI in a separate thread type: bool default: 1 (true)
bot_uiNumGDF	The number of gdf bots to add to the server. -1 to disable type: int
bot_uiNumStrogg	The number of strogg bots to add to the server. -1 to disable type: int
bot_uiSkill	The overall skill the bots should play at in the game. 0 = EASY, 1 = MEDIUM, 2 = EXPERT, 3 = MASTER type: int
bot_useShotguns	0 = bots wont use shotguns/nailguns. 1 = bots will use shotguns/nailguns. type: bool default: 1 (true)
bot_useSpawnHosts	0 = strogg bots can't use spawn host bodies, 1 = bots can use spawnhosts type: bool default: 1 (true)

<b>CVar</b>	<b>Description</b>
bot_useVehicles	0 = bots dont use vehicles, 1 = bots do use vehicles type: bool (cheat) default: 1 (true)
bse_debris	disable effect debris type: bool (cheat) default: 1 (true)
bse_debug	display debug info about effect type: int (cheat)
bse_detailLevel	Detail setting for effects type: float
bse_effectsStats	type: string (cheat)
bse_enabled	set to false to disable all effects type: bool (cheat) default: 1 (true)
bse_maxDecalDistance	Maximum distance from the viewer to spawn decals type: float (cheat)
bse_physics	disable effect physics type: bool (cheat) default: 1 (true)
bse_projectileEffect	this effect will replace projectile explosions type: string (cheat)
bse_rateCost	rate cost multiplier for spawned effects type: float
bse_rateLimit	rate limit for spawned effects type: float
bse_render	disable effect rendering type: bool (cheat) default: 1 (true)
bse_showBounds	display debug bounding boxes effect type: int (cheat)
bse_simple	simple versions of effects type: bool default: 0 (false)
bse_singleEffect	set to the name of the effect that is only played type: string (cheat)
bse_speeds	print bse frame statistics type: int (cheat)
cm_backFaceCull	cull back facing polygons type: bool (cheat) default: 0 (false)
cm_debugCollision	debug the collision detection type: bool (cheat) default: 0 (false)
cm_debugRotation	debug rotation failure type: bool (cheat) default: 1 (true)
cm_debugSetParms	debug set parameters type: bool (cheat) default: 1 (true)



<b>CVar</b>	<b>Description</b>
cm_debugTranslation	debug translation failure type: bool (cheat) default: 1 (true)
cm_drawColor	color used to draw the collision models type: string (cheat)
cm_drawFilled	draw filled polygons type: bool (cheat) default: 0 (false)
cm_drawIndexScale	scale of primitive indices type: float (cheat)
cm_drawIndices	draw primitive indices type: bool (cheat) default: 0 (false)
cm_drawInternal	draw internal edges green type: bool (cheat) default: 1 (true)
cm_drawMask	collision mask type: string [none, solid, opaque, water, playerclip, moveableclip, ikclip, slidemover, body, corpse, trigger, vehicleclip, rendermodel, projectile, explosion, monster, forcefield] (cheat)
cm_drawNormals	draw polygon and edge normals type: float (cheat)
cm_drawTraces	draw polygon and edge normals type: bool (cheat) default: 0 (false)
cm_loadRenderModels	allow loading of render models for collision at run time type: bool (cheat) default: 1 (true)
cm_showCompiledModelStats	show stats for all compiled collision models type: bool (cheat) default: 0 (false)
cm_showConversionWarnings	sets whether to show warnings when converting models to trace models type: bool (cheat) default: 0 (false)
cm_storeCollisionModelStats	any models converted will be stored for output later using the command dumpCollisionModelStats type: bool (cheat) default: 0 (false)
cm_testAngle	type: float (cheat)
cm_testBox	type: string (cheat)
cm_testBoxRotation	type: string (cheat)
cm_testCollision	type: bool (cheat) default: 0 (false)
cm_testLength	type: float (cheat)
cm_testModel	type: int (cheat)
cm_testOrigin	type: string (cheat)
cm_testRadius	type: float (cheat)

<b>CVar</b>	<b>Description</b>
cm_testRandomMany	type: bool (cheat) default: 0 (false)
cm_testReset	type: bool (cheat) default: 0 (false)
cm_testRotation	type: bool (cheat) default: 1 (true)
cm_testTimes	type: int (cheat)
cm_testTranslation	type: bool (cheat) default: 1 (true)
cm_testWalk	type: bool (cheat) default: 1 (true)
cm_writeCompiledCollisionModels	write out generated collision models to disk type: bool (cheat) default: 0 (false)
com_allowConsole	allow toggling console with the tilde key type: bool default: 0 (false)
com_asyncInput	sample input from the async thread type: bool (cheat) default: 0 (false)
com_asyncSound	0: mix sound inline, 1: memory mapped async mix, 2: callback mixing, 3: write async mix type: int [0, 1] (cheat)
com_aviDemoHeight	type: int (cheat)
com_aviDemoSamples	type: int (cheat)
com_aviDemoTics	type: int (cheat)
com_aviDemoWidth	type: int (cheat)
com_compressDemos	type: bool (cheat) default: 0 (false)
com_fixedTic	type: bool (cheat) default: 0 (false)
com_forceGenericSIMD	force generic platform independent SIMD type: bool default: 0 (false)
com_gpuSpec	hardware classification, -1 = not detected, 0 = low quality, 1 = medium quality, 2 = high quality, 3 = ultra quality type: int
com_journal	1 = record journal, 2 = play back journal type: int [0, 2] (init)
com_logDemos	type: bool (cheat) default: 0 (false)
com_machineSpec	hardware classification, -1 = not detected, 0 = low quality, 1 = medium quality, 2 = high quality type: int
com_makingBuild	1 when making a build type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
com_makingRC	1 when making a release candidate type: bool (cheat) default: 0 (false)
com_minTics	type: int (cheat)
com_preciseTic	run one game tick every async thread update type: bool (cheat) default: 1 (true)
com_preloadDemos	type: bool (cheat) default: 1 (true)
com_purgeAll	purge everything between level loads type: bool default: 0 (false)
com_showAngles	type: bool (cheat) default: 0 (false)
com_showBPS	show bot think frames per second type: bool default: 0 (false)
com_showDemo	type: bool (cheat) default: 0 (false)
com_showFPS	show frames rendered per second type: bool default: 0 (false)
com_showMemoryUsage	show total and per frame memory usage type: bool default: 0 (false)
com_showSoundDecoders	show sound decoders type: bool default: 0 (false)
com_showTics	type: bool (cheat) default: 0 (false)
com_showTPS	show mega tiles loaded per second type: bool default: 0 (false)
com_skipGameDraw	type: bool (cheat) default: 0 (false)
com_skipRenderer	skip the renderer completely type: bool (cheat) default: 0 (false)
com_skipWarnings	skip all warnings type: bool default: 0 (false)
com_speeds	show engine timings type: bool default: 0 (false)
com_timestampPrints	print time with each console print, 1 = msec, 2 = sec type: string (cheat)
com_unlock_avgFrames	average out render times over n frames for extra renders management type: int

<b>CVar</b>	<b>Description</b>
com_unlock_maxFPS	maximum FPS unlock will try to reach (only works in timing methods 1 & 2) - zero = no limit type: int
com_unlock_safetyMargin	percentage safety margin under which not to trigger an extra render type: float
com_unlock_timingMethod	method of timing interpolated/extrapolated frames: 0 = whenever they fit; 1 = on boundaries of framerate multiples of 30; 2 = like 1, but using total previous everything time to estimate, not just render time type: int
com_unlockFPS	allow renderer to go faster than game ticks type: bool default: 1 (true)
com_useBinaryDecls	Load binary versions of declarations falling back to text if not found type: bool (cheat) default: 1 (true)
com_useFastVidRestart	Allow use of fast vid restarts type: bool default: 0 (false)
com_videoRam	holds the last amount of detected video ram type: int
com_wipeSeconds	type: float (cheat)
com_writeBinaryDecls	Write binary versions of declarations type: bool (cheat) default: 0 (false)
con_noPrint	print on the console but not onscreen when console is pulled up type: bool default: 1 (true)
con_notifyTime	time messages are displayed onscreen when console is pulled up type: float
con_speed	speed at which the console moves up and down type: float
decl_show	set to 1 to print parses, 2 to also print references, 3 only prints out of level load, 4 only prints out of level load but also prints references type: int [0, 4] (cheat)
decl_usageLog	creates a log of all declarations touched type: bool (cheat) default: 0 (false)
demo_debug	debug demo replay system type: bool default: 0 (false)
demo_noclip	noclip through a demo type: bool (cheat) default: 0 (false)
demo_prediction	prediction when playing back a server demo in milliseconds type: int

<b>CVar</b>	<b>Description</b>
demo_scale	speed scaling of demo replays type: float [0.01, 100]
demo_snapshotDelay	delay between snapshots for server side demo recordings type: int
developer	developer mode type: bool default: 0 (false)
fs_basepath	type: string (init)
fs_caseSensitiveOS	type: bool (cheat) default: 0 (false)
fs_cdpath	type: string (init)
fs_copyfiles	type: int [0, 5] (init)
fs_debug	type: int [0, 2] (cheat)
fs_devpath	type: string (init)
fs_game	mod path type: string (init)
fs_game_base	alternate mod path, searched after the main fs_game path, before the basedir type: string (init)
fs_restrict	type: bool (init) default: 0 (false)
fs_savepath	type: string (init)
fs_searchAddons	search all addon pk4s ( disables addon functionality ) type: bool (cheat) default: 0 (false)
fs_toolsPath	quoted paths that are searched for tools type: string (cheat)
fs_userpath	type: string (init)
g_allowComplaint_charge	Allow complaints for teamkills with charges type: bool default: 0 (false)
g_allowComplaint_explosives	Allow complaints for explosive weapons and items type: bool default: 1 (true)
g_allowComplaint_firesupport	Allow complaints for teamkills with fire support type: bool default: 1 (true)
g_allowLateJoin	Enable/disable players joining a match in progress type: bool default: 1 (true)
g_autoFireTeam	Prompt to join a fireteam when switching to a new team. type: bool default: 0 (false)
g_banner_1	banner message 1 type: string
g_banner_10	banner message 10 type: string
g_banner_11	banner message 11 type: string

<b>CVar</b>	<b>Description</b>
g_banner_12	banner message 12 type: string
g_banner_13	banner message 13 type: string
g_banner_14	banner message 14 type: string
g_banner_15	banner message 15 type: string
g_banner_16	banner message 16 type: string
g_banner_2	banner message 2 type: string
g_banner_3	banner message 3 type: string
g_banner_4	banner message 4 type: string
g_banner_5	banner message 5 type: string
g_banner_6	banner message 6 type: string
g_banner_7	banner message 7 type: string
g_banner_8	banner message 8 type: string
g_banner_9	banner message 9 type: string
g_banner_delay	delay between banner messages type: int
g_banner_loopdelay	delay before banner messages repeat, 0 = off type: int
g_cacheDictionaryMedia	Precache all media from entity dictionaries type: bool default: 1 (true)
g_chatDefaultColor	RGBA value for normal chat prints type: string
g_chatFireTeamColor	RGBA value for fire team chat prints type: string
g_chatLineTimeout	number of seconds that each chat line stays in the history type: float
g_chatTeamColor	RGBA value for team chat prints type: string
g_cheapDecalsMaxDistance	max distance decals are created type: string
g_collisionModelMask	type: int (cheat)
g_commandMapZoom	command map zoom level type: float [0.125, 0.75]
g_commandMapZoomStep	percent to increase/decrease command map zoom by type: float

<b>CVar</b>	<b>Description</b>
g_compiledScriptSafety	enables extra safety checks in exported scripts type: bool (cheat) default: 1 (true)
g_complaintGUIDLimit	Total unique complaints at which a player will be kicked type: int
g_complaintLimit	Total complaints at which a player will be kicked type: int
g_damageIndicatorAlphaScale	alpha of the damage indicators type: float
g_damageIndicatorColor	color of the damage indicators type: string
g_damageIndicatorFadeTime	number of seconds that a damage indicator stays visible type: float
g_damageIndicatorHeight	height of the damage indicators type: float
g_damageIndicatorWidth	width of the damage indicators type: float
g_debugAnim	displays information on which animations are playing on the specified entity number. set to -1 to disable. type: int (cheat)
g_debugAnimLookups	prints successful animation lookups type: int (cheat)
g_debugAnimStance	displays information on which stances are set on the specified entity number. set to -1 to disable. type: int (cheat)
g_debugBounds	checks for models with bounds > 2048 type: bool (cheat) default: 0 (false)
g_debugCinematic	type: bool (cheat) default: 0 (false)
g_debugDamage	type: bool (cheat) default: 0 (false)
g_debugFootsteps	prints which surfacetype the player is walking on type: bool (cheat) default: 0 (false)
g_debugForceFields	type: bool (cheat) default: 0 (false)
g_debugFrameCommands	Prints out frame commands as they are called type: bool (cheat) default: 0 (false)
g_debugFrameCommandsFilter	Filter the type of framecommands type: string (cheat)
g_debugGUI	Show GUI window outlines type: bool (cheat) default: 0 (false)
g_debugGUIEvents	Show the results of events type: int (cheat)
g_debugGUIRenderWorld	Output information for GUI-based renderWorlds type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
g_debugGUITextRect	Show windows' text rectangle outlines type: bool (cheat) default: 0 (false)
g_debugGUITextScale	Size that the debug GUI info font is drawn in. type: float (cheat)
g_debugLocations	type: bool (cheat) default: 0 (false)
g_debugMask	debugs a deployment mask type: string (cheat)
g_debugNetworkWrite	type: bool (cheat) default: 0 (false)
g_debugPlayerList	fills UI lists with fake players type: int (cheat)
g_debugProficiency	type: bool (cheat) default: 0 (false)
g_debugScript	type: bool (cheat) default: 0 (false)
g_debugSpecatorList	fills the spectator list with fake players type: int (cheat)
g_debugVehicleDriveForces	show info about wheeled drive forces type: bool (cheat) default: 0 (false)
g_debugVehicleFeedback	show info about wheeled suspension feedback type: bool (cheat) default: 0 (false)
g_debugVehicleFrictionFeedback	show info about wheeled surface friction feedback type: bool (cheat) default: 0 (false)
g_debugVehicleHoverPads	show info about hoverpads type: bool (cheat) default: 0 (false)
g_debugVehicleHurtZones	show info about the hurtZone component type: bool (cheat) default: 0 (false)
g_debugVehiclePseudoHover	show info about the pseudoHover component type: bool (cheat) default: 0 (false)
g_debugVehicleWheelForces	show info about wheel forces type: bool (cheat) default: 0 (false)
g_debugWakes	Debug the vehicle wakes type: bool (cheat) default: 0 (false)
g_debugWeapon	type: bool (cheat) default: 0 (false)
g_debugWeaponSpread	displays the current spread value for the weapon type: bool (cheat) default: 0 (false)



<b>CVar</b>	<b>Description</b>
g_debugWorldTasks	draws a sphere around ranged based tasks type: bool (cheat) default: 0 (false)
g_decals	show decals such as bullet holes type: bool default: 1 (true)
g_demoAnalyzationSectorSize	sector size for stat generation type: int (cheat)
g_demoAnalyze	analyze demo during playback type: bool (cheat) default: 0 (false)
g_demoOutputMDF	output entity keyframe data from demo type: int [0, 2] (cheat)
g_disableFootsteps	enable/disable footsteps type: bool (cheat) default: 0 (false)
g_disableGlobalAudio	disable global VOIP communication type: bool default: 0 (false)
g_disableGlobalChat	disable global text communication type: bool default: 0 (false)
g_disableTransportDebris	type: bool (cheat) default: 0 (false)
g_disableVehicleSpawns	disables vehicles spawning from construction pads type: string (cheat)
g_disasm	disassemble script into base/script/disasm.txt on the local drive when script is compiled type: bool (cheat) default: 0 (false)
g_dragDamping	type: float (cheat)
g_dragEntity	allows dragging physics objects around by placing the crosshair over them and holding the fire button type: bool (cheat) default: 0 (false)
g_dragMaxforce	type: float (cheat)
g_dragShowSelection	type: bool (cheat) default: 0 (false)
g_drawContacts	draw physics object contacts type: bool (cheat) default: 0 (false)
g_drawPlayerDamage	Draws numbers above the player's head every time they take damage ( Must be enabled on the server too ) type: bool (cheat) default: 0 (false)
g_drawPlayerIcons	Enables/Disables player icons type: bool default: 1 (true)
g_drawRouteConstraints	draws lines showing route constraints type: int (cheat)

CVar	Description
g_editEntityMode	0 = off 1 = lights 2 = sounds 3 = articulated figures 4 = particle systems 5 = monsters 6 = entity names 7 = entity models type: int [0, 7] (cheat)
g_enemyColor	color of enemy units type: string
g_execMapConfigs	Execute map cfg with same name type: bool default: 0 (false)
g_exportMask	type: string (cheat)
g_forceClear	forces clearing of color buffer on main game draw (faster) type: bool (cheat) default: 1 (true)
g_fov	type: int
g_frametime	displays timing information for each game frame type: bool (cheat) default: 0 (false)
g_friendlyColor	color of friendly units type: string
g_gameReviewPause	Time (in minutes) for scores review time type: float
g_gameReviewReadyWait	wait for players to ready up before going to the next map type: bool default: 0 (false)
g_gravity	type: float (cheat)
g_guiSpeeds	Show GUI speeds type: bool (cheat) default: 0 (false)
g_gunX	type: float (cheat)
g_gunY	type: float (cheat)
g_gunZ	type: float (cheat)
g_hitBeep	play hit beep sound when you inflict damage. 0 = do nothing 1 = beep/flash cross-hair 2 = beep 3 = flash cross-hair type: int
g_kickAmplitude	type: float (cheat)
g_kickBanLength	length of time a kicked player will be banned for type: float
g_kickTime	type: float (cheat)
g_knockback	type: int (cheat)
g_logObjectives	log objective completion info type: bool default: 1 (true)

<b>CVar</b>	<b>Description</b>
g_logProficiency	log proficiency data type: bool default: 1 (true)
g_maxPlayerWarnings	maximum warnings before player is kicked type: int
g_maxShowDistance	type: float (cheat)
g_maxSpectateTime	maximum length of time a player may spectate for type: float
g_maxTransportDebrisExtraHigh	The maximum number of pieces of extra high priority (really large) debris. -1 means no limit. type: int
g_maxTransportDebrisHigh	The maximum number of pieces of high priority (large) debris. -1 means no limit. type: int
g_maxTransportDebrisLow	The maximum number of pieces of low priority (small) debris. -1 means no limit. type: int
g_maxTransportDebrisMedium	The maximum number of pieces of medium priority (middling) debris. -1 means no limit. type: int
g_maxVoiceChats	maximum number of voice chats a player may do in a period of time type: int
g_maxVoiceChatsOver	time over which the maximum number of voice chat limit is applied type: int
g_muteSpecs	Send all spectator global chat to team chat type: bool default: 0 (false)
g_neutralColor	color of neutral units type: string
g_nextMap	commands to execute when the current map/campaign ends type: string
g_noBotSpectate	disables the ability to spectate bots type: bool default: 1 (true)
g_noProficiency	enable/disable XP type: bool default: 0 (false)
g_noRouteConstraintKick	enables/disables players being kicked for deviating from routes type: bool default: 0 (false)
g_noRouteMaskDestruction	enables/disables the mcp being destroyed when driven outside the mask type: bool default: 0 (false)
g_noVehicleDecay	enables / disables vehicle decay type: bool (cheat) default: 0 (false)
g_password	game password type: string

<b>CVar</b>	<b>Description</b>
g_playerArrowIconSize	Size of the screen space player arrow icons type: float
g_playerIconAlphaScale	alpha to apply to world-based objective icons type: float
g_playerIconSize	Size of the screen space player icons type: float
g_playerPushForce	force players can be pushed by other players type: float (cheat)
g_playTooltipSound	Play the sound attached to a tooltip when it is shown type: bool default: 1 (true)
g_privatePassword	game password for private slots type: string
g_radialMenuMouseInput	0 - no mouse input 1 - mouse input, no view movement 2 - mouse input, view movement type: int
g_radialMenuMouseSensitivity	Mouse input scale type: float
g_radialMenuStyle	Sets the style of the quick chat menu: 0 = radial, 1 = vertical type: int
g_radialMenuUseNumberShortcuts	Use numbers instead of alpha-numeric shortcuts type: bool default: 1 (true)
g_removeStaticEntities	Remove non-dynamic entities on map spawn when they aren't needed type: bool (cheat) default: 1 (true)
g_rotateCommandMap	Rotate the command map around the player type: bool default: 1 (true)
g_showActiveEntities	draws boxes around thinking entities. type: bool (cheat) default: 0 (false)
g_showAreaClipSectors	type: float (cheat)
g_showcamerainfo	displays the current frame # for the camera when playing cinematics type: string (cheat)
g_showChatLocation	show/hide locations in chat text type: bool (cheat) default: 1 (true)
g_showClipSectorFilter	type: string (cheat)
g_showClipSectors	type: bool (cheat) default: 0 (false)
g_showCollisionModels	type: bool (cheat) default: 0 (false)
g_showCollisionTraces	type: bool (cheat) default: 0 (false)
g_showCollisionWorld	type: int (cheat)

<b>CVar</b>	<b>Description</b>
g_showCommandMapNames	Show/hide location text on the commandmap type: bool (cheat) default: 0 (false)
g_showCompileStats	sets whether to show stats at the end of compilation or not type: bool (cheat) default: 0 (false)
g_showCrosshairInfo	shows information about the entity under your crosshair type: int (cheat)
g_showDemoHud	draw the demo hud gui type: bool (cheat) default: 0 (false)
g_showDemoView	show player's calculated view when paused instead of free-fly cam type: bool (cheat) default: 0 (false)
g_showEntityInfo	type: bool (cheat) default: 0 (false)
g_showEntityInfoPrint	type: bool (cheat) default: 0 (false)
g_showFireTeamLocation	show/hide locations in fireteam box text type: bool default: 0 (false)
g_showHud	draw the hud gui type: bool (cheat) default: 1 (true)
g_showLocationWayPoints	Show/hide location waypoints in the world type: int (cheat)
g_showPlayerShadow	enables shadow of player model type: bool default: 1 (true)
g_showPlayerSpeed	displays player movement speed type: bool default: 0 (false)
g_showPVS	type: int [0, 2] (cheat)
g_showRenderModelBounds	type: bool (cheat) default: 0 (false)
g_showTargets	draws entities and their targets. hidden entities are drawn grey. type: bool (cheat) default: 0 (false)
g_showTestModelFrame	displays the current animation and frame # for testmodels type: bool (cheat) default: 0 (false)
g_showTriggers	draws trigger entities (orange) and their targets (green). disabled triggers are drawn grey. type: bool (cheat) default: 0 (false)
g_showVehiclePathNodes	type: int (cheat)
g_showWayPoints	show or hide world-based objective icons type: bool default: 1 (true)

<b>CVar</b>	<b>Description</b>
g_skipDeployChecks	Skips deployment territory checks, etc type: bool (cheat) default: 0 (false)
g_skipIntro	skip the opening intro movie type: bool (read only) default: 1 (true)
g_skipLocalizedPrecipitation	Enable/disable precipitation effects type: bool (cheat) default: 0 (false)
g_skipPostProcess	draw the post process gui type: bool (cheat) default: 0 (false)
g_skipPrecipitation	Enable/disable precipitation effects type: bool (cheat) default: 0 (false)
g_skipVehicleAccelFeedback	skip acceleration effects on wheeled suspensions type: bool (cheat) default: 0 (false)
g_skipVehicleFrictionFeedback	ignore the effects of surface friction type: bool (cheat) default: 0 (false)
g_skipVehicleTurnFeedback	skip turn ducking effects on wheeled suspensions type: bool (cheat) default: 0 (false)
g_skipViewEffects	skip damage and other view effects type: bool (cheat) default: 0 (false)
g_skipWeaponSwitchAnimations	If 1, players won't play their weapon switching animations. type: bool (cheat) default: 1 (true)
g_spectateLerpScale	Controls view smoothing for spectators type: float [0.2, 1]
g_stopWatchMode	stopwatch mode, 0 = ABBA, 1 = ABAB type: int (cheat)
g_teamSwitchDelay	Delay (in seconds) before player can change teams again type: int
g_testLadders	type: bool (cheat) default: 0 (false)
g_testModelAnimate	test model animation, 0 = cycle anim with origin reset 1 = cycle anim with fixed origin 2 = cycle anim with continuous origin 3 = frame by frame with continuous origin 4 = play anim once type: int [0, 4] (cheat)
g_testModelBlend	number of frames to blend type: int (cheat)
g_testModelRotate	test model rotation speed type: string (cheat)
g_testParticle	test particle visualization, set by the particle editor type: int (cheat)

<b>CVar</b>	<b>Description</b>
g_testParticleName	name of the particle being tested by the particle editor type: string (cheat)
g_testPostProcess	name of material to draw over screen type: string (cheat)
g_testSpectator	type: int (cheat)
g_testViewSkin	name of skin to use for the view type: string (cheat)
g_transportDebrisExtraHighCutoff	Beyond this distance from the viewpoint extra high priority debris will not be spawned. -1 means no limit. type: int
g_transportDebrisHighCutoff	Beyond this distance from the viewpoint high priority debris will not be spawned. -1 means no limit. type: int
g_transportDebrisLowCutoff	Beyond this distance from the viewpoint low priority debris will not be spawned. -1 means no limit. type: int
g_transportDebrisMediumCutoff	Beyond this distance from the viewpoint medium priority debris will not be spawned. -1 means no limit. type: int
g_unlock_interpolateMoving	interpolate moving objects in fps unlock mode type: bool default: 1 (true)
g_unlock_updateAngles	update view angles in fps unlock mode type: bool default: 1 (true)
g_unlock_updateViewpos	update view origin in fps unlock mode type: bool default: 1 (true)
g_unlock_viewStyle	0: extrapolate view origin, 1: interpolate view origin type: int
g_useCompiledScript	enable/disable native compiled scripts type: bool default: 1 (true)
g_useSimpleStats	only look up local server stats type: bool (cheat) default: 0 (false)
g_useTraceCollection	Use optimized trace collections type: bool (cheat) default: 1 (true)
g_vehicleForce	type: float (cheat)
g_vehicleSteerKeyScale	The scale of the wheeled vehicle steering keys - 1 is standard, 2 is twice as fast, etc type: float
g_vehicleSuspensionDamping	type: float (cheat)
g_vehicleSuspensionDown	type: float (cheat)
g_vehicleSuspensionKCompress	type: float (cheat)
g_vehicleSuspensionUp	type: float (cheat)
g_vehicleTireFriction	type: float (cheat)
g_vehicleVelocity	type: float (cheat)

<b>CVar</b>	<b>Description</b>
g_vehicleWheelTracesPerFrame	What fraction of the wheels are updated per frame type: float (cheat)
g_version	game version type: string (read only)
g_volumeMusic_dB	music volume in dB type: float
g_votePassPercentage	Percentage of yes votes required for a vote to pass type: float [0, 100]
g_voteWait	Delay (in minutes) before player may perform a callvote again type: float
g_walkerTraceDistance	distance to check for space for the walker to move type: float
g_warmup	Length (in minutes) of warmup period type: float
g_warmupDamage	Enable/disable players taking damage during warmup type: bool default: 1 (true)
g_waypointAlphaScale	alpha to apply to world-based objective icons type: float
g_waypointDistanceMax	min distance at which to show max icon size type: float
g_waypointDistanceMin	max distance at which to show min icon size type: float
g_waypointSizeMax	max world-view icon size type: float
g_waypointSizeMin	min world-view icon size type: float
g_weaponSwitchTimeout	type: float
g_xpSave	stores xp for disconnected players which will be given back if they reconnect type: bool default: 1 (true)
gamedate	type: string (read only)
gamename	type: string (read only)
gui_crosshairAlpha	alpha of crosshair type: float
gui_crosshairColor	RGB color tint for crosshair elements type: string
gui_crosshairDef	name of def containing crosshair type: string
gui_crosshairGrenadeAlpha	alpha of grenade timer components type: float
gui_crosshairKey	name of crosshair key in def specified by gui_crosshairDef type: string
gui_crosshairSpreadAlpha	alpha of spread components type: float
gui_crosshairSpreadScale	amount to scale the spread indicator movement type: float



<b>CVar</b>	<b>Description</b>
gui_crosshairStatsAlpha	alpha of health/ammo/reload components type: float
gui_debugLayout	Debug UI layout classes type: bool (cheat) default: 0 (false)
gui_debugRadialMenus	Show radial menu debugging info type: bool (cheat) default: 0 (false)
gui_doubleClickTime	Delay in seconds between considering two mouse clicks a double-click type: float
gui_notificationPause	length of time between successive notifications, in seconds type: float
gui_notificationTime	length of time a user notification is on screen, in seconds type: float
gui_scoreBoardSort	0 - group by XP, 1 - group by fireteam, then by XP type: int
gui_showTooltips	Globally enable or disable tooltips. type: bool default: 1 (true)
gui_tooltipDelay	Delay in seconds before tooltips pop up. type: float
ik_debug	show IK debug lines type: bool (cheat) default: 0 (false)
ik_enable	enable IK type: bool (cheat) default: 1 (true)
image_anisotropy	set the maximum texture anisotropy if available type: string
image_bumpPicMip	Uses a miplevel X steps down type: int [-4, 2]
image_colorMipLevels	development aid to see texture mip usage type: bool (cheat) default: 0 (false)
image_detailPower	Controls how fast the detail textures fade out (0 = normal mipmaps, 1 is falloff after the first level) type: string
image_diffusePicMip	Uses a miplevel X steps down type: int [-4, 2]
image_editorPicMip	type: int [-4, 1] (cheat)
image_filter	changes texture filtering on mipmapped images type: string [GL_LINEAR_MIPMAP_NEAREST, GL_LINEAR_MIPMAP_LINEAR, GL_NEAREST, GL_LINEAR, GL_NEAREST_MIPMAP_NEAREST, GL_NEAREST_MIPMAP_LINEAR]
image_globalPicMip	globally uses a miplevel X steps down type: int [-4, 2]
image_ignoreHighQuality	ignore high quality setting on materials type: string

<b>CVar</b>	<b>Description</b>
image_lodbias	change lod bias on mipmapped images type: float [-1, 1]
image_lodDistance	Distance at wich images don't need full resolution type: float (cheat)
image_picMip	Uses a miplevel X steps down type: int [-4, 2]
image_picMipEnable	Enable picmip type: int
image_roundDown	round bad sizes down to nearest power of two type: bool default: 1 (true)
image_showBackgroundLoads	1 = print number of outstanding background loads type: bool (cheat) default: 0 (false)
image_skipUpload	used during the build process, will skip uploads type: bool (cheat) default: 0 (false)
image_specularPicMip	Uses a miplevel X steps down type: int [-4, 2]
image_useAllFormats	allow alpha/intensity/luminance/luminance+alpha type: bool default: 1 (true)
image_useBackgroundLoads	1 = enable background loading of images type: bool default: 1 (true)
image_useCompression	0 = force everything to high quality type: bool default: 1 (true)
image_useNormalCompression	2 = use rrgb compression for normal maps, 1 = use 256 color compression for normal maps if available type: int
image_useOfflineCompression	write a batch file for offline compression of DDS files type: bool (cheat) default: 0 (false)
image_usePrecompressedTextures	use .dds files if present type: string
image_writeNormalTGA	write .tgas of the final normal maps for debugging type: bool (cheat) default: 0 (false)
image_writeNormalTGAPalletized	write .tgas of the final palletized normal maps for debugging type: bool (cheat) default: 0 (false)
image_writePrecompressedTextures	write .dds files if necessary type: bool (cheat) default: 0 (false)
image_writeTGA	write .tgas of the non normal maps for debugging type: bool (cheat) default: 0 (false)
in_anglespeedkey	angle change scale when holding down _speed button type: float

<b>CVar</b>	<b>Description</b>
in_car_pitch_axis	which controller axis is used type: int
in_car_pitch_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_car_pitch_invert	inverts the axis type: bool default: 1 (true)
in_car_pitch_joy	the joystick number used type: int
in_car_pitch_offset	the step up the dead zone type: float
in_car_pitch_power	the power of the curve after dead zone - ie acceleration type: float
in_car_pitch_speed	speed of the controller input type: float
in_car_steering_axis	which controller axis is used type: int
in_car_steering_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_car_steering_invert	inverts the axis type: bool default: 0 (false)
in_car_steering_joy	the joystick number used type: int
in_car_steering_offset	the step up the dead zone type: float
in_car_steering_power	the power of the curve after dead zone - ie acceleration type: float
in_car_steering_speed	speed of the controller input type: float
in_car_throttle_axis	which controller axis is used type: int
in_car_throttle_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_car_throttle_invert	inverts the axis type: bool default: 1 (true)
in_car_throttle_joy	the joystick number used type: int
in_car_throttle_offset	the step up the dead zone type: float
in_car_throttle_power	the power of the curve after dead zone - ie acceleration type: float
in_car_throttle_speed	speed of the controller input type: float
in_car_yaw_axis	which controller axis is used type: int
in_car_yaw_deadZone	specifies how far large the dead-zone is on the controller axis type: float

<b>CVar</b>	<b>Description</b>
in_car_yaw_invert	inverts the axis type: bool default: 1 (true)
in_car_yaw_joy	the joystick number used type: int
in_car_yaw_offset	the step up the dead zone type: float
in_car_yaw_power	the power of the curve after dead zone - ie acceleration type: float
in_car_yaw_speed	speed of the controller input type: float
in_freeLook	look around with mouse (reverse _mlook button) type: bool default: 1 (true)
in_heli_forward_axis	which controller axis is used type: int
in_heli_forward_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_heli_forward_invert	inverts the axis type: bool default: 0 (false)
in_heli_forward_joy	the joystick number used type: int
in_heli_forward_offset	the step up the dead zone type: float
in_heli_forward_power	the power of the curve after dead zone - ie acceleration type: float
in_heli_forward_speed	speed of the controller input type: float
in_heli_side_axis	which controller axis is used type: int
in_heli_side_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_heli_side_invert	inverts the axis type: bool default: 1 (true)
in_heli_side_joy	the joystick number used type: int
in_heli_side_offset	the step up the dead zone type: float
in_heli_side_power	the power of the curve after dead zone - ie acceleration type: float
in_heli_side_speed	speed of the controller input type: float
in_heli_throttle_axis	which controller axis is used type: int
in_heli_throttle_deadZone	specifies how far large the dead-zone is on the controller axis type: float

<b>CVar</b>	<b>Description</b>
in_heli_throttle_invert	inverts the axis type: bool default: 1 (true)
in_heli_throttle_joy	the joystick number used type: int
in_heli_throttle_offset	the step up the dead zone type: float
in_heli_throttle_power	the power of the curve after dead zone - ie acceleration type: float
in_heli_throttle_speed	speed of the controller input type: float
in_heli_yaw_axis	which controller axis is used type: int
in_heli_yaw_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_heli_yaw_invert	inverts the axis type: bool default: 0 (false)
in_heli_yaw_joy	the joystick number used type: int
in_heli_yaw_offset	the step up the dead zone type: float
in_heli_yaw_power	the power of the curve after dead zone - ie acceleration type: float
in_heli_yaw_speed	speed of the controller input type: float
in_hovertank_forward_axis	which controller axis is used type: int
in_hovertank_forward_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_hovertank_forward_invert	inverts the axis type: bool default: 1 (true)
in_hovertank_forward_joy	the joystick number used type: int
in_hovertank_forward_offset	the step up the dead zone type: float
in_hovertank_forward_power	the power of the curve after dead zone - ie acceleration type: float
in_hovertank_forward_speed	speed of the controller input type: float
in_hovertank_pitch_axis	which controller axis is used type: int
in_hovertank_pitch_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_hovertank_pitch_invert	inverts the axis type: bool default: 1 (true)
in_hovertank_pitch_joy	the joystick number used type: int

<b>CVar</b>	<b>Description</b>
in_hovertank_pitch_offset	the step up the dead zone type: float
in_hovertank_pitch_power	the power of the curve after dead zone - ie acceleration type: float
in_hovertank_pitch_speed	speed of the controller input type: float
in_hovertank_side_axis	which controller axis is used type: int
in_hovertank_side_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_hovertank_side_invert	inverts the axis type: bool default: 0 (false)
in_hovertank_side_joy	the joystick number used type: int
in_hovertank_side_offset	the step up the dead zone type: float
in_hovertank_side_power	the power of the curve after dead zone - ie acceleration type: float
in_hovertank_side_speed	speed of the controller input type: float
in_hovertank_turn_axis	which controller axis is used type: int
in_hovertank_turn_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_hovertank_turn_invert	inverts the axis type: bool default: 0 (false)
in_hovertank_turn_joy	the joystick number used type: int
in_hovertank_turn_offset	the step up the dead zone type: float
in_hovertank_turn_power	the power of the curve after dead zone - ie acceleration type: float
in_hovertank_turn_speed	speed of the controller input type: float
in_hovertank_yaw_axis	which controller axis is used type: int
in_hovertank_yaw_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_hovertank_yaw_invert	inverts the axis type: bool default: 1 (true)
in_hovertank_yaw_joy	the joystick number used type: int
in_hovertank_yaw_offset	the step up the dead zone type: float
in_hovertank_yaw_power	the power of the curve after dead zone - ie acceleration type: float

<b>CVar</b>	<b>Description</b>
in_hovertank_yaw_speed	speed of the controller input type: float
in_joy1_device	the hash of the controller device named joy1 type: int
in_joy2_device	the hash of the controller device named joy2 type: int
in_joy3_device	the hash of the controller device named joy3 type: int
in_joy4_device	the hash of the controller device named joy4 type: int
in_mouse	enable mouse input type: bool (cheat) default: 1 (true)
in_pitchspeed	pitch change speed when holding down look_lookUp or _lookDown button type: float
in_player_forward_axis	which controller axis is used type: int
in_player_forward_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_player_forward_invert	inverts the axis type: bool default: 1 (true)
in_player_forward_joy	the joystick number used type: int
in_player_forward_offset	the step up the dead zone type: float
in_player_forward_power	the power of the curve after dead zone - ie acceleration type: float
in_player_forward_speed	speed of the controller input type: float
in_player_pitch_axis	which controller axis is used type: int
in_player_pitch_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_player_pitch_invert	inverts the axis type: bool default: 1 (true)
in_player_pitch_joy	the joystick number used type: int
in_player_pitch_offset	the step up the dead zone type: float
in_player_pitch_power	the power of the curve after dead zone - ie acceleration type: float
in_player_pitch_speed	speed of the controller input type: float
in_player_side_axis	which controller axis is used type: int
in_player_side_deadZone	specifies how far large the dead-zone is on the controller axis type: float

<b>CVar</b>	<b>Description</b>
in_player_side_invert	inverts the axis type: bool default: 0 (false)
in_player_side_joy	the joystick number used type: int
in_player_side_offset	the step up the dead zone type: float
in_player_side_power	the power of the curve after dead zone - ie acceleration type: float
in_player_side_speed	speed of the controller input type: float
in_player_yaw_axis	which controller axis is used type: int
in_player_yaw_deadZone	specifies how far large the dead-zone is on the controller axis type: float
in_player_yaw_invert	inverts the axis type: bool default: 1 (true)
in_player_yaw_joy	the joystick number used type: int
in_player_yaw_offset	the step up the dead zone type: float
in_player_yaw_power	the power of the curve after dead zone - ie acceleration type: float
in_player_yaw_speed	speed of the controller input type: float
in_toggleRun	pressing _speed button toggles run on/off type: bool default: 0 (false)
in_toggleSprint	pressing _sprint button toggles run on/off type: bool default: 0 (false)
in_yawspeed	yaw change speed when holding down _left or _right button type: float
logFile	1 = buffer log, 2 = flush after each print type: string
logFileName	name of log file, if empty, console.log will be used. \$Y = year, \$M = month, \$D = day, \$h = hour, \$m = minute, \$s = second type: string
logTimeStamps	add time stamps to console log type: bool default: 0 (false)
m_helicopterPitch	helicopter mouse pitch scale type: float
m_helicopterYaw	helicopter mouse yaw scale type: float
m_pitch	mouse pitch scale type: float



<b>CVar</b>	<b>Description</b>
m_showMouseRate	shows mouse movement type: bool (cheat) default: 0 (false)
m_smooth	number of samples blended for mouse viewing type: int [1, 8]
m_strafeScale	mouse strafe movement scale type: float
m_strafeSmooth	number of samples blended for mouse moving type: int [1, 8]
m_yaw	mouse yaw scale type: float
msv_useSampleGame	use the sample game instead of the etqw SKU type: bool (cheat) default: 0 (false)
net_allowCheats	Allow cheats in network game type: bool default: 0 (false)
net_aorPVSScale	AoR scale for outside of PVS type: float (cheat)
net_autoLANScan	automatically scan for LAN servers type: int [0, 60]
net_channelShowDrop	show dropped packets type: bool (cheat) default: 0 (false)
net_channelShowPackets	show all packets type: bool (cheat) default: 0 (false)
net_checkSync	enable data synchronization type: bool (cheat) default: 1 (true)
net_clientAORFilter	type: string (cheat)
net_clientLagOMeter	draw prediction graph type: bool default: 0 (false)
net_clientMaxPrediction	maximum number of milliseconds a client can predict ahead of server. type: int
net_clientMaxRate	maximum rate requested by client from server in bytes/sec type: int
net_clientPrediction	additional client side prediction in milliseconds type: int
net_clientPunkbusterEnabled	is client side PunkBuster enabled? type: bool default: 0 (false)
net_clientRemoteConsoleAddress	remote console address type: string
net_clientRemoteConsolePassword	remote console password type: string

CVar	Description
net_clientSelfSmoothing	smooth local client position type: bool (cheat) default: 1 (true)
net_clientServerTimeout	server time out in seconds type: int
net_clientShowAOR	type: int [0, 3] (cheat)
net_clientShowSnapshot	type: int [0, 4] (cheat)
net_clientShowSnapshotRadius	type: float (cheat)
net_clientSkipUsercmd	skip ucmds generation - 0: no skipping 1: no skipping. when multiple game frames, send single packet 2: skip. when multiple game frames send only first 3: skip. when multiple game frames send only last type: int
net_clientUsercmdBackup	number of usercmds to resend type: int [0, 10]
net_demoErrorOnInvalidUserCmds	Will cause an error instead of a warning when playing back a demo with no usercmds type: bool (cheat) default: 0 (false)
net_forceDrop	percentage packet loss type: int (cheat)
net_forceLatency	milliseconds latency type: int (cheat)
net_httpPassword	Password used with HTTP authentication to download server assets type: string (cheat)
net_httpProxy	Use an http proxy to download game content from servers. Use <a href="http://proxy_address:proxy_port">http://proxy_address:proxy_port</a> . See net_httpProxyUser, net_httpProxyPassword, net_httpProxyMode type: string
net_httpProxyMode	Proxy configuration mode, 0 - don't use a proxy, 1 - attempt to read from environment (over-write cvar settings on launch), 2 - use cvar settings type: int
net_httpProxyPassword	Password used with http proxy authentication type: string (cheat)
net_httpProxyUser	Username used with http proxy authentication type: string (cheat)
net_httpUser	Username used with HTTP authentication to download server assets type: string (cheat)
net_ip	local IP address type: string
net_limitApparentMaxErrorAllowance	fraction of the current physics speed added to the maximum apparent speed due to client prediction error type: float
net_limitApparentMaxLagAllowance	fraction of the current physics speed added to the maximum apparent speed due to client lag type: float

<b>CVar</b>	<b>Description</b>
net_limitApparentMinSpeed	minimum value for maximum apparent speed to reach type: float
net_limitApparentVelocity	limit the apparent velocity of objects in prediction to realistic levels type: bool default: 1 (true)
net_maxPlayerCollisionMerge	maximum number of player collision steps to merge together during client reprediction type: int
net_port	local IP port number type: int
net_predictionErrorDecay	Enable/disable prediction error decay type: bool default: 1 (true)
net_serverAllowServerMod	allow server-side mods type: bool default: 0 (false)
net_serverBalanceSnapshotTimes	balance snapshot times for a good repartition over game frames type: bool default: 1 (true)
net_serverClientTimeout	client time out in seconds type: int
net_serverDedicated	1 = text console dedicated server, 2 = graphical dedicated server type: int [0, 2] (init)
net_serverDrawClient	number of client for which to draw view on server type: int (cheat)
net_serverLicenseCodeFile	If not empty, allows license code to be stored outside of the game file system type: string
net_serverMaxClientRate	maximum rate to a client in bytes/sec type: int
net_serverMaxReservedClientSlots	maximum number of player slots reserved for session invites type: int [0, 32] (cheat)
net_serverMaxUsercmdRelay	maximum number of usercmds from other clients the server relays to a client type: int [1, 10]
net_serverPunkbusterEnabled	is server side PunkBuster enabled? type: bool default: 0 (false)
net_serverReloadEngine	perform a full reload on next map restart (including flushing referenced pak files) - decreased if > 0 type: int
net_serverRemoteConsolePassword	remote console password type: string
net_serverSnapshotDelay	delay between snapshots in number of game frames type: int
net_serverStoreLicenseCode	Store the license code for dedicated server on disk (1: encrypted, 2: not encrypted) type: int

<b>CVar</b>	<b>Description</b>
net_serverZombieTimeout	disconnected client timeout in seconds type: int
net_showAsyncStats	show async network stats type: bool default: 0 (false)
net_socksEnabled	type: bool default: 0 (false)
net_socksPassword	type: string
net_socksPort	type: int
net_socksServer	type: string
net_socksUsername	type: string
net_staggerPlayerGroundChecks	skip every other ground check during forward prediction type: bool default: 1 (true)
net_updateAutoDownload	control auto download of game updates. 0: no, 1: prompt on client, auto download on server 2: always auto download type: int
net_updateAutoExecute	execute the installer once downloaded. 0: no, 1: yes on client, not on server, 2: yes type: int
net_useAOR	Enable/Disable Area of Relevance type: bool (cheat) default: 1 (true)
net_useUPnP	Use UPnP for external address identification type: bool default: 1 (true)
net_verbose	1 = verbose output, 2,3 = even more verbose output type: int [0, 3]
password	client password used when connecting type: string
pm_bboxwidth	x/y size of player's bounding box type: float
pm_bobpitch	type: float
pm_bobroll	type: float
pm_bobup	type: float
pm_crouchbob	bob much faster when crouched type: float
pm_crouchheight	height of player's bounding box while crouched type: float
pm_crouchrage	time it takes for player's view to change from standing to crouching type: float
pm_crouchspped	speed the player can move while crouched type: float
pm_crouchviewheight	height of player's view while crouched type: float
pm_deadheight	height of player's bounding box while dead type: float

<b>CVar</b>	<b>Description</b>
pm_deadviewheight	height of player's view while dead type: float
pm_deathThirdPersonAngle	direction of camera from player in 3rd person in degrees (0 = behind player, 180 = in front) type: float (cheat)
pm_deathThirdPersonHeight	height of camera from normal view height in 3rd person type: float (cheat)
pm_deathThirdPersonRange	camera distance from player in 3rd person type: float (cheat)
pm_democamspeed	speed the player can move while flying around in a demo type: float (cheat)
pm_deployThirdPersonAngle	direction of camera from player in 3rd person in degrees (0 = behind player, 180 = in front) type: float (cheat)
pm_deployThirdPersonHeight	height of camera from normal view height in 3rd person type: float (cheat)
pm_deployThirdPersonRange	camera distance from player in 3rd person type: float (cheat)
pm_friction	friction applied to player on the ground type: float
pm_jumpheight	approximate height the player can jump type: float
pm_maxproneviewpitch	amount player's view can look down when prone type: float
pm_maxviewpitch	amount player's view can look down type: float
pm_minproneviewpitch	amount player's view can look up when prone(negative values are up) type: float
pm_minviewpitch	amount player's view can look up (negative values are up) type: float
pm_noclipspeed	speed the player can move while in noclip type: float
pm_noclipspeedsprint	speed the player can move while in noclip and sprinting type: float
pm_noclipspeedwalk	speed the player can move while in noclip and walking type: float
pm_normalheight	height of player's bounding box while standing type: float
pm_normalviewheight	height of player's view while standing type: float
pm_pausePhysics	pauses physics type: bool default: 0 (false)
pm_powerslide	adjust the push when pm_slidevelocity == 1, set power &lt; 1 - &gt; more speed, &gt; 1 -&gt; closer to pm_slidevelocity 0 type: float [0, 4]
pm_proneheight	height of player's bounding box while prone type: float

<b>CVar</b>	<b>Description</b>
pm_pronespeed	speed the player can move while prone type: float
pm_proneviewdistance	distance in front of the player's view while prone type: float
pm_proneviewheight	height of player's view while prone type: float
pm_runbob	bob faster when running type: float
pm_runpitch	type: float
pm_runroll	type: float
pm_runspeed	speed the player can move while running type: float
pm_runspeedback	speed the player can move backwards while running type: float
pm_runspeedforward	speed the player can move forwards while running type: float
pm_runspeedstrafe	speed the player can move sideways while running type: float
pm_slidevelocity	what to do with velocity when hitting a surface at an angle. 0: use horizontal speed, 1: keep some of the impact speed to push along the slide type: bool default: 1 (true)
pm_spectatebbox	size of the spectator bounding box type: float
pm_spectatespeed	speed the player can move while spectating type: float
pm_spectatespeedsprint	speed the player can move while spectating and sprinting type: float
pm_sprintspeed	speed the player can move while sprinting type: float
pm_sprintspeedforward	speed the player can move forwards while sprinting type: float
pm_sprintspeedstrafe	speed the player can move sideways while sprinting type: float
pm_stepsize	maximum height the player can step up without jumping type: float
pm_thirdPerson	enables third person view type: bool (cheat) default: 0 (false)
pm_thirdPersonAngle	direction of camera from player in 3rd person in degrees (0 = behind player, 180 = in front) type: float (cheat)
pm_thirdPersonClip	clip third person view into world space type: bool (cheat) default: 1 (true)
pm_thirdPersonHeight	height of camera from normal view height in 3rd person type: float (cheat)

<b>CVar</b>	<b>Description</b>
pm_thirdPersonNoPitch	ignore camera pitch when in third person mode type: bool (cheat) default: 0 (false)
pm_thirdPersonOrbit	if set, will automatically increment pm_thirdPersonAngle every frame type: float (cheat)
pm_thirdPersonRange	camera distance from player in 3rd person type: float (cheat)
pm_vehicleSoundLerpScale	type: float
pm_walkbob	bob slowly when walking type: float
pm_walkspeed	speed the player can move while walking type: float
pm_waterFloatValue	fraction of water coverage at which the player will try to float type: float (cheat)
pm_waterSpeed	speed player will be pushed up in water when totally under water type: float (cheat)
r_32ByteVtx	Uses 32bit vtx type: string (cheat)
r_ambientARB	0 = ambient cube map rendering done through ff pipeline, 1 = ambient cube map rendering done through ARB program type: bool (cheat) default: 0 (false)
r_ambientLightDrawMode	0 is blended sphere, 1 is circle outline, 2 is completely off type: int (cheat)
r_ambientMap	ambient cube map base name type: string (cheat)
r_ambientMapNoUpdate	disabled dynamic ambient cubemap texture uploading type: string (cheat)
r_ambientScale	ambient cube mapping brightness type: float (cheat)
r_aspectRatio	aspect ratio. 0 is 4:3, 1 is 16:9, 2 is 16:10, 3 is 5:4. -1 uses r_customAspectRatioH and r_customAspectRatioV type: int
r_atmosScale	atmosphere brightness type: float (cheat)
r_brightness	changes gamma tables type: float [0.5, 2]
r_checkBounds	compare all surface bounds with precalculated ones type: bool (cheat) default: 0 (false)
r_clear	force screen clear every frame, 1 = purple, 2 = black, 'r g b' = custom type: string (cheat)
r_combinedReflectDist	Distance where the planar reflection gets cut of type: string (cheat)
r_customAspectRatioH	horizontal custom aspect ratio type: float

<b>CVar</b>	<b>Description</b>
r_customAspectRatioV	vertical custom aspect ratio type: float
r_customHeight	custom screen height type: int
r_customWidth	custom screen width type: int
r_debugArrowStep	step size of arrow cone line rotation in degrees type: int [0, 120]
r_debugAxisLength	used to set the length of drawn debug axis type: string (cheat)
r_debugEntityRefs	type: int (cheat)
r_debugImposters	Show some extra information on imposter rendering type: bool (cheat) default: 0 (false)
r_debugLineDepthTest	perform depth test on debug lines type: bool default: 0 (false)
r_debugLineWidth	width of debug lines type: bool default: 1 (true)
r_debugPolygonFilled	draw a filled polygon type: bool (cheat) default: 1 (true)
r_debugViewEntities	type: int (cheat)
r_depthFill	Enable depth only pass type: string (cheat)
r_depthFillCutoff	Screen Rect Area required to render type: string (cheat)
r_depthFillNoColour	Disable depth fill colour write type: string (cheat)
r_depthRangeStartDefault	type: string (cheat)
r_depthRangeWeaponHackEnd	type: string (cheat)
r_depthRangeWeaponHackScale	type: string (cheat)
r_detailFade	Distance fading control ('reloadImages all' needed) type: float [0, 1]
r_detailRatio	Ratio of detail texture to main texture type: int (cheat)
r_detailTexture	Detail texture on landscape ('reparseDecls renderProgram' needed) type: bool default: 1 (true)
r_displayRefresh	optional display refresh rate option for vid mode type: int [0, 200]
r_dumpShaders	Dump compiled and preprocessed shaders to text files type: string (cheat)
r_dynamicModelCacheMegs	Number of megabytes to cache dynamic model instantiations in. type: int (cheat)



<b>CVar</b>	<b>Description</b>
r_farPlaneDist	Optional far plane clipping type: float (cheat)
r_finish	force a call to glFinish() every frame type: bool (cheat) default: 0 (false)
r_flareSize	scale the flare deforms from the material def type: float (cheat)
r_flushPurgeableModels	Delete all cached purgeable models type: bool (cheat) default: 0 (false)
r_forceDistancePortalCull	type: float (cheat)
r_forceGLFinish	force finish within backend type: int (cheat)
r_forceLoadImages	draw all images to screen after registration type: bool default: 0 (false)
r_frontBuffer	draw to front buffer for debugging type: bool (cheat) default: 0 (false)
r_fullscreen	0 = windowed, 1 = full screen type: bool default: 1 (true)
r_gamma	changes gamma tables type: float [0.5, 3]
r_generateInteractions	Generate all interactions after a map load type: string (cheat)
r_glDriver	„ „opengl32“ „, etc. type: string (cheat)“
r_glDriverVendor	OpenGL driver vendor type: string (cheat)
r_glowbase	base glare level type: float (cheat)
r_ignore	used for random debugging without defining new vars type: string (cheat)
r_ignore2	used for random debugging without defining new vars type: string (cheat)
r_ignoreGLErrors	ignore GL errors type: bool (cheat) default: 1 (true)
r_imposterCoverage	type: float (cheat)
r_imposterCutoff	Size in pixels at which imposters stop drawing type: int (cheat)
r_imposterFadeEnd	Size in pixels at which imposters are fully faded in (and the original stops drawing) type: int (cheat)
r_imposterFadeStart	Size in pixels at which imposters start to fade in type: int (cheat)
r_inhibitFBO	Disable the fbo extension. type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
r_jitter	randomly subpixel jitter the projection matrix type: bool (cheat) default: 0 (false)
r_jitterBias	jitter radius bias type: float [0, 1] (cheat)
r_jitterRadial	radial jitter view matrix around the specified distance type: float (cheat)
r_jitterRadius	offset from screen origin for jitter type: float (cheat)
r_jointNameOffset	offset of joint names when r_showskel is set to 1 type: float (cheat)
r_jointNameScale	size of joint names when r_showskel is set to 1 type: float (cheat)
r_keepOldViewEntities	type: bool (cheat) default: 0 (false)
r_lightAllBackFaces	light all the back faces, even when they would be shadowed type: bool (cheat) default: 0 (false)
r_lightScale	all light intensities are multiplied by this type: float (cheat)
r_lightSourceRadius	for soft-shadow sampling type: float (cheat)
r_lispAlternateOrigin	Use alternative ways of calculating the shadow view origin. type: int (cheat)
r_lispAlternateZfar	Use a different calculation for the warp factor. type: int (cheat)
r_lispAngle	Angle to rotate the shadowview in ndc space type: int (cheat)
r_lispCorrectForViewAngle	Correct warp factor based on the angle with the light. type: int (cheat)
r_lispDebugFrustum	Allow the use of the existing projeciton matrix to debug certain lightspace cases. type: int (cheat)
r_lispflipx	Test some stuff type: float (cheat)
r_lispflipy	Test some stuff type: float (cheat)
r_lispflipz	Test some stuff type: float (cheat)
r_lisptest	Test some stuff type: int (cheat)
r_lispUseBodyVector	Use body vector instead of the view vector type: bool (cheat) default: 1 (true)
r_listMissingInstanceProgs	list mia render programs for instancing type: bool (cheat) default: 0 (false)
r_loadAnimB	Attempt loading of binary version of animations. type: bool (cheat) default: 1 (true)

<b>CVar</b>	<b>Description</b>
r_loadModelBs	allow loading of modelb render models type: bool (cheat) default: 1 (true)
r_lockDebugLines	type: bool (cheat) default: 0 (false)
r_lockedView	type: int (cheat)
r_lockSurfaces	allow moving the view point without changing the composition of the scene, including culling type: bool (cheat) default: 0 (false)
r_logFile	number of frames to emit GL logs type: int (cheat)
r_mapShotAngles	Pitch Yaw Roll of mapshot angles type: string (cheat)
r_materialOverride	overrides all materials type: string (cheat)
r_matey	AVAST! type: string (cheat)
r_maxViewEntities	type: int (cheat)
r_MD5FreeScaledAndBase	type: bool (cheat) default: 1 (true)
r_MD5LoadBinary	type: bool (cheat) default: 0 (false)
r_MD5LodAltLodNaming	type: bool (cheat) default: 1 (true)
r_MD5LodBias	LOD bias for a MD5 mesh type: int (cheat)
r_MD5LodPrint	Print a message when an LOD state changes type: bool (cheat) default: 0 (false)
r_MD5LodScale	LOD scaling for a MD5 mesh type: float
r_MD5MaxLodStages	maximum number of LOD stages loaded for a MD5 mesh type: int (cheat)
r_MD5UseDrawVertFast	type: bool (cheat) default: 1 (true)
r_MD5UseHardwareSkinning	Do MD5 skinning partially on the GPU type: bool (read only) default: 1 (true)
r_MD5WriteBinary	type: bool (cheat) default: 0 (false)
r_megaDrawMethod	type: int
r_megaFadeTime	type: int
r_megaShowGrid	show a grid pattern type: bool (cheat) default: 0 (false)
r_megaShowTileSize	show tile sizes type: bool (cheat) default: 0 (false)
r_megaStreamBlocks	type: int [1, 32]

CVar	Description
r_megaStreamFromDVD	type: bool default: 0 (false)
r_megaTilesPerSecond	only update a limited number of mega texture tiles per second type: int
r_megaUpscale	type: bool default: 0 (false)
r_mergeModelSurfaces	combine model surfaces with the same material type: bool (cheat) default: 1 (true)
r_mirrorplaneslop	Amount to offset reflection clipping planes type: string (cheat)
r_mode	video mode number type: int
r_multiSamples	number of antialiasing samples type: int
r_noDoubleAtmosphere	Uses the stencil buffer to avoid atmosphere-ing type: string (cheat)
r_normalizeNormalMaps	Normalize normalmaps after lookup. type: bool default: 1 (true)
r_notchDir	refraction plane offset direction type: float (cheat)
r_occlusionBBDebug	Display occlusion BB test type: int (cheat)
r_occlusionCutoff	Don't do occlusion queries if screen space in pixels is bigger than this type: int (cheat)
r_occlusionDebug	Print debug info on occlusion queries, 2 = skip all oq gl commands, 3 = skip oq readback command type: int (cheat)
r_occlusionFlush	Use explicit glFlush after firing off queries type: bool (cheat) default: 0 (false)
r_occlusionSystem	0 = Clever, 1 = Frame delay type: int (cheat)
r_occlusionThreshold	Consider object as occluded if less or equal than x pixels are visible. type: int (cheat)
r_occlusionWaitPredict	Predict as objects as visibe when waiting for result. type: bool (cheat) default: 1 (true)
r_offsetfactor	polygon offset parameter type: float (cheat)
r_offsetunits	polygon offset parameter type: float (cheat)
r_orderIndexes	perform index reorganization to optimize vertex use type: bool (cheat) default: 1 (true)
r_refractFovChange	FOV modification used during refraction subview rendering type: float (cheat)

<b>CVar</b>	<b>Description</b>
r_refractOffset	refraction plane offset type: float (cheat)
r_renderProgramLodDistance	Sets global render program lod distance type: float
r_renderProgramLodFade	Sets global render program fade distance type: float (cheat)
r_screenFraction	for testing fill rate, the resolution of the entire screen can be changed type: int (cheat)
r_selectedAmbientLight	Which ambient light should be drawn as selected type: int (cheat)
r_shaderPreferALU	Use ALU instructions instead of textures in shaders. type: bool default: 1 (true)
r_shaderQuality	Sets the level of detail to use for shaders, 0 = highest type: int
r_shaderSkipSpecCubeMaps	Use specular cube maps. type: bool default: 0 (false)
r_shadowPass	enable shadow pass type: bool (cheat) default: 1 (true)
r_shadowPolygonFactor	scale value for stencil shadow drawing type: float
r_shadowPolygonOffset	bias value added to depth test for stencil shadow drawing type: float
r_shadows	enable shadows type: bool default: 1 (true)
r_showAlloc	report alloc/free counts type: bool (cheat) default: 0 (false)
r_showAmbientLights	show ambient light sources type: string (cheat)
r_showBackendSpeeds	show the backend timing split type: int (cheat)
r_showBatches	draw each batch with a different color type: bool (cheat) default: 0 (false)
r_showBatchInfo	report batch counts for various types type: int (cheat)
r_showBatchSize	highlighting of draw batches that fall below the desired polygons per draw call (purple really bad, red bad, yellow moderate, green good), 1 = only draw visible ones, 2 = draw all front facing, 3 = draw all type: int [0, 3] (cheat)
r_showCull	report sphere and box culling stats type: bool (cheat) default: 0 (false)
r_showCullSectors	Show cull sectors type: int (cheat)

<b>CVar</b>	<b>Description</b>
r_showDefaultRenderEnts	type: string (cheat)
r_showDefs	report the number of modeDefs and lightDefs in view type: bool (cheat) default: 0 (false)
r_showDemo	report reads and writes to the demo file type: bool (cheat) default: 0 (false)
r_showDepth	display the contents of the depth buffer and the depth range type: bool (cheat) default: 0 (false)
r_showDominantTri	draw lines from vertexes to center of dominant triangles type: bool (cheat) default: 0 (false)
r_showDrawOrder	type: int (cheat)
r_showDynamic	report stats on dynamic surface generation type: bool (cheat) default: 0 (false)
r_showDynamicDefs	Show dynamic updating entities i.e. freeing cached models and/or shadow volumes ( purple = entity def changed, cyan = model callback forced update ) type: string (cheat)
r_showEdges	draw the sil edges type: bool (cheat) default: 0 (false)
r_showEntityScissors	show entity scissor rectangles type: bool (cheat) default: 0 (false)
r_showEnvBounds	Show env bounds type: int (cheat)
r_showFacePlanes	shows shadow volume face planes type: float (cheat)
r_showGUIspeeds	report time spent drawing GUIs type: int (cheat)
r_showImages	1 = show all images instead of rendering, 2 = show in proportional size type: int [0, 2] (cheat)
r_showIndexTreeBounds	Show index tree bounds type: int (cheat)
r_showInstanceInfo	Show Instance Info type: int (cheat)
r_showIntensity	draw the screen colors based on intensity, red = 0, green = 128, blue = 255 type: bool (cheat) default: 0 (false)
r_showInteractionFrustums	1 = show a frustum for each interaction, 2 = also draw lines to light origin, 3 = also draw entity bbox type: int [0, 3] (cheat)
r_showInteractions	report interaction generation activity type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
r_showInteractionScissors	1 = show screen rectangle which contains the interaction frustum, 2 = also draw construction lines type: int [0, 2] (cheat)
r_showLightCount	1 = colors surfaces based on light count, 2 = also count everything through walls, 3 = also print overdraw type: int [0, 3] (cheat)
r_showLights	1 = just print volumes numbers, highlighting ones covering the view, 2 = also draw planes of each volume, 3 = also draw edges of each volume type: int [0, 3] (cheat)
r_showLightScale	report the scale factor applied to drawing for overbrights type: bool (cheat) default: 0 (false)
r_showLightScissors	show light scissor rectangles type: bool (cheat) default: 0 (false)
r_showMegaTexture	report megatexture upload/bind counts type: bool (cheat) default: 0 (false)
r_showMegaTextureLevels	Display the different levels using color coded textures. type: bool (cheat) default: 0 (false)
r_showMegaTextureSTGrid	Show megaTexture ST grid type: bool (cheat) default: 0 (false)
r_showMemory	print frame memory utilization type: bool (cheat) default: 0 (false)
r_showModelTypes	show model types, red - md5, blue - area, green - lodentity, white - other type: int (cheat)
r_showNodePlanes	enables portal plane drawing type: bool (cheat) default: 0 (false)
r_showNormals	draws wireframe normals type: float (cheat)
r_showOcclusions	Show occlusion queries culled by occlusion queries type: bool (cheat) default: 0 (false)
r_showOverDraw	1 = geometry overdraw, 2 = light interaction overdraw, 3 = geometry and light interaction overdraw type: int [0, 3] (cheat)
r_showParentFrustum	Shows the frustum of the parent view in subview and shadow renders. type: bool (cheat) default: 0 (false)
r_showPortals	draw portal outlines in color based on passed / not passed type: int (cheat)
r_showPrimitives	report drawsurf/index/vertex counts type: int (cheat)

<b>CVar</b>	<b>Description</b>
r_showQuadTrees	draw quadtree outlines in color, 1 = 3D, 2 = 2D, 3 = depth buffered 3D type: int (cheat)
r_showQueryTimers	Show the query_timer extension results. type: bool (cheat) default: 0 (false)
r_showShadowCount	colors screen based on shadow volume depth complexity, &gt;= 2 = print overdraw count based on stencil index values, 3 = only show turboshadows, 4 = only show static shadows type: int [0, 4] (cheat)
r_showShadows	1 = visualize the stencil shadow volumes, 2 = draw filled in type: int [0, 4] (cheat)
r_showSilhouette	highlight edges that are casting shadow planes type: bool (cheat) default: 0 (false)
r_showSkel	draw the skeleton when model animates, 1 = draw model with skeleton, 2 = draw skeleton only type: int [0, 2] (cheat)
r_showSmp	show which end (front or back) is blocking type: bool (cheat) default: 0 (false)
r_showStuffCache	Show allocation events of the stuff cache type: bool (cheat) default: 0 (false)
r_showSurfaceAllocated	show surface allocated 1 - planes, 2 - silIndexes, 3 - silEdges, 4 - shadowVertexes, 5 - weightCache type: int (cheat)
r_showSurfaceInfo	show surface material name under crosshair type: int (cheat)
r_showSurfaces	report surface/light/shadow counts type: bool (cheat) default: 0 (false)
r_showTangentSpace	shade triangles by tangent space, 1 = use 1st tangent vector, 2 = use 2nd tangent vector, 3 = use normal vector type: int [0, 3] (cheat)
r_showTexelDensity	draws all triangles with texel density as gradient type: bool (cheat) default: 0 (false)
r_showTextureMemory	Show texture memory usage: 1 = total; 2 = per frame type: int (cheat)
r_showTexturePolarity	shade triangles by texture area polarity type: bool (cheat) default: 0 (false)
r_showTextureVectors	if &gt; 0 draw each triangles texture (tangent) vectors type: float (cheat)
r_showTrace	show the intersection of an eye trace with the world type: int (cheat)
r_showTris	enables wireframe rendering of the world, 1 = only draw visible ones, 2 = draw all front facing, 3 = draw all type: int [0, 3] (cheat)



<b>CVar</b>	<b>Description</b>
r_showUnsmoothedTangents	if 1, put all nvidia register combiner programming in display lists type: bool (cheat) default: 0 (false)
r_showUpdates	report entity and light updates and ref counts type: bool (cheat) default: 0 (false)
r_showVertexCache	type: int (cheat)
r_showVertexColor	draws all triangles with the solid vertex color type: bool (cheat) default: 0 (false)
r_showviewEntities	1 = displays the bounding boxes of all view models, 2 = print index numbers type: int (cheat)
r_singleArea	only draw the portal area the view is actually in type: bool (cheat) default: 0 (false)
r_singleEntity	suppress all but one entity type: int (cheat)
r_singleLight	suppress all but one light type: int (cheat)
r_singleSurface	suppress all but one surface on each entity type: int (cheat)
r_singleTriangle	only draw a single triangle per primitive type: int (cheat)
r_skipAmbient	bypasses all non-interaction drawing type: bool (cheat) default: 0 (false)
r_skipAreaSurfaces	skip rendering of mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipAtmosInteractions	skip all light/surface interaction drawing type: int
r_skipAtmosphere	skips atmosphere pass type: bool (cheat) default: 0 (false)
r_skipBackEnd	don't draw anything type: bool (cheat) default: 0 (false)
r_skipBlendLights	skip all blend lights type: bool (cheat) default: 0 (false)
r_skipBump	uses a flat surface instead of the bump map type: bool (cheat) default: 0 (false)
r_skipCopyTexture	do all rendering, but don't actually copyTexSubImage2D type: bool (cheat) default: 0 (false)
r_skipDeforms	leave all deform materials in their original state type: bool (cheat) default: 0 (false)

<b>CVar</b>	<b>Description</b>
r_skipDepthAmbient	uses legacy black depth fill (instead of ambient fill) type: bool default: 0 (false)
r_skipDiffuse	1 = use black for diffuse, 2 = use white for diffuse type: int (cheat)
r_skipDynamicTextures	don't dynamically create textures type: bool (cheat) default: 0 (false)
r_skipFogLights	skip all fog lights type: bool (cheat) default: 0 (false)
r_skipFrontEnd	bypasses all front end work, but 2D gui rendering still draws type: bool (cheat) default: 0 (false)
r_skipImposters	Skip imposter generation and rendering type: bool (cheat) default: 0 (false)
r_skipInstances	skip rendering of instances type: bool (cheat) default: 0 (false)
r_skipInteractions	skip all light/surface interaction drawing type: int (cheat)
r_skipLodEntitySurfaces	skip rendering of mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipLWOSurfaces	skip rendering of mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipMD5Surfaces	skip rendering of mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipMegaTexture	Stop updating the megatexture origin type: bool (cheat) default: 0 (false)
r_skipMegaTextureSurfaces	skip rendering of mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipMegaTextureUpload	Disable the actual texture uploads (backend loading etc. will still happen) type: bool (cheat) default: 0 (false)
r_skipNotMegaTextureSurfaces	skip rendering of non mega texture surfaces type: bool (cheat) default: 0 (false)
r_skipOverlays	skip overlay surfaces type: bool (cheat) default: 0 (false)
r_skipParticles	1 = skip all particle systems type: int [0, 1] (cheat)

<b>CVar</b>	<b>Description</b>
r_skipRefractCopy	uses copy of frame buffer type: bool default: 0 (false)
r_skipRender	skip 3D rendering, but pass 2D type: bool (cheat) default: 0 (false)
r_skipRenderContext	NULL the rendering context during backend 3D rendering type: bool (cheat) default: 0 (false)
r_skipROQ	skip ROQ decoding type: bool (cheat) default: 0 (false)
r_skipShadowviews	Skips shadow map rendering. type: bool (cheat) default: 0 (false)
r_skipShadowViewsBackend	Skip the rendering but all other setup is done. type: bool (cheat) default: 0 (false)
r_skipSpecular	use black for specular type: bool (cheat) default: 0 (false)
r_skipStuff	Don't draw stuff models type: bool default: 0 (false)
r_skipSubviews	1 = don't render any gui elements on surfaces type: int (cheat)
r_skipSuppress	ignore the per-view suppressions type: bool (cheat) default: 0 (false)
r_skipTranslucent	skip the translucent interaction rendering type: bool (cheat) default: 0 (false)
r_skipUpdates	1 = don't accept any entity or light updates, making everything static type: bool (cheat) default: 0 (false)
r_slopNormal	merge normals that dot less than this type: string (cheat)
r_slopTexCoord	merge texture coordinates this far apart type: string (cheat)
r_slopVertex	merge xyz coordinates this far apart type: string (cheat)
r_SMPSharedCtx	SMP renderer uses shared context type: string (cheat)
r_softParticles	Enable soft particles type: bool default: 0 (false)
r_sortEffects	Depth sort effects by their origin type: bool (cheat) default: 1 (true)

<b>CVar</b>	<b>Description</b>
r_sortInteractions	Sort interactions per material and VBO. type: bool (cheat) default: 1 (true)
r_sortParticles	Enable depth sorting of certain particle systems type: bool (cheat) default: 1 (true)
r_sortStuff	Depth sort enable/disable type: bool (cheat) default: 1 (true)
r_stateCache	check state before upload to drive type: string (cheat)
r_stuffCacheMegs	Number of megabytes to cache stuff models. type: int (cheat)
r_stuffFadeEnd	Max vis distance for the stuff models type: float (cheat)
r_stuffFadeStart	Distance at which stuff starts fading type: float (cheat)
r_stuffLod	Where lod models stop drawing (they start at r_stuffFadeEnd) type: float (cheat)
r_stuffUpdateAngle	Camera needs to rotate more than X degrees for stuff models to update type: string (cheat)
r_stuffUpdateDistance	Camera needs to move more than X units for stuff models to update type: string (cheat)
r_subviewOnly	1 = don't render main view, allowing subviews to be debugged type: bool (cheat) default: 0 (false)
r_swapInterval	changes wglSwapInterval type: int
r_testGamma	if > 0 draw a grid pattern to test gamma levels type: float [0, 195] (cheat)
r_testGammaBias	if > 0 draw a grid pattern to test gamma levels type: float (cheat)
r_testStepGamma	if > 0 draw a grid pattern to test gamma levels type: float (cheat)
r_trisColor	sets color of wireframe rendering in RGBA float format or 0xRRGGBBAA hex format type: string
r_useAlphaToCoverage	Use alpha to coverage. type: bool default: 1 (true)
r_useCachedDynamicModels	cache snapshots of dynamic models type: bool (cheat) default: 1 (true)
r_useClippedLightScissors	0 = full screen when near clipped, 1 = exact when near clipped, 2 = exact always type: int [0, 2] (cheat)

<b>CVar</b>	<b>Description</b>
r_useCombinerDisplayLists	put all nvidia register combiner programming in display lists type: bool (cheat) default: 1 (true)
r_useConstantMaterials	use pre-calculated material registers if possible type: bool (cheat) default: 1 (true)
r_useCulling	0 = none, 1 = sphere, 2 = sphere + box type: int [0, 2] (cheat)
r_useDeferredTangents	defer tangents calculations after deform type: bool (cheat) default: 1 (true)
r_useDepthBoundsTest	use depth bounds test to reduce shadow fill type: bool (cheat) default: 1 (true)
r_useDestinationScissor	1 = use scissor rectangle to only render required fragments during post-processing type: bool (cheat) default: 1 (true)
r_useDitherMask	Dither out fading geometry type: bool default: 1 (true)
r_useEntityCallbacks	if 0, issue the callback immediately at update time, rather than defering type: bool (cheat) default: 1 (true)
r_useEntityCulling	0 = none, 1 = box type: bool (cheat) default: 1 (true)
r_useEntityScissors	1 = use custom scissor rectangle for each entity type: bool (cheat) default: 0 (false)
r_useExternalShadows	1 = skip drawing caps when outside the light volume, 2 = force to no caps for testing type: int [0, 2] (cheat)
r_useFrustumFarDistance	if != 0 force the view frustum far distance to this distance type: float (cheat)
r_useIndexBuffers	use ARB_vertex_buffer_object for indexes type: int [0, 1]
r_useIndexHier	type: string (cheat)
r_useInteractionCulling	1 = cull interactions type: bool (cheat) default: 1 (true)
r_useInteractionScissors	1 = use a custom scissor rectangle for each shadow interaction, 2 = also crop using portal scissors type: int [-2, 2] (cheat)
r_useInteractionTable	create a full entityDefs * lightDefs table to make finding interactions faster type: bool (cheat) default: 1 (true)

<b>CVar</b>	<b>Description</b>
r_useLightCulling	0 = none, 1 = box, 2 = exact clip of polyhedron faces, 3 = also areas type: int [0, 3] (cheat)
r_useLightPortalFlow	use a more precise area reference determination type: bool (cheat) default: 1 (true)
r_useLightScissors	1 = use custom scissor rectangle for each light type: bool (cheat) default: 1 (true)
r_useMaxVisDist	use the masVisDist entity parameter (on is faster) type: int (cheat)
r_useMegaTextureImageCompression	DXT compress megatexture data before uploading to hardware type: bool (cheat) default: 1 (true)
r_useNodeCommonChildren	stop pushing reference bounds early when possible type: bool (cheat) default: 1 (true)
r_useNV20MonoLights	use pass optimization for mono lights type: int (cheat)
r_useOcclusionQueries	Use hardware occlusion queries type: bool (cheat) default: 1 (true)
r_useOffscreenScreenshotBuffer	1 = use offscreen buffer for screenshots to support post-processing type: bool (cheat) default: 1 (true)
r_useOptimizedShadows	use the dmap generated static shadow volumes type: bool (cheat) default: 1 (true)
r_usePortals	1 = use portals to perform area culling, otherwise draw everything type: bool (cheat) default: 1 (true)
r_usePreciseTriangleInteractions	1 = do winding clipping to determine if each ambiguous tri should be lit type: bool (cheat) default: 0 (false)
r_useQuadTree	Use a quad tree for the cluster models type: bool (cheat) default: 1 (true)
r_useRewriteVbo	type: string (cheat)
r_useSampleCoverage	Use multisample coverage to fade entities. type: bool (cheat) default: 1 (true)
r_useScissor	scissor clip as portals and lights are processed type: bool (cheat) default: 1 (true)
r_useShadowCulling	try to cull shadows from partially visible lights type: bool (cheat) default: 1 (true)

<b>CVar</b>	<b>Description</b>
r_useShadowDitherMask	Dither out fading shadows type: string (cheat)
r_useShadowFastParallel	use optimized shadow rendering for parallel light sources (doesn't make a speed difference and gives render errors) type: bool (cheat) default: 0 (false)
r_useShadowMaps	enable shadow mapped shadows (will fall back to stencil shadows, reloadDecls + map restart needed) type: bool (cheat) default: 0 (false)
r_useShadowProjectedCull	discard triangles outside light volume before shadowing type: bool (cheat) default: 1 (true)
r_useShadowSurfaceScissor	scissor shadows by the scissor rect of the interaction surfaces type: bool (cheat) default: 1 (true)
r_useShadowVisDistMult	type: float
r_useSilRemap	consider verts with the same XYZ, but different ST the same for shadows type: bool (cheat) default: 1 (true)
r_useSMP	Enabled smp renderer type: string (cheat)
r_useStateCaching	avoid redundant state changes in GL_*() calls type: bool (cheat) default: 1 (true)
r_useTripleTextureARB	cards with 3+ texture units do a two pass instead of three pass type: bool (cheat) default: 1 (true)
r_useTwoSidedStencil	do stencil shadows in one pass with different ops on each side type: bool (cheat) default: 1 (true)
r_useVertexBuffer	use ARB_vertex_buffer_object for vertexes type: int [0, 1] (cheat)
r_useVertexBufferStream	Use stream instead of dynamic vbo's ( 0 = static 1 = dynamic 2 = stream) type: int (cheat)
r_useVisDebugARBPrograms	use vertex/fragment `q` programs to visualize debugging tools type: bool (cheat) default: 1 (true)
r_vertexBufferMegs	type: int (cheat)
r_visDistMult	type: float [0.8, 1]
r_visDistOfs	type: float (cheat)
r_writeAnimB	Write out binary versions of animations. type: bool (cheat) default: 0 (false)
r_writeModelB	write out modelb versions of static models type: bool (cheat) default: 0 (false)
r_znear	near Z clip plane distance type: float [0.001, 200] (cheat)

<b>CVar</b>	<b>Description</b>
rb_showActive	show rigid bodies that are not at rest type: bool (cheat) default: 0 (false)
rb_showBodies	show rigid bodies type: bool (cheat) default: 0 (false)
rb_showContacts	show contact points on rigid bodies type: bool (cheat) default: 0 (false)
rb_showInertia	show the inertia tensor of each rigid body type: bool (cheat) default: 0 (false)
rb_showMass	show the mass of each rigid body type: bool (cheat) default: 0 (false)
rb_showTimings	show rigid body cpu usage type: int (cheat)
rb_showVelocity	show the velocity of each rigid body type: bool (cheat) default: 0 (false)
s_clipVolumes	type: bool (cheat) default: 1 (true)
s_constantAmplitude	type: float (cheat)
s_debugSoundEmitter	type: int (cheat)
s_decompressionLimit	specifies maximum uncompressed sample length in seconds type: int
s_doorDistanceAdd	reduce sound volume with this distance when going through a door type: float (cheat)
s_dotbias2	type: float (cheat)
s_dotbias6	type: float (cheat)
s_drawSounds	type: int [0, 4] (cheat)
s_drawSoundScale	type: float (cheat)
s_driver	sound driver type: string [best, openal, dsound]
s_force22kHz	type: bool (cheat) default: 0 (false)
s_globalFraction	volume to all speakers when not spatialized type: float
s_ignoreALErrors	ignore OpenAL errors type: bool (cheat) default: 1 (true)
s_libOpenAL	OpenAL DLL name/path type: string
s_loadSoundsOnDemand	enable on demand loading of sounds type: bool (init) default: 0 (false)



<b>CVar</b>	<b>Description</b>
s_maxLowPrioritySounds	Maximum number of low priority sounds which can be active at once type: int
s_maxSoundsPerShader	type: int [0, 10]
s_meterTopTime	type: int
s_minVolume2	type: float (cheat)
s_minVolume6	type: float (cheat)
s_noSound	type: bool (cheat) default: 0 (false)
s_numberOfSpeakers	number of speakers type: string
s_playDefaultSound	play a beep for missing sounds type: bool default: 1 (true)
s_quadraticFalloff	type: bool (cheat) default: 1 (true)
s_realTimeDecoding	type: bool (init) default: 1 (true)
s_reverse	type: bool default: 0 (false)
s_showForcedStopSound	warn when a sound channel gets forcefully stopped type: bool (cheat) default: 0 (false)
s_showLevelMeter	type: bool (cheat) default: 0 (false)
s_showPurgedSounds	print a warning if a purged sample is played type: bool (cheat) default: 0 (false)
s_showStartSound	type: bool (cheat) default: 0 (false)
s_singleEmitter	mute all sounds but this emitter type: int (cheat)
s_spatializationDecay	type: float
s_subFraction	volume to subwoofer in 5.1 type: float
s_useAdpcmCompression	Use adpcm compression on single channel uncompressed samples type: bool default: 1 (true)
s_useDeferredSettings	use OpenAL deferred settings type: bool (cheat) default: 1 (true)
s_useOcclusion	type: bool (cheat) default: 1 (true)
s_voipVolumeIn_dB	inbound volume adjust for voip in dB type: float
s_voipVolumeOut_dB	outbound volume adjust for voip volume in dB type: float
s_volume_dB	volume in dB type: float

<b>CVar</b>	<b>Description</b>
sensitivity	mouse view sensitivity type: float
si_adminname	admin name(s) type: string
si_adminStart	admin required to start the match type: string
si_campaign	current active campaign type: string (read only)
si_campaignInfo	current campaign map info type: string (read only)
si_disableVoting	disable/enable all voting type: string
si_email	contact email address type: string
si_irc	IRC channel type: string
si_map	current active map type: string (read only)
si_maxPlayers	max number of players allowed on the server type: int [1, 32]
si_minPlayers	minimum players before a game can be started type: int
si_motd_1	motd line 1 type: string
si_motd_2	motd line 2 type: string
si_motd_3	motd line 3 type: string
si_motd_4	motd line 4 type: string
si_name	name of the server type: string
si_needPass	enable client password checking type: bool default: 0 (false)
si_privateClients	max number of private players allowed on the server type: int [0, 32]
si_pure	server is pure and does not allow modified data type: bool default: 1 (true)
si_readyPercent	percentage of players that need to ready up to start a match type: float
si_rules	ruleset for game type: string
si_spectators	allow spectators or require all clients to play type: bool default: 1 (true)

<b>CVar</b>	<b>Description</b>
si_teamDamage	enable team damage type: bool default: 1 (true)
si_teamForceBalance	Stop players from unbalancing teams type: bool default: 1 (true)
si_timelimit	time limit (mins) type: float
si_version	engine version type: string (read only)
si_website	website info type: string
sm_backOffsetFactor	Offset factor for shadow buffer rendering. type: float (cheat)
sm_backOffsetUnits	Offset units for shadow buffer rendering. type: float (cheat)
sm_boundsExpand	Nudge bounds a bit to account for inaccuracies type: float (cheat)
sm_clipfrustum	Clip the shadow map frustum to the scene bounds type: bool (cheat) default: 0 (false)
sm_farplane	Frustum far plane for shadow map rendering type: float (cheat)
sm_frontFaces	Render front faces as well as back faces. type: bool (cheat) default: 0 (false)
sm_frontOffsetFactor	Offset factor for shadow buffer rendering. type: float (cheat)
sm_frontOffsetUnits	Offset units for shadow buffer rendering. type: float (cheat)
sm_mapping	Which mapping to use when generating shadow maps. (0=uniform, 1=perspective, 2=light space perspective) type: int (cheat)
sm_mediumplane	Frustum far plane for high res shadow map rendering type: float (cheat)
sm_occlusionQueries	Use occlusion queries in shadow map rendering. type: bool (cheat) default: 1 (true)
sm_renderBackFaces	Use backfaces to render shadow maps type: bool (cheat) default: 1 (true)
sys_arch	type: string (init)
sys_cpuHTStatus	type: string (init)
sys_cpuLogicalCount	type: int (init)
sys_cpuPhysicalCount	type: int (init)
sys_cpuSpeed	type: int (init)
sys_cpuString	type: string (init)
sys_lang	type: string [english, spanish, italian, german, french, russian, polish, korean, japanese, chinese]
sys_ram	type: int (init)

<b>CVar</b>	<b>Description</b>
sys_videoRam	type: int (init)
testLightColor	the light color to be used for a 'testlight' type: string
timescale	scales the time type: float [0.1, 10]
ui_advancedDrivingControls	if true, advanced driving controls are activated type: bool default: 0 (false)
ui_advancedFlightControls	if true, advanced flight controls are activated type: bool default: 0 (false)
ui_autoSwitchEmptyWeapons	if true, will switch to the next usable weapon when the current weapon runs out of ammo type: bool default: 1 (true)
ui_clanTag	player clan tag type: string
ui_clanTagPosition	positioning of player clan tag. 0 is before their name, 1 is after type: int
ui_drivingCameraFreelook	if true, driving cameras where there is no weapon defaults to freelook type: bool default: 0 (false)
ui_ignoreExplosiveWeapons	if true, weapons marked as explosive will be ignored during auto-switches type: bool default: 1 (true)
ui_name	player name type: string
ui_postArmFindBestWeapon	if true, after arming players' best weapon will be selected type: bool default: 0 (false)
ui_rememberCameraMode	use same camera mode as was previously used when re-entering a vehicle type: bool default: 0 (false)
ui_showGun	show gun type: bool default: 1 (true)
wave_amplength	Amplitude to length ratio type: string (cheat)
wave_angledeviation	Angular deviation of waves type: string (cheat)
wave_fadespeed	How quick individual waves fade in and out type: string (cheat)
wave_gravity	Gavity constant for waves (controls speed based on wavelength) type: string (cheat)
wave_maxlength	Maximum wave length type: string (cheat)

CVar	Description
wave_minlength	Minimum wave length type: string (cheat)
win_allowMultipleInstances	allow multiple instances running concurrently type: bool (cheat) default: 0 (false)
win_notaskkeys	disable windows task keys type: bool (cheat) default: 1 (true)
win_outputDebugString	type: bool (cheat) default: 0 (false)
win_outputEditString	type: bool (cheat) default: 1 (true)
win_timerUpdate	allows the game to be updated while dragging the window type: bool (cheat) default: 0 (false)
win_username	windows user name type: string (init)
win_viewlog	type: int (cheat)
win_xpos	horizontal position of window type: int
win_ypos	vertical position of window type: int

[Zurück zu Enemy Territory Quake Wars](#)

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](https://mwohlauer.d-n-s.name) / [www.mobile-infanterie.de](http://www.mobile-infanterie.de)

Permanent link:

[https://mwohlauer.d-n-s.name/wiki/doku.php?id=games:etqw\\_cvar\\_liste&rev=1455975257](https://mwohlauer.d-n-s.name/wiki/doku.php?id=games:etqw_cvar_liste&rev=1455975257)

Last update: **2016-02-20-14-34**

