Command/CVAR	Mod	Mode	Description
-activate	ETMain	Client	Stops issuing +activate command, stop opening doors etc
-attack	ETMain	Client	Stops issuing command to attack
-attack2	ETMain	Client	Stop issuing command to perform secondary attack
-back	ETMain	Client	Stop issuing command to move backwards
-button1	ETMain	Client	Stops issuing +button1 command
-button4	ETMain	Client	Stops issuing +button4 command
-forward	ETMain	Client	Stop issuing command to move forwards
-leanleft	ETMain	Client	Stop issuing command to lean to the left
-leanright	ETMain	Client	Stop issuing command to lean to the right
-left	ETMain	Client	Stop issuing command to look further to the left
-lookdown	ETMain	Client	Stop issuing command to look further downwards
-lookup	ETMain	Client	Stop issuing command to look further upwards
-mlook	ETMain	Client	Stop +mlook (mouselook), go back to mouse-movement
-movedown	ETMain	Client	Stop issing command to crouch
-moveleft	ETMain	Client	Stop issuing command to strafe left
-moveright	ETMain	Client	Stop issuing command to strafe right
-moveup	ETMain	Client	Stop issuing command to jump
-prone	ETMain	Client	Stop issuing command to go prone
-reload	ETMain	Client	Stops issuing reload command
-right	ETMain	Client	Stops issuing look right command
-salute	ETMain	Client	Stops issuing salute command
-speed	ETMain	Client	Stops issuing walk/run command
-sprint	ETMain	Client	Stops issuing sprint command
-strafe	ETMain	Client	Stops issuing strafe command
-useitem	ETMain	Client	Stops issuing useitem command
-zoom	ETMain	Client	Stops issuing zoom command
+activate	ETMain	Client	Performs various actions like opening doors, picking up weapons.
+attack	ETMain	Client	Fires weapon, or uses the weaponbank object currently selected.
+attack2	ETMain	Client	Secondary firing mode?
+back	ETMain	Client	Move backwards
+button1	ETMain	Client	Puts you into state similar to when console is open – cant move, bulb above head.
+button4	ETMain	Client	Unknown. Found: "fixed +button4 not causing footsteps" (Carmack Q3A .plan)
+forward	ETMain	Client	Move forwards
+leanleft	ETMain	Client	Leans to the left
+leanright	ETMain	Client	Leans to the right

Command/CVAR	Mod	Mode	Description
+left	ETMain	Client	Look left
+lookdown	ETMain	Client	Looks downwards (disabled in ETPro >3.1.13)
+lookup	ETMain	Client	Looks upwards (disabled in ETPro >3.1.13)
+mlook	ETMain	Client	Toggles mouselook
+movedown	ETMain	Client	Move downwards, crouch
+moveleft	ETMain	Client	Strafe/sidestep to the left
+moveright	ETMain	Client	Strafe/sidestep to the right
+moveup	ETMain	Client	Move up, i.e. Jump
+prone	ETMain	Client	Go prone, lie down.
+reload	ETMain	Client	Reload weapon
+right	ETMain	Client	Look left
+salute	ETMain	Client	When you have a server, you can drag bodies when they wait for a medic
+speed	ETMain	Client	Toggle walk/run (depending on what AlwaysRun is set to)
+sprint	ETMain	Client	Sprint, run fast draining stanima bar
+stats	ETMain	Client	Popup box showing the stats of the player (you, or the guy you're spectating)
+strafe	ETMain	Client	When holding this and +left or +right the movement will be strafe instead of look
+topshots	ETMain	Client	Popup box showing the players with the best hit:miss for each weapon
+useitem	ETMain	Client	Nothing?
+zoom	ETMain	Client	Use binoculars
activeAction	ETMain	Client	Perform the specified when joining server?
addbot	ETMain	Server	N/A, Q3 relic
addfavorite	ETMain	Client	For adding a server to favourites (server browser)
Arch	ETMain	Client	Stores the OS, non-user
auth_rconPassword	ETMain		
auth_refereePassword	ETMain		
AuthLevel	ETMain	Server	Possibly differentiates between console and remote console?
autoRecord	ETMain	Client	Records a demo with descriptive filename
autoScreenshot	ETMain	Client	Takes screenshot, JPG, descriptive filename
b_altHud	ETPro	Client	Sets which ETPro alternative HUD design to use, (0, 1 or 2) pics, more
b_altHudFlags	ETPro	Client	If b_altHud is 1/ 2; 1 = move roundtimer, 2 = hide rank, 4= move messages. pics
b_anticheat	ETPro	Server	Toggles ETPro's anticheat (IAC)

b_antilag	ETPro	Client	Set your antilag: 0 = none, 1 = Neil Toronto's antilag, 2 = ETMain
b_antiwarp	ETPro	Server	Toggles code which prevents players 'warping'
b_backupcvars	ETPro	Client	Wether to save a file of the original value of cvars changed via sv_cvar restrictions
b_bannerlocation	ETPro	Server	Location of the text banners ([detail](#))
b_bannern	ETPro	Server	Use for specifying the text of each banner ([detail](#))
b_banners	ETPro	Server	Specifies number of server banners, see ([detail](#))
b_bannertime	ETPro	Server	Duration each banner is shown for ([detail](#))
b_beginround	ETPro	Client	Assign commands to this and they will be automatically executed at start of new round. See also b_endround.
b_brokenlogtimestamps	ETPro	Server	Only to be used where required for certain logfile analysers.
b_campaignFile	ETPro	Server	Sets name for a campaign file, [more info](#).
b_chargetransfer	ETPro	Server	0 = disallow use of mines to transfer charge between players or 'store charge' (exploit)
b_chatAlpha	ETPro	Client	The alpha (transparency) of the background of chat text
b_chatFlags	ETPro	Client	Toggles the team flag on chat text
b_chatsounds	ETPro	Client	Toggles playing a radio-crackle noise when there is a team or global chat.
b_cheatkicktime	ETPro	Server	Duration of auto-kick for IAC cheater detections
b_cheatlog	ETPro	Server	Set name of IAC log (ETPro anticheat)
b_cmdwarnings	ETPro	Client	Toggle warnings about trickjump
b_cursefilter	ETPro	Server	Sets which words to filter out
b_cursefilteraction	ETPro	Server	Action to take with filtered words: 1- remove word, 2- ****, 3- filter message
b_customVoiceChat	ETPro	Server	Toggles allowing clients to use "custom" voice chat. Not custom audio pak tho.
b_cvarempty	ETPro	Server	Resets all ET Pro cvars to their defaults ([source](#))
b_cvarlist	ETPro	Client	Displays ETPro cvars in console
b_damagexp	ETPro	Server	XP system: 1= 1 XP per 50hp of damage + 1 XP per kill; 0 = ETMain system.
b_debugfakebmodel	ETPro		"allows debugging scripted spawned brushes"
b_debuglocations	ETPro	Client	For debugging the location name stuff. (Bitflag? Values 1,2,4, 8,16) [c]
b_defaultbantime	ETPro	Server	Time in seconds for bans without explicitly defined ban time (default 300)
b_defaultskills	ETPro	Server	Sets the skill levels player's automatically receive ([detail](#))
b_demo_autotimescale	ETPro	Client	For use with demo system (especially when making fragmovies) ?
b_demo_autotimescaleweapons	ETPro	Client	For use with demo system (especially when making

			fragmovies) ?
b_demo_drawspectatormessages	ETPro	Client	For disabling spectator etc text in demo playback
b_demo_dynamitecam	ETPro	Client	Attaches camera to dynamite during demo playback (& ETTV?)
b_demo_dynamitecounter	ETPro	Client	Puts a countdown timer onto planted dynamite in demo playback (& ETTV?)
b_demo_followxDistance	ETPro	Client	Distance of camera when following missiles, x-axis
b_demo_followyDistance	ETPro	Client	Distance of camera when following missiles, y-axis
b_demo_followzDistance	ETPro	Client	Distance of camera when following missiles, z-axis
b_demo_freecamspeed	ETPro	Client	For use with demo system (especially when making fragmovies) ?
b_demo_grenadecam	ETPro	Client	Attaches camera to grenades during demo playback (& ETTV?) 1=frag 2=all nades
b_demo_lookat	ETPro	Client	Select a player to watch in a demo, use b_demo_nametags for client number?
b_demo_mortarcam	ETPro	Client	Attaches camera to mortars during demo playback (& ETTV?)
b_demo_nametags	ETPro	Client	Toggles all players having names above them in demo playback (& on ETTV?)
b_demo_nopitch	ETPro	Client	Toggles camera pitching when attached to missiles (demoplayback & ETTV? Only)
b_demo_panzercam	ETPro	Client	Attaches camera to panzers during demo playback (freecam demo/ETTV? Only)
b_demo_pitchturnspeed	ETPro	Client	Pitch speed when using +freecam_ commands (freecam demo/ETTV? Only)
b_demo_playersprites	ETPro	Client	Sprite graphic above players (demo & ETTV? Only)
b_demo_pvshint	ETPro	Client	Draws line from camera to player who recorded the demo, demoplayback only
b_demo_rollspeed	ETPro	Client	Roll speed when using +freecam_ commands (freecam demo playback/ETTV? Only)
b_demo_teamonlymissilecam	ETPro	Client	Toggle only following missiles from your own team (freecam demo/ETTV? Only)
b_demo_yawturnspeed	ETPro	Client	Yaw speed when using +freecam_ commands (freecam demo playback/ETTV? Only)
b_demorecord_statusline	ETPro	Client	For moving up/down the demo-recording status line on HUD (Obsolite 3.1.12+)
b_descriptiveTextscale	ETPro	Client	Size/scale of descriptive text (Limbo HUD)?
b_distanceFallOff	ETPro	Server	Wether bullets lose some of their hitpoint damage inflicted over long range
b_drawclock	ETPro	Client	Toggles display of the clock (actual time) on the HUD
b_drawPromotions	ETPro	Client	Wether to give popup notification when you get a rank promotion
b_drawranks	ETPro	Client	Toggles displaying ranks on the crosshair name popup
b_drawRewards	ETPro	Client	Wether to display a text & audio notification when you get a skills increase

b_drawspectatoralpha	ETPro	Client	Sets alpha transparency of spectator HUD text (at the bottom of screen when spectating)
b_drawspectatorteamflags	ETPro	Client	Toggles a team flag beside the player's name on HUD when you are spectating them
b_drawspeed	ETPro	Client	Player speed display on the HUD, for trickjumping. Requires cg_lagometer 0?
b_emptyScript	ETPro	Server	Assign name of script to execute when server becomes empty
b_endround	ETPro	Client	Assign commands to this and they will be automatically executed at round end. See also b_beginround.
b_ettv_flags	ETPro	Server	For ETTV 'master' server. 1 disallows slaves to be kicked, 2 gives ETTV slaves shoutcaster status, 3 does both.
b_fallingbugfix	ETPro	Server	Toggles the fall damage bugfix (dying after falling from small height)
b_fireteamAlpha	ETPro	Client	The alpha (transparency) of the Fireteam HUD display
b_fireteamLatchedClass	ETPro	Client	Toggle showing latched playerclass instead of rank (fireteam hud display)
b_fixedphysics	ETPro	Server	For making player's FPS not affect player physics. [detail].
b_fixedphysicsfps	ETPro	Server	Sets the FPS equivalent for physics when b_fixedphsyicsfps is 1 [detail].
b_floodMaxCommands	ETPro	Server	Makes the client only be able to send the specified number of rate-limited commands per 30 seconds. To protect server from flooding.
b_flushitems	ETPro	Server	Makes dropped items like paks lay "flush" to the ground they land on (same angle).
b_goatsound	ETPro	Client	Wether to play the goat noise on knife kills
b_headshot	ETPro	Server	For ETPro headshot mode, (0 off, 1 headshot only, 2 instagib, 4 clients can only damage clients, 8 clients only receive damage from clients [bitflag variable])
b_helmetprotection	ETPro	Server	Wether damage is reduced for the first headshot received
b_hitsounds	ETPro	Client	Toggles playing a noise when your bullets hit, 0=none, 1=all hits 2=headshots only
b_hudYoffset	ETPro	Client	Moves the HUD on the Y (vertical) axis of the screen
b_instagibDamage	ETPro	Server	Damage done when b_headshot mode's instagib is enabled
b_intermissiontime	ETPro	Server	Duration the scoresheet is shown for
b_intreadypercent	ETPro	Server	% of clients "ready" to skip intermission countdown and continue to the next map.
b_lagometerAlpha	ETPro	Client	The alpha (transparency) of the lagometer HUD display
b_levels_battlesense	ETPro	Server	Sets the XP requirements to trigger Levelups for the battlesense skill ([detail])

b_levels_covertops	ETPro	Server	Sets the XP requirements to trigger Levelups for CovOps skills ([detail](#))
b_levels_engineer	ETPro	Server	Sets the XP requirements to trigger Levelups for Engineer skills ([detail](#))
b_levels_fieldops	ETPro	Server	Sets the XP requirements to trigger Levelups for FieldOps skills ([detail](#))
b_levels_lightweapons	ETPro	Server	Sets the XP requirements to trigger Levelups for the Lightweapons skill ([detail](#))
b_levels_medic	ETPro	Server	Sets the XP requirements to trigger Levelups for Medics skills ([detail](#))
b_levels_soldier	ETPro	Server	Sets the XP requirements to trigger Levelups for Soldier skills ([detail](#))
b_locationMode	ETPro	Client	Sets the mode used for locationnames. (values 0 to 8)
b_locationMaxChars	ETPro	Client	Max number of characters for location name in the Fireteam HUD table, if enabled
b_locationJustify	ETPro	Client	Alignment of location names in Fireteam HUD table (-1=left&pad 0=left 1=right&pad)
b_logbanners	ETPro	Client	Toggles server banners also appearing in your console
b_logrealtimestamps	ETPro	Server	Toggles logfiles using actual time or relative time
b_mapconfigdirectory	ETPro	Both	Sets folder name to look for map-specific cfg config files
b_mapscriptdirectory	ETPro	Server	Sets folder name for map .script files.
b_mapzoom	ETPro	Client	Sets the level of zoom for the compass in HUD.
b_match_warmupjoin	ETPro	Server	Toggles clients being able to join teams during warmups
b_maxMortarPitch	ETPro	Server	Allows server to limit the effect of the ground's slope on mortar deployment
b_moverscale	ETPro	Server	Multiplier for the speed of map "movers" (e.g. Vehicles)
b_multiview	ETPro	Server	Toggles allowing MultiView functionality, which consumes more resources and bandwidth
b_muzzleflash	ETPro	Client	Toggles the weapon 'fire' being displayed
b_noactivatelean	ETPro	Client	Toggles +activate invoking leaning when also pressing a strafe key.
b_noskillupgrades	ETPro	Server	Disables skills upgrades, i.e. The "skill" improvement rewards from the XP system
b_numPopups	ETPro	Client	Sets the number of 'popups' on the HUD, (-1 to n; where -1=default, 0=none, n=number of popups).
b_optimizePrediction	ETPro	Client	Should improve performance. See [here](#)
b_panzerhack	ETPro	Client	Toggles putting the PF player's SMG in weaponbank 2 when it is awarded via XP.
b_panzerlevelup1	ETPro	Server	Toggles the alternate panzer levelling up system re: Improved Projectile Resources
b_popupFadeTime	ETPro	Client	Time it takes for popups to fade (1000 = 1 second)
b_popupStayTime	ETPro	Client	Duration popups remain on screen beforestarting to

			fade away (1000 = 1 second)
b_popupTime	ETPro	Client	Delay between the event and it's popup being displayed (1000 = 1 second)
b_predefineddemokeys	ETPro	Client	Wether to always use the predefined demo control keys when replaying a demo
b_privatemessages	ETPro	Server	Minimum number of characters for name matching for private messages. A value of 0 disables private messaging entirely. ([source](#))
b_pronedelay	ETPro	Server	Implements a delay in the client's proning action
b_realhead	ETPro	Server	Toggles the corrected headbox code. Settings other than 0/1 are for debugging.
b_riflegrenades	ETPro	Server	Toggles allowing or disallowing any riflegrenades, see also team_maxriflegrenades
b_semiAdminLevels	ETPro	Server	Sets number of SemiAdmin levels ([detail](#))
b_semiAdminPassn	ETPro	Server	Sets the rquired password for clients to become semiAdmin. Diff pass required for each b_semiadminlevels
b_semiadmincmdsn	ETPro	Server	Sets the commands available for each semiAdmin level
b_shoutcastpassword	ETPro	Server	Sets password required for special spectator class
b_shove	ETPro	Server	How strong shoves are, 80 default, 0 = disabled
b_shove_noz	ETPro	Server	Disables the "shove" working vertically
b_shovesounds	ETPro	Client	Togggles playing a noise on player's being shoved
b_showClientCmds	ETPro	Server	Toggles logging all commands client sends to server. Mostly for logfile analysers
b_shrug	ETPro	Server	Toggle disabling the /shrug sillyness
b_simpleitems	ETPro	Client	Turns dropped items (paks, weapons etc) into basic 2d images
b_spectatorNames	ETPro	Server	Wether spectators (2) or Refs (1) see the name "popup" on crosshairs (0,1,2)
b_speedinterval	ETPro	Client	Frequency of updating the speed shown on the HUD (b_drawspeed)
b_speedunit	ETPro	Client	Unit used for the speed display on HUD
b_statsaver	ETPro	Server	Wether client's XP and stats are restored if they exit then return to the server
b_stickycharge	ETPro	Server	Clients' powerbar refills completely (0) or gradually after suicide (1)/any death (2).
b_sv_hitsounds	ETPro	Server	Toggle allowing hitsounds
b_textcolorfilter	ETPro	Client	Can be set to filter out certain colours from text. b_textcolorfilter "abcdefghijklmnopqrstuvwxzy1234567890!@#$%&*()-_=+[{]}|:'<.>/?"
b_tjg_ghostfx	ETPro	Client	Effects for "ghosts" in trickjump mode (0,1,2,3,4)
b_tjl_color	ETPro	Client	Colour of trickjump line
b_tjl_draw	ETPro	Client	When in trickjump mode, this toggles drawing

			trickjump lines
b_tjl_quickslot	ETPro	Client	Trickjumping?
b_tjl_showmaxspeed	ETPro	Client	Shows the max speed on trickjump line
b_tjl_stepsize.	ETPro	Client	Distance between two points on trickjump line
b_tjl_stoponnomove	ETPro	Client	Stop drawing trickjump lines when you stop moving
b_tracers	ETPro	Client	0 = draw no bullet tracers, 1 = normal tracers, 2 = only other player's tracers ?
b_votetextscale	ETPro	Client	Size/scale of the vote text
b_watermark	ETPro	Server	Specify location of the watermark file, if you use one. Automatically prepends watermark/ !
b_watermarkAlpha	ETPro	Client	The alpha (transparency) of the watermark HUD display, if the server has one.
b_watermarkFadeAfter	ETPro	Server	Duration before the watermark starts to fade away
b_watermarkFadeTime	ETPro	Server	Duration the watermark image takes to actually fade away
b_weapaltReloads	ETPro	Client	Toggles weapalt reloading
b_wolfrof	ETPro	Server	Make the SMG rate of fire equal that of RTCW's Thompson (much faster)
b_xpstopwatch	ETPro	Server	Toggle for making XP remain over stopwatch rounds, XP gained in first round remains in the concluding round.
bind	ETMain	Client	Used for assigning keys to actions. Bind x "weaponbank 3″
bindlist	ETMain	Client	Displays list of cvars in console
bot_debug	ETMain	Server	N/A, Q3 relic
bot_developer	ETMain	Server	N/A, Q3 relic
bot_enable	ETMain	Server	N/A, Q3 relic
bot_fastchat	ETMain	Server	N/A, Q3 relic
bot_grapple	ETMain	Server	N/A, Q3 relic
bot_groundonly	ETMain	Server	N/A, Q3 relic
bot_minplayers	ETMain	Server	N/A, Q3 relic
bot_nochat	ETMain	Server	N/A, Q3 relic
bot_norcd	ETMain	Server	N/A, Q3 relic
bot_reachability	ETMain	Server	N/A, Q3 relic
bot_reloadcharacters	ETMain	Server	N/A, Q3 relic
bot_rocketjump	ETMain	Server	N/A, Q3 relic
bot_testichat	ETMain	Server	N/A, Q3 relic
bot_testrchat	ETMain	Server	N/A, Q3 relic
bot_thinktime	ETMain	Server	N/A, Q3 relic
bottomshots	ETMain	Client	Displays the worst aimers
Bp	ETPro	Server	Sends text to all clients to be displayed in the banner area. (source). bp text

buyNow	ETMain	Client	Relic, execution is unadvised [removed in 1.03]
cache_endgather	ETMain	Both	Non-user? Non-reccommended anyway
cache_mapchange	ETMain	Both	Non-user? Non-reccommended anyway
cache_setindex	ETMain	Both	Non-user? Non-reccommended anyway
cache_startgather	ETMain	Both	Non-user? Non-reccommended anyway
cache_usedfile	ETMain	Both	Non-user? Non-reccommended anyway
callvote	ETMain	Client	Used for starting votes, if you dont want to use the menus
Cancelvote	ETPro	Server	Cancel any vote in progress. Can be used with RCON and REF? See also passvote
camera	ETPro	Client	Runs scripted cameras, "whatever.camera" files [C]. 3 provided: /camera railgun03
campaign	ETMain	Server	Used for setting the campaign to be played
cf_wstats	ETMain	Client	"Specifies the font scale of the +wstats window" (Rhea). Deliberately broken?
cf_wtopshots	ETMain	Client	"Specifies the font scale of the +wtopshots window" (Rhea). Deliberately broken?
cg_animspeed	ETMain	Client	"toggle linear interpolation between successive frames in a player animation" (source unknown) [c]
cg_announcer	ETMain	Client	Toggles the announcer voice on map start ("FIGHT!"), win (Allies win!) etc
cg_atmosphericEffects	ETMain	Client	Toggles display of map effects like rain and snow
cg_autoAction	ETMain	Client	Gives a variety of functions to always perform (demos, stats and logging)
cg_autoactivate	ETMain	Client	Toggles automatically picking up items (paks, weapons etc)
cg_autoReload	ETMain	Client	Toggles automatically reloading weapon when clip becomes empty
cg_autoswitch	ETMain	Client	Toggles automatically chaning weapon when current one is out of ammo
cg_blinktime	ETMain	Client	Duration of "blink" blackout when taking damage? 1000 = 1 second
cg_bloodDamageBlend	ETMain	Client	Amount of blood flashed on screen when you take damage. Also cg_bloodFlash
cg_bloodFlash	ETMain	Client	Toggles the blood effect when you are shot
cg_bloodTime	ETMain	Client	Duration of blood puddle effect on walls/floor etc
cg_bobpitch	ETMain	Client	Sets extent of the bob pitch (forwards/backwards) effect when moving
cg_bobroll	ETMain	Client	Sets extent of the bob roll (left/right) effect when moving
cg_bobup	ETMain	Client	Sets extent of the vertical "bob" effect when moving
cg_bobyaw	ETMain	Client	Sets extent of the "bob" yaw (turn left/right) effect when moving
cg_botMenuType	ETMain		Relic/obsolete?

cg_brassTime	ETMain	Client	Sets the duration ejected bullet shells etc last for
cg_cameraOrbit	ETMain	Client	Associated with camera spinning around when you're dead? [C]
cg_cameraOrbitDelay	ETMain	Client	Associated with camera spinning around when you're dead? [C]
cg_centertime	ETMain	Client	Duration of centerprint popups [C]
cg_clipboardName	ETMain	Client	Used internally i think, non-user.
cg_complaintPopUp	ETMain	Client	Toggles wether to show the popup about filing complaints after a TK
cg_coronafardist	ETMain	Client	Either the size or cull distance of corona effect
cg_coronas	ETMain	Client	Toggles the corona effect around lights
cg_crosshairAlpha	ETMain	Client	Sets the transparency of the crosshair
cg_crosshairAlphaAlt	ETMain	Client	Sets the transparency of the secondary crosshair
cg_crosshairColor	ETMain	Client	Sets the colour of the crosshair
cg_crosshairColorAltWhite	ETMain	Client	Sets the colour of the secondary crosshair, usually the surrounding part
cg_crosshairHealth	ETMain	Client	Toggles crosshair changing colour to indicate your health
cg_crosshairPulse	ETMain	Client	Toggles the crosshair changing size according to bullet spread
cg_crosshairSize	ETMain	Client	Size/scale of the crosshair
cg_crosshairX	ETMain	Client	Move crosshair on x axis (left/right)
cg_crosshairY	ETMain	Client	Move crosshair on y axis (up/down)
cg_cursorHints	ETMain	Client	Toggles displaying action hint icons when near interactive objects
cg_cycleAllWeaps	ETMain	Client	Include non-weapon items when scrolling with weapnext (mousewheel)?
cg_debuganim	ETMain	Client	At 1, spams console with the animations as they are sctivated [c]
cg_debugevents	ETMain	Client	Spams console with "events" – which appears to be sounds played? Probably coincidence [c]
cg_debugposition	ETMain	Client	[c]
cg_debugSkills	ETMain	Client	[c]
cg_deferPlayers	ETMain	Client	Toggle only loading models at convenient times. Obsolite in ET?
cg_descriptiveText	ETMain	Client	Toggles the display of "you killed xxxx" ? Doesnt work if so
cg_draw2D	ETMain	Client	Toggles all 2D items – the HUD display [C except with ETPro and/or 1.03]
cg_drawBuddies	ETMain	Client	Toggle showing the icon above players in your fireteam
cg_drawCompass	ETMain	Client	Toggles displaying the compass on the HUD
cg_drawCrosshair	ETMain	Client	Sets which crosshair to use

cg_drawCrosshairNames	ETMain	Client	Wether to draw the names of players when crosshair is on them
cg_drawCrosshairPickups	ETMain	Client	Supposed to toggle a hand icon when crosshair is over items you can pick up. See cg_cursorHints
cg_drawFireteamOverlay	ETMain	Client	Toggles the Fireteam overlay on the HUD
cg_drawFPS	ETMain	Client	Toggles a FPS counter on the HUD. ETPro adds [further options](#).
cg_drawGun	ETMain	Client	Toggles displaying your weapon
cg_drawNotifyText	ETMain	Client	Toggles displaying 'notification' text on the HUD. Or doesnt.
cg_drawReinforcementTime	ETMain	Client	Toggles displaying your teams' respawn timer on the HUD
cg_drawRoundTimer	ETMain	Client	Toggles a countdown of the time left for the current map
cg_drawSmallPopupIcons	ETMain	Client	Show smaller popup messages (e.g. Death messages) [ET 1.02]
cg_drawSnapshot	ETMain	Client	Toggle a display showing snapshot counter
cg_drawSpreadScale	ETMain	Client	Supposed to show crosshair changing relevant to spread. Now cg_crosshairpulse?
cg_drawStatus	ETMain	Client	The alpha (transparency) of the watermark HUD display, if the server has one.
cg_drawTeamOverlay	ETMain	Client	RTCW relic? Toggled size/info shown in something akin to fireteam HUD item
cg_drawWeaponIconFlash	ETMain	Client	Flashes the weapon's icon on certain events
cg_enableBreath	ETMain	Client	Toggles 'breath' mist from player's being drawn?
cg_errordecay	ETMain	Client	Supposed to decay prediction errors over several frames instead of correcting in one jerk.
cg_etVersion	ETMain	Both	Stores the version of ET being used? Non-user
cg_fastSolids	ETMain		
cg_footsteps	ETMain	Client	Toggles the sound of footsteps [c]
cg_fov	ETMain	Client	Sets the player's Field of View
cg_gibs	ETMain	Client	Toggles gibbage from splatted bodies. RTCW relic? Returns in ETPro
cg_gun_frame	ETMain	Client	Presumably for testing each frame of weapon animations?
cg_gunX	ETMain	Client	For moving your gun about onscreen [c]
cg_gunY	ETMain	Client	For moving your gun about onscreen [c]
cg_gunZ	ETMain	Client	For moving your gun about onscreen [c]
cg_hudalpha	ETMain	Client	Alpha (transparency) of the HUD display. RTCW relic?
cg_ignore	ETMain	Client	Assumed to be 'cheat' for making AI not notice you, in which case it's relic/obsolite
cg_instanttapout	ETMain	Client	Go instantly to limbo, do not wait for medics
cg_lagometer	ETMain	Client	Toggles a connection-related display on the HUD

cg_letterbox	ETMain	Client	Widescreen – a cinematic effect rather than for displays with non 1.333:1 ratios
cg_marktime	ETMain	Client	Duration of bullet marks on walls etc
cg_messagePlayer	ETMain	Client	Assumed to be used internally for messages/chats ?
cg_messagePlayerName	ETMain	Client	Assumed to be used internally for messages/chats ?
cg_messageType	ETMain	Client	Assumed to be used internally for messages/chats ?
cg_noAmmoAutoSwitch	ETMain	Client	Toggles wether to change weapon when it is out of ammo
cg_noplayeranims	ETMain	Client	Toggle animation of players [c]
cg_nopredict	ETMain	Client	Toggle clientside prediction. NOT same as cl_timenudge
cg_norender	ETMain	Client	If 1, ET wont render anything. Probably not useful tweak 😊
cg_noTaunt	ETMain	Client	Q3 relic, instead see cg_noVoiceChats and cg_noVoiceText
cg_noVoiceChats	ETMain	Client	Toggles the audio of voice chats
cg_noVoiceText	ETMain	Client	Toggles displaying the text of voice chats
cg_popupLimboMenu	ETMain	Client	Toggles automatically popping up limbo menu on tapout? Obsolite?
cg_predictItems	ETMain	Client	Toggle use of prediction for picking up items.
cg_printObjectiveInfo	ETMain	Client	Toggle displaying popup message on objective activity, "east radar parts returned"
cg_quickMessageAlt	ETMain	Client	Sets wether voice chat system uses numbers (1) or apha (letters, 0)
cg_railTrailTime	ETMain	Client	Duration bullet 'trails' last for with g_debugBullets.
cg_recoilPitch	ETMain	Client	Reduces recoil? Actually seems to have no effect
cg_recording_statusline	ETMain	Client	Move the demo recording text around, 0 to remove.
cg_runpitch	ETMain	Client	See cg_bobpitch, runpitch appears to be Q3 relic?
cg_runroll	ETMain	Client	See cg_bobpitch, runroll appears to be Q3 relic?
cg_selectedPlayer	ETMain	Client	Select a player? Presumably with /cg_selectedplayer
cg_selectedPlayerName	ETMain	Client	Select a player? Presumably with /cg_selectedplayername
cg_shadows	ETMain	Client	Toggles display of player model shadows
cg_showblood	ETMain	Client	Toggles showing blood spurt effect when player's are shot?
cg_showmiss	ETMain	Client	Shows info in console of missed predictions?
cg_skybox	ETMain	Client	Toggles the skybox (different to r_fastsky) [C]
cg_specHelp	ETMain	Client	Toggle displaying spectator help (but actually does nothing to mine?)
cg_specSwing	ETMain	Client	"change: removed cg_specSwing (did _nothing_)" (ETPro changelog)
cg_stats	ETMain	Client	Shows the frame number in console (cg.clientframe)

cg_stereoSeparation	ETMain	Client	Supposed to set the stereo seperation – how far apart the red & green is? – so higher values increases the 3D depth perception. See r_stereo
cg_swingSpeed	ETMain	Client	Speed the player model animation turns, after the player turns [C]
cg_teamChatHeight	ETMain	Client	Number of rows of (team?) chats
cg_teamChatsOnly	ETMain	Client	Toggles only displaying chats from teammates
cg_teamChatTime	ETMain	Client	Duration (team?) chatsare displayed for
cg_thirdPerson	ETMain	Client	Enables third-person perspective [C]
cg_thirdPersonAngle	ETMain	Client	Angle from player when in third person, see cg_thirdPerson
cg_thirdPersonRange	ETMain	Client	Distance from player when in third person, see cg_thirdPerson
cg_tracerchance	ETMain	Client	Likelihood of bullet tracers [C]
cg_tracerlength	ETMain	Client	Length of bullet tracers [C]
cg_tracerSpeed	ETMain	Client	Speed of bullet tracers [C]
cg_tracerwidth	ETMain	Client	Width of bullet tracers [C]
cg_ui_voteFlags	ETMain	Client	Seems to store the voteFlags value of the server you're connected to, presumably in order to display the voting options screen appropriately?
cg_uinfo	ETMain	Client	Stores flag values which correspond to several settings. Sent to server on connect or change – assumption is it relates to the server-client type of engine (possibly problems with this cvar is what results in the autoactivate bugs and so on). Thanks Forbidden Ninjas.
cg_useScreenshotJPEG	ETMain	Client	Wether autoScreenshot's are of the JPEG or TGA format
cg_useWeapsForZoom	ETMain	Client	weapnext & weapprev keys zoom in/out for zoom weapons. 0=off, 1=on, 2=inverse.
cg_viewsize	ETMain	Client	Supposed to be for setting the % of screen actually displaying rendered game. Might have been useful for using a lower-res ET while using a native resolution on TFT screens, but doesnt seem to work for me.
cg_voiceSpriteTime	ETMain	Client	Duration of the ! Vsay indicator sprite above player heads. 1000 = 1 sec
cg_weaponcycledelay	ETMain	Client	Delay between accepting a new weapon has been selected, due to mousewheel errors
cg_wolfparticles	ETMain	Client	Toggles display of particle effects – e.g. Explosions, some smoke effects.
cg_zoomDefaultBinoc	ETMain	Client	Initial zoom with binocular (actually functionless?)
cg_zoomDefaultFG	ETMain	Client	Initial zoom with FG (actually functionless?)
cg_zoomDefaultSniper	ETMain	Client	Initial zoom with sniper & binocular, 4 = fully in, 20 = fully out
cg_zoomDefaultSnooper	ETMain	Client	Initial zoom with snooper rifle (actually functionless?)

cg_zoomfov	ETMain	Client	Field of view when zoomed (actually functionless?)
cg_zoomStepBinoc	ETMain	Client	Rate of change when zoomin/zoomout with binocular (actually functionless?)
cg_zoomStepFG	ETMain	Client	Rate of change when zoomin/zoomout with FG (actually functionless?)
cg_zoomstepsniper	ETMain	Client	16/n = how many steps of incremental zoomin/zoomout for both binoc and sniper.
cg_zoomStepSnooper	ETMain	Client	Rate of change when zoomin/zoomout with snooper rifle (actually functionless?)
changeVectors	ETMain	Client	"change to vector defined by FIND_NEW_CHANGE_VECTORS" according to many on google, but didnt notice any effect.
cinematic	ETMain	Client	[/cinematic etintro] will play the intro movie. Doesnt work in game
cl_allowDownload	ETMain	Client	Toggles downloading missing files from the server
cl_anglespeedkey	ETMain	Client	When pressing +left or +right keys, this sets the speed that the view angle turns
cl_anonymous	ETMain	Client	This is included in the info you send on connect & server keeps in console logs, but nobody knows what its for, except perhaps "toggle anonymous connection to server", erm? Hiding OS username that isnt in the logs anyway? There is a sv_allowAnonymous...
cl_autorecord	ETMain	Client	At 1, then it will start/stop recording a demo at the start/end of each match.
cl_autoupdate	ETMain	Client	1 = Automatic game update checks on launch.
cl_avidemo	ETMain	Client	Writes the specified number of jpeg screenshots each second so you can use software to make a fragmovie
cl_bypassMouseInput	ETMain	Client	Automatically toggled when there are items (e.g. Vchat menu) on screen, to maintain mouse focus being in game, instead of in menu.
cl_cacheGathering			
cl_conXOffset	ETMain	Client	Supposed to move the on-screen console text up/down – but doesnt?
cl_debugMove	ETMain	Client	Draws a chart at the bottom displaying something to do with how much you look around.
cl_debugTranslation			
cl_defaultProfile	ETMain	Client	Sets what player profile is to be used by default when loading the game
cl_doubletapdelay	ETMain	Client	Sets the delay between keypresses required to be a double-tap
cl_downloadName	ETMain	Client	Stores name of file you're downloading via the game
cl_forceavidemo			
cl_freelook	ETMain	Client	Look around using the mouse
cl_freezeDemo	ETMain	Client	Pauses demo playback at 1, maybe bit buggy.
cl_guid	ETMain	Client	GUID of player? Non-user
cl_language	ETMain	Client	Stores the language of user's ET. English is 0

cl_maxpackets	ETMain	Client	Cap for data packet transmissions (upstream)
cl_maxPing	ETMain	Client	Dont show servers with a higher ping than this in server browser?
cl_motd	ETMain	Client	Wether to get the motd string from the etmaster
cl_motdString	ETMain	Client	Stores the motd from the etmaster – "welcome to et player number x"
cl_mouseAccel	ETMain	Client	Toggles mouse accelleration
cl_nodelta	ETMain	Client	Wether to disable delta compression for networking stuff. 1 might be less problematic but use up more rate?
cl_noprint	ETMain	Client	At 1, it doesnt print to the console. Doesnt affect ingame-console messages.
cl_packetdup	ETMain	Client	Number of duplicates for every data packet sent upstream, minimised packetloss
cl_paused	ETMain	Client	2 is supposed to free movement while game is paused, maybe singleplayer relic?
cl_pitchspeed	ETMain	Client	Turn speed when using keyboard to look up/down?
cl_predictitems	ETMain	Client	Toggle for client side prediction related to picking up items.
cl_profile	ETMain	Client	Stores which player profile is being used
cl_punkbuster	ETMain	Client	Toggles Punkbuster anticheat for client
cl_run	ETMain	Client	Toggle 'always run' setting?
cl_running	ETMain	Client	Stores wether the client game is running. Is auto set to 0 for dedicated servers.
cl_serverStatusResendTime	ETMain		Google shows speculation about this setting the heatbeat frequency, which seems odd for a cl_ variable.
cl_showmouserate	ETMain	Client	Spams console with with how fast you move the mouse in ratio to sensitivity setting.
cl_shownet	ETMain	Client	Spams console with latency of each packet?
cl_shownuments	ETMain	Client	Seems to show the number of entities in each packet as it is sent (received)?
cl_showSend	ETMain	Client	Shows each packet as it is sent?
cl_showServerCommands	ETMain	Client	Doesnt appear to do much?
cl_showTimeDelta	ETMain	Client	Spams console with the time difference between each packet?
cl_timenudge	ETMain	Client	Supposed to be for adjusting prediction for your ping. Dont bother, use antilag.
cl_timeout	ETMain	Client	Seems to be duration of receiving nothing from server for client to decide it must be disconnected. Possibly increase if you keep disconnecting on map changes?
cl_updateavailable	ETMain	Client	Probably stores wether there is a game patch available if cl_autoupdate 1?
cl_updatefiles	ETMain	Client	Probably set when you choose to download an update patch, if cl_autoupdate 1?

cl_visibleClients			
cl_waitForFire			
cl_wavefilerecord	ETMain	Client	Toggle recording a .wav audio file upon loading a demo. Suggest setting to 0 in autoexec.cfg [1.03]
cl_wwwDownload	ETMain	Client	Toggles downloading missing files from a www file server
cl_yawspeed	ETMain	Client	Turn speed when using keyboard +left ?
class			
classmenu	ETPro	Client	Command for opening the class selection menu
clear	ETMain	Client	Empties the console
clearlines	ETPro	Client	Clears the bullet trails (g_debugBullets, cl_railtrailtime)
clearviewlog	ETMain	Client	Clear windows console
clientinfo	ETMain	Client	Returns some info about your client in the console, probably also read by server
clientkick	ETMain	Server	For kicking players, mostly used via RCON
ClMessageMode3	ETMain	Client	MessageMode3 (fireteam chat), without the convenient pop-up box
ClMessageMode2	ETMain	Client	MessageMode2 (teamchat), without the convenient pop-up box. Also: 'say_team'
clMessageMode	ETMain	Client	MessageMode (global chat), without the convenient pop-up box. Also: 'say'
cm_noAreas			
cm_noCurves			
cm_optimize			
cm_playerCurveClip			
cmd			
cmdlist	ETMain	Client	Lists all the commands in the console
com_buildScript			
com_cameraMode			
com_crashed	ETMain	Client	
com_dropsim			
com_errorDiagnoseIP			
com_hunkMegs	ETMain	Both	Amount of memory (MB) assign to the hunk
com_hunkused			
com_ignorecrash	ETMain	Client	1 Tells ET client override unsafe cvars that result from "crash" (often also from running modifications as ET didnt delete pid file)
com_introplayed	ETMain	Client	Non-user in ET
com_logosPlaying			
com_maxfps	ETMain	Client	Sets cap on the frames per second. 125, 76 and 43 common 'tweak' values, as better for jumping. 85

			default.
com_missingFiles			
com_recommended	ETMain	Client	
com_recommendedSet	ETMain	Both	For determining what the reccomended performance settings are, non-user
com_showtrace			
com_soundMegs	ETMain	Client	Sets the amount of memory (MB) to allocate for loaded sound files
com_speeds			
com_watchdog	ETMain	Server	Watchdog checks for a map not being loaded
com_watchdog_cmd	ETMain	Server	Sets what to do when watchdog finds a map is not loaded
com_zoneMegs	ETMain	Client	Amount of RAM to allocate to… Zone? Map & texture loading?
commands			
con_autoclear			
con_debug			
con_drawnotify			
con_notifytime			
con_restricted			
condump	ETMain	Client	Saves the recent lines in the console into a file, e.g. /condump filename.txt.
Config	ETPro	Server	For loading an etpro style .config file: config clanwar to load clanwar.config
configstrings	ETMain	Client	Returns config strings
connect	ETMain	Client	Used for connecting to a server, /connect ip.ad.dre.ss:port
Cp	ETPro	Server	Sends text to all clients to be displayed in the centerprint area. ([source](#)). cp text
cpm			
currentTime			
cvar_restart			
cvarlist	ETMain	Client	Lists all cvars in the console
cycle	ETMain	Client	For cycling a specified cvar through the specified values.Bind x "cycle s_mute 0 1″
debug_protocol			
debuggraph			
dedicated	ETMain	Server	[Sets server type](#): 1 dedicated LAN, 2 dedicated internet, 0 listen (play & serve)
delfavorite	ETMain	Client	Non-user command for removing a server from favourites (server browser)
demo	ETMain	Client	For loading a demo for playback: /demo demofilename

demo_avifpsF1	ETMain	Client	Screenshots per second when recording a movie from a demo and pressing F1
demo_avifpsF2	ETMain	Client	Screenshots per second when recording a movie from a demo and pressing F2
demo_avifpsF3	ETMain	Client	Screenshots per second when recording a movie from a demo and pressing F3
demo_avifpsF4	ETMain	Client	Screenshots per second when recording a movie from a demo and pressing F4
demo_avifpsF5	ETMain	Client	Screenshots per second when recording a movie from a demo and pressing F5
demo_drawTimeScale	ETMain	Client	Display the current timescale (fast-forward) of playing demo?
demo_infoWindow	ETMain	Client	Show the demo information popup?
demoff	ETMain	Client	For fast-forwarding through demos, specify in seconds (-tive for time until end)
devdll			
developer	ETMain	Server	Enable/disable (1/0) developer mode, allows cheats and so on.
devmap	ETMain	Server	Command for loading a map in developer mode (cheats enabled)
dir	ETMain	Client	Similar to MSDOS. Displays contents of the specified directory, can specify extension filter (doesnt display folder names, only files)
disconnect	ETMain	Client	Command to disconnect from a server
dmflags			
dumpSpeaker	ETMain	Client	
dumpuser			
echo	ETMain	Client	"Echo" the specified text on the screen/console: /echo "blah blah blah"
editHud			
editSpeakers			
etpro_alliedmapxp	ETPro		
etpro_axismapxp	ETPro		
etpro_lastmapname	ETPro		
etpro_session	ETPro		
exec	ETMain	Both	Command to execute the specified file, /exec configfile.cfg
exec_at_time	ETPro	Client	Allows scripts to be executed exactly at a specified frame number
fade			
fdir			For searching for files/folders, DOS style
fieldinfo			
fireteam			Prepend for commands etc relating to fireteams?

fixedtime			
follow	ETPro	Client	For specifying which player to spectate?
follownext	ETPro	Client	Spectate the next guy
followprev	ETPro	Client	Spectate the previous guy
Forcecvar	ETPro	Server	Forces the specified cvar to the specified value for all connected client's. forcvar r_drawfoliage 0
forcetapout	ETMain		Forcing going into limbo?
fraglimit	ETMain	Server	For setting fraglimit in deathmatch, Q3 relic
g_autoFireteams	ETMain	Server	Toggles automatically putting players into fireteams
g_axismapxp	ETMain	Server	Presumably stores how much XP the allied team have earned over the map?
g_axismaxlives	ETMain	Server	Sets the maximum number of lives available to the Axis team
g_axiswins	ETMain	Server	Presumably stores the allied team's wins for campaign map/deciding overall winner
g_balancedteams	ETMain	Server	Toggles wether to prevent player's joining the larger team
g_banIPs	ETMain	Server	Stores which IP's to ban from the server
g_bluelimbotime	ETMain	Server	Sets the respawn interval for Allies
g_complaintlimit	ETMain	Server	Kick player after this number of complaints
g_covertopsChargeTime	ETMain	Server	Sets the amount of time it takes for CovertOps to recharge powerbar
g_currentCampaign	ETMain	Server	Used by game for the cmap, scoresheet etc
g_currentCampaignMap	ETMain	Server	Used by game for the cmap, scoresheet etc
g_currentRound	ETMain	Server	Used by game for the cmap, scoresheet etc
g_debugAlloc	ETMain	Server	[C]
g_debugBullets	ETMain	Server	Toggles mode for use of debugging bullet system [C]
g_debugConstruct	ETMain	Server	Toggles mode for use of debugging map constructions [C]
g_debugDamage	ETMain	Server	[C]
g_debugMove	ETMain	Server	[C]
g_debugSkills	ETMain	Server	Toggles mode for checking skills system? [C]
g_disableComplaints	ETMain	Server	Bitflag variable for disabling complaints for specified types of teamkill: 1=mines, 2=airstrike/ffe, 4=mortar, add together for multiple [ET1.02]
g_doWarmup	ETMain	Server	Toggles wether to have the warmup period at all
g_enforcemaxlives	ETMain	Server	Player's who quit during a round cannot reconnect until the next round. For one life servers, works by IP
g_engineerChargeTime	ETMain	Server	Sets the amount of time it takes for Engineers to recharge powerbar
g_fastres	ETMain	Server	Player is instantly active after being revived
g_fastResMsec	ETMain	Server	Duration of invulnerability if g_fastResMsec is >0?

g_filterBan	ETMain	Server	Either – toggles wether to ban IP's stored in g_banIPs, or toggles wether to ban or only allow those IP's.
G_filtercams	ETMain	Server	Removes enemy players from the limbo screen cams?
g_forcerespawn	ETMain	Server	Force player's to limbo after the specified duration, in seconds?
g_friendlyFire	ETMain	Server	Toggles wether players can damage their teammates
g_gametype	ETMain	Server	Sets the type of game being played, 2=objective, 3=stopwatch, 4=campaign, 5=LMS
g_gravity	ETMain	Server	Sets the strength of gravity, default 800.
g_heavyWeaponRestriction	ETMain	Server	Restricts heavyweapons and support fire, detail.
g_inactivity	ETMain	Server	Duration of player inactivity allowed before kicked
g_ipcomplaintlimit	ETMain	Server	Kicks player after complaints filed from this many IP's (different players)
g_knifeonly	ETMain	Server	Only weapon for players is the knife.
g_knockback	ETMain	Server	Possibly toggles the knockback effect after player is shot?
g_landminetimeout	ETMain	Server	Wether landmines are removed when the player who laid them disconnects
g_lms_currentMatch	ETMain	Server	
g_lms_followTeamOnly	ETMain	Server	Wether players can only spectate teammates (LMS only)
g_lms_lockTeams	ETMain	Server	Toggles locking teams during a round (LMS only)
g_lms_matchlimit	ETMain	Server	"matchlimit is actually the number of rounds per match" ?
g_lms_roundlimit	ETMain	Server	"roundlimit is actually the number of something per round, not the number of rounds"?
g_lms_teamForceBalance	ETMain	Server	Prevents players joining a team that had more players during current LMS round.
g_log	ETMain	Server	Sets the name of the server log file
g_logSync	ETMain	Server	
g_LTChargeTime	ETMain	Server	Sets the amount of time it takes for FieldOps to recharge powerbar
g_maxGameClients	ETMain	Server	Max number of clients playing ingame (rest are stuck in spectator)? Also see team_maxplayers
g_maxlives	ETMain	Server	Number of lives (respawns) all players have. 0 = unlimited. Superceded by g_axismaxlives and g_alliedmaxlives
g_maxlivesRespawnPenalty	ETMain	Server	
g_medicChargeTime	ETMain	Server	Sets the amount of time it takes for Medics to recharge powerbar
g_minGameClients	ETMain	Server	The minimum number of players needed for a round to begin
g_missionStats		Server	
g_motd	ETMain	Server	Set the Message of the Day here, appears defunct in

			ET
g_movespeed		Server	
g_needpass	ETMain	Server	Toggles requiring a password for players to join
g_nextTimeLimit		Server	
g_noTeamSwitching	ETMain	Server	Wether to disallow teams from swapping between teams
g_oldCampaign		Server	
g_password	ETMain	Server	Set the password clients will need in order to connect to server
g_redlimbotime	ETMain	Server	Sets the respawn interval for Axis
g_reloading		Server	
g_restarted	ETMain	Server	Non-user?
g_scriptDebug		Server	
g_scriptDebugLevel		Server	
g_scriptName		Server	
g_smoothClients		Server	
g_soldierChargeTime	ETMain	Server	Sets the amount of time it takes for Soldiers to recharge powerbar
g_spAwards	ETMain	Server	
g_spectatorInactivity	ETMain	Server	Duration of spectator inactivity allowed before kicked
g_speed	ETMain	Server	Speed of player's. 320 default, dont fiddle except for silly-fun shenanigans.
g_spScores	ETMain	Server	Relic?
g_spScores	ETMain	Server	Relic?
g_spScores	ETMain	Server	Relic?
g_spScores	ETMain	Server	Relic?
g_spScores	ETMain	Server	Relic?
g_spSkill	ETMain	Server	Relic?
g_spVideos	ETMain	Server	Relic?
g_swapteams	ETMain	Server	
g_teamForceBalance	ETMain	Server	Toggles disallowing players from joining teams with more players
g_userAim		Server	
g_userAlliedRespawnTime	ETMain	Server	Sets the respawn interval for Axis
g_userAxisRespawnTime	ETMain	Server	Sets the respawn interval for Allies
g_userTimeLimit	ETMain	Server	Sets the timelimit for the round
g_voiceChatsAllowed	ETMain	Server	Sets the number of vsay's that players can spam per 30? seconds
g_voteFlags	ETMain	Server	Sets voting options available to players (note the match_ overrule?)
g_warmup	ETMain	Server	Sets duration of the warmup period before the round

			begins
gameCompleteStatus			
Gamedate	ETMain	Both	Build date of ET (or of the mod in use). Non-user.
Gamename	ETMain	Both	Stores the name/folder of the mod being used. Non-user
gamestate			
generateTracemap	ETMain		Assumed for mapper/modder types.
gfxinfo			
give	ETMain	Client	Give you the specified [C]. E.g.: give ammo (full ammo), give health 100 (100 health), give all (gives you all items: full ammo, all 'weaponbank' items – including those for other classes)
globalservers	ETMain	Client	Command to scan for all servers, internet & LAN. See alsolocalservers. Non-user?
god	ETMain	Client	Enable god mode (invincible) [C]
graphheight			
graphscale			
graphshift			
guids	ETPro	Both	Displays a list of player GUIDs in the console
headModel			
heartbeat	ETMain	Server	For the heartbeat/info to master servers etc
help	ETMain	Client	Obsolete
huditemlist			
ignore	ETMain	Client	" Sets a chat ignore on a player/team/all" (Rhea)
imagelist	ETMain	Client	Lists all image files (all loaded?) together with some info about them
in_debugjoystick	ETMain	Client	Joystick
in_dgamouse	ETMain	Client	Disable game mouse accelleration (Linux only)
in_joyBallScale.	ETMain	Client	Joystick
in_joystick	ETMain	Client	Joystick
in_midi	ETMain	Client	
in_midichannel	ETMain	Client	
in_mididevice	ETMain	Client	
in_midiport	ETMain	Client	
in_mouse	ETMain	Client	-1= use windows default mouse routines, 1= use direct input, but it's broken.
in_restart	ETMain	Client	
Inviteall	ETPro	Client	Used with fireteam to invite all teammates into fireteam, if they arent already in one. /fireteam inviteall
journal	ETMain	Client	Use in command line to record 'demo' of everything you do in ET. '+set journal 1′ to record; 2 for

			playback. journaldata.dat & journal.dat are the files it creates, they get very large quickly. Files will also store cfgs loaded.
joy_threshold	ETMain	Client	Joystick
keyoff			
keyon			
kick	ETMain	Server	Command for kicking a player, /kick number – find number with /status
kill	ETMain	Client	Command for making your player kill himself
killserver	ETMain	Server	Command for terminating the server, but leaving et.exe running.
listbotgoals			
listcampaigns	ETMain	Client	Returns a list of campaigns found (incl. Downloaded campaigns). Useful with rcon
Listcs	ETPro	Server	Dumps all of the current configstrings to the server console. ([source](#))
loadgame			
LoadTranslations			
loadweapons			
localservers	ETMain	Client	Scans for LAN connected servers. See also globalservers. Non-user command?
lock	ETMain	Client	Command for locking your team, so other player's cannot join.
loc_add	ETPro	Client	For adding location names?
loc_del	ETPro	Client	For deleting location names. Doesnt have to be the exact name, will delete the closest one
loc_rename	ETPro	Client	For renaming location names. Doesnt have to be the exact name, will rename the closest one to what was specified
loc_save	ETPro	Client	Saves location names to the specified file?
loc_load	ETPro	Client	Load the specified location-name file
loc_show	ETPro	Client	Shows location name of an imperfectly-specified location?
Log	ETMain	Both	Sets the name of the logfile
logfile	ETMain	Both	Toggles saving a logfile
logout		Client	/ref logout – unreferee.
m	ETPro	Client	Pretext for sending a private message, /m playername message, which will send the message to all players with playername in their name. See also mt
m_filter	ETMain	Client	Toggles mouse filter (mouse smoothing)
m_forward	ETMain	Client	
m_pitch	ETMain	Client	Sets the mouse pitch (up/down)
m_side	ETMain	Client	

m_yaw	ETMain	Client	Sets the mouse yaw (left/right)
map	ETMain	Server	Command for loading another map [/map radar]
map_restart	ETMain	Server	Command for restarting the current round on the map, does not also set stopwatch game to the first round (see reset_match). [map_restart x] sets x seconds of warmup.
Mapname	ETMain	Client	Returns name of map
MapZoomIn	ETMain	Client	Command for zooming into the map
MapZoomOut	ETMain	Client	Command for zooming out of the map
match_latejoin	ETMain	Server	Togges allowing players to join a match in progress
match_minplayers	ETMain	Server	Sets the minimum number of players before match can start
match_mutespecs	ETMain	Server	Toggles muting spectators
match_readypercent	ETMain	Server	Sets the % of player's required to have set ready before round will commence
match_timeoutcount	ETMain	Server	Sets the number of times non-REF players on each team can pause the match
match_timeoutlength	ETMain	Server	Sets the duration of pauses/timeouts
match_warmupDamage	ETMain	Server	Toggle friendly fire during the warmup interval
Me			
meminfo	ETMain	Client	Shows memory usage in the console
messageMode	ETMain	Client	Command for opening global text chat box
MessageMode2	ETMain	Client	Command for opening team-only text chat box
MessageMode3	ETMain	Client	Command for opening fireteam-only text chat box
messageSend			
midiinfo			
mod_url	ETMain	Server	Stores the URL of the mod being used, non-user
mod_version	ETMain	Server	Stores the version of the mod being used, non-user
modelist	ETMain	Client	Gives a list of the r_mode resolution numbers (see r_mode)
modellist	ETMain	Client	Lists all models in console (all loaded/open?)
modifySpeaker	ETMain	Client	
mp_fireteamadmin	ETMain	Client	For sorting FT
mp_fireteammsg	ETMain	Client	Command for text chats to fireteam-mates only
mp_QuickMessage	ETMain	Client	Command for opening the voice chat menu
msg	ETPro		
mt	ETPro	Client	Pretext for sending a private message, /mt playername message, which will send the message to all players on your team with playername in their name. See also mt
music			
music_queue			

mv_sensitivity	ETPro	Client	MultiView
mvactivate	ETPro	Client	MultiView
mvadd	ETPro	Client	MultiView
mvall	ETPro	Client	MultiView
mvallies	ETPro	Client	MultiView
mvaxis	ETPro	Client	MultiView
mvdel	ETPro	Client	MultiView
mvhide	ETPro	Client	MultiView
mvnew	ETPro	Client	MultiView
mvnone	ETPro	Client	MultiView
mvshow	ETPro	Client	MultiView
mvswap	ETPro	Client	MultiView
mvtoggle	ETPro	Client	MultiView
Name	ETMain	Client	Sets the name of the player
net_ip	ETMain	Both	Tell ET what the internet-IP is. Useful with routers etc. Set on commandline/shortcut.
net_noipx	ETMain	Both	Toggle IPX network protocol
net_noudp	ETMain	Both	Toggle UDP network protocol
net_port	ETMain	Both	Specify what port to use. Use if more than one instance of ET is running.
net_qport	ETMain	Both	Define the port to connect with, useful for bypassing annoying routers & firewalls
net_restart	ETMain	Client	Resets net system?
net_socksEnabled	ETMain	Both	Network socks stuff.
net_socksPassword	ETMain	Both	Network socks stuff.
net_socksPort	ETMain	Both	Network socks stuff.
net_socksServer	ETMain	Both	Network socks stuff.
net_socksUsername	ETMain	Both	Network socks stuff.
nextcampaign	ETMain	Server	Start the next campaign in the rotation
nextframe			
nextmap	ETMain	Server	Start the next map in the rotation
nextskin			
nextteam			
no_techo			
noclip	ETMain	Client	Toggles being able to walk through walls/objects [C]
nofatigue	ETMain	Client	Toggle the effect of stanima [C]
notarget	ETMain	Client	Stops AI attacking you. Obsolite, unless some bot-mod makes use of it [C]
notice	ETPro		
notready	ETMain	Client	Reverses ready status

openlimbomenu	ETMain	Client	Command for opening the limbo menu
openTimerInput	ETPro	Client	Opens a box to set the enemy's spawntime in.
P	ETPro	Server	Replaces Players_Allies and Players_Axis. more info.
Passvote	ETPro	Server	Force a vote in-progress to succeed. Mainly used with RCON and REF?
password	ETMain	Client	Used for setting password required for some servers
path	ETMain	Client	Returns the current search paths (.pk3 files and number of files)
pause	ETMain	Client	Pauses/freezes a game in progress, see unpause (also timeout, timein)
ping	ETMain	Client	For pinging server – /ping [server]
play			
players	ETMain	Client	Displays info of connected players, their connection settings etc
players_Allies	ETMain	Server	Bitmask for showing allied player numbers in serverinfo. See 'P' for ETPro
players_Axis	ETMain	Server	Bitmask for showing axis player numbers in serverinfo. See 'P' for ETPro
pm	ETPro	Client	Private messages?
pmove_fixed	ETMain	Both	Affects game physiscs, see here.
pmove_msec	ETMain	Both	Affects game physiscs, see here.
pmt			
prevframe			
prevskin			
protocol	ETMain	Both	Returns the current protocol (changes with patches). ET v1.02 = protocol 83
quit	ETMain	Both	Quits the running game, and exits ET completely. For server also see killserver
r_allowExtensions	ETMain	Client	Toggle allowing video-driver opengl extensions
r_allowSoftwareGL	ETMain	Client	
r_ambientScale	ETMain	Client	Strengh of ambient lighting?
r_ati_fsaa_samples			
r_ati_truform_normalmode	ETMain	Client	ATI video card truform stuff
r_ati_truform_pointmode	ETMain	Client	ATI video card truform stuff
r_ati_truform_tess	ETMain	Client	ATI video card truform stuff
r_bonesDebug	ETMain	Client	
r_cache			
r_cacheModels			
r_cacheShaders			
r_clampToEdge	ETMain	Client	Soemthign to do with clamping fog, often restricted cvar.
r_clear	ETMain	Client	Used for map dev : "clears the screen with a horrible

			pink color. This means that places which would normally be HOM are bright pink instead, which can be helpful in spotting small gaps or sparklies." (thx ReyalP)
r_colorbits	ETMain	Client	Colour depth, 16/32.
r_colorMipLevels			
r_customaspect			
r_customheight	ETMain	Client	To set height of a custom resolution, see r_customwidth & r_mode. Useful for TFT
r_customwidth	ETMain	Client	To set width of a custom resolution, see r_customheight & r_mode
r_debuglight			
r_debugSort			
r_debugSurface			
r_depthbits			
r_detailtextures	ETMain	Client	Wether to use high detail textures
r_directedScale			
r_displayRefresh	ETMain	Client	Can set the refresh rate of monitor?
r_dlightBacks			
r_drawBuffer			
r_drawentities			
r_drawfoliage	ETMain	Client	Toggles drawing foliage (e.g. All the grass on Radar) [C]
r_drawSun	ETMain	Client	Toggles drawing the image of the sun in the sky
r_drawworld	ETMain	Client	[C]
r_dynamiclight	ETMain	Client	Toggles use of dynamic lighting effect
r_ext_ATI_pntriangles			
r_ext_compiled_vertex_array			
r_ext_compressed_textures			
r_ext_gamma_control			
r_ext_multitexture			
r_ext_NV_fog_dist			
r_ext_texture_env_add			
r_ext_texture_filter_anisotropic	ETMain	Client	Aniso works with [1.03]. 1 to enable, r_textureAnisotropy to set the level.
r_facePlaneCull	ETMain	Client	Wether to not render the hidden side of objects in view.
r_fastsky	ETMain	Client	Toggles wether the detailed skybox is drawn or just a basic sky
r_finish			
r_flareFade	ETMain	Client	Duration of flare effect fading
r_flares	ETMain	Client	Toggle flare effect around certain dynamic lights

r_flareSize	ETMain	Client	Size of flare effect around certain dynamic lights
r_fullscreen	ETMain	Client	Toggle between fullscreen and windowed mode
r_gamma	ETMain	Client	Sets gamma (form of brightness) level, gamma correction.
r_glDriveropengl			
r_glIgnoreWickedD			
r_highQualityVideo			
r_ignore			
r_ignoreFastPath			
r_ignoreGLErrors			
r_ignorehwgamma	ETMain	Client	Toggles ignoring the hardware gamma settings
r_inGameVideo	ETMain	Client	Toggle use of video clips in game (limbo menu)
r_intensity			
r_lastValidRenderer			
r_lightmap			
r_lockpvs			
r_lodbias	ETMain	Client	Level of visual detail, especially at distance?
r_lodCurveError	ETMain	Client	"determines how quickly polygons are pulled out with distance" – JC
r_lodscale			
r_logFile			
r_mapoverbrightbits	ETMain	Client	Set brightness of light on textures
r_maskMinidriver			
r_maxpolys			
r_maxpolyverts			
r_measureOverdraw			
r_mode	ETMain	Client	For setting screen resolution, 4 = 800×600, 6 = 1024×768, modelist. Set to -1 to make use of r_customwidth & r_customheight.
r_nobind			
r_nocull	ETMain	Client	Toggle wether to render hidden objects. 1 would hit performance
r_nocurves			
r_noportals			
r_norefresh			
r_normallength.			
r_novis			
r_nv_fogdist_mode			
r_offsetfactor-			
r_offsetunits-			

r_oldMode			
r_overBrightBits	ETMain	Client	Brightness setting
r_picmip	ETMain	Client	Bit like compression for all textures. 0 is max quality, 3 for max performance (mostly just uses less video card memory).
r_portalOnly			
r_primitives			
r_printShaders			
r_railCoreWidth			
r_railSegmentLength			
r_railWidth			
r_rmse	ETMain	Client	Defunct since 1.02 patch
r_roundImagesDown			
r_saveFontData			
r_showcluster			
r_showImages			
r_showmodelbounds			[C]
r_shownormals			[C]
r_showsky			[C]
r_showSmp			
r_showtris			[C]
r_simpleMipMaps			
r_singleShader			
r_skipBackEnd			
r_smp			
r_speeds			
r_stencilbits			
r_stereo	ETMain	Client	For stereo OpenGL – 3D glasses type thing. Either doesnt work or requires video opengl drivers that support it.
r_subdivisions	ETMain	Client	Sets number of subdivisions of "curves", increasing makes curves into straights.
r_swapInterval	ETMain	Client	If 1 then vsync is on, if 0 then it's off. Also works for Linux since 1.03
r_textureAnisotropy	ETMain	Client	Set level of anisotropic texture filtering
r_texturebits	ETMain	Client	Number of bits for textures, stick to 32 as 16 is hardly better performance.
r_textureMode			
r_trisColor	ETMain	Client	Sets colour for r_tris, usage: r_triscolor r g b a
r_uiFullScreen	ETMain	Client	Appears functionless in ET? Was fog-removal 'exploit' in RTCW

r_verbose			
r_wolffog	ETMain	Client	Enables and disables fog. [C], also restricted by Punkbuster
r_zfar	ETMain	Client	Distance for culling distant objects
r_znear	ETMain	Client	Distance for culling objects close to player. Recommended for servers to restrict.
rate	ETMain	Client	Cap on the connection bandwidth to use, 1000=~1KB/s. For 56k use about 4000, broadband 25000
rcon	ETMain	Client	Prepend to issue to remote-console, i.e. Send what follows to the server as command. RCON Guide.
rconAddress			
rconAuth			
rconPassword	ETMain	Both	Server: used to set the rcon password. Client: Used to login as having RCON authorisation on the connected server. RCON Guide.
ready	ETMain	Client	Sets player to ready status
readyteam	ETMain	Client	Sets all players on your team to ready status
reconnect	ETMain	Client	Reconnect to the most recent server you tried to connect to
record	ETMain	Client	Starts recording a demo. See also stopRecord
ref	ETMain	Client	Use similar to RCON for referee commands. /ref shows arguments
refereePassword	ETMain	Server	Used to set the password required to achieve REF status/authorisation
reflogout	ETPro	Client	Remove yourself from Ref status? "Unknown command" but is listed in cmdlist
reset	ETMain	Client	Prepend to reset a cvar to it's default value. /reset cl_maxpackets
reset_match	ETMain	Server	Used (usually by REF) to reset the whole match to beginning. Contrast with map_restart
resetmaxspeed			
resetTimer	ETPro	Client	Reset's ETPro's enemy spawntimer
Revive	ETMain	Server	Command to revive the specified player [C]
s_bits	ETMain	Client	
s_currentMusic	ETMain	Client	Lists current/most recent music sound file name & location
s_debugMusic	ETMain	Client	
s_defaultsound	ETMain	Client	
s_doppler	ETMain	Client	Toggle doppler effect
s_info	ETMain	Client	Lists info of sound system in console
s_initsound	ETMain	Client	
s_khz	ETMain	Client	Sets frequency of the music, very high quality = 44 [1.03], high = 22 while low = 11

s_list	ETMain	Client	Lists all sound file names and locations in console
s_mixahead	ETMain	Client	For mixing audio?
s_mixPreStep	ETMain	Client	
s_musicvolume	ETMain	Client	Sets volume of the music, multiplier value (0.0 to 1.0)
s_mute	ETMain	Client	Toggle muting, 1 disables all sounds, 0 plays them as normal
s_nocompressed	ETMain	Client	Dont play any compressed music files?
s_numchannels	ETMain	Client	
s_separation	ETMain	Client	Stereo seperation?
s_show	ETMain	Client	Lists in console every sound when it is played [C]
s_stop	ETMain	Client	Stops playing any sounds currently playing
s_testsound	ETMain	Client	
s_volume	ETMain	Client	Sets volume of the game sounds, multiplier value (0.0 to 1.0)
s_wavonly	ETMain	Client	Toggles playing only .wav files?
sa	ETPro	Client	Shorter version of semiAdmin
sal	ETPro	Client	Shorter version of semiAdminLogin
savegame_filename	ETMain	Client	Obsolete?
savegame_loading	ETMain	Client	Obsolete?
SaveNewTranslations			
SaveTranslations			
say	ETMain	Both	Send what follows as global text chat /say "owned"
say_buddy	ETPro	Client	
say_team	ETMain	Client	Send what follows as team text chat /say_team "ffs gimme ammo n00bs"
say_teamnl			
scLogin	ETPro	Client	Short form of shoutcastlogin
scLogout	ETPro	Client	Short form of shoutcastlogout
scores	ETMain	Client	Shows the scoresheet
scr_conspeed			
screenshot	ETMain	Client	Takes a screenshot, in high quality lossless TGA format
screenshotJPEG	ETMain	Client	Takes a screenshot, in lossy-compression JPEG format
sectorlist			
selectbuddy			0-5 to select that fireteam-mate, -1 none, -2 all ??
semiAdmin	ETPro	Client	For use with SemiAdmin feature, similar-ish to a customisable REF (detail)
semiAdminLogin	ETPro	Client	Used when logging in with password for SemiAdmin (detail)
sensitivity	ETMain	Client	Used for setting the mouse sensitivity

Server1			
Server2			
Server3			
Server4			
Server5			
Server6			
Server7			
Server8			
Server9			
Server10			
Server11			
Server12			
Server13			
Server14			
Server15			
Server16			
server_autoconfig	ETMain	Server	For loading "pub" or "comp" pre-set configurations. Detail
server_motd0	ETMain	Server	Sets line 1 of the motd box (sv_hostname still goes above though). detail.
server_motd1	ETMain	Server	Sets line 2 of the motd box, detail.
server_motd2	ETMain	Server	Sets line 3 of the motd box, detail.
server_motd3	ETMain	Server	Sets line 4 of the motd box, detail.
server_motd4	ETMain	Server	Sets line 5 of the motd box, detail.
server_motd5	ETMain	Server	Sets line 6, the bottom line, of the motd box. detail.
serverinfo	ETMain	Client	Lists "server info" in the console (same info as in the Server Info menu box). Also, "the serverinfo info string has all the cvars visible to server browsers" (g_public.h)
serverstatus	ETMain	Server	Returns "serverinfo" plus basic player info. For server browsers?
Session0	ETMain	Server	Seems to return info of use to server browsers?
Sessionstats0	ETMain	Server	Seems to return info of use to server browsers?
set	ETMain	Both	To "set" some cvar to the specified value, e.g. /set r_gamma 1
seta	ETMain	Both	"set & archive"
setenv			
sethuditem			
setRecommended	ETMain	Client	Applies the settings that were reccommended for your system?
sets	ETMain	Server	Specifies it is to be shown in serverinfo. Often doesnt

			have any effect on game
setu	ETMain	Both	
SetWeaponCrosshair			
shaderlist			
shoutCastLogin	ETPro	Client	For logging in with password for special shoutcaster spectator type
shoutCastLogout	ETPro	Client	For logging out of special shoutcaster spectator type
showdrop	ETMain	Client	Shows dropped packets in the console?
show_framecount	ETPro	Client	Show the framecount in demo playback (0=off, 1=on, 2=snapshot current frame number)
showip	ETMain	Client	Returns your IP in console
showpackets	ETMain	Client	Appears to give running display of sent/received data packets
showstats	ETMain	Client	Best guess is this was for multiview, which was re-enabled in ETPro (server set)
shuffleteamsxp_norestart	ETPro	Server	Command to shuffleteams by XP, without restarting the round/map.
singlePlayLink	ETMain	Client	Relic, execution is unadvised [removed in 1.03]
skills			
skinlist			
snaps	ETMain	Client	"snapshots" for server to send you, leave at 20.
snd_reload	ETMain	Client	Reloads all sound files?
snd_restart	ETMain	Client	Restarts sound engine
spdevmap			
spechelp	ETPro	Client	Is in ET source but cvar only in etpro? Maybe toggles "spectator help" in multiview?
specinvite	ETMain	Client	Use to allow a specific client to spectate a speclocked team
speclock	ETMain	Client	Prevents spectating (other than Ref's or, in ETPro, ETTV & Shoutcasters) of your team. Also specunlock, team_nocontrols
specunlock	ETMain	Client	Reverses speclock, allows people to view your team. Also speclock, team_nocontrols
spmap			
start_match	ETMain	Server	Used by REF to skip the readyup shenanigans
statsall	ETMain	Client	Dumps statistics for all player's into the console
statsdump	ETMain	Client	Dumps stats into a file?
status	ETMain	Both	shows the client number (num), score, ping, player name (name), client IP address (address), and port connected through (qport)
stoprecord	ETMain	Client	Stops recording a demo. See also record
streamingsound			
sv_allowAnonymous	ETMain	Server	

sv_allowDownload	ETMain	Server	Toggles allowing clients to download missing files from the server
sv_cheats	ETMain	Server	Toggle allowing cheats such as noclip
sv_cvar	ETPro	Server	Used for the ETPro cvar restrictions
sv_dl_maxRate	ETMain	Server	Sets the maximum speed clients can download files from the server
sv_floodProtect	ETMain	Server	
sv_fps	ETMain	Server	Effectively frequency of server calculating states. Leave at 20, else ET breaks
sv_fullmsg	ETMain	Server	Customise the "server full" message, or redirect to another server: sv_fullmsg "ET://host.to.redirect.to:port" [1.03]
sv_hostname	ETMain	Server	Sets the name of the server, what shows up in server lists
sv_keywords	ETMain		
sv_killserver	ETMain	Server	
sv_lanForceRate	ETMain	Server	Toggle for forcing very high rate setting for clients detected (sometimes wrongly) as connecting via LAN.
sv_mapChecksum	ETMain	Server	
sv_master1	ETMain	Server	Master server to report to, should be etmaster.idsoftware.com
sv_master2	ETMain	Server	Master server to report to
sv_master3	ETMain	Server	Master server to report to
sv_master4	ETMain	Server	Master server to report to
sv_master5	ETMain	Server	Master server to report to
sv_maxclients	ETMain	Server	Maximum number of clients that can be connected, including private ones
sv_maxPing	ETMain	Server	Disallow clients who try to connect with this ping. Note clients usually have high ping at this point so set very high.
sv_maxRate	ETMain	Server	Cap the maximum rate (bandwidth) a player can use. 13000 to the max of 25000 normal (1000=1KB/s).
sv_minguidage	ETMain	Server	
sv_minPing	ETMain	Server	Can set a minimum ping for players to have when they connect, presumably for if you intend server for "HPB"
sv_onlyVisibleClients	ETMain	Server	
sv_padPackets	ETMain	Server	
sv_pakNames	ETMain	Server	
sv_paks	ETMain	Server	
sv_paused	ETMain	Server	
sv_privateClients	ETMain	Server	Number of the sv_maxclients slots reserved for clients with the privatePassword.

sv_privatePassword	ETMain	Server	Define the password used for private players – slots reserved for only people with the priv pass
sv_punkbuster	ETMain	Server	Toggle activation of Punkbuster on the server. Should be set on [command line].
sv_pure	ETMain	Server	Toggles check that client's files are the same as the servers (basic anticheat).
sv_reconnectlimit	ETMain	Server	Presumably limits an IP connecting to the server n times in some unknown period?
sv_referencedPakNames	ETMain	Server	
sv_referencedPaks	ETMain	Server	
sv_running	ETMain	Server	
sv_serverid	ETMain	Server	
sv_serverRestarting	ETMain	Server	
sv_showAverageBPS	ETMain	Server	
sv_showloss	ETMain	Server	
sv_tempbanmessage	ETMain	Server	What player's get after being kicked – "you have been kicked and are temporarily banned…"
sv_timeout	ETMain	Server	Duration before disconnecting clients that arent communicating to server at all?
sv_wwwBaseURL	ETMain	Server	Sets the location of www download redirect, [detail]
sv_wwwCheckPath	ETMain	Server	Path to seek files for www download, leave blank to default to etmain and/or mod folder. [detail]
sv_wwwDlDisconnected	ETMain	Server	Wether to disconnect players from gameserver while they download via www [detail]
sv_wwwDownload	ETMain	Server	Toggles enabling www download redirect. [detail]
sv_wwwFallbackURL	ETMain	Server	Alternative URL to download the files from. [detail]
sv_zombietime	ETMain	Server	
swap_teams	ETMain	Server	Swaps teams about – axis become allies and vice-versa
sys_cpuid	ETMain	Both	Non-user, stores a number identifying the CPU
sys_cpustring	ETMain	Both	Non-user, stores string name of the CPU (e.g. AMD w/ 3DNow!).
systeminfo	ETMain	Server	Same as "systeminfo"?
taginfo	ETMain	Client	Says "not active", perhaps for the premium PB tag registration?
team	ETMain	Client	/team r joins axis, /team b joins allies
team_maxFlamers	ETPro	Server	Determines the max number of flamers that can be used on each team
team_maxMgs	ETPro	Server	Determines the max number of mobile MG's that can be used on each team
team_maxMines	ETPro	Server	Determines the max number of mines available to each team
team_maxMortars	ETPro	Server	Determines the max number of mortars that can be used on each team

team_maxPanzers	ETPro	Server	Determines the max number of panzerfausts that can be used on each team
team_maxplayers	ETPro	Server	Determines the max number of players that can join each team
team_maxriflegrenades	ETPro	Server	Determines the max number of "n00bsticks" that each team can have
team_nocontrols	ETMain	Server	Toggles disallowing players from having team controls, e.g. /readyteam
teammenu	ETPro	Client	Command opens v-chat style menu to select your class & weapon
testgun			
testmodel			
timedemo	ETMain	Client	Set to 1 to enable timedemo mode,for benchmarking purposes
timegraph			[C]
timein	ETMain	Client	Continues game after a timeout/pause, same as unpause. See team_nocontrols
timelimit	ETMain	Server	Sets the time limitation for the map
timeout	ETMain	Client	Same as Pause, freezes game, usually so a crashed player can rejoin.
timerSet	ETPro	Client	For setting ETPro built in spawntimer
timescale	ETMain	Client	Increase to "fast forward" through demos, or decrease for slow motion (fraction of 1).
tjg_info	ETPro		Trickjump tool
tjg_load	ETPro		Trickjump tool
tjg_menu	ETPro		Trickjump tool
tjg_pause	ETPro		Trickjump tool
tjg_play	ETPro		Trickjump tool
tjg_record	ETPro		Trickjump tool
tjg_save	ETPro		Trickjump tool
tjg_stop	ETPro		Trickjump tool
tjl_drawslot	ETPro		Trickjump tool
tjl_info	ETPro		Trickjump tool
tjl_load	ETPro		Trickjump tool
tjl_menu	ETPro		Trickjump tool – TJ menu
tjl_save	ETPro		Trickjump tool
tjl_startrecord	ETPro		Trickjump tool
tjl_stoprecord	ETPro		Trickjump tool
toggle	ETMain	Client	For swapping a cvar between values of 0 and 1: bind x "toggle s_mute"
toggleConsole	ETMain	Client	Opens and closes the console pull-down
topshots	ETMain	Client	Shows the topshots stats, the most accurate aimers

touchFile			
ui_autoredirect	ETMain	Client	Toggle allowing servers to auto-redirect you to another server when full.
ui_bigFont			
ui_blackout			
ui_browserGameType	ETMain	Client	Server browser – selects servers running specific gametypes
ui_browserMaster	ETMain	Client	Server browser – Local/Internet/Favourites source… Non-functional in ET?
ui_browserShowAntilag	ETMain	Client	Server browser – servers with antilag enabled: 0=both, 1=only show, 2=dont show
ui_browserShowEmptyOrFull	ETMain	Client	Server browser – empty or full servers: 0=both, 1=only show, 2=dont show
ui_browserShowETPro	ETPro	Client	Server browser – servers running ETPro mod: 0=both, 1=only show, 2=dont show
ui_browserShowFriendlyFire	ETMain	Client	Server browser – servers with Friendly Fire: 0=both, 1=only show, 2=dont show
ui_browserShowMaxlives	ETMain	Client	Server browser – servers with limited lives: 0=both, 1=only show, 2=dont show
ui_browserShowPasswordProtected	ETMain	Client	Server browser – passworded servers: 0=both, 1=only show, 2=dont show
ui_browserShowPunkBuster	ETMain	Client	Server browser – Punkbuster servers: 0=both, 1=only show, 2=dont show
ui_browserShowTeamBalanced	ETMain	Client	Server browser – servers forcing balanced teams: 0=both 1=only show 2=hide
ui_browserShowWeaponsRestricted	ETMain	Client	Server browser – servers with weapon restrictions: 0=both 1=only show 2=hide
ui_browserSortKey	ETMain	Client	Server browser – supposably sets which heading to order the server list, but doesnt
ui_campaignIndex			
ui_classSoldier			
ui_cmd			
ui_connecting			
ui_ctf_capturelimit			Relic?
ui_ctf_friendly			Relic?
ui_ctf_timelimit			Relic?
ui_currentCampaign			
ui_currentCampaignCompleted			
ui_currentMap			
ui_currentNetCampaign			
ui_currentNetMap			
ui_dedicated			
ui_ffa_fraglimit			

ui_ffa_timelimit			
ui_filterdescription			
ui_gametype			
ui_glCustom			
ui_handedness			
ui_heavyWeaponRestriction			
ui_isSpectator			
ui_joinGametype-			
ui_lastServerRefresh			
ui_limboMode			
ui_limboObjective			
ui_limboOptions			
ui_limboPrevOptions			
ui_mapIndex			
ui_master			
ui_maxlives			
ui_menuFiles			
ui_mousePitch			
ui_netGametype			
ui_netSource			
ui_notebookCurrentPage			
ui_objective			
ui_prevClass-			
ui_prevTeam-			
ui_prevWeapon-			
ui_profile			
ui_profile_create_error			
ui_profile_mousePitch			
ui_QModel			
ui_r_colorbits			
ui_r_depthbits			
ui_r_detailtextures			
ui_r_dynamiclight			
ui_r_ext_compressed_textures			
ui_r_gamma			
ui_r_lodbias			
ui_r_mode			
ui_r_picmip			

ui_r_subdivisions			
ui_r_texturebits			
ui_r_texturemode			
ui_rate			
ui_restart			
ui_sensitivity			
ui_serverStatusTimeOut			
ui_showtooltips	ETMain	Client	Pop-up explanations on mouseover various options in the in-game menus.
ui_singlePlayerActive			
ui_smallFont			
ui_team_fraglimit			
ui_team_friendly			
ui_team_timelimit			
ui_teamArenaFirstRun			
ui_teamAxis			
ui_userAlliedRespawnTime			
ui_userAxisRespawnTime			
ui_userTimeLimit			
ui_weaponMP			
unbind	ETMain	Client	For unassigning commands etc to a specified key. /unbind x
unbindall	ETMain	Client	For unassigning all commands etc from ALL keys. /unbindall
undoSpeaker			
unignore			
unlock	ETMain	Client	Reverses lock, allows other player's to join your team
unpause	ETMain	Client	For unpausing paused games. See pause, also team_nocontrols
unready	ETMain	Client	Set's player to "unready" status, reverses ready
updatehunkusage			
updatescreen			
URL	ETMain	Server	Appears to simply be a place to locate the server's URL, RTCW 1.4 had a button to go
Username	ETMain	Client	Stores the OS username in use (!)
Version	ETMain	Both	Records all info about the ET version: build number, build date, win/linux etc
vid_restart	ETMain	Client	Reloads the video/rendering etc, required for some cvar settings to take actual effect.
vid_xpos			X axis offset for moving the game-screen around?
vid_ypos			Y axis offset for moving the game-screen around?

viewlog	ETMain		[C]
viewpos	ETMain	Client	Returns the coordinates of the player's position in console.
vm_cgame			
vm_game			
vm_ui			
vminfo			
vmprofile			
VoiceChat	ETMain	Client	See vsay
VoiceFireTeamChat	ETMain	Client	For binding vsay's to FireTeam members only
VoiceTeamChat	ETMain	Client	See vsay_team
vote	ETMain	Client	Cast your vote – \vote yes ; \vote no ; or bind F1 "vote yes"
vote_allow_antilag	ETMain	Server	Toggles allowing votes to toggle antilag. ([vote settings](#))
vote_allow_balancedteams	ETMain	Server	Toggles allowing votes to toggle balancedteam requirement. ([vote settings](#))
vote_allow_cointoss	ETMain	Server	Toggles allowing votes for cointoss. ([vote settings](#))
vote_allow_comp	ETMain	Server	Toggles allowing votes to load "comp" settings. ([vote settings](#))
vote_allow_config	ETPro	Server	Specify .config's that can be loaded by vote. Set to "" to disable or * to allow all
vote_allow_friendlyfire	ETMain	Server	Toggles allowing votes to toggle friendlyfire. ([vote settings](#))
vote_allow_gametype	ETMain	Server	Toggles allowing votes to change gametype. ([vote settings](#))
vote_allow_kick	ETMain	Server	Toggles allowing votes to kick players ([vote settings](#))
vote_allow_map	ETMain	Server	Toggles allowing votes to change map. ([vote settings](#))
vote_allow_matchreset	ETMain	Server	Toggles allowing votes to reset match. See reset_match, [vote settings](#)
vote_allow_mutespecs	ETMain	Server	Toggles allowing votes to mute spectators. ([vote settings](#))
vote_allow_muting	ETMain	Server	Toggles allowing votes to mute individual players. ([vote settings](#))
vote_allow_nextmap	ETMain	Server	Toggles allowing votes to skip to the next map in rotation. ([vote settings](#))
vote_allow_pub	ETMain	Server	Toggles allowing votes to load "pub" settings. ([vote settings](#))
vote_allow_referee	ETMain	Server	Toggles allowing votes to assign someone as Ref. ([vote settings](#))
vote_allow_shuffleteamsxp	ETMain	Server	Toggles allowing votes to shuffle teams. See shuffle_teams, [vote settings](#)
vote_allow_surrender	ETPro	Server	Toggles allowing teams to call a vote to "surrender"
vote_allow_swapteams	ETMain	Server	Toggles allowing votes to swap teams. See

			swap_teams, vote settings
vote_allow_timelimit	ETMain	Server	Toggles allowing votes to change the map timelimit. (vote settings)
vote_allow_warmupdamage	ETMain	Server	Toggles allowing votes to toggle warmup damage. (vote settings)
vote_limit	ETMain	Server	Set's maximum number of votes allowed per map. (vote settings)
vote_percent	ETMain	Server	Set's the required % of all players needed to vote "yes" for vote to pass. (detail)
voteFlags	ETMain	Server	Non-user, I think this stores flag info for server info/server browsers etc?
vsay	ETMain	Client	Prepend for issing global voice-chats, /vsay ftattack
vsay_buddy	ETPro	Client	Vsays to fireteam members?
vsay_team	ETMain	Client	Prepend for issung voice-chats to teammates, /vsay_team ftfallback
vstr	ETMain	Both	Identifies what follows it as a variable string, used for scripting.
wait	ETMain	Both	Tells ET to wait for the specified ticks before continuing, used for scripting.
wav_record	ETMain	Client	Command to record .wav audio file (see wav_stoprecord, cl_wavefilerecord) [1.03]
wav_stoprecord	ETMain	Client	Command to stop recording a .wav audio file [1.03]
weapalt	ETMain	Client	Selects alternative use of currently selected weapon
weaplastused	ETMain	Client	Selects the last weapon that was used
weapnext	ETMain	Client	Selects the next weapon (scrolls through weaponbank)
weapnextinbank	ETMain	Client	Selects the next weapon that player has?
weapon			
weaponbank	ETMain	Client	Selects the specified weapon, /weaponbank 5
weaponstats	ETMain	Client	Gives your stats for each weapon (in console)
weapprev	ETMain	Client	Selects the previous weapon (scrolls backwards through weaponbank)
weapprevinbank	ETMain	Client	Selects the previous weapon the player has?
where			
win_hinstance			
win_wndproc			
wm_ftsayPlayerClass	ETMain	Client	Vsay's your class to fireteam?
wm_sayPlayerClass	ETMain	Client	Vsays your class (to team?)?
writeconfig	ETMain	Both	Saves all current settings to the specified file, if none specified then uses etconfig.cfg
Wstats0	ETMain	Client	Presumably has something to do with +wstats which SD seem to have broken?
z_serverflags			

zoomin	ETMain	Client	Zooms further in with scoped weapons
zoomout	ETMain	Client	Zooms further out with scoped weapons
freecam	ETPro	Client	Enables extended-demo-viwer freecam? off/on
freecamgetpos	ETPro	Client	Maybe gets the co-ordinates for freecamsetpos?
freecamsetpos	ETPro	Client	Set co-ordinates for freecam (movie-making stuff)
fs_basegame	ETMain	Both	Makes game use files from here aswell as current mod folder? Assumed for mods only
fs_basepath	ETMain	Both	Holds the logical path to ET install folder
fs_buildgame	ETMain		
fs_buildpath	ETMain		
fs_cdpath	ETMain	Both	Logical path to CDROM? Relic/obsolete.
fs_copyfiles			
fs_debug			
fs_game	ETMain	Server	Sets the mod to load, used for [startup command]().
fs_homepath	ETMain	Server	Sets the "working folder", used mainly when [multiple servers]() running on one install
fs_openedList	ETMain		Holds what .pk3's are open / in ETMain or mod folder? Non-user
fs_referencedList	ETMain		Holds what .pk3s are referenced/loaded? Non-user
fs_restrict	ETMain		
g_alliedmapxp	ETMain	Server	Presumably stores how much XP the allied team have earned over the map?
g_alliedmaxlives	ETMain	Server	Sets the maximum number of lives available to the Allied team
g_alliedwins	ETMain	Server	Presumably stores the allied team's wins for campaign map/deciding overall winner
g_altStopwatchMode	ETMain	Server	Toggles ABAB stopwatch format instead of ABBA
g_antilag	ETMain	Server	Toggles antilag, better for high ping players. Irrelevant with Etpro (players choose)