

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 |

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| cl_downloadbegin | (networking) informs client of download file information, client replies with sv_startsoundload to begin the transfer |
| 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) |
| 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 |

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| gamedir | changes active gamedir list (can take multiple arguments), not including base directory (example usage: gamedir ctf) |
| 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 expirertime 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 |

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| 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) |
| 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) |

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| 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) |
| 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 rlights 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 |

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| r_glsl_dumpshader | dumps the engine internal default.glsI shader into glsl/default.glsI |
| 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 |
| 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 |

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| 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 |
| 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 |

[Zurück zu Nexuiz](#)

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