

## Enemy Territory Console Commands & Cvars

- **CVAR** is the actual console variable
- **default** is the default value of the CVAR
- **description** of what the CVAR does

Table of contents:

- b = bani for etpro cvars
- cf = game stats
- cg = client game (cgame.dll as opposed to engine)
- cl = client engine
- com = common
- con = console
- demo = demo view
- m = mouse
- net = configs netcode
- r = renderer
- s = sound settings
- ui = user interface and browser settings
- vid = video positioning
- vm = virtual machine
- \* = miscellaneous other settings

## CVAR explanations

## b = bani for etpro cvars

CVAR	default	description
b_altHud	0	chooses an alternate HUD layout, valid values: 0, 1, 2, 3 (editHUD)
b_altHudFlags	0	bitmask for various HUD settings, 1 = move round timer, 2 = hide rank, 4 = move messages
b_antilag	1	controls whether shots are lag-compensated by the server, valid values: 0, 1
b_backupcvars	1	controls whether backup files are made when etpro cvar restrictions are applied, valid values: 0, 1
b_chatAlpha	0.33	defines the alpha of the chat text, valid values: anything between 0 and 1
b_chatFlags	1	when set to 1, team flags are drawn by each chat message, valid values: 0, 1
b_chatsounds	0	enables a sound when players use text chats, valid values: 0, 1
b_cmdwarnings	1	enable/disable notifications from the tjl_* commands
b_debuglocations	0	bitmask to enable debugging/design aids for location names, 1 = draw a bubble sprite at each location marker, 2 = add a dynamic light at each location marker, 4 = draw floating text at each location marker containing the location's name, 8 = send updates to other players when a location is added, deleted or renamed, 16 = accept updates to locations from other players who are using b_debuglocations 8
b_demo_autotimescale	1	timescale to switch to when a weapon set in b_demo_autotimescaleweapons is fired
b_demo_autotimescaleweapons0		bitmask to automatically change the timescale when a certain type of weapon are fired, 1 = Panzerfaust, 2 = Grenade, 4 = Dynamite, 8 = Mortar, 16 = Smoke grenades and airstrike markers
b_demo_dynamitecam	0	attach the camera to this type of weapon during demo playback, valid values: 0, 1
b_demo_dynamitecounter	0	draws a floating counter above armed dynamite during demo playback and when spectating as a shoutcaster
b_demo_followxDistance	50	x camera offset when attached to a weapon
b_demo_followyDistance	0	y camera offset when attached to a weapon
b_demo_followzDistance	20	z camera offset when attached to a weapon
b_demo_freecamspeed	800	controls the freecam movement speed, similar to g_speed
b_demo_grenadecam	0	attach the camera to these types of grenades during demo playback, 1 = grenades, 2 = airstrike markers, smoke grenades

b_demo_lookat	-1	causes the freecam to lock its view on the specified player (-1 disables)
b_demo_mortarcam	0	attach the camera to this type of weapon during demo playback, valid values: 0, 1
b_demo_nametags	0	a bitmask controlling how floating names above each player are drawn during demo playback and when spectating as a shoutcaster, 1 = draw visible players, 2 = draw all players, 4 = draw the player's client number, 8 = draw the player's class
b_demo_nopitch	1	when set to 1, the camera doesn't pitch while it's attached to weapons
b_demo_panzercam	0	attach the camera to this type of weapon during demo playback, valid values: 0, 1
b_demo_pitchturnspeed	140	defines the speed while using the +freecam_* commands (demo playback only), the units are degrees/second
b_demo_playersprites	1	controls whether the floating sprites are drawn over players' heads in demo playback
b_demo_pvshint	0	draws a line from the freecam origin to the origin of the demo recorder, valid values: 0, 1
b_demo_rollspeed	140	defines the speed while using the +freecam_* commands (demo playback only), the units are degrees/second
b_demo_teamonlymissilecam	0	only attach the camera to weapons fired by your own team, valid values: 0, 1
b_demo_yawturnspeed	140	defines the speed while using the +freecam_* commands (demo playback only), the units are degrees/second
b_descriptiveTextscale	0.8	scales the limbo HUD text
b_drawclock	0	when set to 1, a clock with your local time is drawn on the HUD, valid values: 0, 1
b_drawpromotions	1	controls whether the "Promoted to rank <rank>" messages are shown, valid values: 0, 1
b_drawranks	1	when set to 1, the ranks of other players are drawn when using cg_crosshairnames, valid values: 0, 1
b_drawrewards	1	controls whether skill level increase and reward messages are shown, valid values: 0, 1
b_drawspectatoralpha	1.0	defines the alpha of the "spectator", "shoutcaster", "freecam", etc. notices, valid values: 0 - 1.0
b_drawspectatorteamflags	1	draw a small team flag near the player name when following players in spectator mode, valid values: 0, 1
b_drawspeed	0	draws a speedometer on the HUD, valid values: 0, 1, 2, 3, 4, 5
b_fireteamAlpha	1	defines the alpha of the fireteam overlay, valid values: anything between 0 and 1
b_fireteamLatchedClass	0	toggle showing latched playerclass instead of rank in the fireteam HUD display

b_goatsound	1	enables the OSP goat sound on knife kills, valid values: 0, 1
b_hitsounds	1	enables hitsounds, 0 = disable, 1 = enable, 2 = enable for headshots only
b_hudYoffset	10	moves the HUD up so it is out of the way of the demo status line
b_lagometerAlpha	1	defines the alpha of the lagometer, valid values: anything between 0 and 1
b_locationJustify	0	alignment of location names in fireteam HUD table, -1 = left padding, 0 = left, 1 = right padding
b_locationMaxChars	25	max number of characters for location name in the fireteam HUD table
b_locationMode	0	bitmask to control how locations are displayed, 0 = Default, currently equivalent to '1', 1 = Show location names, 2 = Show location coordinates, 4 = Do not check whether locations are in your PVS when searching for a location name, 8 = Do not fall back to location coordinates when no location name was found; instead, show "unknown"
b_logbanners	1	force logging of server banners to the console, valid values: 0, 1
b_mapzoom	5.159	zoom level for the map shown in the compass, valid values: 1.0-7.43
b_muzzleflash	1	when set to 1, first-person muzzleflash is drawn, valid values: 0, 1
b_noactivatelean	0	disables leaning behavior when strafing with +activate, valid values: 0, 1
b_numPopups	-1	controls the number of popup messages on the HUD, -1 = default, 0 = disable popups, n = number of popups
b_optimizePrediction	1	attempt to use previously calculated prediction results when possible to increase performance, valid values: 0, 1
b_panzerhack	1	if set to 1, the secondary MP40/Thompson (for a soldier with level 4 heavy weapons) is moved to weaponbank 2
b_popupFadeTime	2500	defines the time in milliseconds that popups take to fade out
b_popupStayTime	2000	defines the time in milliseconds that popups will stay before fading
b_popupTime	1000	the time in milliseconds between popups
b_predefineddemokeys	1	if this is set to 1, demo playback uses hard-coded key bindings, which cannot be overridden
b_shovesounds	1	enables shove sounds, valid values: 0, 1
b_simpleItems	0	draw sprites instead of models for items for a slight performance/visibility increase, valid values: 0, 1
b_speedinterval	100	the time in milliseconds between two speedometer updates
b_speedunit	0	the speedunit used for the ups meter, valid values: 0

b_textcolorfilter	""	(UPS), 1(mi/h), 2(km/h) strips certain color characters from most text messages
b_tjg_ghostfx	2	special effects for trickjump ghosts to distinguish them from normal players, 0 = no effect, 1 = flicker, 2 = ghost, 3 = flaming, 4 = flame only
b_tjl_draw	1	when set to 0, no trickjump lines will be drawn, valid values: 0, 1
b_tjl_color	green	sets the default trickjump line color
b_tjl_quickslot	0	defines the slot used when specifying "quickslot" to tjl_startrecord. This is also the slot used by tjl_menu.
b_tjl_showmaxspeed	0	when set to 1, the top speed reached will be drawn at the appropriate point on a trickjump line
b_tjl_stepsize	0.5	the minimum distance between any two points of the drawn trickjump line
b_tjl_stoponnomove	1	when set to 1, trickjump line recording will automatically stop when the player being recorded stops moving
b_tracers	1	enable/disable bullet tracers, valid values: 0 = no tracers, 1 = show all tracers, 2 = don't show own tracers
b_votetextscale	0.8	defines the scaling for the vote text
b_watermarkAlpha	1	defines the alpha of the watermark, valid values: anything between 0 and 1
b_weapaltReloads	1	controls whether weapalt doubles as reload for weapons lacking an alternate fire mode, valid values: 0, 1

### cf = game stats

CVAR	default	description
cf_wstats	1.2	specifies the font scale of the +wstats window
cf_wtopshots	1.0	specifies the font scale of the +wtopshots window

### cg = client game (cgame.dll as opposed to engine)

CVAR	default	description
cg_announcer	1	toggles the announcer voice on map start ("FIGHT!"), win (Allies win!) etc
cg_atmosphericEffects	1	toggles display of map effects like rain and snow
cg_autoAction	0	bitmask value that gives a variety of functions to always perform, 1 = demos, 2 = screenshot, 4 = stats, 8 = stopwatch only
cg_autoActivate	1	toggles automatically picking up items (paks, weapons etc)

cg_autoReload	1	toggles automatically reloading weapon when clip becomes empty
cg_autoSwitch	0	toggles automatically changing weapon when current one is out of ammo
cg_blinktime	0	duration of "blink" blackout when taking damage in milliseconds
cg_bloodDamageBlend	1.0	amount of blood flashed on screen when you take damage
cg_bloodFlash	1.0	toggles the blood effect when you are shot
cg_bloodTime	120	duration of blood puddle effect on walls/floor etc
cg_bobpitch	0.002	sets extent of the bob pitch (forwards/backwards) effect when moving
cg_bobroll	0.002	sets extent of the bob roll (left/right) effect when moving
cg_bobup	0.005	sets extent of the vertical "bob" effect when moving
cg_bobyaw	0.002	sets extent of the "bob" yaw (turn left/right) effect when moving
cg_brassTime	2500	sets the duration ejected bullet shells etc last for
cg_cameraOrbitDelay	50	associated with camera spinning around when you're dead
cg_complaintPopUp	1	toggles whether to show the popup about filing complaints after a teamkill
cg_coronafardist	1536	either the size or cull distance of corona effect
cg_coronas	1	toggles the corona effect around lights
cg_crosshairAlpha	1.0	sets the transparency of the crosshair
cg_crosshairAlphaAlt	1.0	sets the transparency of the secondary crosshair
cg_crosshairColor	white	sets the colour of the crosshair
cg_crosshairColorAlt	white	sets the colour of the secondary crosshair, usually the surrounding part
cg_crosshairHealth	0	toggles crosshair changing colour to indicate your health
cg_crosshairPulse	1	toggles the crosshair changing size according to bullet spread
cg_crosshairSize	48	size/scale of the crosshair
cg_crosshairX	0	move crosshair on x axis (left/right)
cg_crosshairY	0	move crosshair on y axis (up/down)
cg_cursorHints	1	toggles displaying action hint icons when near interactive objects
cg_cycleAllWeaps	1	include non-weapon items when scrolling with weapnext (mousewheel)
cg_deferPlayers	1	toggle only loading models at convenient times
cg_descriptiveText	1	toggles the display of "you killed xxxx"
cg_draw2D	1	toggles all 2D items on the HUD display
cg_drawBuddies	1	toggle showing the icon above players in your fireteam
cg_drawCompass	1	toggles displaying the compass on the HUD
cg_drawCrosshair	1	sets which crosshair to use
cg_drawCrosshairNames	1	whether to draw the names of players when crosshair is on them
cg_drawCrosshairPickups	1	toggles a hand icon when crosshair is over items you can pick up

cg_drawFireteamOverlay	1	toggles the Fireteam overlay on the HUD
cg_drawFPS	0	toggles a FPS counter on the HUD, in etpro 2 enables a more accurate framerate counter
cg_drawGun	1	toggles displaying your weapon
cg_drawNotifyText	1	toggles displaying 'notification' text on the HUD
cg_drawReinforcementTime1	1	toggles displaying your teams' respawn timer on the HUD
cg_drawRoundTimer	1	toggles a countdown of the time left for the current map
cg_drawSmallPopupIcons	0	show smaller popup messages
cg_drawSnapshot	0	toggle a display showing snapshot counter
cg_drawSpreadScale	1	show crosshair changing relevant to spread
cg_drawStatus	1	alpha (transparency) of the watermark HUD display, if the server has one
cg_drawTeamOverlay	2	toggle size/info shown in something akin to fireteam HUD item
cg_drawWeaponIconFlash	2	flashes the weapon's icon on certain events
cg_errordecay	100	supposed to decay prediction errors over several frames instead of correcting in one jerk
cg_fastSolids	1	
cg_fov	90	sets the player's Field of View
cg_gibs	1	toggles gibbage from splatted bodies
cg_hudAlpha	4.0	alpha (transparency) of the HUD display
cg_instanttapout	0	go instantly to limbo, do not wait for medics
cg_lagometer	0	toggles a connection-related display on the HUD
cg_marktime	20000	duration of bullet marks on walls etc
cg_noAmmoAutoSwitch	1	toggles wether to change weapon when it is out of ammo
cg_noTaunt	0	Q3 relic, instead see cg_noVoiceChats and cg_noVoiceText
cg_noVoiceChats	0	toggles the audio of voice chats
cg_noVoiceText	0	toggles displaying the text of voice chats
cg_popupLimboMenu	1	toggles automatically popping up limbo menu on tapout
cg_predictItems	1	toggle use of prediction for picking up items.
cg_printObjectiveInfo	1	toggle displaying popup message on objective activity, "east radar parts returned"
cg_quickMessageAlt	1	sets wether voice chat system uses numbers (1) or apha (letters, 0)
cg_railTrailTime	400	duration bullet 'trails' last for with g_debugBullets.
cg_recording_statusline	9	move the demo recording text around, 0 to remove
cg_runpitch	0.002	see cg_bobpitch
cg_runroll	0.005	see cg_bobroll
cg_shadows	1	toggles display of player model shadows
cg_showblood	1	toggles showing blood spurt effect when player's are shot
cg_specHelp	1	toggle displaying spectator help
cg_stereoSeparation	0.4	set the stereo seperation, how far apart the red and green are
cg_teamChatHeight	8	number of rows of chats
cg_teamChatsOnly	0	toggles only displaying chats from teammates
cg_teamChatTime	8000	duration chats are displayed for

cg_tracerchance	0.4	likelihood of bullet tracers
cg_tracerlength	160	length of bullet tracers
cg_tracerSpeed	4500	speed of bullet tracers
cg_tracerwidth	0.8	width of bullet tracers
cg_useScreenshotJPEG	1	wether autoScreenshot's are of the JPEG or TGA format
cg_useWeapsForZoom	1	weapnext/weapprev keys zoom in/out for zoom weapons, 0 = off, 1 = on, 2 = inverse
cg_viewsize	100	supposed to be for setting the % of screen actually displaying rendered game
cg_voiceSpriteTime	6000	duration of the ! Vsay indicator sprite above player heads in milliseconds
cg_weaponCycleDelay	150	delay between accepting a new weapon has been selected, due to mousewheel errors
cg_wolfparticles	1	toggles display of particle effects, e.g. explosions, some smoke effects.
cg_zoomDefaultBinoc	22.5	initial zoom with binocular
cg_zoomDefaultFG	55	initial zoom with FG
cg_zoomDefaultSniper	20	initial zoom with sniper/binocular, 4 = fully in, 20 = fully out
cg_zoomDefaultSnooper	40	initial zoom with snooper rifle
cg_zoomfov	22.5	field of view when zoomed
cg_zoomStepBinoc	3	rate of change when zoomin/zoomout with binocular
cg_zoomStepFG	10	rate of change when zoomin/zoomout with FG
cg_zoomStepSniper	2	16/n = how many steps of incremental zoomin/zoomout for both binoc and sniper
cg_zoomStepSnooper	5	rate of change when zoomin/zoomout with snooper rifle

## cl = client engine

CVAR	default	description
cl_allowDownload	1	toggles downloading missing files from the server
cl_anonymous	0	this is included in the info you send on connect and server keeps in console logs, but nobody knows what it's for
cl_autoupdate	1	toggle automatic game update checks on launch
cl_doubletapdelay	350	sets the delay between keypresses required to be a double-tap
cl_freelook	1	look around using the mouse
cl_language	9	stores the language of user's ET
cl_maxpackets	30	cap for data packet transmissions (upstream)
cl_maxPing	800	don't show servers with a higher ping than this in server browser
cl_mouseAccel	0	toggles mouse acceleration
cl_packetdup	1	number of duplicates for every data packet sent upstream, minimized packetloss
cl_pitchspeed	140	turn speed when using keyboard to look up/down
cl_punkbuster	0	toggles Punkbuster anticheat for client
cl_run	1	toggle 'always run' setting



cl_timeNudge	0	supposed to be for adjusting prediction for your ping. Don't bother, use antilag
cl_wwwDownload	1	toggles downloading missing files from a www file server
cl_yawspeed	140	turn speed when using keyboard +left/right

### com = common

CVAR	default	description
com_hunkMegs	56	amount of memory (MB) assign to the hunk
com_maxfps	85	sets cap on the frames per second. 125, 76 and 43 common 'tweak' values, as better for jumping
com_soundMegs24		sets the amount of memory (MB) to allocate for loaded sound files
com_zoneMegs	24	amount of RAM to allocate to map and texture loading

### con = console

CVAR	default	description
con_autoclear	1	toggle to clear console automatically on game start
con_debug	0	

### demo = demo view

CVAR	default	description
demo_avifpsF1	0	screenshots per second when recording a movie from a demo and pressing F1
demo_avifpsF2	10	screenshots per second when recording a movie from a demo and pressing F2
demo_avifpsF3	15	screenshots per second when recording a movie from a demo and pressing F3
demo_avifpsF4	20	screenshots per second when recording a movie from a demo and pressing F4
demo_avifpsF5	25	screenshots per second when recording a movie from a demo and pressing F5
demo_drawTimeScale1		display the current timescale (fast-forward) of playing demo
demo_infoWindow	0	toggle to show the demo information popup

### m = mouse

CVAR	default	description
m_filter	0	toggles mouse filter (mouse smoothing)
m_forward	0.25	
m_pitch	0.022	sets the mouse pitch (up/down)
m_side	0.25	
m_yaw	0.022	sets the mouse yaw (left/right)

## net = configs netcode

CVAR	default	description
net_noipx	0	toggle IPX network protocol
net_noudp	0	toggle UDP network protocol

## r = renderer

CVAR	default	description
r_allowExtensions	1	toggle allowing video-driver opengl extensions
r_ambientScale	0.5	strength of the player model ambient lighting
r_ati_fsaa_samples	1	ATI video card stuff
r_ati_truform_normalmode	see:	ATI video card truform stuff, default: <b>GL_PN_TRIANGLES_NORMAL_MODE_LINEAR</b>
r_ati_truform_pointmode	see:	ATI video card truform stuff, default: <b>GL_PN_TRIANGLES_POINT_MODE_LINEAR</b>
r_ati_truform_tess	1	ATI video card truform stuff
r_cacheShaders	1	
r_clampToEdge	1	something to do with clamping fog
r_clear	0	used for map dev: clears the screen with a horrible pink color
r_colorbits	0	colour depth, 16/32
r_colorMipLevels	0	
r_customaspect	1	toggles whether to use the custom resolution
r_customheight	1024	to set height of a custom resolution
r_customwidth	1600	to set width of a custom resolution
r_depthbits	0	
r_detailtextures	1	whether to use high detail textures
r_displayRefresh	0	set the refresh rate of monitor
r_dlightBacks	1	
r_drawentities	1	toggles drawing of players
r_drawfoliage	1	toggles drawing foliage (e.g. all the grass on Radar)
r_drawSun	1	toggles drawing the image of the sun in the sky
r_drawworld	1	toggles drawing of the "world"
r_dynamiclight	1	toggles use of dynamic lighting effect
r_ext_ATI_pntriangles	0	

r_ext_compiled_vertex_array	1	
r_ext_compressed_textures	1	toggles the compress textures
r_ext_gamma_control	1	
r_ext_multitexture	1	
r_ext_NV_fog_dist	0	
r_ext_texture_env_add	1	
r_ext_texture_filter_anisotropic	0	toggles anisotropic filtering, 1 to enable, r_textureAnisotropy to set the level
r_facePlaneCull	1	wether to not render the hidden side of objects in view
r_fastsky	0	toggles wether the detailed skybox is drawn or just a basic sky
r_finish	0	toggles sync every frame
r_flares	1	toggle flare effect around certain dynamic lights
r_fullscreen	1	toggle between fullscreen and windowed mode
r_gamma	1.3	sets gamma (form of brightness) level, gamma correction
r_glDriver	opengl32	
r_glIgnoreWicked3D	0	
r_highQualityVideo	1	
r_ignoreFastPath	0	
r_ignoreGLErrors	1	
r_ignorehwgamma	0	toggles ignoring the hardware gamma settings
r_inGameVideo	1	toggle use of video clips in game (limbo menu)
r_intensity	1	sets intensity level
r_lightmap	0	
r_lodbias	0	geometric detail level, 0 = high, 1 = medium, 2 = low, 3 = custom
r_lodCurveError	250	determines how quickly polygons are pulled out with distance
r_lodscale	5	
r_mapoverbrightbits	2	set brightness of light on textures
r_mode	4	set screen resolution
r_nocull	0	toggle wether to render hidden objects
r_nocurves	0	
r_normallength	0.5	
r_nv_fogdist_mode	see:	default: <b>GL_EYE_RADIAL_NV</b>
r_oldMode	""	old resolution mode
r_overBrightBits	0	brightness setting
r_picmip	1	texture detail level, 0 = high, 1 = medium, 2 = low, 3 = custom
r_primitives	0	
r_railCoreWidth	1	
r_railSegmentLength	32	
r_railWidth	16	
r_rmse	0.0	
r_roundImagesDown	1	toggles rounding of images

r_showmodelbounds	0	
r_shownormals	0	can be used to detect wallhacks when watching demos
r_showtris	0	toggles showing of vectors
r_simpleMipMaps	1	
r_singleShader	0	
r_smp	0	
r_stencilbits	0	
r_stereo	0	for stereo OpenGL, 3D glasses type thing
r_subdivisions	4	sets number of subdivisions of "curves", increasing makes curves into straights
r_swapInterval	0	
r_textureAnisotropy	1.0	set level of anisotropic texture filtering
r_texturebits	0	number of bits for textures, stick to 32 as 16 is hardly better performance
		texture filtering, bilinear =
r_textureMode	see:	GL_LINEAR_MIPMAP_NEAREST, trilinear = GL_LINEAR_MIPMAP_LINEAR, default: <b>GL_LINEAR_MIPMAP_NEAREST</b>
r_trisColor	see:	sets colour for r_tris, usage: r_triscolor r g b a, default: "1.0 1.0 1.0 1.0"
r_uifullscreen	0	appears functionless in ET, was fog-removal "exploit" in RTCW
r_wolffog	1	enables and disables fog
r_zfar	0	distance for culling distant objects
r_znear	3	distance for culling objects close to player

## s = sound settings

CVAR	default	description
s_bits	16	sound bits
s_channels	2	sound channels
s_defaultsound0		
s_doppler	1	toggle doppler effect
s_khz	22	sets frequency of the music, very high quality = 44, high = 22, low = 11
s_mixahead	0.2	for mixing audio
s_mixPreStep	0.05	
s_musicvolume	0.25	sets volume of the music, multiplier value (0.0 to 1.0)
s_separation	0.5	stereo separation
s_volume	0.8	sets volume of the game sounds, multiplier value (0.0 to 1.0)
s_wavonly	0	toggles playing only .wav files

## ui = user interface and browser settings

CVAR	default	description
ui_autoredirect	0	toggle allowing servers to auto-redirect you to another server when full
ui_browserShowAntilag	0	server browser: selects servers running specific gametypes
ui_browserShowEmptyOrFull	0	server browser: empty or full servers, 0 = both, 1 = only show, 2 = don't show
ui_browserShowETPro	1	server browser: servers running ETPro mod, 0 = both, 1 = only show, 2 = don't show
ui_browserShowFriendlyFire	0	server browser: servers with Friendly Fire, 0 = both, 1 = only show, 2 = don't show
ui_browserShowMaxlives	0	server browser: servers with limited lives, 0 = both, 1 = only show, 2 = don't show
ui_browserShowPasswordProtected	0	server browser: passworded servers, 0 = both, 1 = only show, 2 = don't show
ui_browserShowPunkBuster	0	server browser: PunkBuster servers, 0 = both, 1 = only show, 2 = don't show
ui_browserShowTeamBalanced	0	server browser: servers forcing balanced teams, 0 = both, 1 = only show, 2 = don't show
ui_browserShowWeaponsRestricted	0	server browser: servers with weapon restrictions, 0 = both, 1 = only show, 2 = don't show
ui_joinGameType	-1	server browser: selects servers running specific gametypes, -1 = all, 2 = objective, 3 = stopwatch, 4 = campaign, 5 = last man standing
ui_netSource	1	server browser: selects servers from source, 0 = local, 1 = internet, 2 = favorites

## vid = video positioning

CVAR	default	description
vid_xpos	3	X axis offset for moving the game-screen around
vid_ypos	22	Y axis offset for moving the game-screen around

## vm = virtual machine

CVAR	default	description
vm_cgame	0	
vm_game	0	
vm_ui	0	

## miscellaneous other settings

CVAR	default	description
cm_playerCurveClip1		
devdll	1	
logfile	0	toggles saving a logfile
mv_sensitivity	20	multiview sensitivity
pmove_fixed	0	affects game physicscs, <a href="#">see here</a>
pmove_msec	8	affects game physicscs, <a href="#">see here</a>
rate	5000	cap on the connection bandwidth to use, 1000=1KB/s, for 56k use about 4000, broadband 25000
scr_conspeed	3	console speed
sensitivity	5	used for setting the mouse sensitivity
snaps	20	"snapshots" for server to send you

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