

Nexuiz commands

cmd	Effekt
-attack	stop firing
-back	stop moving backward
-button10	deactivate button10
-button11	deactivate button11
-button12	deactivate button12
-button13	deactivate button13
-button14	deactivate button14
-button15	deactivate button15
-button16	deactivate button16
-button3	deactivate button3
-button4	deactivate button4
-button5	deactivate button5
-button6	deactivate button6
-button7	deactivate button7
-button8	deactivate button8
-button9	deactivate button9
-forward	stop moving forward
-jump	end jump (so you can jump again)
-klook	deactivate keyboard looking mode
-left	stop turning left
-lookdown	stop looking downward
-lookup	stop looking upward
-mlook	deactivate mouse looking mode
-movedown	stop swimming downward
-moveleft	stop strafing left
-moveright	stop strafing right
-moveup	stop swimming upward
-right	stop turning right
-showscores	hide scoreboard
-speed	deactivate run mode
-strafe	deactivate strafing mode
-use	stop using something
+attack	begin firing
+back	move backward
+button10	activate button10 (behavior depends on mod)
+button11	activate button11 (behavior depends on mod)
+button12	activate button12 (behavior depends on mod)
+button13	activate button13 (behavior depends on mod)
+button14	activate button14 (behavior depends on mod)
+button15	activate button15 (behavior depends on mod)
+button16	activate button16 (behavior depends on mod)
+button3	activate button3 (behavior depends on mod)
+button4	activate button4 (behavior depends on mod)
+button5	activate button5 (behavior depends on mod)

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+button6	activate button6 (behavior depends on mod)
+button7	activate button7 (behavior depends on mod)
+button8	activate button8 (behavior depends on mod)
+button9	activate button9 (behavior depends on mod)
+forward	move forward
+jump	jump
+klook	activate keyboard looking mode, do not recenter view
+left	turn left
+lookdown	look downward
+lookup	look upward
+mlook	activate mouse looking mode, do not recenter view
+movedown	swim downward
+moveleft	strafe left
+moveright	strafe right
+moveup	swim upward
+right	turn right
+showscores	show scoreboard
+speed	activate run mode (faster movement and turning)
+strafe	activate strafing mode (move instead of turn)
+use	use something (may be used by some mods)
alias	create a script function (parameters are passed in as \X (being X a number), * for all parameters, \X- for all parameters starting from \X). Without arguments show the list of all alias
apropos	lists all console variables/commands/aliases containing the specified string in the name or description
begin	signon 3 (client asks server to start sending entities, and will go to signon 4 (playing) when the first entity update is received)
bestweapon	send an impulse number to server to select the first usable weapon out of several (example: 8 7 6 5 4 3 2 1)
bf	briefly flashes a bright color tint on view (used when items are picked up); optionally takes R G B [A [alphafade]] arguments to specify how the flash looks
bind	binds a command to the specified key in bindmap 0
bindlist	bindlist: displays bound keys for bindmap 0 bindmaps
bottomcolor	QW command to set bottom color without changing top color
cd	execute a CD drive command (cd on/off/reset/remap/close/play/loop/stop/pause/resume/eject/info) - use cd by itself for usage
centerview	gradually recenter view (stop looking up/down)
changelevel	change to another level, bringing along all connected clients
changing	sent by qw servers to tell client to wait for level change
cl_areastats	prints statistics on entity culling during collision traces
cl_begindownloads	used internally by darkplaces client while connecting (causes loading of models and sounds or triggers downloads for missing ones)
cl_cmd	calls the client QC function GameCommand with the supplied string as argument
cl_downloadbegin	(networking) informs client of download file information, client replies with sv_startsoundload to begin the transfer

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cl_downloadfinished	signals that a download has finished and provides the client with file size and crc to check its integrity
cl_modelindexlist	list information on all models in the client modelindex
cl_particles_reloadeffects	reloads effectinfo.txt
cl_soundindexlist	list all sounds in the client soundindex
clear	clear console history
cmd	send a console commandline to the server (used by some mods)
cmdlist	lists all console commands beginning with the specified prefix
color	change your player shirt and pants colors
commandmode	input a console command
condump	output console history to a file (see also log_file)
connect	connect to a server by IP address or hostname
cprint	print something at the screen center
curl	download data from an URL and add to search path
cvar_lockdefaults	stores the current values of all cvars into their default values, only used once during startup after parsing default.cfg
cvar_resettodefaults_all	sets all cvars to their locked default values
cvar_resettodefaults_nosaveonly	sets all non-saved cvars to their locked default values (variables that will not be saved to config.cfg)
cvar_resettodefaults_saveonly	sets all saved cvars to their locked default values (variables that will be saved to config.cfg)
cvarlist	lists all console variables beginning with the specified prefix
cycleweapon	send an impulse number to server to select the next usable weapon out of several (example: 9 4 8) if you are holding one of these, and choose the first one if you are holding none of these
defer	execute a command in the future
demos	restart looping demos defined by the last startdemos command
dir	list files in searchpath matching an * filename pattern, one per line
disconnect	disconnect from server (or disconnect all clients if running a server)
download	downloads a specified file from the server
echo	print a message to the console (useful in scripts)
endmatch	ends currently playing map/match
entities	print information on network entities known to client
envmap	render a cubemap (skybox) of the current scene
exec	execute a script file
fixtrans	change alpha-zero pixels in an image file to sensible values, and write out a new TGA (warning: SLOW)
fly	fly mode (flight)
fog	set global fog parameters (density red green blue [alpha [mindist maxdist]])
force_centerview	recenters view (stops looking up/down)
fs_rescan	rescans filesystem for new pack archives and any other changes
fullinfo	allows client to modify their userinfo
fullserverinfo	internal use only, sent by server to client to update client's local copy of serverinfo string
gamedir	changes active gamedir list (can take multiple arguments), not including base directory (example usage: gamedir ctf)

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gecko_create	Create a gecko browser instance
gecko_destroy	Destroy a gecko browser instance
gecko_injecttext	Injects text into a browser
gecko_movecursor	Move the cursor to a certain position
gecko_navigate	Navigate a gecko browser to a URI
give	alter inventory
gl_texturemode	set texture filtering mode (GL_NEAREST, GL_LINEAR, GL_LINEAR_MIPMAP_LINEAR, etc)
gl_vbostats	prints a list of all buffer objects (vertex data and triangle elements) and total video memory used by them
god	god mode (invulnerability)
heartbeat	send a heartbeat to the master server (updates your server information)
impulse	send an impulse number to server (select weapon, use item, etc)
in_bind	binds a command to the specified key in the selected bindmap
in_bindlist	bindlist: displays bound keys for all bindmaps, or the given bindmap
in_bindmap	selects active foreground and background (used only if a key is not bound in the foreground) bindmaps for typing
in_unbind	removes command on the specified key in the selected bindmap
infobar	display a text in the infobar (usage: infobar expiretime string)
iplog_list	lists names of players whose IP address begins with the supplied text (example: iplog_list 123.456.789)
kick	kick a player off the server by number or name, when using kick # number, the space before the number is necessary!
kill	die instantly
load	load a saved game file
loadconfig	reset everything and reload configs
loadfont	loadfont function tganame loads a font; example: loadfont console gfx/veramono; loadfont without arguments lists the available functions
loadsky	load a skybox by basename (for example loadsky mtnsun_ loads mtnsun_ft.tga and so on)
locs_add	add a point or box location (usage: x y z[x y z] „name“, if two sets of xyz are supplied it is a box, otherwise point)
locs_clear	remove all loc points/boxes
locs_reload	reload .loc file for this map
locs_removenearest	remove the nearest point or box (note: you need to be very near a box to remove it)
locs_save	save .loc file for this map containing currently defined points and boxes
ls	list files in searchpath matching an * filename pattern, multiple per line
map	kick everyone off the server and start a new level
maps	list information about available maps
maxplayers	sets limit on how many players (or bots) may be connected to the server at once
memlist	prints memory pool information (or if used as memlist 5 lists individual allocations of 5K or larger, 0 lists all allocations)

cmd	Effekt
memstats	prints memory system statistics
menu_cmd	calls the menu QC function GameCommand with the supplied string as argument
menu_restart	restart menu system (reloads menu.dat)
messagemode	input a chat message to say to everyone
messagemode2	input a chat message to say to only your team
modeldecompile	exports a model in several formats for editing purposes
modellist	prints a list of loaded models
modelprecache	load a model
name	change your player name
net_refresh	query dp master servers and refresh all server information
net_slist	query dp master servers and print all server information
net_slistqw	query qw master servers and print all server information
net_stats	print network statistics
nextul	sends next fragment of current upload buffer (screenshot for example)
noclip	noclip mode (flight without collisions, move through walls)
notarget	notarget mode (monsters do not see you)
packet	send a packet to the specified address:port containing a text string
path	print searchpath (game directories and archives)
pause	pause the game (if the server allows pausing)
pausedemo	pause demo playback (can also safely pause demo recording if using QUAKE, QUAKEDP or NEHAHRAMOVIE protocol, useful for making movies)
ping	print ping times of all players on the server
pingplreport	command sent by server containing client ping and packet loss values for scoreboard, triggered by pings command from client (not used by QW servers)
pings	command sent by clients to request updated ping and packetloss of players on scoreboard (originally from QW, but also used on NQ servers)
play	play a sound at your current location (not heard by anyone else)
play2	play a sound globally throughout the level (not heard by anyone else)
playdemo	watch a demo file
playermodel	change your player model
playerskin	change your player skin number
playvideo	play a .dpv video file
playvol	play a sound at the specified volume level at your current location (not heard by anyone else)
pointfile	display point file produced by qbsp when a leak was detected in the map (a line leading through the leak hole, to an entity inside the level)
pqrcon	sends a command to a proquake server console (if your rcon_password matches the server's rcon_password), or to the address specified by rcon_address when not connected (again rcon_password must match the server's)
prespawn	signon 1 (client acknowledges that server information has been received)

cmd	Effekt
prvm_callprofile	prints execution statistics about the most time consuming QuakeC calls from the engine in the selected VM (server, client, menu)
prvm_edict	print all data about an entity number in the selected VM (server, client, menu)
prvm_edictcount	prints number of active entities in the selected VM (server, client, menu)
prvm_edicts	prints all data about all entities in the selected VM (server, client, menu)
prvm_edictset	changes value of a specified property of a specified entity in the selected VM (server, client, menu)
prvm_fields	prints usage statistics on properties (how many entities have non-zero values) in the selected VM (server, client, menu)
prvm_global	prints value of a specified global variable in the selected VM (server, client, menu)
prvm_globals	prints all global variables in the selected VM (server, client, menu)
prvm_globalset	sets value of a specified global variable in the selected VM (server, client, menu)
prvm_printfunction	prints a disassembly (QuakeC instructions) of the specified function in the selected VM (server, client, menu)
prvm_profile	prints execution statistics about the most used QuakeC functions in the selected VM (server, client, menu)
quit	quit the game
r_editlights_clear	removes all world lights (let there be darkness!)
r_editlights_copyinfo	store a copy of all properties (except origin) of the selected light
r_editlights_edit	changes a property on the selected light
r_editlights_editall	changes a property on ALL lights at once (tip: use radiusscale and colorscale to alter these properties)
r_editlights_help	prints documentation on console commands and variables in rlight editing system
r_editlights_importlightentitiesfrommap	load lights from .ent file or map entities (ignoring .rtlights or .lights file)
r_editlights_importlightsfile	load lights from .lights file (ignoring .rtlights or .ent files and map entities)
r_editlights_pasteinfo	apply the stored properties onto the selected light (making it exactly identical except for origin)
r_editlights_reload	reloads rtlights file (or imports from .lights file or .ent file or the map itself)
r_editlights_remove	remove selected light
r_editlights_save	save .rtlights file for current level
r_editlights_spawn	creates a light with default properties (let there be light!)
r_editlights_togglecorona	toggle on/off the corona option on the selected light
r_editlights_toggleshadow	toggle on/off the shadow option on the selected light
r_glsl_dumpshader	dumps the engine internal default.glsl shader into glsl/default.glsl
r_glsl_restart	unloads GLSL shaders, they will then be reloaded as needed
r_listmaptextures	list all textures used by the current map
r_replacemaptexture	override a map texture for testing purposes
r_restart	restarts renderer

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r_shadow_help	prints documentation on console commands and variables used by realtime lighting and shadowing system
r_texturestats	print information about all loaded textures and some statistics
rate	change your network connection speed
rcon	sends a command to the server console (if your rcon_password matches the server's rcon_password), or to the address specified by rcon_address when not connected (again rcon_password must match the server's); note: if rcon_secure is set, client and server clocks must be synced e.g. via NTP
reconnect	reconnect to the last server you were on, or resets a quakeworld connection (do not use if currently playing on a netquake server)
record	record a demo
register_bestweapon	(for QC usage only) change weapon parameters to be used by bestweapon; stuffcmd this in ClientConnect
restart	restart current level
save	save the game to a file
saveconfig	save settings to config.cfg (or a specified filename) immediately (also automatic when quitting)
say	send a chat message to everyone on the server
say_team	send a chat message to your team on the server
screenshot	takes a screenshot of the next rendered frame
sendcvar	sends the value of a cvar to the server as a sentcvar command, for use by QuakeC
set	create or change the value of a console variable
seta	create or change the value of a console variable that will be saved to config.cfg
setinfo	modifies your userinfo
sizedown	decrease view size (decreases viewsize cvar)
sizeup	increase view size (increases viewsize cvar)
skins	downloads missing qw skins from server
snd_restart	restart sound system
snd_unloadallsounds	unload all sound files
soundinfo	print sound system information (such as channels and speed)
soundlist	list loaded sounds
spawn	signon 2 (client has sent player information, and is asking server to send scoreboard rankings)
srcon	sends a command to the server console (if your rcon_password matches the server's rcon_password), or to the address specified by rcon_address when not connected (again rcon_password must match the server's); this always works as if rcon_secure is set; note: client and server clocks must be synced e.g. via NTP
startdemos	start playing back the selected demos sequentially (used at end of startup script)
status	print server status information
stop	stop recording or playing a demo
stopdemo	stop playing or recording demo (like stop command) and return to looping demos
stopdownload	terminates a download

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stopsound	silence
stopul	aborts current upload (screenshot for example)
stopvideo	stop playing a .dpv video file
stuffcmds	execute commandline parameters (must be present in quake.rc script)
sv_areastats	prints statistics on entity culling during collision traces
sv_cmd	calls the server QC function GameCommand with the supplied string as argument
sv_saveentfile	save map entities to .ent file (to allow external editing)
sv_startdownload	begins sending a file to the client (network protocol use only)
tell	send a chat message to only one person on the server
timedemo	play back a demo as fast as possible and save statistics to benchmark.log
timerefresh	turn quickly and print rendering statistics
toggle	toggles a console variable's values (use for more info)
toggleconsole	opens or closes the console
togglemenu	opens or closes menu
topcolor	QW command to set top color without changing bottom color
unalias	remove an alias
unbind	removes a command on the specified key in bindmap 0
unbindall	removes all commands from all keys in all bindmaps (leaving only shift-escape and escape)
user	prints additional information about a player number or name on the scoreboard
users	prints additional information about all players on the scoreboard
v_cshift	sets tint color of view
version	print engine version
vid_restart	restarts video system (closes and reopens the window, restarts renderer)
viewframe	change animation frame of viewthing entity in current level
viewmodel	change model of viewthing entity in current level
viewnext	change to next animation frame of viewthing entity in current level
viewprev	change to previous animation frame of viewthing entity in current level
wait	make script execution wait for next rendered frame
which	accepts a file name as argument and reports where the file is taken from

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