

Bitmask-cvar

When you look into `example.cfg` (the one in the pk3) , you'll see this:

```
// b_demo_nametags - a bitmask controlling how floating names above each
// player are drawn during demo playback and when spectating as a shoutcaster.
// default: 0 valid values: 0-15
// add the following together:
// 1 = draw visible players
// 2 = draw all players
// 4 = draw the player's client number
// 8 = draw the player's class
set b_demo_nametags 0
```

This means that you can combine values!

Example #1:

You want to draw the nametag for all visible players AND the player's class must be drawn

1 = visible players

8 = player's class

$8 + 1 = 9$

```
set b_demo_nametags 9
```

Example #2:

If you want to see the clientnumber you have to add 4 to it

1 = visible players

4 = clientNumber

8 = player's class

1 + 4 + 8 = 13

set b_demo_name tags 13

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