

CVAR Name	Description	Default	Data Type
cg_aceX	No Info	450	integer
cg_aceY	No Info	100	integer
cg_adShader1	The custom shader for the first advertisement on the map	N/A	string
cg_adShader2	The custom shader for the second advertisement on the map	N/A	string
cg_adShaderOverride	Set to 1 if you want to use custom ads for each advertisement. Used in combination with cg_adShader[num]. Large sprites won't be drawn when you get too close to them	0	boolean
cg_allowLargeSprites	Large sprites won't be drawn when you get too close to them	0	boolean
cg_allowSpritePassThrough	Won't delete sprites when you pass through them	1	boolean
cg_ambientSounds	Enable ambient sounds. Enable all ambient sounds: 1, disable all ambient sounds except powerup respawns: 2.	2	integer
cg_animationsIgnoreTimescale	Animators will play at normal speed regardless of timescale	0	boolean
cg_animationsRate	Sets how fast animations play	1	integer
cg_animspeed	Allows linear interpolation between frames in player model animations	1	boolean
cg_audioAnnouncer	Enable the announcer	1	boolean
cg_audioAnnouncerRewards	Enables the announcements for awards	1	boolean
cg_audioAnnouncerRound	Enable the announcer countdown for round start	1	boolean
cg_audioAnnouncerTeamVote	Play the announcer sounds when a teammate calls a vote	1	boolean
cg_audioAnnouncerVote	Play the announcer sounds when someone calls a vote	1	boolean
cg_audioAnnouncerWarmup	Play the announcer sounds for game and game start countdown	1	boolean
cg_autoSwitch	Enables weapon auto-switch on pickup	0	boolean
cg_autoWriteConfig	Controls how/when q3config.cfg is written. 0: Don't automatically write q3config.cfg when a cvar changes, 2: Always write q3config.cfg when a cvar changes, 2: Don't write q3config.cfg if a cvar is changed from fx scripting code	2	integer
cg_bobpitch	The camera pitch strength while running	0	integer
cg_bobroll	The camera roll strength while running	0	integer
cg_bobup	The camera bounce strength while running	0	integer
cg_brasstime	Time that bullets or shells are shown before disappearing	2500	integer
cg_cameraAdUsePreviousValues	Automatically use the same settings of previous camera point(s) when adding a new one.	1	boolean
cg_cameraDefaultOriginType	What type of movement the camera uses by default to switch between points.	curve	string
cg_cameraOrbit	Changes the camera orbit rotation increment, for when in third person, dead, or at end of the game	0	integer
cg_cameraQue	Allow camera to play without /playcamera. Don't play commands associated with camera points: 1, play camerapoint commands: 2.	1	integer
cg_cameraRewindTime	When playing a camera script, seek back this many seconds to allow animations and local entities to sync properly.	0	integer
cg_cameractpdateFreeCam	Transfers origin and angles to freecam state.	1	boolean
cg_chatBeep	Enable chat beeps	1	boolean
cg_chatBeepMaxTime	Doesn't allow chat beeps to play more often than this, to eliminate spam while still having chat beeps	0	integer
cg_chatHistoryLength	How many lines of chat are displayed with +chat	15	integer
cg_chatLines	How many lines of chat can appear at the same time	10	integer
cg_chatTime	How long chat messages last	500	integer
cg_checkForOfflineDemo	Demos recorded using /devmap or offline bot play won't stutter	1	boolean
cg_clientOverrideIgnoreTeamSettings	Pretty much puts clientoverride above everything else, so setting a player's model will actually work	1	boolean
cg_compMode	Enables competition mode for private servers	0	boolean
cg_crosshairAlpha	No Info	255	integer
cg_crosshairAlphaAdjust	Adjust the transparent portions of crosshairs	0	integer
cg_crosshairBrightness	No Info	1	float
cg_crosshairColor	Changes the color of your crosshair	0x0000	hex
cg_crosshairHealth	Allow the crosshair to change color depending on your health	0	boolean
cg_crosshairHitColor	What color the crosshair turns when you hit someone	0x0000	hex
cg_crosshairHitStyle	How the crosshair behaves when you hit someone	0	integer
cg_crosshairHitTime	How long the crosshair color changes after you hit someone.	200	integer
cg_crosshairPulse	Enable crosshair pulsing when you pick up an item	0	boolean
cg_crosshairSize	Changes the size of your crosshair	32	integer
cg_crosshairX	The X position of the crosshair on your HUD	0	integer
cg_crosshairY	The Y position of the crosshair on your HUD	0	integer
cg_currentSelectedPlayer	Used in hud code and for team arena orders	0	integer
cg_currentSelectedPlayerName	Used in hud code and for team arena orders.	VOID	string
cg_deadBodyColor	The color of dead bodies	0x101010	hex
cg_deathShowOwnCorpse	Enables the death falling animation (corpse falling to the ground).	1	boolean
cg_deathStyle	How the camera behaves on death. 1: Turn towards killer. 2: Set yaw to 0. 3: Tilt camera: 4.	1	integer
cg_debuganim	Enables model animation debug mode	0	boolean
cg_debugevents	Toggle event debug mode	0	boolean
cg_debugLightingImpactDistance	Print the distance from the player that the impact sprite is drawn	0	boolean
cg_debugposition	Toggle player position debug mode	0	boolean
cg_deferPlayers	Sets loading of player models at death or map change, disabling models loading when bringing up the scoreboard	0	boolean
cg_demoSmoothing	Smoothens laggy demos. Normal: 1, Debug: 2	1	integer
cg_draw2D	Displays HUD elements	1	boolean
cg_draw3DElems	Displays 3D HUD icons instead of 2D	0	boolean
cg_drawAmmoWarning	Display 'low ammo warning' text when you're low on ammo	1	boolean
cg_drawAmmoWarningAlign	Center the ammo warning text on the screen	1	boolean
cg_drawAmmoWarningAlpha	Adjust the transparency of the ammo warning	255	integer
cg_drawAmmoWarningColor	The color of the ammo warning	0x0000	hex
cg_drawAmmoWarningFont	The font of the ammo warning	q3big	string
cg_drawAmmoWarningPointSize	No Info	24	integer
cg_drawAmmoWarningScale	The visual size of the ammo warning text	0.4	float
cg_drawAmmoWarningStyle	No Info	0	integer
cg_drawAmmoWarningX	The position of the ammo warning text along the X-axis	320	integer
cg_drawAmmoWarningY	The position of the ammo warning text along the Y-axis	64	integer
cg_drawAttacker	Displays the name and icon of the last player to damage you.	1	boolean
cg_drawAttackerAlign	Whether or not the attacker message is forced to center of screen	0	boolean
cg_drawAttackerAlpha	The opacity of the draw attacker message	255	integer
cg_drawAttackerColor	The color of the draw attacker message	0x0000	hex
cg_drawAttackerFade	Fade the attacker icon off the screen	1	boolean
cg_drawAttackerFadeTime	How long it takes the attacker icon to fade off the screen.	1000	integer
cg_drawAttackerFont	The font used for the draw attacker message	VOID	string
cg_drawAttackerImageScale	How big the attacker icon is	0.25	float
cg_drawAttackerPointSize	The size of the draw attacker font	24	integer
cg_drawAttackerScale	The size of the entire cg_drawAttacker message (0.1 - 1.0)	0.25	float
cg_drawAttackerStyle	The style of the cg_drawAttacker message	3	integer
cg_drawAttackerTime	The amount of time the message is drawn on the screen (1000 = 1sec)	1000	integer
cg_drawAttackerX	The position of the message on the HUD's X-axis	640	integer
cg_drawAttackerY	The position of the message on the HUD's Y-axis	2	integer
cg_drawBBox	Draws the bounding box around players	VOID	boolean
cg_drawCameraPath	Draws the camera path and each point	1	boolean
cg_drawCameraPointInfo	Draws camera point info on the HUD	1	boolean
cg_drawCameraPointInfoAlign	Whether or not the point info is forced to center of screen	0	boolean
cg_drawCameraPointInfoAlpha	The opacity of the point info message	255	integer
cg_drawCameraPointInfoColor	The color of the camera point information	0x0000	hex
cg_drawCameraPointInfoFont	The font used for the camera point information	VOID	string
cg_drawCameraPointInfoFontSize	The size of camera point info font	24	integer
cg_drawCameraPointInfoScale	The size of the camera point information message	0.25	float
cg_drawCameraPointInfoSelected	The color of the selected camera point	0x0000	hex
cg_drawCameraPointInfoStyle	The style of the camera point information	0	integer
cg_drawCameraPointInfoX	The position of the message along the X-axis	60	integer
cg_drawCameraPointInfoY	The position of the message along the Y-axis	60	integer
cg_drawCenterPrint	Draw centerprint messages such as frag messages	1	boolean
cg_drawCenterPrintAlign	Whether or not centerprint is aligned to the center of the screen	1	boolean
cg_drawCenterPrintAlpha	The opacity of center print	255	integer
cg_drawCenterPrintColor	The color of center print	0x0000	hex
cg_drawCenterPrintFade	Fade centerprint messages off the screen	1	boolean
cg_drawCenterPrintFadeTime	How long it takes centerprint messages to fade off the screen	200	integer
cg_drawCenterPrintFont	The font used for centerprint messages	VOID	string
cg_drawCenterPrintFontSize	The size of the centerprint font	24	integer
cg_drawCenterPrintScale	The size of the centerprint message	0.35	float
cg_drawCenterPrintStyle	The style of centerprint messages	6	integer
cg_drawCenterPrintTime	How long centerprint messages last	3000	integer
cg_drawCenterPrintX	X-axis location of centerprint	320	integer
cg_drawCenterPrintY	Y-axis location of centerprint	VOID	integer
cg_drawClientItemTimer	Displays an item timer for all major items on the map	1	boolean
cg_drawClientItemTimerAlign	The alignment of the item timer to the center of the screen	2	integer
cg_drawClientItemTimerAlpha	The opacity of the item timer	255	integer
cg_drawClientItemTimerFont	The font used in the item timer	q3small	string
cg_drawClientItemTimerFontSize	The font size of the item timer	24	integer
cg_drawClientItemTimerScale	The size of the item timer	0.4	float
cg_drawClientItemTimerSpacing	No Info	VOID	boolean
cg_drawClientItemTimerStyle	The style of the item timer	6	integer
cg_drawClientItemTimerX	The position of the item timer on the X-axis	635	integer
cg_drawClientItemTimerY	The position of the item timer on the Y-axis	150	integer
cg_drawCrosshair	Displays the specified crosshair image	5	integer
cg_drawCrosshairNames	Displays the names of target opponents	1	boolean
cg_drawCrosshairNamesAlign	No Info	1	boolean
cg_drawCrosshairNamesAlpha	No Info	1	boolean
cg_drawCrosshairNamesColor	No Info	0x0000	hex
cg_drawCrosshairNamesFade	Fade crosshair names off the screen	1	boolean
cg_drawCrosshairNamesFadeTime	How long it takes crosshair names to fade off the screen	1000	integer
cg_drawCrosshairNamesFont	No Info	VOID	string
cg_drawCrosshairNamesFontSize	No Info	24	integer
cg_drawCrosshairNamesScale	No Info	0.4	float
cg_drawCrosshairNamesStyle	No Info	3	integer
cg_drawCrosshairNamesTime	No Info	1000	integer
cg_drawCrosshairNamesX	The position of names along the X-axis	320	integer
cg_drawCrosshairNamesY	The position of names along the Y-axis	190	integer
cg_drawCrosshairTeammateHealth	Draw teammate health/armor above the crosshair when your crosshair passes over them	1	boolean
cg_drawCrosshairTeammateHealthAlign	No Info	1	boolean
cg_drawCrosshairTeammateHealthAlpha	No Info	77	integer
cg_drawCrosshairTeammateHealthColor	No Info	VOID	hex
cg_drawCrosshairTeammateHealthFade	Fade teammate health off the screen	1	boolean
cg_drawCrosshairTeammateHealthFadeTime	How long it takes teammate health to fade off the screen.	1000	integer
cg_drawCrosshairTeammateHealthFont	No Info	VOID	string
cg_drawCrosshairTeammateHealthFontSize	No Info	24	integer
cg_drawCrosshairTeammateHealthScale	No Info	0.125	float
cg_drawCrosshairTeammateHealthStyle	No Info	3	integer
cg_drawCrosshairTeammateHealthTime	No Info	1000	integer
cg_drawCrosshairTeammateHealthX	No Info	320	integer
cg_drawCrosshairTeammateHealthY	No Info	200	integer

cg_drawEntNumbers	Draw each entity's number above it		0	boolean
cg_drawFov	Draw a red arrow above enemy's head. When visible: 1, through walls: 2		0	boolean
cg_drawFollowing	Display the name of the player you're following. Only when spectating: 1, Always 2		1	boolean
cg_drawFollowingAlign	No Info		1	boolean
cg_drawFollowingAlpha	Guess motherfucker...		255	integer
cg_drawFollowingColor	No Info		hex	
cg_drawFollowingFont	No Info		q3big	string
cg_drawFollowingPointSize	No Info		24	integer
cg_drawFollowingScale	No Info		0.4	float
cg_drawFollowingStyle	No Info		6	integer
cg_drawFollowingX	Guess motherfucker...		320	integer
cg_drawFollowingY	Guess motherfucker...		50	integer
cg_drawFPS	Displays the frames-per-second counter. 1: Normal, 2: higher precision and use given time in game not real time, 3: use current frame value not average of last four.		1	boolean
cg_drawFPSAlign	No Info		2	integer
cg_drawFPSAlpha	The opacity of the fps counter		255	integer
cg_drawFPSColor	The color of the fps counter		0x0000	hex
cg_drawFPSFont	No Info		q3big	string
cg_drawFPSNoText	Displays only numbers, with no 'FPS'		0	boolean
cg_drawFPSPointSize	No Info		24	integer
cg_drawFPSScale	The size of the fps counter		0.4	float
cg_drawFPSStyle	No Info		3	integer
cg_drawFPSX	The position of the fps counter on the X-axis		635	integer
cg_drawFPSY	The position of the fps counter on the Y-axis		VOID	integer
cg_drawFragMessageAlign	No Info		0	boolean
cg_drawFragMessageAlpha	No Info		255	integer
cg_drawFragMessageColor	No Info		hex	
cg_drawFragMessageFade	Fade the frag messages off of the screen		1	boolean
cg_drawFragMessageFadeTime	How long it takes frag messages to fade off of the screen		200	integer
cg_drawFragMessageFont	No Info		VOID	string
cg_drawFragMessageFreezeTeam	Sets how the teamkill frag messages are displayed in freetzag		You froze %v	string
cg_drawFragMessageIconScale	The size of the frag message icon		1.5	float
cg_drawFragMessagePointSize	No Info		24	integer
cg_drawFragMessageScale	No Info		0.25	float
cg_drawFragMessageSeparate	Remove the frag message from centerprint		0	boolean
cg_drawFragMessageStyle	No Info		6	integer
cg_drawFragMessageTeamTokens	Sets how teamkill frag messages are displayed		You fragged %string	string
cg_drawFragMessageThawTokens	Sets how the frag messages are displayed in freetzag		You thawed %string	string
cg_drawFragMessageTime	No Info		300	integer
cg_drawFragMessageTokens	Sets how the frag message is displayed		You fragged %string	string
cg_drawFragMessageX	No Info		0	integer
cg_drawFragMessageY	No Info		300	integer
cg_drawFriend	Draw a yellow arrow above teammate's heads. When visible: 1. Through walls: 2, For Freezetag: 3		3	integer
cg_drawFullWeaponBar	Draw weapons you don't have in the weaponbar.		1	boolean
cg_drawGun	Controls the displaying of weapons in first person view. Normal: 1, Still: 2		1	boolean
cg_drawIcons	Enables the drawing of icons in the HUD or scoreboard		1	boolean
cg_drawItemPickups	Display item info when you pick it up		3	integer
cg_drawItemPickupsAlign	No Info		0	boolean
cg_drawItemPickupsAlpha	No Info		255	integer
cg_drawItemPickupsColor	No Info		0x0000	hex
cg_drawItemPickupsCount	Enable multiple pickups to be drawn in the same (Armor Shard x5 etc.)		1	boolean
cg_drawItemPickupsFade	Fade item pickups off the screen		1	boolean
cg_drawItemPickupsFadeTime	How long it takes item pickups to fade off the screen		3000	integer
cg_drawItemPickupsFont	No Info		q3small	string
cg_drawItemPickupsImageScale	The size of the item pickup icon		0.5	float
cg_drawItemPickupsPointSize	No Info		24	integer
cg_drawItemPickupsScale	No Info		0.4	float
cg_drawItemPickupsStyle	No Info		0	integer
cg_drawItemPickupsTime	No Info		3000	integer
cg_drawItemPickupsX	No Info		8	integer
cg_drawItemPickupsY	No Info		360	integer
cg_drawJumpSpeeds	Display the speed of each jump. Clear when velocity close to zero: 1, Don't automatically clear: 2		0	boolean
cg_drawJumpSpeedsAlign	No Info		0	boolean
cg_drawJumpSpeedsAlpha	No Info		255	integer
cg_drawJumpSpeedsColor	No Info		hex	
cg_drawJumpSpeedsFont	No Info		q3big	string
cg_drawJumpSpeedsMax	How many jumps will be stored and displayed before clearing earlier ones		12	integer
cg_drawJumpSpeedsNoText	No Info		0	boolean
cg_drawJumpSpeedsPointSize	No Info		24	integer
cg_drawJumpSpeedsScale	No Info		0.25	float
cg_drawJumpSpeedsStyle	No Info		0	integer
cg_drawJumpSpeedsTime	No Info		0	boolean
cg_drawJumpSpeedsTimeAlign	No Info		0	boolean
cg_drawJumpSpeedsTimeAlpha	If your ping goes over cg_lagometerFlashValue, the lagometer will turn orange.		255	integer
cg_drawJumpSpeedsTimeColor	No Info		0x0000	hex
cg_drawJumpSpeedsTimeFont	No Info		q3big	string
cg_drawJumpSpeedsTimeNoText	No Info		0	boolean
cg_drawJumpSpeedsTimePointSize	No Info		24	integer
cg_drawJumpSpeedsTimeScale	No Info		0.25	float
cg_drawJumpSpeedsTimeStyle	No Info		0	integer
cg_drawJumpSpeedsTimeX	No Info		5	integer
cg_drawJumpSpeedsTimeY	No Info		320	integer
cg_drawJumpSpeedsX	No Info		5	integer
cg_drawJumpSpeedsY	No Info		300	integer
cg_drawOrigin	Displays position and angle info. X/Y/Z, pitch/yaw/roll.		0	boolean
cg_drawOriginAlign	No Info		0	boolean
cg_drawOriginAlpha	No Info		255	integer
cg_drawOriginColor	No Info		hex	
cg_drawOriginFont	No Info		q3big	string
cg_drawOriginPointSize	No Info		24	integer
cg_drawOriginScale	No Info		0.25	float
cg_drawOriginStyle	No Info		0	integer
cg_drawOriginX	No Info		5	integer
cg_drawOriginY	No Info		400	integer
cg_drawPlayerNames	Draw each player's name above their head.		0	boolean
cg_drawPlayerNamesAlpha	No Info		255	integer
cg_drawPlayerNamesColor	No Info		hex	
cg_drawPlayerNamesFont	No Info		VOID	string
cg_drawPlayerNamesPointSize	No Info		16	integer
cg_drawPlayerNamesScale	No Info		0.25	float
cg_drawPlayerNamesStyle	No Info		3	integer
cg_drawPlayerNamesY	No Info		64	integer
cg_drawPlayersLeft	Used with original quake3 hud (cg_qlhud 0).		1	boolean
cg_drawPowerups	Used with original quake3 hud (cg_qlhud 0).		1	boolean
cg_drawRewards	Draw rewards such as impressive, excellent, etc.		1	boolean
cg_drawRewardsAlign	No Info		1	boolean
cg_drawRewardsAlpha	No Info		255	integer
cg_drawRewardsColor	No Info		hex	
cg_drawRewardsFade	Fade rewards off the screen		1	boolean
cg_drawRewardsFadeTime	How long it takes rewards to fade off the screen		200	integer
cg_drawRewardsFont	No Info		VOID	string
cg_drawRewardsImageScale	How big the reward images are		1	float
cg_drawRewardsMax	How many awards can appear at once		10	integer
cg_drawRewardsPointSize	No Info		24	integer
cg_drawRewardsScale	No Info		0.25	float
cg_drawRewardsStyle	No Info		3	integer
cg_drawRewardsTime	No Info		3000	integer
cg_drawRewardsX	No Info		320	integer
cg_drawRewardsY	No Info		56	integer
cg_drawScores	Used with original quake3 hud (cg_qlhud 0).		1	boolean
cg_drawSelf	Draw a white arrow above your head. When visible: 1, through walls: 2.		2	integer
cg_drawSnapshot	Displays the snapshots counter with the time and frame.		0	boolean
cg_drawSnapshotAlign	No Info		2	integer
cg_drawSnapshotAlpha	No Info		255	integer
cg_drawSnapshotColor	No Info		hex	
cg_drawSnapshotFont	No Info		q3big	string
cg_drawSnapshotPointSize	No Info		24	integer
cg_drawSnapshotScale	No Info		0.25	float
cg_drawSnapshotStyle	No Info		3	integer
cg_drawSnapshotX	No Info		635	integer
cg_drawSnapshotY	No Info		VOID	integer
cg_drawSpawns	Display each spawn point on the map.		0	boolean
cg_drawSpawnsInitial	Marks which spawns can be used as starting points in a duel when cg_drawSpawns 1		1	boolean
cg_drawSpawnsInitialZ	How high from the floor initial spawn are drawn.		0	float
cg_drawSpawnsRespawns	Marks which spawn are available for respawns after the match has started when cg_drawSpawns 1		1	boolean
cg_drawSpawnsRespawnsZ	How high from the floor respawns are drawn.		0	float
cg_drawSpawnsShared	Marks which spawns can be used by both the red and the blue team when cg_drawSpawns 1.		1	boolean
cg_drawSpawnsSharedZ	How high from the floor shared spawns are drawn.		0	float
cg_drawSpecMessages	Draw messages to the spectator HUD		1	boolean
cg_drawSpeed	Draw your U/ps onscreen		1	boolean
cg_drawSpeedAlign	No Info		2	integer
cg_drawSpeedAlpha	No Info		255	integer
cg_drawSpeedColor	No Info		0x0000	hex
cg_drawSpeedFont	No Info		q3big	string
cg_drawSpeedNoText	Displays only numbers, with no 'U/ps'		0	boolean
cg_drawSpeedPointSize	No Info		24	integer
cg_drawSpeedScale	No Info		0.4	float
cg_drawSpeedStyle	No Info		3	integer
cg_drawSpeedX	The position of your speed counter on the X-axis		635	integer
cg_drawSpeedY	The position of your speed counter on the Y-axis		VOID	integer
cg_drawStatus	Draws the health and score elements of the HUD		1	boolean

cg_drawTeamBackground	Toggles drawing the team colored bar at the bottom of the hud in the original Quake 3 HUD (cg_qlhud 0)	1	boolean
cg_drawTeamOverlay	Draw team overlay, with teammate info, such as location and health/armor.	1	boolean
cg_drawTeamOverlayAlign	No Info	2	integer
cg_drawTeamOverlayFont	No Info	q3tiny	string
cg_drawTeamOverlayPointSize	No Info	24	integer
cg_drawTeamOverlayScale	No Info	0.4	float
cg_drawTeamOverlayX	No Info	640	integer
cg_drawTeamOverlayY	No Info	VOID	integer
cg_drawTeamVote	Draw votes by your teammates	1	boolean
cg_drawTeamVoteAlign	No Info	0	integer
cg_drawTeamVoteAlpha	No Info	255	integer
cg_drawTeamVoteColor	No Info	0x0000	hex
cg_drawTeamVoteFont	No Info	VOID	string
cg_drawTeamVotePointSize	No Info	24	integer
cg_drawTeamVoteScale	No Info	0.25	float
cg_drawTeamVoteStyle	No Info	3	integer
cg_drawTeamVoteX	Figure it out...	0	integer
cg_drawTeamVoteY	Figure it out...	300	integer
cg_drawTimer	Draws the game timer on the HUD	1	integer
cg_drawVote	Draw votes	1	boolean
cg_drawVoteAlign	No Info	0	integer
cg_drawVoteAlpha	No Info	255	integer
cg_drawVoteColor	No Info	0x0000	hex
cg_drawVoteFont	No Info	VOID	string
cg_drawVotePointSize	No Info	24	integer
cg_drawVoteScale	No Info	0.25	float
cg_drawVoteStyle	No Info	3	integer
cg_drawVoteX	Figure it out...	0	integer
cg_drawVoteY	Figure it out...	300	integer
cg_drawWaitingForPlayers	Draws the 'waiting for players' text while in warmup	1	boolean
cg_drawWaitingForPlayersAlign	No Info	1	integer
cg_drawWaitingForPlayersAlpha	No Info	255	integer
cg_drawWaitingForPlayersColor	No Info	0x0000	hex
cg_drawWaitingForPlayersFont	No Info	VOID	string
cg_drawWaitingForPlayersFontSize	No Info	24	integer
cg_drawWaitingForPlayersScale	No Info	0.4	float
cg_drawWaitingForPlayersStyle	No Info	6	integer
cg_drawWaitingForPlayersX	No Info	320	integer
cg_drawWaitingForPlayersY	No Info	60	integer
cg_drawWarmupString	Display the warmup countdown to match start	1	boolean
cg_drawWarmupStringAlign	No Info	1	integer
cg_drawWarmupStringAlpha	No Info	255	integer
cg_drawWarmupStringColor	No Info	0x0000	hex
cg_drawWarmupStringFont	No Info	VOID	string
cg_drawWarmupStringFontSize	No Info	24	integer
cg_drawWarmupStringScale	No Info	0.6	float
cg_drawWarmupStringStyle	No Info	6	integer
cg_drawWarmupStringX	No Info	320	integer
cg_drawWarmupStringY	No Info	120	integer
cg_echoPopUpScale	No Info	0.3	float
cg_echoPopUpTime	No Info	1000	integer
cg_echoPopUpX	No Info	30	integer
cg_echoPopUpY	No Info	340	integer
cg_enableATCCommands	Enables the 'at' commands (/list, /clear, /removeat, /saveat)	1	boolean
cg_enableBreath	Enable frosty breath on cold maps. [if enabled on server/demo: 1, If enabled on map: 2, Always: 3]	1	boolean
cg_enableDust	Enable dust on 'dusty' surfaces. [if enabled on server/demo: 1, if map has dust: 2, on all dusty surfaces: 3, always: 4]	1	boolean
cg_enemyHeadColor	The color of your enemy's head	0x2a8000	hex
cg_enemyHeadSkin	Your enemy's head skin	VOID	string
cg_enemyLegsColor	The color of your enemy's legs	0x2a8000	hex
cg_enemyLegsSkin	The enemy's leg skin	VOID	string
cg_enemyModel	Sets the model that all your enemies will be forced to	keel/bright	string
cg_enemyRailColor1	The forced color1 of your enemy's rails if cg_enemyRailColor1Team 1.	VOID	hex
cg_enemyRailColor1Team	Enable forced coloring of color1 for your enemies	VOID	boolean
cg_enemyRailColor2	The forced color2 of your enemy's rails if cg_enemyRailColor2Team 1.	VOID	hex
cg_enemyRailColor2Team	Enable forced coloring of color2 for your enemies	VOID	boolean
cg_enemyRailItemColor	The color of enemy rail items	VOID	hex
cg_enemyRailItemColorTeam	Enable forced coloring of enemy rail items	VOID	boolean
cg_enemyRailNudge	???	0	integer
cg_enemyRailRings	Enable rail rings on enemy rail beams	0	boolean
cg_enemyTorsoColor	The color of your enemy's torso	0x2a8000	hex
cg_enemyTorsoSkin	Your enemy's torso skin	VOID	string
cg_errorDecay	Detects prediction errors and helps to smooth these errors out over a few frames to ease jerking	100	integer
cg_fadeAlpha	The alpha (brightness) of the screen while fading	0	integer
cg_fadeColor	The color of the screen while fading	0x000000	hex
cg_fadeStyle	When the screen fades. Before drawing HUD: 1, After drawing HUD: 2	0	integer
cg_flightTrail	Enable the flight smoke trail	1	boolean
cg_footsteps	Enables footsteps sounds	1	boolean
cg_forceModel	Forces all models to the model you're using	0	boolean
cg_forceFovModel	If set to 1, forces the FOV model to the 'model' string	0	boolean
cg_fov	Field of view factor	110	integer
cg_fovy	Vertical field of view factor	VOID	integer
cg_fragMessageStyle	The style of the frag message. With score info: 1, Without score info: 2	1	integer
cg_freecam_crosshairstair	Draw a crosshair while freecamming	1	boolean
cg_freecam_noclip	Enable noclip (move through walls) while freecamming	0	boolean
cg_freecam_pitch	Sets the vertical view movement sensitivity while in freecam	1	float
cg_freecam_rollValue	No Info	0.5	float
cg_freecam_sensitivity	Sensitivity multiplier while freecamming	0.1	float
cg_freecam_speed	Movement speed while freecamming	400	integer
cg_freecam_unlockPitch	?? (can't be tested)	0	boolean
cg_freecam_useServerView	Turn off automatic matching of demo taker's screen	1	boolean
cg_freecam_useTeamSettings	Force your own model and colors to those of your teammates while freecamming	1	boolean
cg_freecam_yaw	Sets the horizontal view movement sensitivity while in freecam	1	float
cg_fxfile	Sets the fx file to load special effects from	VOID	file.location
cg_fxinterval	How often the scripting code should run	25	integer
cg_fxratio	If an fx entity is too small or far away to be seen, don't draw it to increase performance	0.002	float
cg_fxScriptMinDistance	Sets the minimum distance, so it doesn't drop below this value	0.001	float
cg_fxScriptMinEmitter	Sets the minimum allowed emitters, so they don't drop below this value	0	float
cg_fxScriptMinInterval	Sets the minimum interval, so it doesn't drop below this value	0.001	float
cg_gameType	Used as a game type test for adapting the UI to the specific gametype	0	integer
cg_gibBounceFactor	No Info	0.6	float
cg_gibColor	Sets the color of the gibs that are launched (unlike cg_gibSparksColor, which only controls the trail)	VOID	hex
cg_gibDirScale	No Info	1	float
cg_gibFloatingOriginOffset	No Info	30	integer
cg_gibFloatingOriginOffsetZ	No Info	0	integer
cg_gibFloatingRandomness	No Info	75	integer
cg_gibFloatingVelocity	No Info	125	integer
cg_gibGravity	No Info	800	integer
cg_gibJump	How high gib sparks bounce	0	boolean
cg_gibOriginOffset	No Info	0	integer
cg_gibOriginOffsetZ	No Info	0	integer
cg_gibRandomness	No Info	250	integer
cg_gibRandomnessZ	No Info	0	integer
cg_gibs	Controls the quantity of animated gibs to display	15	integer
cg_gibSparksColor	The color of gib sparks	VOID	hex
cg_gibSparksHighlight	Draws a single white pixel at the center of the spark to make things a little more visible	VOID	boolean
cg_gibSparksSize	How big gib sparks are	3.5	float
cg_gibStepTime	How often, in milliseconds, to leave a glowing spark trail	50	integer
cg_gibTime	How long gib sparks last	1000	integer
cg_gibVelocity	How fast gib sparks emit from corpses	600	integer
cg_gibVelocityRandomness	No Info	250	integer
cg_grenadeColor	No Info	0x0000	hex
cg_grenadeColorAlpha	No Info	255	integer
cg_grenadeEnemyColor	No Info	0x0000	hex
cg_grenadeEnemyColorAlpha	No Info	255	integer
cg_grenadeTeamColor	No Info	0x0000	hex
cg_grenadeTeamColorAlpha	No Info	255	integer
cg_gunSize	Controls the gun size in first person view	1	float
cg_gunSizeThirdPerson	Controls the gun size in third person	1	float
cg_gunX	X-axis placement of weapon in first person view	0	integer
cg_gunY	Y-axis placement of weapon in first person view	0	integer
cg_gunZ	Z-axis placement of weapon in first person view	0	integer
cg_hasteTrail	Enable the haste smoke trail	1	boolean
cg_hitBeep	The style of hitbeep. Normal: 1, Descending: 2, Ascending: 3	2	integer
cg_hudBlueTeamColor	No Info	0x326664	hex
cg_hudFiles	The hud file. Must be loaded with /loadhud if changed	ui/hud.txt	string
cg_hudForceBlueTeamClanTag	Override the clan tags for each player on the blue team.	VOID	string
cg_hudForceRedTeamClanTag	Override the clan tags for each player on the red team.	VOID	string
cg_hudNoTeamColor	No Info	0x12d51f	hex
cg_hudRedTeamColor	For use with hud element CG_TEAM_COLOR	0x40000	hex
cg_impactSparks	emit sparks when a player is hit	1	boolean
cg_impactSparksColor	The color of impact sparks	VOID	hex
cg_impactSparksHighlight	Draws a single white pixel at the center of the spark to make things a little more visible	0	integer
cg_impactSparksLifetime	How long impact sparks last	250	integer
cg_impactSparksSize	How big impact sparks are	8	integer
cg_impactSparksVelocity	How fast impact sparks emit from players	128	integer
cg_inheritPowerupShader	For multiple powerups (ex: quad and medkit) do/don't apply the first powerup custom shader to the second.	0	boolean
cg_interpolateMissiles	Setting this to 1 keeps the delay between when a rocket is fired and when it appears, which is more accurate.	1	boolean
cg_itemFX	Shows how items are rendered in the world. Bounce: 1, Rotate: 2, Spawn Animation: 4	7	integer
cg_itemSize	How big map items are (ammo crates, weapons etc.)	1	float
cg_itemsWh	View items through walls	0	boolean

cg_itemUseMessage	Draw the use item message when you use an item, depending on the item.	1	boolean
cg_itemUseSound	Enable the sound played when you use an item, depending on the item.	1	boolean
cg_kickScale	Sets how much the screen "kicks" when taking damage.	1	float
cg_killBeep	Plays a sound when you kill someone	0	boolean
cg_lagometer	Displays netgraph that shows your network packet traffic including received, rejected and lost packets.	1	boolean
cg_lagometerAlign	No Info	2	integer
cg_lagometerAlpha	No Info	255	integer
cg_lagometerAveragePing	Displays an average ping in the lagometer (bottom number).	1	boolean
cg_lagometerFlash	If your ping goes over cg_lagometerFlashValue, the lagometer will turn orange.	1	boolean
cg_lagometerFlashValue	How high your ping has to be for the lagometer to turn orange if cg_lagometerFlash 1.	80	integer
cg_lagometerFont	No Info	q3big	string
cg_lagometerFontAlign	No Info	0	integer
cg_lagometerFontAlpha	No Info	255	integer
cg_lagometerFontColor	No Info	hex	string
cg_lagometerFontFontSize	No Info	0x4000	integer
cg_lagometerFontScale	No Info	0.25	float
cg_lagometerFontStyle	No Info	3	integer
cg_lagometerScale	No Info	1	float
cg_lagometerSnapshotPing	Displays how many milliseconds it takes for a snapshot to be sent to the server (top number)	1	boolean
cg_lagometerX	No Info	640	integer
cg_lagometerY	No Info	336	integer
cg_levelTimerDefaultTimeLimit	Sets the default time limit for specific level timer directions	60	integer
cg_levelTimerDirection	Change how the timer behaves. Quake Live style: 1, count up and don't reset for OT; 2, count down even for OT; 3.	0	integer
cg_lightningAngleOriginStyle	How the LG stream moves with the gun. Ignore step adjustments: 0, follow step adjustments: 1, use player origins: 2.	1	integer
cg_lightningImpact	Enable the lightning impact sprite	1	boolean
cg_lightningImpactCap	Sets the distance which lightning impact points stop growing, so they don't fill up the whole screen when close up.	192	integer
cg_lightningImpactCapMin	Same logic as cg_lightningImpactCap but makes sure that the impact point doesn't become too small.	60	integer
cg_lightningImpactOthersSize	Set the size of LG impact when demo taker or POV gets hit	0	float
cg_lightningImpactProject	It pushes the impact location this amount towards you in order to increase visibility.	1	boolean
cg_lightningImpactSize	The size of the lightning impact sprite	1	float
cg_lightningRenderStyle	How the LG stream is drawn. Embed into objects: 0, Draw on top of objects: 1	1	integer
cg_lightningSize	The LG stream width	8	integer
cg_lightningStyle	The lightning stream style	1	integer
cg_loadDefaultMenus	Loads the default QL scoreboard	1	boolean
cg_localTime	Draws your local time on the scoreboard	0	boolean
cg_localTimeStyle	Changes how your local time is displayed when cg_localTime 1. 24-hour clock: 1, 12-hour clock: 2	1	integer
cg_markFadeTime	How fast burn marks fade	1000	integer
cg_marks	Enables projectile decal marks on walls	1	boolean
cg_markTime	How long burn marks last before they start to fade	10000	integer
cg_mouseSeekPollInterval	How often to check for mouse movements and issue fastforward/rewind call	50	integer
cg_mouseSeekscale	How quickly you fastforward/rewind with +mouseseek	1	float
cg_muzzleFlash	Show a flash from the muzzle when firing	1	boolean
cg_noItemUseMessage	Draw the no item message when you press +button2 and have no item.	1	boolean
cg_noItemUseSound	Enable the sound played when you press +button2 and have no item.	1	boolean
cg_noplayeranims	Disables player model animations, showing only the first frame in the model's animation sequence	0	boolean
cg_nopredict	A value of 1 makes you wait for the server to receive any movements before actually performing them.	0	boolean
cg_noProjectileTrail	Disables all projectile smoke trails	0	boolean
cg_noTaunt	Disables all taunts	0	boolean
cg_obituaryBlueTeamColor	The color of obituaries for the blue team	0x326664	hex
cg_obituaryFadeTime	How long it takes obituaries to fade	1000	integer
cg_obituaryIconScale	The size of the obituary icon	1.5	float
cg_obituaryRedTeamColor	The color of obituaries for the red team	0x40000	hex
cg_obituaryTime	How long obituaries appear for	3000	integer
cg_obituaryTokens	Sets how the teamkill frag messages are displayed in frezetag	%k %i %v	string
cg_oldRocket	Set the rocket explosion style. Normal: 1, with plume: 2	1	boolean
cg_plasmaStyle	Controls the plasma effect. Normal: 1, Particle trail: 2	1	integer
cg_playerLeanScale	Sets how much the player model leans depending on their movement speed	1	float
cg_playerShader	Sets what shader is used when a player is visible. Should be used in conjunction with cg_wh.	VOID	string
cg_predictItems	Client prediction for picking up items	1	boolean
cg_printSkillRating	Add a message to the chat area indicating a player's skill rating when they connect or disconnect	0	boolean
cg_printTimeStamps	Enable console timestamps	1	boolean
cg_qFontScaling	How small fonts behave. Switch fonts when they become small: 1, Always use 24-point font: 2.	1	integer
cg_quad	Use the Quake Live hud	1	boolean
cg_quadFireSound	Enable the load quad fire sound	1	boolean
cg_quadKillCounter	Draw a HUD item to count your kills since Quad Damage Pickup	1	boolean
cg_railFromMuzzle	Forces all rail beams to originate from the muzzle	0	boolean
cg_railItemColor	Changes the color of rail items long around the map	0x4d4157	hex
cg_railNudge	Makes the rail appear below the crosshair. Don't use with cg_railFromMuzzle 0	1	boolean
cg_railQL	Quake Live style rail with rings interspersed inside the core	1	boolean
cg_railQLRailRingWhiteValue	How bright the rail rings are.	0.45	float
cg_railRadius	How far apart the rail spiral is from the core.	4	integer
cg_railRings	Enables the rail spiral.	0	boolean
cg_railRotation	Rotates the rail core	1	boolean
cg_railSpacing	How far apart each rail spiral segment is from each other	5	integer
cg_railTrailTime	How long the rail trail lasts.	40	integer
cg_railUseOwnColors	Forces the POV railgun to use your own color	0	boolean
cg_scoreBoardAtIntermission	Draw the scoreboard at the end of the game	1	boolean
cg_scoreBoardSpectatorScroll	Scroll the spectator names across the bottom of the scoreboard	0	boolean
cg_scoreBoardStyle	The scoreboard style. Normal: 1, use player icons instead of flags for non-duel games: 2.	1	integer
cg_scoreBoardWhenDead	Draw the scoreboard while you're dead.	1	boolean
cg_scorePlums	Displays scores in the game world when you score points, like a kill or a flag pickup or a flag capture	1	boolean
cg_screenDamage	Draws a mark on the screen when player takes damage	0x700000	hex
cg_screenDamage_Self	Draws a mark on the screen when player hurts themselves	0x00000	hex
cg_screenDamage_Team	Draws a mark on the screen when the players team damages them	0x700000	hex
cg_screenDamageAlpha	The opacity of cg_screenDamage (255 is max)	200	integer
cg_screenDamageAlpha_self	The opacity of cg_screenDamage_self (255 is max)	0	integer
cg_screenDamageAlpha_Team	The opacity of cg_screenDamage_Team (255 is max)	200	integer
cg_shadows	Draws a shadow underneath the player. Blob: 1, Detail: 2, Dark Detail: 3	1	integer
cg_shotgunImpactSparks	Emit sparks when a player is hit by the shotgun	1	boolean
cg_shotgunmarks	Displays burn marks on walls made by shotgun pellets	1	boolean
cg_shotgunRandomness	How random shotgun pellets are when cg_shotgunStyle 2	2	float
cg_shotgunStyle	Sets the shotgun style. Quake 3: 0, Quake Live: 1, Quake Live with randomness: 2	1	integer
cg_showmiss	Displays missed packets and predictions on the HUD	0	boolean
cg_simpleItems	Replace 3D world items with 2D icons	0	boolean
cg_simpleItemScale	Scales the icon size of items when cg_simpleItems 1	1	float
cg_smokeRadius_breath	The size of the frosty breath on cold maps	16	integer
cg_smokeRadius_dust	The size of the dust kickup from 'dusty' surfaces.	24	integer
cg_smokeRadius_flight	Size of the flight smoke trail.	8	integer
cg_smokeRadius_GL	Size of smoke emitted from grenades.	23	integer
cg_smokeRadius_haste	Size of the haste smoke trail.	8	integer
cg_smokeRadius_NG	Size of smoke emitted from nails.	16	integer
cg_smokeRadius_PL	Size of smoke emitted from proximity mines	32	integer
cg_smokeRadius_RI	Size of smoke emitted from rockets.	16	integer
cg_smokeRadius_SG	Size of smoke emitted from shotgun.	32	integer
cg_smoothClients	Smooth out other players' movement when they experience packet loss.	0	boolean
cg_spawnArmorTime	How long the spawn armor visuals appear for	500	integer
cg_stats	Displays client frames in sequence with the exception of missing frames	0	boolean
cg_stereoSeparation	Splits color channels	0	boolean
cg_swingspeed	Speed in which player models rotate to match the player's view	0.3	float
cg_teamChatBeep	Enable team chat beeps	1	boolean
cg_teamChatBeepMaxTime	Doesn't allow chat beeps to play more often than this, to eliminate spam while still having chat beeps	0	integer
cg_teamChatHeight	How tall chat is (chat lines)	0	integer
cg_teamChatsOnly	Only print chat lines from teammates not from opponents or spectators.	0	boolean
cg_teamChatTime	How long team chat lasts	3000	integer
cg_teamHeadColor	The color of your teammate's head	hex	string
cg_teamHeadSkin	Your teammate's head skin	VOID	string
cg_teamKillWarning	Sets the teamkill frag message	1	boolean
cg_teamLegsColor	The color of your teammate's legs	0x4000	hex
cg_teamLegSkin	Your teammate's legs skin	VOID	string
cg_teamModel	Sets the model that all your teammates will be forced to	VOID	string
cg_teamRailColor1	The forced color1 of your teammate's rails if cg_teamRailColor1Team 1	VOID	hex
cg_teamRailColor1Team	Enable forced coloring of color1 for your team	0	boolean
cg_teamRailColor2	The forced color2 of your teammate's rails if cg_teamRailColor2Team 1	hex	string
cg_teamRailColor2Team	Enable forced coloring of color2 for your team	VOID	boolean
cg_teamRailItemColor	The color of team rail items	VOID	hex
cg_teamRailItemColorTeam	Enable forced coloring of team rail items	0	boolean
cg_teamRailNudge	No Info	1	boolean
cg_teamKillRings	Enable rail rings on team rail beams	0	boolean
cg_teamTorsoColor	The color of your teammate's torso	0x4000	hex
cg_teamTorsoSkin	Your teammate's torso skin	VOID	string
cg_testOfout	Replaces all uses of Quake 3 monospace font with quakelive's font, for testing	0	boolean
cg_thirdPerson	Switch to third person view	1	boolean
cg_thirdPersonAngle	Third person view camera angle on Z-axis towards player (0-359 degrees)	0	integer
cg_thirdPersonrange	Maximum distance the third person view is from the player	50	integer
cg_timescaleFadeIn	Allow timescales to fade into eachother	1	boolean
cg_timescaleFadeSpeed	How long it takes for one timescale to fade into another when switching	0	integer
cg_tracerchance	How often you will get a tracer bullet	0.4	float
cg_tracerlength	Sets length of tracer bullets	100	integer
cg_tracerwidth	Sets width of tracer bullets	1	integer
cg_tracerlighting	Flexibility factor for lightning gun shaft.	1	float
cg_useDefaultTeamSkins	If you don't have forced team models, you can set to 0 and see your teammates choose skin instead of red/blue	1	boolean
cg_useOriginalInterpolation	Tries to match the server view with respect to player models and missiles. Compensates for ping and player movement.	0	boolean
cg_vibrate	Enable screen vibrations when there is an explosion near the player	0	boolean
cg_vibrateForce	The strength of the screen vibration	1	float
cg_vibrateMaxDistance	How far away an explosion has to be to shake the screen	800	integer
cg_vibrateTime	How long screen vibrations last.	150	float
cg_vibrateSize	Percentage of screen the game appears on	100	integer
cg_warmpTime	Draw the warmup time. Draw 0 on clock: 0, draw time in warmup and 'warmup' string: 1, draw 0 and 'warmup' string: 2	1	integer
cg_waterWarp	Slowly warps the view while submerged in water	1	boolean
cg_weaponBar	Draw the weaponbar	1	boolean

cg_weaponBarFont	No Info	VOID	string
cg_weaponBarPointSize	No Info	24	integer
cg_weaponBarY	Guess motherfucker...	VOID	integer
cg_weaponBarY	Guess motherfucker...	VOID	integer
cg_weaponBFG	An automatic vstr for weapon 9.	VOID	string
cg_weaponBlueTeamColor	The color of the blue team's weapons	0x3366ff	hex
cg_weaponChainGun	An automatic vstr for weapon 13.	VOID	string
cg_weaponDefault	An automatic vstr for the default weapon.	VOID	string
cg_weaponGailGun	An automatic vstr for weapon 7.	VOID	string
cg_weaponGanntet	An automatic vstr for weapon 1.	VOID	string
cg_weaponGrapplingHook	An automatic vstr for the grappling hook.	VOID	string
cg_weaponGrenadeLauncher	An automatic vstr for weapon 4.	VOID	string
cg_weaponLightningGun	An automatic vstr for weapon 6.	VOID	string
cg_weaponMachineGun	An automatic vstr for weapon 3.	VOID	string
cg_weaponNailGun	An automatic vstr for weapon 11.	VOID	string
cg_weaponNone	An automatic vstr for no weapon.	VOID	string
cg_weaponPlasmaGun	An automatic vstr for weapon 8.	VOID	string
cg_weaponProximityLauncher	An automatic vstr for weapon 12.	VOID	string
cg_weaponRedTeamColor	The color of the red team's weapons	VOID	string
cg_weaponRocketLauncher	An automatic vstr for weapon 5.	VOID	string
cg_weaponShotgun	An automatic vstr for weapon 3.	VOID	string
cg_weather	Enable weather effects like snow or rain.	boolean	boolean
cg_wh	Draws a quad shader around all player models through walls.	boolean	boolean
cg_whShader	Sets the shader applied to models seen through walls via cg_wh.	VOID	string
cg_wideScreen	Fix HUD stretching with widescreen resolution. 0: Original code, 1: Don't adjust values to 4:3, 2: Adjust X/Y based only on the X ratio, 3: Only adjust crosshair.	0	integer
cg_zoomfov	Zoomed-in field of view factor	22.5	float
cl_allowDownload	Set to download referenced pk3s from a server that has sv_allowdownload 1.	boolean	boolean
cl_anglespeedkey	Sets the speed in which the directional keys (binded to +left, +right, +lookdown or +lookup) change the viewing angle.	1.5	float
cl_anonymous	Appear anonymous to the server	boolean	boolean
cl_autoRecordDemo	Automatically record a demo after entering the game.	boolean	boolean
cl_av1LowLargeFiles	Enables OpenDDL, large avi file support.	boolean	boolean
cl_av1xstension	Changes the extension for outputted avi files.	avi	string
cl_av1FechMode	Sets what format the video card sends back while taking a screenshot. Different orders increase performance on some video cards.	GL_RGB	string
cl_av1FrameRate	The framerate used for capturing video.	30	integer
cl_av1MotionJpeg	Use the MJPEG codec for avi output.	boolean	boolean
cl_av1NoAudioHWOutput	Don't pass audio data to sound card while recording.	boolean	boolean
cl_consoleAsChat	Enables console chat, so you have to prefix every cmd/cvar with a '/'	boolean	boolean
cl_consoleKeys	Selects what keys to use for logging the console.	~ `0x7c 0x60	string
cl_consoleOffset	Sets the offset of the console message display.	0	integer
cl_cURLLib	The name of the cURL library dll	libcurl-3.dll	string
cl_debugMove	Displays a real-time graph on the lower part of the screen illustrating mouse speed.	boolean	boolean
cl_downloadName	Holds the name of the file currently downloading.	VOID	string
cl_forceVideo	Forces all demo recording into a sequence of screenshots in TGA format.	boolean	boolean
cl_freelook	Enables the ability to look around with your mouse.	boolean	boolean
cl_freezeDemo	Essentially halts demo playback	boolean	boolean
cl_freezeDemoPauseVideoRecording	Pause recording of video screenshots while paused.	boolean	boolean
cl_guid	Your globally unique identification	N/A	string
cl_guidServerUniq	No Info	boolean	boolean
cl_lanForcePackets	No Info	boolean	boolean
cl_maxpackets	Controls how many updates you send to the server.	30	integer
cl_maxPing	Maximum ping before disconnecting from server.	800	integer
cl_motd	Enables the displaying of the message of the day string.	boolean	boolean
cl_motdString	Message of the day string.	VOID	string
cl_mouseAccel	Mouse acceleration factor	0	float
cl_mouseAccelOffset	Sets mouse acceleration sensitivity offset.	5	integer
cl_mouseAccelStyle	Sets the mouse acceleration style	0	integer
cl_mumbleScale	No Info	0.0254	float
cl_nodelta	Disables delta compression.	boolean	boolean
cl_noprint	Disables message printing to HUD.	boolean	boolean
cl_packetdelay	Artificially set the client's latency	boolean	boolean
cl_packetdup	Determines how many duplicate packets you send to the server to avoid packet loss.	boolean	boolean
cl_paused	Automatically toggled when the game is paused.	boolean	boolean
cl_pitchspeed	Sets the pitch speed for +lookup and +lookdown.	140	integer
cl_run	Enables 'always run'	boolean	boolean
cl_running	Dictates whether or not a client game is running or if client/server mode.	boolean	boolean
cl_serverStatusResendTime	Sets the amount of time (in milliseconds) between heartbeats sent to the master server.	750	integer
cl_showmonerate	Leggles the display of mouse input info.	boolean	boolean
cl_shownet	Displays information about the network quality.	boolean	boolean
cl_showSend	A network debugging tool, showing packets sent.	boolean	boolean
cl_showTimeDelta	Displays time delta between server updates	boolean	boolean
cl_timedemoLog	Controls what file to save timedemo information to.	VOID	string
cl_timeNudge	Allows more or less latency to be added in the interest of better smoothness or better responsiveness.	0	integer
cl_timeout	Time (in seconds) that it takes to be kicked when lagging	200	integer
cl_useMumble	Enables mumble voice chat	boolean	boolean
cl_use3gibs	Enables Quake 3 style blood and gibs	boolean	boolean
cl_voip	Enable voice over IP chat	boolean	boolean
cl_voipCaptureMult	No Info	2	float
cl_voipGainDuringCapture	No Info	0.2	float
cl_voipSend	Enables Voice over IP chat.	boolean	boolean
cl_voipSendTarget	Sets the target(s) for Voice over IP chat.	all	string
cl_voipShowMeter	Show voice volume meter during voip	boolean	boolean
cl_voipUseVAD	No Info	0	boolean
cl_voipVADThreshold	No Info	0.25	float
cl_yawspeed	Sets the yaw speed for +left and +right.	140	integer
cm_noAreas	Enable the ability of the player bounding box to respect curved surfaces.	boolean	boolean
cm_noCurves	Enable the ability of the player bounding box to clip through curved surfaces.	boolean	boolean
cm_playerCurveClip	No Info	boolean	boolean
color1	Color of the rail beam	4	integer
color2	Color of the rail core/disk/swirl effect	5	integer
com_allivec	Enables some crap for macs.	N/A	boolean
com_ansiColor	Enable use of ANSI escape codes in the tty	boolean	boolean
com_blood	Enable blood and gibs.	boolean	boolean
com_buildScript	No Info	boolean	boolean
com_cameraMode	Turns the demo taker invisible, but allows any key to be used for binds. Not used in wolfcam.	boolean	boolean
com_dropdim	Testing cvar to simulate packet loss during communication drops.	boolean	boolean
com_hunkMega	Sets the amount of memory reserved for the game, including com_soundMega and com_zoneMega.	128	integer
com_introplayed	Disables the playing of intro movie when loading game	boolean	boolean
com_maxfps	Maximum rendered frames per second	125	integer
com_maxfpsMinimized	Sets maximum rendered frames per second when the game window is minimized.	0	integer
com_maxfpsUnfocused	Sets the maximum rendered frames per second when the game window is unfocused.	0	integer
com_minimized	Automatically toggled when the game window is minimized.	boolean	boolean
com_showtraces	Displays packet traces.	N/A	boolean
com_soundMega	Allocates memory to game sounds.	8	integer
com_speeds	Displays the reporting of game speed data.	boolean	boolean
com_standalone	Run in standalone mode	boolean	boolean
com_timescaleSafe	Makes sure that no demo snapshots are lost at high timescales, so that information like frags aren't skipped.	boolean	boolean
com_unfocused	Automatically toggled when the game window is unfocused.	N/A	boolean
com_zoneMega	Sets the amount of memory reserved for the game.	24	integer
com_conspect	Sets the console dropdown speed.	3	integer
com_fraSize	Sets the height of the console.	0	integer
com_lineWidth	How many characters are in each console line	78	integer
com_notifyTime	Sets how long console notifications are displayed onscreen.	3	integer
com_rgb	Sets the color of the console (RGB).	VOID	hex
com_scale	Size of text in the console.	1	float
com_transparency	Sets the level of transparency of the console	0.04	float
fs_basegame	Sets the directory under the paths where data comes from by default	VOID	string
fs_basepath	Sets base game root path.	N/A	string
fs_debug	File system debugging tool	boolean	boolean
fs_game	Sets the game directory	wolfcam-ql	string
fs_homepath	Sets the path used for all write access, also the location where custom mods and content can be installed to.	N/A	string
fs_quake3dir	Set a custom directory for the game to load demos from.	VOID	string
g_allowVote	Allows voting to take place in a server.	boolean	boolean
g_antiPis	Points to a file for a server map rotation list	VOID	string
g_blueIPs	San certain IP addresses from connecting to your server.	VOID	string
g_blueTeam	Sets the name of the blue team for team games.	Pagans	string
g_botsFile	Points to the bot control file for bot configurations.	VOID	string
g_cubeTimeout	Sets reset time for blue and red orbs.	30	integer
g_debugAlloc	A server debugging tool that displays memory allocation.	boolean	boolean
g_debugDamage	A server debugging tool that displays damage info by all clients, including health and armor.	boolean	boolean
g_debugMove	A server debugging tool that displays client movement.	boolean	boolean
g_doWarmup	Allows warm up rounds before matches begin.	boolean	boolean
g_enableBreath	Enables the drawing of 'frosty' breaths on player models to depict cold weather.	boolean	boolean
g_enableDust	Enables the dust affect by players running over 'dusty' floors.	boolean	boolean
g_filterBan	Allows/disallows only specified IP addresses (as per listip) to connect to the server.	boolean	boolean
g_forcerespawn	Number of seconds until a client is automatically respawned.	20	integer
g_frostyFire	Allow damage to be inflicted between team mates.	boolean	boolean
g_gameType	Sets server game type to be set for next match.	0	integer
g_gravity	Sets gravitational factor.	800	integer
g_inactivity	Sets the amount of time a player can be inactive for before being kicked from the server.	0	integer
g_instantgh	Enables instantgh gamertag	boolean	boolean
g_knockback	Amount of knock back general projectiles exert on players.	1000	integer
g_levelStartTime	No Info	No Info	No Info
g_listEntity	Lists every entity on the map (like a cmd, not a cvar, so you have to reset it to 1 each time you want to list the entities).	boolean	boolean
g_log	Contains the filename that game data and statistics are written to.	games.log	string
g_logsync	Enables logging to append to an existing file.	boolean	boolean
g_maxGameClients	Sets maximum amount of players that are allowed to populate a server.	0	integer
g_motd	Sets message of the day string. Displayed using cl_motd.	VOID	string
g_password	Informs that clients are required to enter a password to join the server.	boolean	boolean
g_obeliskHealth	Maximum amount of health an Obelisk can have.	2500	integer
g_obeliskRegenAmount	Amount of health an Obelisk regenerates at a time.	15	integer

g_obelisk RegenPeriod	Obelisk delays between health regeneration.		1 integer
g_obeliskRespawnDelay	Delay that occurs after an Obelisk is destroyed before a new one spawns.		10 integer
g_password	Sets the server-side password for clients to use to join the server.	VOID	string
g_podiumDist	Sets the distance of the podium from the camera.		80 integer
g_podiumHrpt	Sets the height of the podium in relation to the camera view.		70 integer
g_proxMineTimeout	Time it takes for proximity mines to expire and explode.		2000 integer
g_quadfactor	Sets the damage/knockback multiplier for Quake Damage.		3 integer
g_rankings	No Info		0 No Info
g_redTeam	Sets the name of the red team for team games.	Stroggs	String
g_restarted	Loggles when a match is restarted and tells the game if a warmup round is needed (if applicable).		0 boolean
g_smoothClients	Enables clients use of smooth clients on a server.		1 boolean
g_spAwards	Single Player awards variable.	VOID	No Info
g_speed	Player movement speed.		320 integer
g_spscores1	Contains Single Player scores on skill level 1 (I Can Win).	VOID	No Info
g_spscores2	Contains Single Player scores on skill level 2 (Bring It On).	VOID	No Info
g_spscores3	Contains Single Player scores on skill level 3 (Hurt Me Plenty).	VOID	No Info
g_spscores4	Contains Single Player scores on skill level 4 (Hardcore).	VOID	No Info
g_spscores5	Contains Single Player scores on skill level 5 (Nightmare).	VOID	No Info
g_spskill	Sets Single Player skill level.	VOID	2 integer
g_spVideos	Contains the names of videos played during matches in Single Player.	VOID	string
g_synchronousClients	Synchronises the client and the server.		0 boolean
g_teamAutoJoin	Allows team auto-join on a server.		0 boolean
g_teamForceBalance	Forces team balancing on a server.		0 boolean
g_training	Enables training mode, such as that of the skill placement match with Crash.		0 boolean
g_warmup	Sets the time (in seconds) in which it takes to progress from pre-game readied phase to match start.		20 integer
g_weaponrespawn	Respawn rate of weapons.		5 integer
g_weaponTeamRespawn	Respawn rate of weapons in team deathmatch.		30 integer
g_weaponStolenMouseFocus	Will print a message to the console if an external application steals mouse focus.		0 boolean
in_joystick	Allows the use of a joystick.		0 boolean
in_joystickDebug	???		0 boolean
in_joystickThreshold	???		0 integer
in_keyboardDebug	A debugging tool that prints keypress input data to the console.		0 boolean
in_mouse	Controls the in-game mouse input. Windows input: -1, disabled: 0, direct input: 1, raw input: 2.		1 integer
in_ingrab	Allows you to 'ingrab' your mouse pointer from the game window without bringing down the console. Default bind is F2.		0 boolean
m_filter	Enable/disable mouse smoothing (creates artificial mouse lag).		0 boolean
m_forward	Sets the back and forward player movement speed in relation to mouse movement (applies to +strafe).		0.25 float
m_pitch	Sets the vertical movement sensitivity.		0.022 float
m_side	Sets the left and right player movement speed in relation to mouse movement (applies to +strafe).		0.25 float
m_yaw	Sets the horizontal view movement sensitivity.		0.02 float
mme_blurFrames	Sets the amount of frames that is taken into blending. There is no limit to how much blur you can have.		0 integer
mme_blurOverlap	Sets the number of frames that are kept from the previous frame and blended into the new frame. There is no limit to how much overlap you can have.		0 float
mme_blurType	Sets the algorithm of the smoothing: gaussian, triangle, median.	median	string
mme_depthFocus	Sets the spot that will be used as the 'sharp spot' for depth rendering.		0 integer
mme_depthRange	Sets how much the environment is faded / blurred related to the 'sharp spot'.		2000 integer
mme_saveDepth	Enable/Disable saving of depth screenshots. The depth is not layered in the standard screenshots, but is saved in separate png files.		0 boolean
model	Customizes your in-game player model.	sarge	string
name	Your player name.	Uname\$Play\$	string
net_enabled	Enable networking. Enable ipv4 networking: 1, enable ipv6 networking: 2, prioritise ipv6 over ipv4: 4, disable multicast support: 8.		3 bitmask
net_ip	Holds the name or IP address of the local machine.	0.0.0.0	string
net_ip6	IPv6 address to bind to.	:	string
net_multicastaddr	Multicast address to use for scanning for ipv6 servers on LAN.	004:696f:17	string
net_multicast6face	Enables the outgoing interface used for IPv6 multicast scanning on LAN.		0(W) else boolean
net_port	Sets servers port number when there's multiple clients on the same machine.		27960 integer
net_port6	Port to bind to using the ipv6 address.		27960 integer
net_proot	The mechanism that quake 3 uses to distinguish between clients running on the same machine or behind a buggy nat.	VOID	integer
net_socksEnabled	Enables socks 5 network protocol.		0 boolean
net_socksPassword	Sets password for socks network firewall access.		No Info
net_socksPort	Sets proxy and firewall port.		1080 integer
net_socksServer	Sets the name or IP address of the socks server.		No Info
net_socksUsername	Sets the username for socks firewall supports. It does not support GSS-API authentication.		VOID
r_allowExtensions	Global enabling of all OpenGL extensions.		1 boolean
r_allowResize	Allows resizing of the game by dragging the edge of the game window. Automatically does a vid_restart when you let go of the edge.		0 boolean
r_allowSoftwareGL	Enables the use of the default OpenGL drivers provided by the operating system.		0 boolean
r_ambientScale	Controls the amount of ambient light cast among players.		10 integer
r_anaglyph2d	Enable/disable color splitting for 2D HUD objects when using anaglyph rendering.		0 boolean
r_anaglyphMode	Enables anaglyph rendering, for 3D effects.		0 integer
r_availableModes	Lists the resolutions for each r_mode value (ex: 1024x768 1280x1024 would make r_mode 1 1024x768 and r_mode 2 1280x1024)	VOID	string
r_bloomBlurFallOff	???		0.75 float
r_bloomBlurRadius	???		5 integer
r_bloomBlurScale	???		1 float
r_bloomBrightThreshold	Sets the bloom threshold.	No Info	No Info
r_bloomDebug	A debugging tool for bloom that shows each bloom pass inside a screen at the top left of the game window.		0 boolean
r_bloomIntensity	Sets the bloom intensity.		0.75 float
r_bloomPasses	Sets the number of rendering passes for bloom effect.		1 integer
r_bloomSaturation	Sets the degree of color saturation applied to the bloom effect.		0 float
r_bloomSceneIntensity	Sets the intensity of brightness applied to the non-bloomed world.		1 float
r_bloomSceneSaturation	Sets the degree of color saturation applied to the non-bloomed world.		1 float
r_bloomTextureScale	Sets the size of the screenshot that is used for post processing.		0.5 float
r_centerWindow	Allows automatic centering of the game window when you do a vid_restart (it centers the game window in your screen).		0 boolean
r_clear	Enables the clearing of the screen between video frames.		0 boolean
r_cloudHeight	???	No Info	float
r_cloudHeightOrig	The original value of r_cloudheight.	N/A	float
r_colorbits	Sets video color depth.		0 integer
r_colorMipLevels	A developer aid to see texture mip usage.		0 integer
r_colorSkinsFuzz	Controls how much of the model is covered by the color skin.		20 integer
r_colorSkinsIntensity	Controls the brightness of color skins.		1 float
r_contrast	Sets the level of contrast.		1 float
r_customHeight	Sets the custom vertical resolution when r_mode -1		1024 integer
r_customPixelAspect	???		1 integer
r_customWidth	Sets the custom horizontal resolution when r_mode -1		1600 integer
r_darknessThreshold	Brighten darker areas on the map without heavily modifying the brighter areas.		0 integer
r_debuglight	A debugging tool that writes ambient light data to console.		0 boolean
r_debugSort	A debugging tool that only renders those sort layers that are greater than the value of the variable set.		0 integer
r_debugSurface	Debugging tool, shows bounding boxes of patch mesh surfaces that are targeted by the camera view.		0 boolean
r_debugSurfaceFpdate	When r_debugSurface is 1, this enables changing the patch mesh surface bounding box according to location.		1 boolean
r_depthbits	Sets Z-buffer depth.	varies	integer
r_detailtextures	Enables the usage of detail texturing stages.		1 boolean
r_directedScale	Sets the lighting intensity applied to world objects.		1 float
r_displayRefresh	Monitor refresh rate (in Hz), useful for CRT monitors.		0 integer
r_dlightBacks	Enables dynamic light compensation for darker or brighter areas.	No Info	No Info
r_drawBuffer	Sets which frame buffer to draw into, only GL_FRONT works, and that flashes the screen a bunch.	GL_BACK	string
r_drawEntities	Enables the drawing of world entities, such as rockets, players, ammo crates, items, explosions etc.		1 boolean
r_drawSkyFloor	Enables a visual fix to the glitchy scrolling sky floors, removing the 'hall of mirrors' effect.		1 boolean
r_drawSun	Controls the way in which lighting of models and objects is handled by simulating effects of sunlight.		0 boolean
r_drawWorld	Enables rendering of the map.		1 boolean
r_dynamicLight	Enables dynamic light from rockets etc. Fixed dynamclights: 1, use original broken code: 2, debug: 3.		1 integer
r_enableBloom	Enables light bloom effect when r_enablePostProcess 1.		0 boolean
r_enableColorCorrect	Enables color correction when r_enablePostProcess 1.		1 boolean
r_enablePostProcess	Enables post processing, which offers extra graphical features and quality.		1 boolean
r_ext_compiled_vertex_array	Enables hardware compiled vertex array rendering.		1 boolean
r_ext_compressed_textures	Enables external texture compression.		0 boolean
r_ext_max_anisotropy	Sets the maximum level of anisotropic filtering.		2 integer
r_ext_multisample	Activate OpenGL texture multisampling.		0 integer
r_ext_multitexture	Enables external hardware multi-texturing.		1 boolean
r_ext_texture_env_add	Enables additive blending when using multi-texturing.		1 boolean
r_ext_texture_filter_anisotropic	If enabled, external anisotropic filtering settings will be used.		0 boolean
r_facePlaneCull	Enables culling of brush faces you can't see.		1 boolean
r_fastsky	Disables sky boxes and portal camera views.		0 boolean
r_fastSky Color	Sets the sky color when r_fastsky 1	VOID	hex
r_fboAntiAlias	Enable AA when r_useFbo is set to 1		0 boolean
r_fboStencil	An extension to allow stencil shadowing with fbo		1 boolean
r_finish	Enables synchronization of rendered frames.		0 boolean
r_flareCutoff	Some flare thing.		150 integer
r_flareFade	Sets fading scale of flares in relation to distance		7 integer
r_flares	Enables projectile flare and lightning effects		0 boolean
r_flareSize	Sets size of flares.		40 integer
r_forceMap	Forces a specific map to load instead of the one called for by the demo. This allows you to play different versions of the same map.	VOID	string
r_forceSky	Forces the sky to a specific shader. Allows manual overriding of skies, so you can switch skies from map to map.	VOID	string
r_fullbright	Renders all textures on the map at full brightness		0 boolean
r_fullscreen	Enables fullscreen view		1 boolean
r_gamma	Amount of image luminance applied to the in-game display.		1 integer
r_greyscale	Enables greyscaling of everything		0 boolean
r_greyscaleValue	Sets how much color you want (higher = less color)		1 float
r_ignoreFastPath	Enables ignoring of less fast paths		1 boolean
r_ignoreGLErrors	Enables ignoring of OpenGL errors in an attempt to continue rendering		1 boolean
r_ignorehwgamma	Enables ignoring of hardware gamma settings.		0 boolean
r_inGameVideo	Enables in-game videos.		1 boolean
r_intensity	Intensifies the level of brightness added to textures and model skins		1 integer
r_jpegCompressionQuality	The quality of all JPEG outputs.		0 integer
r_lightmap	Enables the light data lighting model.		0 boolean
r_lightmapColor	Changes the color of the light when r_lightmap 1.	VOID	hex
r_lockpvs	Locks the Potentially Visible Set table, resulting in area visibilities not being rendered.		0 boolean
r_lodbias	Geometry level of detail		-2 integer
r_lodCurveError	Level of detail curve error setting		250 integer
r_lodscale	Level of detail scale adjustment		5 integer
r_logFile	Sets the number of frames to emit GL logs.		0 integer
r_mapGreyscale	Enables greyscaling of map textures only		0 boolean
r_mapOverBrightBits	Ambient lighting and radiance of the map		2 integer
r_mapOverBrightBitsCap	Sets how bright the map can get with r_mapOverBrightBits		255 integer
r_mapOverBrightBitsValue	Sets the value of r_mapOverBrightBits (r_mapOverBrightBits increases by powers of 2)		1 float

r_marksOnTriangleMeshes	Enables marks on triangle meshes, such as map objects.	0	boolean
r_maxpoly	Sets the maximum number of polygons drawn to the screen.	600	integer
r_maxpolyverts	Maximum number of vertices from polygons drawn to screen.	3000	integer
r_measureOverdraw	Activate special rendering mode that visualizes the rendering cost per pixel by colour.	0	boolean
r_mode	Screen resolution setting. -1 enables r_customWidth and r_customHeight	4	integer
r_nobind	Disables binding of textures to triangles.	0	boolean
r_noborder	Remove window decoration from window managers, like borders and titlebar.	0	boolean
r_nocull	Disables culling of textures you can't see. This greatly lowers framerate, with no positive effect.	0	boolean
r_nocurves	Disables rendering of curved surfaces.	0	boolean
r_noportals	Disables portal cameras.	0	boolean
r_norefresh	Disables rendering refreshes. Stops all rendering, removing the whole game world.	0	boolean
r_novis	Renders the whole map upon loading, not just what you see, when you see it.	0	boolean
r_offsetfactor	Sets the polygon offset factor for shader stages that have polygon offset set.	-1	boolean
r_offsetunits	Sets the polygon offset units for shader stages that have polygon offset set.	-2	boolean
r_overBrightBits	Ambient lighting applied to in-game entities or objects	1	integer
r_overBrightBitsValue	Sets the value of r_overBrightBits. r_overBrightBits increases by powers of 2.	1	float
r_piemip	Texture color average/level of detail	0	integer
r_piemipGreyScale	Same as r_greyScale but only apply when piemip is allowed	0	integer
r_piemipGreyScaleValue	Sets how low r_piemip has to be for r_greyScale to take effect	0.5	float
r_portalBobbing	Enable the slow bobbing of portalcams.	1	boolean
r_portalOnly	A debug option to see exactly what is being mirrored when drawing portal surfaces.	0	boolean
r_primitives	Sets rendering method	0	integer
r_printShaders	A debugging tool that prints out all the shaders that are utilised by a level	0	boolean
r_railCoreWidth	Rail trail core effect diameter.	6	integer
r_railSegmentLength	Length of rail beam segments.	32	integer
r_railWidth	Diameter of rail beam and impact effects.	16	integer
r_roundImagesDown	Sets the amount to round images down by	1	integer
r_saveOutData	Developer cvar to create that font images that get shipped with the game.	0	boolean
r_sdlDriver	Indicates the SDL driver backend being used.	No Info	string
r_showcluster	Displays clusters loaded by number.	0	boolean
r_showImages	A debugging tool that displays loaded textures on screen.	0	boolean
r_shownormals	Shows wireframe normals on model polygons and brush faces.	0	boolean
r_showsky	Forces sky in front of all surfaces.	0	boolean
r_showSmp	Shows Symmetric Multiprocessing information on the HUD.	0	boolean
r_showtris	Enables wireframe rendering of the world.	0	boolean
r_simpleMipMaps	Enables simple MIP mapping	1	boolean
r_singleShader	Set to 1 to use one shader for the whole map. For when you want to override all textures on a map with something else.	0	boolean
r_singleShaderName	The name of the shader to be used when r_singleShader is set to 1.	VOID	string
r_skipBackEnd	What to show while going through a teleporter. Show black screen: 0, show white screen: 1, don't refresh until through teleporter: 2.	1	integer
r_smp	Enables symmetric multiprocessing acceleration	0	boolean
r_speeds	Shows rendering information display, providing useful information to developers (especially map designers) on rendering speeds.	0	boolean
r_stencilBits	Sets stencil buffer size.	8	integer
r_stereoEnabled	Enables stereo separation, for 3D effects	0	boolean
r_stereoSeparation	Control eye separation. Resulting separation is r_zProj divided by this value	64	integer
r_subdivisions	Patch mesh/curve sub divisions	4	integer
r_swapInterval	Forces vertical synchronization, used in combination with r_displayrefresh.	0	boolean
r_teleporterFlash	What to show while going through a teleporter. Show black screen: 0, show white screen: 1, don't refresh until through teleporter: 2.	1	integer
r_texturebits	Sets the texture quality level	0	integer
r_textureMode	Sets texture filter.	GL_LINEAR	string
r_uiFullScreen	Sets the UI running fullscreen	1	boolean
r_useFbo	Framebuffer support. Adds more flexibility while capturing, and allows higher resolution to be displayed in the same window. (1080p in 720p window)	0	boolean
r_verbos	Lists occurring rendering commands in the console.	0	boolean
r_vertexLight	Enables vertex lighting	0	boolean
r_visibleWindowHeight	The height of the visible window. Use r_customHeight to change the height that you will capture at	VOID	integer
r_visibleWindowWidth	The width of the visible window. Use r_customWidth to change the width that you will capture at	VOID	integer
r_znear	Sets distance from player in which objects are clipped out of the scene.	4	integer
r_zproj	Distance of observer camera to projection plane	64	integer
s_announcerVolume	Sets the volume of the audio announcer.	1	float
s_backend	Indicates the current sound backend.	base	string
s_doppler	Enable doppler sounds when rockets fly close to the camera.	1	boolean
s_inisound	Enables the sound system.	1	boolean
s_khz	Sets the sound rate.	22	integer
s_misasthead	Sets the time delay before mixing sound samples.	0.2	float
s_misPreStep	The mixer will mix this many seconds every mixing step.	0.05	float
s_musicVolume	Sets volume of the background music.	0	integer
s_muted	If enabled, game sounds are muted. Automatically enabled if minimized/unfocused while s_muteWhenMimized/s_muteWhenUnfocused 1.	0	boolean
s_muteWhenMinimized	If set to 1, the game sounds will be muted when the game window is minimized.	0	boolean
s_muteWhenUnfocused	If set to 1, the game sounds will be muted when the game window is unfocused.	0	boolean
s_sdBits	SDL bit resolution.	16	integer
s_sdlChannels	SDL number of channels.	2	integer
s_sdlDevSamps	SDL DMA buffer size override.	0	integer
s_sdlMisSamps	SDL mix buffer size override.	0	integer
s_sdlSpeed	SDL sample rate.	0	integer
s_show	Displays sounds that are currently playing to console.	0	boolean
s_testsound	Enables looping testing sound for sound tests.	0	boolean
s_useOpenAL	Use the OpenAL sound backend if it's available.	0	boolean
s_volume	Sets sound effects volume.	0.8	float
sensitivity	Sets the mouse sensitivity	5	integer
sv_allowDownload	Allow the server to send required files to clients that don't have these files.	0	boolean
sv_banFile	Sets the file used to store banned clients.	serverbans.dat	string
sv_cheats	Enables cheats on the server.	0	boolean
sv_dlURL	Sets the URL to download any pk3s referenced by the server that the client doesn't have.	VOID	string
sv_floodProtect	Allows server flood protection.	1	boolean
sv_fps	Sets the maximum frames per second a server sends to clients.	20	integer
sv_hostname	The server host name.	noname	string
sv_keywords	Search string entered in the internet connection window.	VOID	string
sv_killserver	Kills the server when set to 1.	0	boolean
sv_maxRate	Forces client rate limit on LAN.	1	boolean
sv_mapChecksum	Contains the current map checksum for client/server matching.	VOID	integer
sv_mapname	Display the name of the map active on the current server.	VOID	string
sv_master1	Used to circulate a list of public servers.	N/A	string
sv_master2	Used to circulate a list of public servers.	N/A	string
sv_master3	Used to circulate a list of public servers.	N/A	string
sv_master4	Used to circulate a list of public servers.	N/A	string
sv_master5	Used to circulate a list of public servers.	N/A	string
sv_maxclients	Maximum amount of clients that can connect to the server at the same time.	8	integer
sv_maxPing	The maximum ping that clients can have on the server without getting kicked.	0	integer
sv_maxRate	The maximum number of bytes per second that clients can have on the server without getting kicked.	0	integer
sv_minPing	The minimum ping that clients can have on the server without getting kicked.	0	integer
sv_minRate	The minimum number of bytes per second that clients can have on the server without getting kicked.	0	integer
sv_packetdelay	Sets how many milliseconds to wait before sending packets to clients.	0	integer
sv_padPackets	Prevents artificial lag.	0	boolean
sv_pakNames	Holds pk3 file names that the server is using, and sends the info to clients in order for the clients to load the identical files.	N/A	string
sv_paks	Holds checksums of pk3 files the server is using, and sends the info to clients in order for the clients to load the identical files.	N/A	string
sv_paused	Automatically toggled when the server is paused.	0	boolean
sv_privateClients	Amount of slots reserved for private players.	0	integer
sv_privatePassword	Password that allows you to take up a private slot on a server.	VOID	string
sv_pure	Enables pure server (disallows native DLL loading etc.)	0	boolean
sv_reconnectlimit	Sets how many times a kicked player can reconnect.	3	integer
sv_referencedPakNames	Holds referenced pk3 file names that the server is using, and sends the info to clients in order for the clients to load the identical files.	N/A	string
sv_referencedPaks	Holds checksums of all referenced pk3 files the server is using, and sends the info to clients in order for the clients to load the identical files.	N/A	boolean
sv_running	Tells the game whether a local server is currently running.	N/A	boolean
sv_serverid	Sets server ID	N/A	integer
sv_showloss	Displays server packet loss.	0	boolean
sv_strictAuth	Checks the CD key of clients connecting to the server.	0	boolean
sv_timeout	Amount of time (in seconds) required to consider an inactive client as disconnected.	200	integer
sv_voip	Enable Voice Over IP.	1	boolean
sv_zombieTime	The time in which a player can be frozen before getting kicked.	2	integer