Openarena 0.8.1 Settings

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cvar identification		cvar grouping		cvar data type					cvar values		cvar description
Name	**Short Name**	**Group**	**Subgroup**	**Data Type**	**Minimum**	**Maximum**	**Domain**	**Units**	**Recomm. Val.**	**Default Value**	**Description**
bot_challenge	Bots Challenge	general	bots	bool					1	0	Make bots a bit more challenging.
bot_enable	Bots Enable	general	bots	bool					1	1	Enable addition of bots to the game.
bot_fastChat	Bots Fast Chat	general	bots	bool					0	1	Set whether bots chat more or less frequently.
bot_noChat	No Bot Chatting	general	bots	bool					1	0	Disable bot chatting.
bot_predictObstacles	Bots Predict Obstacles	general	bots	bool					1	1	Enable obstacle prediction by the bots.
bot_rocketjump	Bots Rocketjump	general	bots	bool					1	1	Enable usage of rocketjump technique by the bots.
bot_thinktime	Bots Think Time	general	bots	int	10	1000		ms		100	Set the amount of time between two AI frames - how long the bot "thinks" before making the move.
bot_visualizejumppads	Bots Visualize Jumppads	general	bots	bool						0	Enable visualizing of the default arch of the jumppad.
cl_autoRecordDemo	Auto Record Demo	general	demo-recording	bool						0	Enable automatic recording of a demo when playing.
cl_aviFrameRate	Recorded Frame Rate	general	demo-recording	int	1	60		fps		25	Set the frame per second rate for recorded videos (demos).
cl_aviMotionJpeg	Compress Recorded Video	general	demo-recording	bool						1	Enable compression of the recorded video for storage space issues. 0 - uncompressed, 1 - compressed.
cl_timedemoLog	Timedemo Log Filename	general	demo-recording	string				filename			Set the filename that logs the frame duration statistics during timedemos.
cg_autoswitch	Autoswitch Weapons	general	gaming	bool					0	0	Enable automatic switch to the weapon when the player has picked it up.
g_spSkill	Bot Skill	general	gaming	int	1	5		enum		2	Set the bot skill level in local maps. 1 - easiest, 5 - hardest.
handicap	Handicap	general	gaming	int	0	100		health points		100	Set the player's maximum health (the health given upon respawn).
name	Name	general	gaming	string				string		UnnamedPlayer	Set the name of the player. Color prefixes are: ^^0 - black, ^1 - red, ^2 - green, ^3 - yellow, ^4 - blue, ^5 - cyan, ^6 - pink, ^7 - white (default).
sex	Player Sex	general	gaming	string			male, female	string		male	Set the gender of the player.
cg_bobpitch	View Pitch	general	movement	float	0	0.5		degrees	0	0.002	Set how much the player view pitches forward and back when moving.
cg_bobroll	View Roll	general	movement	float	0	0.5		degrees	0	0.002	Set how much the player view rolls from side to side when moving.
cg_bobup	View Bob	general	movement	float	0	0.5		degrees	0	0.005	Set how much the player view bobs up and down when moving.
cg_runpitch	Run Pitch	general	movement	float	0	0.5		degrees	0	0.002	Set the jerkiness (pitching) of the display during running.
cg_runroll	Run Roll	general	movement	float	0	0.5		degrees	0	0.005	Set the jerkiness (rolling) of the display during running.
cl_run	Always Run	general	movement	bool						1	Enable running as the main method of movement.
r_bloom	Bloom	graphics	bloom	int	0	4		enum		0	Display fringes (or feathers) of light around very bright objects. 0 - disabled, 1-4 - unique setting.
r_bloom_alpha	Bloom Transparency	graphics	bloom	float	0	1		fraction		0.3	Set the transparency level of the blooming effect.
r_bloom_darken	Bloom Darken	graphics	bloom	int	0	64				4	Set the darkening of the bloom image, inverse to the sensitivity of blooming effect.
r_bloom_diamond_size	Bloom Diamond Size	graphics	bloom	int	0	32		pixels		8	Set the size of the bloom diamond particle.
r_bloom_fast_sample	Bloom Fast Sampling	graphics	bloom	bool						0	Enable fast sampling for the bloom effect.
r_bloom_intensity	Bloom Intensity	graphics	bloom	float	0	10		fraction		1.3	Set the intensity of the bloom effect.
r_bloom_sample_size	Bloom Sample Size	graphics	bloom	int	32	256		pixels		128	Set the size of the particle used in bloom effect.
cg_cameraOrbitDelay	Camera Orbit Delay	graphics	effects	int	1	100		ms		50	Set how often the camera does a 1 degree spin; for use during slow motion demos mixed with the cameraOrbit setting.
cg_gibs	Display Gibs	graphics	effects	bool					0	1	Display gibs (small or large chunks of flesh resulting from a hit or death).
cg_marks	Display Weapon Marks	graphics	effects	bool					0	1	Display marks from weapons on walls, floor.
cg_music	Play Map's Music	graphics	effects	bool					0	1	Play music if it's present in the map.
cg_noTaunt	Disable Taunts	graphics	effects	bool					1	0	Do not display any kind of taunts.
cg_noVoiceChats	Disable Voices	graphics	effects	bool					1	0	Do not play any voices.
cg_noVoiceText	Disable Voice Text	graphics	effects	bool					1	0	Do not display text of voice chats.
cg_railTrailTime	Rail Trail Time	graphics	effects	int	0	1000		ms	200	400	Set the time to display the trailing line behind a rail shot.
cg_scorePlums	Display Scores on Kill	graphics	effects	bool					0	1	Display floating score on top of every enemy killed.
cg_shadows	Shadows	graphics	effects	int	0	3		enum	0	1	Display shadows of the players. 0 - disable, 1 - light, 2 - medium, 3 - dark.
com_blood	Blood and Guts	graphics	effects	bool					0	1	Enable blood and guts in game.
cg_trueLightning	Lightning Gun Display	graphics	lighting	bool					0	0	Display lightning gun's beam according to how server sees it. If disabled, display the beam according to how client (you) sees it.
r_dlightBacks	Dlights Non-facing Surfaces	graphics	lighting	bool					1	1	Enable dynamic lights for non-facing surfaces (for continuity).
r_drawSun	Render Sunlight	graphics	lighting	bool					0	0	Enable rendering of sunlight in addition to other lighting effects.
r_dynamiclight	Enable Dynamic Lighting	graphics	lighting	bool					1	1	Enable dynamic lighting (alternative dynamic method of rendering lights).
r_ext_compiled_vertex_array	Hardware Vertex Array	graphics	lighting	bool					1	1	Enable hardware compiled vertex array.
r_flares	Enable Flares	graphics	lighting	bool					0	0	Enable the translucent disk effect that is used to alter the colors around lights.
r_vertexLight	Vertex Lighting	graphics	lighting	bool					0	0	Enable vertex lighting. Removes lightmaps, forces every shader to only use a single rendering pass, no layered transparency, environment mapping, world lighting is completely static, and there is no dynamic lighting when in vertex lighting mode.
cg_cmdTimeNudge	Time Nudge	graphics	network	int	0	500		ms	0	0	Number of milliseconds for the server to "nudge" the time of your instant-hit attacks. For example, if you feel that the server overcompensates for your ping, you might try increasing this setting.
cg_delag	Lag Compensation	graphics	network	int	1	31		enum	1	0	Compensate for network lag when using instant-hit weapons. 1 - everything, 2 - shotgun, 4 - machinegun, 8 - lightning gun, 16 - railgun. To combine, add the values together.
cg_projectileNudge	Projectile Lag Compensation	graphics	network	int	0	500		ms	50	0	Set this variable to your average ping on the server you're currently on. That will advance the projectiles to the position they'll be in by the time your movement reaches the server, making them easier to dodge.
cg_deferPlayers	Delay Players Models Load	graphics	optimization	bool					1	1	Enable to load up new player models only when the player looks at the score board, or after death.
cg_forceModel	Force Model	graphics	optimization	bool					1	0	Force all players to be rendered with the same model as yours.
cg_optimizePrediction	Predict Object Movement	graphics	optimization	bool					1	1	Enable client-side movement prediction; very useful with high pings. The client predicts where objects on the map will be based on their current position and velocity.
cg_predictItems	Predict Game Events	graphics	optimization	bool					1	1	Enable client-side event prediction; for example, the client decides whether the player has picked up an item.
cg_simpleItems	Items	graphics	optimization	int	0	2			0	0	Configure display of game items. 0 - 3D items, 1 - simple items, 2 - non-floating simple items.
r_allowExtensions	GL Extensions	graphics	optimization	bool					1	1	Enable GL extensions.
r_colorbits	Color Bits	graphics	optimization	int			0, 16, 32	bits		0	Color depth in bits. 0, 16 - use 16 bits, 32 - use 32 bits.
r_fastsky	Disable Sky Rendering	graphics	optimization	bool					1	0	Do not render sky (clouds, stars, etc). Note: by default, pressing Ctrl toggles this setting.
r_finish	Sync Frames	graphics	optimization	bool					0	0	Toggle synchronization of rendered frames (game engine will wait for GL calls to finish).
r_smp	Use Multiple Processors	graphics	optimization	bool					1	0	Enable use of multiple processors, if present.
cg_oldRail	Disable New Rail Effect	graphics	rail-effects	bool					0	1	Do not use new rail effect, but use the old one instead.
color1	Rail Core Color	graphics	rail-effects	int	1	7		color		4	Set the color of the spiral rail core. 1 - blue, 2 - green, 3 - light blue, 4 - red, 5 - purple, 6 - yellow, 7 - white.
color2	Rail Ring Color	graphics	rail-effects	int	1	7		color		5	Set the color of the spiral rail ring. 1 - blue, 2 - green, 3 - light blue, 4 - red, 5 - purple, 6 - yellow, 7 - white.
r_railCoreWidth	Rail Core Width	graphics	rail-effects	int	2	64				6	Set the size of the railgun's trail core.
r_railSegmentLength	Rail Segment Length	graphics	rail-effects	int	16	128				32	Set the distance between railgun's "sun bursts".
r_railWidth	Rail Width	graphics	rail-effects	int	2	64				16	Set the width of the railgun's trail core.
cg_fov	Field of View	graphics	rendering	float	10	200		degrees	130	90	Set the field of view. Smaller values result in narrower view, larger values result in wider view.
cg_viewsize	Display Size	graphics	rendering	int	40	100		percentage		100	Set the percentage of display to use for the game.
cg_zoomfov	Zoom FOV	graphics	rendering	float	5	100		degrees	45	22.5	Set the field of view during the zoom.
cm_playerCurveClip	Player Curve Clip	graphics	rendering	bool					1	1	Toggles the ability of the player bounding box to respect curved surfaces.
com_maxfps	Maximum Frames Per Second	graphics	rendering	int	0	125		fps	125	85	Set the maximum frames per second rate in game.
com_maxfpsMinimized	Max FPS when Minimized	graphics	rendering	int	0	125		fps		0	Set the maximum frames per second rate when game is minimized.
com_maxfpsUnfocused	Max FPS when Unfocused	graphics	rendering	int	0	125		fps		0	Set the maximum frames per second rate when game window is not active.
r_customPixelAspect	Custom Pixel Aspect	graphics	rendering	float	1	2		fraction	1	1	Set custom aspect ratio of HUD to display.
r_depthbits	Depth Bits	graphics	rendering	int			0, 16, 24	bits		0	Set the accuracy of the values stored in the Z-buffer table. Z-buffer is used for determining which of the overlapping objects is visible.
r_gamma	Enable Gamma Correction	graphics	rendering	bool					0	1	Enable software gamma correction.
r_greyscale	Display in Greyscale	graphics	rendering	bool					0	0	Enable greyscale output.
r_ignoreFastPath	Fast Path Rendering	graphics	rendering	bool					1	1	Set rendering engine to use the fast shader rendering path of either diffuse lighting or multi-texture lighting.
r_ignoreGLErrors	Ignore GL Errors	graphics	rendering	bool					1	1	Ignore OpenGL errors if they occur.
r_ignorehwgamma	Disable Hardware Gamma	graphics	rendering	bool					0	0	Do not use hardware gamma correction.
r_inGameVideo	In-game Video	graphics	rendering	bool					0	1	Display in-game animations (camera view, mirrors, etc).
r_lodbias	Geometric Detail	graphics	rendering	int	0	2				0	Set the level of geometric detail for all objects.
r_lodCurveError	Geometric Curve Wait	graphics	rendering	int	100	1000		ms		250	Do not drop curve rows for specified period of time
r_overBrightBits	Map Brightness Level	graphics	rendering	bool					1	1	Set the brightness level of the map. Higher number results in brighter map.
r_primitives	Rendering Method	graphics	rendering	int	-1	3				0	Set the rendering method. -1 = skips drawing, 0 = uses glDrawElements if compiled vertex arrays are present, or strips of glArrayElement if not present, 1 = forces strips, 2 = forces drawElements, 3 = path for non-vertex array testing
r_stencilbits	Stencil Buffer Size	graphics	rendering	int			0, 8, 16, 24, 32	bits		0	Set the stencil buffer size.
r_subdivisions	Level of Detail	graphics	rendering	int	1	8				4	Set the maximum level of detail (such as complexity of curves). 1 - highest quality.
r_swapInterval	Frame Swapping	graphics	rendering	bool					0	0	Enable frame swapping.
r_textureMode	Texture Algorithm	graphics	rendering	string				function		GL_LINEAR_MIPMAP_NEAREST	Set the algorithm for rendering textures.
r_customheight	Custom Height	graphics	resolution	int	480	1200		pixels		768	Set custom display resolution - height. Make sure your graphics card supports it.
r_customwidth	Custom Width	graphics	resolution	int	640	1920		pixels		1024	Set custom display resolution - width. Make sure your graphics card supports it.
r_fullscreen	Enable Fullscreen	graphics	resolution	bool					1	1	Display game as fullscreen. Disable to have the game in a window.
r_mode	Display Resolution	graphics	resolution	int	-1	9				-1	Use a predefined resolution setting. Set to -1 to specify a custom resolution setting with r_customWidth and r_customHeight. 0 -320x240, 1 - 400x300, 2 - 512x386, 3 - 640x480, 4 - 800x600, 5 - 1024x768, 6 - 1152x864, 7 - 1280x1024, 9 - ?
r_anaglyphMode	Anaglyph Mode	graphics	stereo-rendering	int	0	6		enum		0	Enable anaglyph mode (stereo rendering). 0 - disabled, 1 - red-cyan, 2 - red-blue, 3 - red-green, 4 - cyan-red, 5 - blue-red, 6 - green-red.
r_stereoEnabled	Stereo Rendering	graphics	stereo-rendering	bool					0	0	Enable OpenGL stereo rendering.
r_stereoSeparation	Stereo Separation	graphics	stereo-rendering	int	16	128		pixels		64	Set the amount of separation of stereo images.
r_zproj	Projection Distance	graphics	stereo-rendering	int	16	128		units		64	Set the distance of the observer camera to the projection plane.
r_detailtextures	Detailed Textures	graphics	textures	bool					0	1	Enable use of detailed textures. 0 - every stage of a shader is rendered except those with the keyword "detail". 1 - detail stages are also rendered, enhancing the texture's visual quality when viewed close up.
r_ext_compressed_textures	Compress Textures	graphics	textures	bool					0	0	Enable texture compression.
r_ext_max_anisotropy	Max Anisotropy	graphics	textures	int	0	10				2	Set maximum anisotropy value. Anisotropy is the property of being directionally dependent (looking different from different angles).
r_ext_multitexture	Hardware Multitexturing	graphics	textures	bool					0	1	Enable hardware multitexturing. Setting to 0 results in better FPS.
r_ext_texture_env_add	Additive Blending	graphics	textures	bool					1	1	Enable additive blending in multitexturing. If not present, OpenGL resorts to multiplicative blending only; additive will require an extra pass.
r_ext_texture_filter_anisotropic	Anisotropic Textures	graphics	textures	bool					0	0	Enable anisotropic texture filter.
r_facePlaneCull	Faces Culling	graphics	textures	bool					1	1	Enable culling of brush faces not in view. Disabling this will lower FPS.
r_picmip	Max Texture Size	graphics	textures	int	0	3				1	Set maximum texture size. 0 - better quality, 3 - smaller size.
r_roundImagesDown	Round Down Textures	graphics	textures	int	0	10				1	When textures need to be resized, they are rounded down based on this setting. Larger values result in faster rendering.
r_simpleMipMaps	Simple Mip Maps	graphics	textures	bool					1	1	Enable use of "simple" mip mapping. This can be used to simplify resolution displays on slower machines.
r_texturebits	Texture Bits	graphics	textures	int			0, 16, 32	bits		0	Set texture color depth in bits.
cg_brassTime	Weapon Effects Time	graphics	weapon-effects	int	0	5000		ms	0	2500	How long weapon effects (such as ejecting brass) are rendered. Setting to 0 disables this effect entirely.
cg_noProjectileTrail	Display Weapon Trails	graphics	weapon-effects	bool					0	0	Display trail after the weapon shoots; smoke with rocket launcher, straight line with railgun, etc.
cg_oldPlasma	Disable New Plasma Effect	graphics	weapon-effects	bool					0	1	Do not use new plasma effect, but use the old one instead.
cg_oldRocket	Disable New Rocket Effect	graphics	weapon-effects	bool					0	1	Do not use new rocket effect, but use the old one instead.
cg_teamChatHeight	Team Chat Height	hud	chat	int	0	8		lines		0	Maximum number of lines of chat messages to display at once. 0 - use default setting.
cg_teamChatsOnly	Only Team Chats	hud	chat	bool					0	0	Display only chat messages from team members.
cg_teamChatTime	Team Chat Time	hud	chat	int	0	10000		ms		3000	Set the time of displaying messages from team members.
cg_crosshairHealth	Crosshair Health Status	hud	crosshair	bool					0	1	Enable coloring of the crosshair to indicate health status.
cg_crosshairSize	Crosshair Size	hud	crosshair	int	0	48		pixels		24	Set the size of the crosshair.
cg_crosshairX	Move Crosshair Right	hud	crosshair	int	-100	100		pixels		0	Move crosshair to the left from default position. Use negative values to move to the right.
cg_crosshairY	Move Crosshair Up	hud	crosshair	int	-100	100		pixels		0	Move crosshair down from default position. Use negative values to move up.
ui_1fctf_capturelimit	Capture Limit, 1v1 CTF	hud	game-1v1-ctf	int	1	500				8	Set capture limit for 1v1 CTF.
ui_1fctf_friendly	Friendly Fire, 1v1 CTF	hud	game-1v1-ctf	bool					0	0	Enable friendly fire in 1v1 CTF.
ui_1fctf_timelimit	Time Limit, 1v1 CTF	hud	game-1v1-ctf	int	1	500				30	Set time limit for 1v1 CTF.
ui_ctf_capturelimit	Capture Limit, CTF	hud	game-ctf	int	1	500				8	Set capture limit for CTF.
ui_ctf_friendly	Friendly Fire, CTF	hud	game-ctf	bool					0	0	Enable friendly fire in CTF.
ui_ctf_timelimit	Time Limit, CTF	hud	game-ctf	int	1	500				30	Set time limit for CTF.
ui_ctf_elimination_capturelimit	Capture Limit, CTF Elimination	hud	game-ctf-elimination	int	1	500				8	Set capture limit for elimination CTF.
ui_ctf_elimination_timelimit	Time Limit, CTF Elimination	hud	game-ctf-elimination	int	1	500				30	Set time limit for elimination CTF.
ui_ffa_fraglimit	Capture Limit, Deathmatch	hud	game-deathmatch	int	1	500				20	Set capture/kill limit for deathmatch.
ui_ffa_timelimit	Time Limit, Deathmatch	hud	game-deathmatch	int	1	500				0	Set time limit for deathmatch.
ui_dom_capturelimit	Capture Limit, Domination	hud	game-domination	int	1	500				400	Set capture/kill limit for domination.
ui_dom_friendly	Friendly Fire, Domination	hud	game-domination	bool					0	0	Enable friendly fire for domination.
ui_dom_timelimit	Time Limit, Domination	hud	game-domination	int	1	500				30	Set time limit for domination.
ui_dd_capturelimit	Capture Limit, Double Domination	hud	game-double-deathmatch	int	1	500				8	Set capture/kill limit for double domination.
ui_dd_friendly	Friendly Fire, Double Domination	hud	game-double-deathmatch	bool					0	0	Enable friendly fire for double domination.
ui_dd_timelimit	Time Limit, Double Domination	hud	game-double-deathmatch	int	1	500				30	Set time limit for double domination.
ui_elimination_capturelimit	Capture Limit, Elimination	hud	game-elimination	int	1	500				8	Set capture/kill limit for elimination.
ui_elimination_timelimit	Time Limit, Elimination	hud	game-elimination	int	1	500				20	Set time limit for elimination.
ui_harvester_capturelimit	Capture Limit, Harvester	hud	game-harvester	int	1	500				20	Set capture/kill limit for harvester.
ui_harvester_friendly	Friendly Fire, Harvester	hud	game-harvester	bool					0	0	Enable friendly fire for harvester.
ui_harvester_timelimit	Time Limit, Harvester	hud	game-harvester	int	1	500				30	Set time limit for harvester.
ui_lms_fraglimit	Capture Limit, Last Standing	hud	game-last-standing	int	1	500				20	Set capture/kill limit for last standing.
ui_lms_timelimit	Time Limit, Last Standing	hud	game-last-standing	int	1	500				0	Set time limit for last standing.
ui_overload_capturelimit	Capture Limit, Overload	hud	game-overload	int	1	500				8	Set capture/kill limit for overload.
ui_overload_friendly	Friendly Fire, Overload	hud	game-overload	bool					0	0	Enable friendly fire for overload.
ui_overload_timelimit	Time Limit, Overload	hud	game-overload	int	1	500				30	Set time limit for overload.
ui_team_fraglimit	Capture Limit, Team Deathmatch	hud	game-team-deathmatch	int	1	500				0	Set time limit for team deathmatch.
ui_team_friendly	Friendly Fire, Team Deathmatch	hud	game-team-deathmatch	bool					0	1	Enable friendly fire for team deathmatch.
ui_team_timelimit	Time Limit, Team Deathmatch	hud	game-team-deathmatch	int	1	500				20	Set capture/kill limit for team deathmatch.
ui_tourney_fraglimit	Capture Limit, Tournament	hud	game-tourney	int	1	500				0	Set capture/kill limit for tournament.
ui_tourney_timelimit	Time Limit, Tournament	hud	game-tourney	int	1	500				15	Set time limit for tournament.
com_ansiColor	ANSI Escape Codes	hud	general	bool					0	0	Enable use of ANSI escape codes in chat.
scr_conSpeed	Console Speed	hud	general	int	1	9999				3	Set the console pull down (toggle) speed.
ui_bigFont	Big Font Size	hud	general	float	0.1	2				0.4	Set size of big font in UI.
ui_smallFont	Small Font Size	hud	general	float	0.1	2				0.25	Set size of small font in UI.
cg_alwaysWeaponBar	Always Display Weapon	hud	info-display	bool					1	0	Disable fading out of the weapon selection bar.
cg_draw2D	Display 2D Items	hud	info-display	bool					1	1	Display 2D items on the screen.
cg_draw3dIcons	Display 3D Items	hud	info-display	bool					1	1	Display 3D ammo, skin, and armor icons.
cg_drawAmmoWarning	Low Ammo Warning	hud	info-display	bool					0	1	Display "Low Ammo" warning.
cg_drawAttacker	Display Attacker's Name	hud	info-display	bool					1	1	Display the name of the last player that did damage to you in the upper-right corner of the screen.
cg_drawCrosshair	Crosshair Type	hud	info-display	int	0	10		enum		3	Display crosshair in the middle of the screen (0 = do not display). Each integer represents a different shape of crosshair.
cg_drawCrosshairNames	Identify Target	hud	info-display	bool					1	1	Display the name of the player on whom crosshair is centered.
cg_drawFPS	Display FPS	hud	info-display	bool					1	0	Display the current frames-per-second rate.
cg_drawFriend	Identify Teammates	hud	info-display	bool					1	1	Draw yellow triangles on top of player's team members.
cg_drawGun	Display Weapon	hud	info-display	bool					0	1	Display the 3D image of the gun that is currently in use.
cg_drawIcons	Display Icons	hud	info-display	bool					0	1	Draw player 'heads' and few other items on the scoreboard.
cg_drawRewards	Display Rewards	hud	info-display	bool					0	1	Display reward points earned, such as after a kill or a flag capture.
cg_drawSnapshot	Display Snapshot Count	hud	info-display	bool					0	0	Display the snapshot count. This cannot be displayed at the same time as the frame rate counter or the timer.
cg_drawSpeed	Display Speed	hud	info-display	bool					1	0	Display speed of current movement, in units per second.
cg_drawStatus	Display Status	hud	info-display	bool					1	1	Display the HUD, the crosshair, and any text or readout.
cg_drawTeamOverlay	Display Team Followup	hud	info-display	bool					0	0	Display team followup frame in top-right corner.
cg_drawTimer	Display Game Timer	hud	info-display	bool					1	0	Display the game counter, in minutes:seconds format.
cg_lagometer	Display Lagometer	hud	info-display	bool					1	1	Display lagometer - network information.
headmodel	Player Head Model	hud	model	string						sarge	Set the model name used for player's head.
model	Player Body Model	hud	model	string						sarge	Set the model name used for player's body.
team_headmodel	Team Head Model	hud	model	string				modelname	sarge/classic_blue	liz/blue	Specify the head model for teamplay.
team_model	Team Model	hud	model	string				modelname	sarge/classic_blue	liz/blue	Specify the body model for teamplay.
cl_maxPing	Server List Maximum Ping	hud	server-browser	int	50	1000		ms		800	Set the maximum ping to filter remote servers.
server1	Favorites server #01	hud	server-browser	string				address			Favorites server address #01
server10	Favorites server #10	hud	server-browser	string				address			Favorites server address #10
server11	Favorites server #11	hud	server-browser	string				address			Favorites server address #11
server12	Favorites server #12	hud	server-browser	string				address			Favorites server address #12
server13	Favorites server #13	hud	server-browser	string				address			Favorites server address #13
server14	Favorites server #14	hud	server-browser	string				address			Favorites server address #14
server15	Favorites server #15	hud	server-browser	string				address			Favorites server address #15
server16	Favorites server #16	hud	server-browser	string				address			Favorites server address #16
server2	Favorites server #02	hud	server-browser	string				address			Favorites server address #02
server3	Favorites server #03	hud	server-browser	string				address			Favorites server address #03
server4	Favorites server #04	hud	server-browser	string				address			Favorites server address #04
server5	Favorites server #05	hud	server-browser	string				address			Favorites server address #05
server6	Favorites server #06	hud	server-browser	string				address			Favorites server address #06
server7	Favorites server #07	hud	server-browser	string				address			Favorites server address #07
server8	Favorites server #08	hud	server-browser	string				address			Favorites server address #08
server9	Favorites server #09	hud	server-browser	string				address			Favorites server address #09
ui_browserGameType	Gametype Filter	hud	server-browser	int	0	12		enum		0	Set the game type filter. 0 - deathmatch, 1 - tournament, 2 - single deathmatch, 3 - team deathmatch, 4 - CTF, 5 - 1-flag CTF, 6 - overload, 7 - harvester, 8 - elimination, 9 - CTF elimination, 10 - last standing, 11 - double domination, 12 - domination.
ui_browserMaster	Master Browser Server	hud	server-browser	int	0	3		enum		2	Set the type of server browser master. 0 - Local network, 1 - Mplayer, 2 - Internet, 3 - Favorites.
ui_browserOnlyHumans	Humans Only in Browser	hud	server-browser	bool					1	0	Display only real players in server browser (not bots).
ui_browserShowEmpty	Show Empty Servers	hud	server-browser	bool					1	1	Display empty servers in server browser.
ui_browserShowFull	Show Full Servers	hud	server-browser	bool					1	1	Display full servers in server browser.
ui_browserSortKey	Browser Sort Field	hud	server-browser	int	1	4		enum		4	Set the field by which to sort servers in server browser. 1 - map name, 2 - open player spots, 3 - game type, 4 - ping
cl_freelook	Mouse Freelook	input	mouse	bool					1	1	Enable 360-degree viewable area with mouse. If turned off, mouse will control your player movement.
cl_mouseAccel	Mouse Acceleration	input	mouse	float	0	5				0	Set the degree of mouse acceleration.
cl_pitchspeed	Up/Down Pitch Rate	input	mouse	int	0	1000				140	Set the pitchrate when +lookup and/or +lookdown is active. In other words, how quickly the player looks up/down.
cl_yawspeed	Left/Right Yaw Rate	input	mouse	int	0	1000				140	Set the yaw rate when +left and/or +right is active. In other words, how quickly the player turns left/right.
in_mouse	Enable Mouse	input	mouse	bool					1	1	Enable mouse input.
in_nograb	Grab Mouse	input	mouse	bool					0	0	When in windowed mode, edge of the game window will grab the mouse or not. 0 - no grabbing, 1 - grabbing.
m_filter	Mouse Filtering	input	mouse	bool					1	0	Enable to average out mouse movements for smoother scrolling.
m_forward	Forward/Back Mouse Sensitivity	input	mouse	float	-1	1				0.25	Set sensitivity of the mouse for forward/back movement when freelook is 0 and +mlook is inactive. Setting to negative inverts the axis action.
m_pitch	Up/Down Mouse Sensitivity	input	mouse	float	-1	1				0.022	Set sensitivity of the mouse for looking up and down when freelook is 1 and/or +mlook is active. Setting to negative inverts the axis action.
m_side	Strafing Mouse Sensitivity	input	mouse	float	-1	1				0.25	Set sensitivity of the mouse for strafing movement when freelook is 0 and +mlook is inactive. Setting to negative inverts the axis action.
m_yaw	Left/Right Mouse Sensitivity	input	mouse	float	-1	1				0.022	Set sensitivity of the mouse for turning action when freelook is 1 and/or +mlook is active. Setting to negative inverts the axis action.
sensitivity	Mouse Sensitivity	input	mouse	int	2	30				5	Set the mouse sensitivity.
cl_allowDownload	Auto Download	network	general	bool					1	0	Enable automatic downloading of maps and models when joining servers.
cl_guidServerUniq	Unique GUID	network	general	bool					1	1	Enable to make cl_guid variable unique for each server.
cl_lanForcePackets	Force Maximum Packets	network	general	bool					1	1	Enable the client to obey cl_maxpackets for LAN games.
cl_maxpackets	Maximum Packets	network	general	int	15	125			40	30	Set the maximum amount of packets that get sent to the server, per second.
cl_packetdup	Resend Lost Packets	network	general	int	0	5			0	1	Enable retransmission of lost packets. The number corresponds to how many times the packet is resent.
cl_timeNudge	Optimize Network Lag	network	general	int	-50	200		ms	-50	0	Set to a negative value to instruct the game engine to remove interpolation time window, in effect allowing you to see your enemies' movement updates quicker (in multiplayer). Set to a positive value to simulate additional network delay.
net_enabled	Enable Network	network	general	int	1	15			1	3	Enable network communications. 1 - IPv4 only, 2 - IPv6 only, 4 - prioritize IPv6 over IPv4, 8 - disable multicast support. Add values together for combined setting.
rate	Modem Rate	network	general	int	0	10000		bytes per second		3000	Set maximum bytes per second sent through your modem.
snaps	Updates from Server	network	general	int	10	40			30	20	The amount of world updates you receive from the server.
net_mcast6addr	IPv6 Multicast Addr	network	ipv6	string				ipv6-address			Set IPv6 multicast address used for server scanning on local network.
net_mcast6iface	IPv6 Multicast Interface	network	ipv6	string					0	0	Set IPv6 multicast interface used for server scanning.
net_socksEnabled	Enable Proxy	network	proxy	bool					0	0	Enable SOCKS proxy.
net_socksPassword	Proxy Password	network	proxy	string				string			Set SOCKS proxy password.
net_socksPort	Proxy Port	network	proxy	int	1	65535				1080	Set SOCKS proxy port number.
net_socksServer	Proxy Address	network	proxy	string				address			Set SOCKS proxy address.
net_socksUsername	Proxy Username	network	proxy	string				string			Set SOCKS proxy username.
s_doppler	Doppler Factor	sound	general	bool					1	1	Enable doppler factor.
s_khz	Sampling Rate	sound	general	int			11, 22, 44, 48	kHz		22	Set the sound sampling rate.
s_musicvolume	Music Volume	sound	general	float	0	1		fraction	0	0.25	Set the volume of in-game music.
s_muteWhenMinimized	Mute on Minimize	sound	general	bool					0	0	Enable to mute all sounds when minimized.
s_volume	Volume	sound	general	float	0	1		fraction	1	0.8	Set the volume of any in-game sounds, except music.
s_alDopplerFactor	OpenAL Doppler Factor	sound	openal	bool					1	1	Set the value passed to alDopplerFactor.
s_alDopplerSpeed	OpenAL Doppler Speed	sound	openal	int	0	4400				2200	Set the value passed to alDopplerVelocity.
s_alDriver	OpenAL Driver File	sound	openal	string				filename		OpenAL32.dll	Set the OpenAL library to use.
s_alGain	OpenAL Gain	sound	openal	int	0	6				1	Set the value of AL_GAIN for each source.
s_alPrecache	OpenAL Precache	sound	openal	bool					1	1	Enable caching of OpenAL sounds before use.
s_alSources	OpenAL Sources	sound	openal	int	32	128				96	Set the total number of sources (memory) to allocate.
s_useOpenAL	Use OpenAL	sound	openal	bool					1	1	Use the OpenAL (Open Audio Library) sound backend, if available.
s_mixahead	Mixahead	sound	optimization	float	0.05	0.8		ms	0.1	0.2	Set the time for prefetch sound data. Lower values result in less load on the sound card and higher FPS rates, but very low values may break sound completely.
s_mixPreStep	Mix Prestep	sound	optimization	float	0.01	0.2		ms	0.08	0.05	Possibly related to s_mixahead.
s_sdlBits	SDL Bits	sound	sdl	int			0, 16, 24, 32	bits		16	Set SDL bit resolution.
s_sdlChannels	SDL Channels	sound	sdl	int			1, 2			2	Set SDL number of channels.
s_sdlDevSamps	SDL Dev Sampling	sound	sdl	int	0	256				0	Set SDL DMA buffer size override.
s_sdlMixSamps	SDL Mix Sampling	sound	sdl	int	0	256				0	Set SDL mix buffer size override.
s_sdlSpeed	SDL Speed	sound	sdl	int	0	256				0	Set SDL sample rate.
cl_voip	VoIP	sound	voip	bool					0	0	Enable VoIP.
cl_voipCaptureMult	Amplify Talking	sound	voip	float	0	50				2	Multiply recorded audio by this value.
cl_voipGainDuringCapture	Sound Level While Talking	sound	voip	float	0	1				0.2	Set the game sound level while speaking into the microphone. 0 - silence, 1 - normal value,. Values can be anywhere inbetween 0 and 1.
cl_voipShowMeter	Show Volume Meter	sound	voip	bool					1	1	Show the volume meter for the microphone.
cl_voipUseVAD	Automatic Talking	sound	voip	bool					0	0	Automatically send audio when game thinks you're talking.
cl_voipVADThreshold	Automatic Talking Threshold	sound	voip	float	0	1				0.25	Set the threshold for automatically sending audio.
com_hunkMegs	Available Engine Memory	system	memory	int	64	512		megabytes	256	128	Set the amount of memory available for the game.
com_soundMegs	Avaiilable Sound Memory	system	memory	int	8	256		megabytes	32	8	Set the amount of memory available for sound.
com_zoneMegs	Available World Memory	system	memory	int	24	512		megabytes	64	24	Set the amount of memory available for maps and models.