Call of Duty 4 Dvars Call of Duty 4 Dvars

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Alle verfügbaren Dvars für CoD4

========== DVAR DUMP
==========

- actionSlotsHide "0"
- activeAction ""
- ai_corpseCount "5"
- ammoCounterHide "0"
- authPort "20800"
- authServerName "cod4master.activision.com"
- bg_aimSpreadMoveSpeedThreshold "11"
- bg_bobAmplitudeDucked "0.0075 0.0075"
- bg_bobAmplitudeProne "0.02 0.005"
- bg_bobAmplitudeSprinting "0.02 0.014"
- bg_bobAmplitudeStanding "0.007 0.007"
- bg_bobMax "8"
- bg_fallDamageMaxHeight "300"
- bg_fallDamageMinHeight "128"
- bg_foliagesnd_fastinterval "500"
- bg_foliagesnd_maxspeed "180"
- bg_foliagesnd_minspeed "40"
- bg_foliagesnd_resetinterval "500"
- bg_foliagesnd_slowinterval "1500"
- bg_ladder_yawcap "100"
- bg_legYawTolerance "20"
- bg_maxGrenadeIndicatorSpeed "20"
- bg_prone_yawcap "85"
- bg_shock_lookControl "1"
- bg_shock_lookControl_fadeTime "2"
- bg_shock_lookControl_maxpitchspeed "90"
- bg_shock_lookControl_maxyawspeed "90"
- bg_shock_lookControl_mousesensitivityscale "0.5"
- bg_shock_movement "1"
- bg_shock_screenBlurBlendFadeTime "1"
- bg_shock_screenBlurBlendTime "0.4"
- bg_shock_screenFlashShotFadeTime "1"
- bg_shock_screenFlashWhiteFadeTime "1"
- bg_shock_screenType "blurred"
- bg_shock_sound "1"
- bg_shock_soundDryLevel "1"
- bg_shock_soundEnd "shellshock_end"
- bg_shock_soundEndAbort "shellshock_end_abort"
- bg_shock_soundFadeInTime "0.25"

- bg_shock_soundFadeOutTime "2.5"
- bg_shock_soundLoop "shellshock_loop"
- bg_shock_soundLoopEndDelay "-3"
- bg_shock_soundLoopFadeTime "1.5"
- bg_shock_soundLoopSilent "shellshock_loop_silent"
- bg_shock_soundModEndDelay "2"
- bg_shock_soundRoomType "generic"
- bg_shock_soundWetLevel "0.5"
- bg_shock_viewKickFadeTime "3"
- bg_shock_viewKickPeriod "0.75"
- bg_shock_viewKickRadius "0.05"
- bg_shock_volume_ambient "0.5"
- bg_shock_volume_announcer "0.5"
- bg_shock_volume_auto "0.5"
- bg_shock_volume_auto2 "0.5"
- bg_shock_volume_auto2d "0.5"
- bg_shock_volume_autodog "0.5"
- bg_shock_volume_body "0.5"
- bg_shock_volume_body2d "0.5"
- bg_shock_volume_bulletimpact "0.5"
- bg_shock_volume_bulletwhizby "0.5"
- bg_shock_volume_effects1 "0.5"
- bg_shock_volume_effects2 "0.5"
- bg_shock_volume_element "0.5"
- bg_shock_volume_hurt "0.5"
- bg_shock_volume_item "0.5"
- bg_shock_volume_local "0.5"
- bg_shock_volume_local2 "0.5"
- bg_shock_volume_menu "0.5"
- bg_shock_volume_mission "0.5"
- bg_shock_volume_music "0.5"
- bg_shock_volume_musicnopause "0.5"
- bg_shock_volume_nonshock "0.5"
- bg_shock_volume_physics "0.5"
- bg_shock_volume_player1 "0.5"
- bg_shock_volume_player2 "0.5"
- bg_shock_volume_reload "0.5"
- bg_shock_volume_reload2d "0.5"
- bg_shock_volume_shellshock "0.5"
- bg_shock_volume_vehicle "0.5"
- bg_shock_volume_vehiclelimited "0.5"
- bg_shock_volume_voice "0.5"
- bg_shock_volume_weapon "0.5"
- bg_shock_volume_weapon2d "0.5"
- bg_swingSpeed "0.2"
- bg_viewKickMax "90"
- bg_viewKickMin "5"
- bg_viewKickRandom "0.4"
- bg_viewKickScale "0.2"
- bullet_penetrationMinFxDist "30"
- cg_airstrikeKillCamCloseXYDist "24"
- cg_airstrikeKillCamCloseZDist "24"

- cg_airstrikeKillCamDist "200"
- cg_airstrikeKillCamFarBlur "2"
- cg_airstrikeKillCamFarBlurDist "300"
- cg_airstrikeKillCamFarBlurStart "100"
- cg_airstrikeKillCamFov "80"
- cg_airstrikeKillCamNearBlur "4"
- cg_airstrikeKillCamNearBlurEnd "100"
- cg_airstrikeKillCamNearBlurStart "0"
- cg_blood "1"
- cg_brass "1"
- cg_centertime "5"
- cg_chatHeight "8"
- cg_chatTime "12000"
- cg_connectionIconSize "0"
- cg_constantSizeHeadIcons "0"
- cg_crosshairAlpha "1"
- cg_crosshairAlphaMin "0.5"
- cg_crosshairDynamic "0"
- cg_crosshairEnemyColor "1"
- cg_cursorHints "4"
- cg_debug_overlay_viewport "0"
- cg_debugevents "0"
- cg_debugInfoCornerOffset "0 0"
- cg_debugposition "0"
- cg_descriptiveText "1"
- cg_draw2D "1"
- cg_drawBreathHint "1"
- cg_drawCrosshair "1"
- cg_drawCrosshairNames "1"
- cg_drawCrosshairNamesPosX "300"
- cg_drawCrosshairNamesPosY "180"
- cg_drawFPS "Off"
- cg_drawFPSLabels "1"
- cg_drawFriendlyNames "1"
- cg_drawGun "1"
- cg_drawHealth "0"
- cg_drawLagometer "0"
- cg_drawMantleHint "1"
- cg_drawMaterial "Off"
- cg_drawpaused "1"
- cg_drawScriptUsage "0"
- cg_drawShellshock "1"
- cg_drawSnapshot "0"
- cg_drawSpectatorMessages "1"
- cg_drawThroughWalls "0"
- cg_drawTurretCrosshair "1"
- cg_dumpAnims "-1"
- cg_enemyNameFadeIn "250"
- cg_enemyNameFadeOut "250"
- cg_errordecay "100"
- cg_firstPersonTracerChance "0.5"
- cg_footsteps "1"

- cg_fov "65"
- cg_fovMin "10"
- cg_fovScale "1"
- cg_friendlyNameFadeIn "0"
- cg_friendlyNameFadeOut "1500"
- cg_gameBoldMessageWidth "390"
- cg_gameMessageWidth "455"
- cg_gun_move_f "0"
- cg_gun_move_minspeed "0"
- cg_gun_move_r "0"
- cg_gun_move_rate "0"
- cg_gun_move_u "0"
- cg_gun_ofs_f "0"
- cg_gun_ofs_r "0"
- cg_gun_ofs_u "0"
- cg_gun_x "0"
- cg_gun_y "0"
- cg_gun_z "0"
- cg_headIconMinScreenRadius "0.015"
- cg_heliKillCamDist "1000"
- cg_heliKillCamFarBlur "2"
- cg_heliKillCamFarBlurDist "300"
- cg_heliKillCamFarBlurStart "100"
- cg_heliKillCamFov "15"
- cg_heliKillCamNearBlur "4"
- cg_heliKillCamNearBlurEnd "100"
- cg_heliKillCamNearBlurStart "0"
- cg_heliKillCamZDist "50"
- cg_hintFadeTime "100"
- cg_hudChatIntermissionPosition "5 110"
- cg_hudChatPosition "5 204"
- cg_hudDamageIconHeight "64"
- cg_hudDamageIconInScope "0"
- cg_hudDamageIconOffset "128"
- cg_hudDamageIconTime "2000"
- cg_hudDamageIconWidth "128"
- cg_hudGrenadeIconEnabledFlash "0"
- cg_hudGrenadeIconHeight "25"
- cg_hudGrenadeIconInScope "0"
- cg_hudGrenadeIconMaxHeight "104"
- cg_hudGrenadeIconMaxRangeFlash "500"
- cg_hudGrenadeIconMaxRangeFrag "250"
- cg_hudGrenadeIconOffset "50"
- cg_hudGrenadeIconWidth "25"
- cg_hudGrenadePointerHeight "12"
- cg_hudGrenadePointerPivot "12 27"
- cg_hudGrenadePointerPulseFreq "1.7"
- cg_hudGrenadePointerPulseMax "1.85"
- cg_hudGrenadePointerPulseMin "0.3"
- cg_hudGrenadePointerWidth "25"
- cg_hudlegacysplitscreenscale "2"
- cg_hudMapBorderWidth "2"

- cg_hudMapFriendlyHeight "15"
- cg_hudMapFriendlyWidth "15"
- cg_hudMapPlayerHeight "20"
- cg_hudMapPlayerWidth "20"
- cg_hudMapRadarLineThickness "0.15"
- cg_hudObjectiveTextScale "0.3"
- cg_hudProneY "-160"
- cg_hudSayPosition "5 180"
- cg_hudsplitscreencompassscale "1.5"
- cg_hudsplitscreenstancescale "2"
- cg_hudStanceFlash "1 1 1 1"
- cg_hudStanceHintPrints "0"
- cg_hudVotePosition "5 220"
- cg_invalidCmdHintBlinkInterval "600"
- cg_invalidCmdHintDuration "1800"
- cg_laserEndOffset "0.5"
- cg_laserFlarePct "0.2"
- cg_laserForceOn "0"
- cg_laserLight "1"
- cg_laserLightBeginOffset "13"
- cg_laserLightBodyTweak "15"
- cg_laserLightEndOffset "-3"
- cg_laserLightRadius "3"
- cg_laserRadius "0.8"
- cg_laserRange "1500"
- cg_laserRangePlayer "1500"
- cg_mapLocationSelectionCursorSpeed "0.6"
- cg_marks_ents_player_only "0"
- cg_nopredict "0"
- cg_overheadIconSize "0.7"
- cg_overheadNamesFarDist "1024"
- cg_overheadNamesFarScale "0.6"
- cg_overheadNamesFont "2"
- cg_overheadNamesGlow "0 0 0 1"
- cg_overheadNamesMaxDist "10000"
- cg_overheadNamesNearDist "256"
- cg_overheadNamesSize "0.5"
- cg_overheadRankSize "0.5"
- cg_predictItems "1"
- cg_scoreboardBannerHeight "35"
- cg_scoreboardFont "0"
- cg_scoreboardHeaderFontScale "0.35"
- cg_scoreboardHeight "435"
- cg_scoreboardItemHeight "18"
- cg_scoreboardMyColor "1 0.8 0.4 1"
- cg_scoreboardPingGraph "0"
- cg_scoreboardPingHeight "0.7"
- cg_scoreboardPingText "1"
- cg_scoreboardPingWidth "0.036"
- cg_scoreboardRankFontScale "0.25"
- cg_scoreboardScrollStep "3"
- cg_scoreboardTextOffset "0.5"

- cg_scoreboardWidth "500"
- cg_ScoresPing_BgColor "0.25098 0.25098 0.25098 0.501961"
- cg_ScoresPing_HighColor "0.8 0 0 1"
- cg_ScoresPing_Interval "100"
- cg_ScoresPing_LowColor "0 0.74902 0 1"
- cg_ScoresPing_MaxBars "4"
- cg_ScoresPing_MedColor "0.8 0.8 0 1"
- cg_scriptIconSize "0"
- cg_showmiss "0"
- cg_sprintMeterDisabledColor "0.8 0.1 0.1 0.2"
- cg_sprintMeterEmptyColor "0.7 0.5 0.2 0.8"
- cg_sprintMeterFullColor "0.8 0.8 0.8 0.8"
- cg_subtitleMinTime "3"
- cg_subtitles "1"
- cg_subtitleWidthStandard "520"
- cg_subtitleWidthWidescreen "520"
- cg_teamChatsOnly "0"
- cg_thirdPerson "0"
- cg_thirdPersonAngle "0"
- cg_thirdPersonRange "120"
- cg_tracerchance "0.2"
- cg_tracerlength "160"
- cg_tracerScale "1"
- cg_tracerScaleDistRange "25000"
- cg_tracerScaleMinDist "5000"
- cg_tracerScrewDist "100"
- cg_tracerScrewRadius "0.5"
- cg_tracerSpeed "7500"
- cg_tracerwidth "4"
- cg_viewZSmoothingMax "16"
- cg_viewZSmoothingMin "1"
- cg_viewZSmoothingTime "0.1"
- cg_voiceIconSize "0"
- cg_weaponCycleDelay "0"
- cg_weaponHintsCoD1Style "1"
- cg_weaponleftbone "tag_weapon_left"
- cg_weaponrightbone "tag_weapon_right"
- cg_youInKillCamSize "6"
- cl_allowDownload "1"
- cl_analog_attack_threshold "0.8"
- cl_anglespeedkey "1.5"
- cl_anonymous "0"
- cl_avidemo "0"
- cl_bypassMouseInput "0"
- cl_connectionAttempts "10"
- cl_connectTimeout "200"
- cl_forceavidemo "0"
- cl_freelook "1"
- cl_freezeDemo "0"
- cl_hudDrawsBehindUI "1"
- cl_ingame "0"
- cl_maxpackets "30"

- cl_maxPing "800"
- cl_motdString ""
- cl_mouseAccel "0"
- cl_nodelta "0"
- cl_noprint "0"
- cl_packetdup "1"
- cl_paused "0"
- cl_pitchspeed "140"
- cl_punkbuster "1"
- cl_serverStatusResendTime "750"
- cl_showmouserate "0"
- cl_shownet "0"
- cl_shownuments "0"
- cl_showSend "0"
- cl_showServerCommands "0"
- cl_showTimeDelta "0"
- cl_stanceHoldTime "300"
- cl_talking "0"
- cl_timeout "40"
- cl_updateavailable "0"
- cl_updatefiles ""
- cl_updateoldversion ""
- cl_updateversion ""
- cl_voice "0"
- cl_wwwDownload "1"
- cl_yawspeed "140"
- clientSideEffects "1"
- com_animCheck "0"
- com_filter_output "0"
- com_introPlayed "1"
- com_maxfps "85"
- com_maxFrameTime "100"
- com_playerProfile "Kellerkind"
- com_recommendedSet "1"
- com_statmon "0"
- com_timescale "1"
- compass "1"
- compassClampIcons "1"
- compassCoords "740 3590 400"
- compassECoordCutoff "37"
- compassEnemyFootstepEnabled "0"
- compassEnemyFootstepMaxRange "500"
- compassEnemyFootstepMaxZ "100"
- compassEnemyFootstepMinSpeed "140"
- compassFriendlyHeight "18.75"
- compassFriendlyWidth "18.75"
- compassMaxRange "2500"
- compassMinRadius "0.0001"
- compassMinRange "0.0001"
- compassObjectiveArrowHeight "20"
- compassObjectiveArrowOffset "2"
- compassObjectiveArrowRotateDist "5"

- compassObjectiveArrowWidth "20"
- compassObjectiveDetailDist "10"
- compassObjectiveDrawLines "1"
- compassObjectiveHeight "20"
- compassObjectiveIconHeight "16"
- compassObjectiveIconWidth "16"
- compassObjectiveMaxHeight "70"
- compassObjectiveMaxRange "2048"
- compassObjectiveMinAlpha "1"
- compassObjectiveMinDistRange "1"
- compassObjectiveMinHeight "-70"
- compassObjectiveNearbyDist "4"
- compassObjectiveNumRings "10"
- compassObjectiveRingSize "80"
- compassObjectiveRingTime "10000"
- compassObjectiveTextHeight "18"
- compassObjectiveTextScale "0.3"
- compassObjectiveWidth "20"
- compassPlayerHeight "18.75"
- compassPlayerWidth "18.75"
- compassRadarLineThickness "0.4"
- compassRadarPingFadeTime "4"
- compassRadarUpdateTime "4"
- compassRotation "1"
- compassSize "1"
- compassSoundPingFadeTime "2"
- compassTickertapeStretch "0.5"
- con_default_console_filter "*"
- con_errormessagetime "8"
- con_gameMsgWindow0FadeInTime "0.25"
- con_gameMsgWindow0FadeOutTime "0.5"
- con_gameMsgWindow0Filter "gamenotify obituary"
- con_gameMsgWindow0LineCount "4"
- con_gameMsgWindow0MsgTime "5"
- con_gameMsgWindow0ScrollTime "0.25"
- con_gameMsgWindow0SplitscreenScale "1.5"
- con_gameMsgWindow1FadeInTime "0.25"
- con_gameMsgWindow1FadeOutTime "0.01"
- con_gameMsgWindow1Filter "boldgame"
- con_gameMsgWindow1LineCount "5"
- con_gameMsgWindow1MsgTime "8"
- con_gameMsgWindow1ScrollTime "0.25"
- con_gameMsgWindow1SplitscreenScale "1.5"
- con_gameMsgWindow2FadeInTime "0.75"
- con_gameMsgWindow2FadeOutTime "0.5"
- con_gameMsgWindow2Filter "subtitle"
- con_gameMsgWindow2LineCount "7"
- con_gameMsgWindow2MsgTime "5"
- con_gameMsgWindow2ScrollTime "0.25"
- con_gameMsgWindow2SplitscreenScale "1.5"
- con_gameMsgWindow3FadeInTime "0.25"
- con_gameMsgWindow3FadeOutTime "0.5"

- con_gameMsgWindow3Filter ""
- con_gameMsgWindow3LineCount "5"
- con_gameMsgWindow3MsgTime "5"
- con_gameMsgWindow3ScrollTime "0.25"
- con_gameMsgWindow3SplitscreenScale "1.5"
- con_inputBoxColor "0.25 0.25 0.2 1"
- con_inputHintBoxColor "0.4 0.4 0.35 1"
- con_matchPrefixOnly "1"
- con_minicon "0"
- con_miniconlines "5"
- con_minicontime "4"
- con_outputBarColor "1 1 0.95 0.6"
- con_outputSliderColor "0.15 0.15 0.1 0.6"
- con_outputWindowColor "0.35 0.35 0.3 0.75"
- con_typewriterColorBase "1 1 1"
- con_typewriterColorGlowCheckpoint "0.6 0.5 0.6 1"
- con_typewriterColorGlowCompleted "0 0.3 0.8 1"
- con_typewriterColorGlowFailed "0.8 0 0 1"
- con_typewriterColorGlowUpdated "0 0.6 0.18 1"
- con_typewriterDecayDuration "700"
- con_typewriterDecayStartTime "6000"
- con_typewriterPrintSpeed "50"
- customclass1 "Eigener Platz 1"
- customclass2 "Eigener Platz 2"
- customclass3 "Eigener Platz 3"
- customclass4 "Eigener Platz 4"
- customclass5 "Eigener Platz 5"
- dedicated "listen server"
- developer "0"
- developer_script "0"
- drew_notes "3"
- dynEnt_active "1"
- dynEnt_bulletForce "1000"
- dynEnt_explodeForce "12500"
- dynEnt_explodeMaxEnts "20"
- dynEnt_explodeMinForce "40"
- dynEnt_explodeSpinScale "3"
- dynEnt_explodeUpbias "0.5"
- dynEntPieces_angularVelocity "0 0 0"
- dynEntPieces_impactForce "1000"
- dynEntPieces_velocity "0 0 0"
- fixedtime "0"
- friction "5.5"
- fs_basegame ""
- fs_basepath "F:\Spiele\Call of Duty 4"
- fs_cdpath ""
- fs_copyfiles "0"
- fs_debug "0"
- fs_game ""
- fs_homepath "F:\Spiele\Call of Duty 4"
- fs_ignoreLocalized "0"
- fs_restrict "0"

- fx_marks "1"
- fx_marks_ents "1"
- fx_marks_smodels "1"
- g_allowvote "1"
- g_compassShowEnemies "0"
- g_gametype "war"
- g_logsync "1"
- g_synchronousClients "0"
- g_useGear "0"
- heli_barrelMaxVelocity "1250"
- heli_barrelRotation "70"
- heli_barrelSlowdown "360"
- hiDef "1"
- hud_deathQuoteFadeTime "1000"
- hud_enable "1"
- hud_fade_ammodisplay "0"
- hud_fade_compass "0"
- hud_fade_healthbar "2"
- hud_fade_offhand "0"
- hud_fade_sprint "1.7"
- hud_fade_stance "1.7"
- hud_fadeout_speed "0.1"
- hud_flash_period_offhand "0.5"
- hud_flash_time_offhand "2"
- hud_health_pulserate_critical "0.5"
- hud_health_pulserate_injured "1"
- hud_health_startpulse_critical "0.33"
- hud_health_startpulse_injured "1"
- hudElemPausedBrightness "0.4"
- in_mouse "1"
- inertiaAngle "0"
- inertiaDebug "0"
- inertiaMax "50"
- jump_height "39"
- jump_ladderPushVel "128"
- jump_slowdownEnable "1"
- jump_spreadAdd "64"
- jump_stepSize "18"
- koth_autodestroytime "60"
- koth_capturetime "20"
- koth_delayPlayer "0"
- koth_destroytime "10"
- koth_kothmode "0"
- koth_spawnDelay "60"
- koth_spawntime "0"
- loc_forceEnglish "0"
- loc_language "2"
- loc_translate "1"
- loc_warnings "1"
- loc_warningsAsErrors "0"
- logfile "1"
- lowAmmoWarningColor1 "0.901961 0.901961 0.901961 0.8"

- lowAmmoWarningColor2 "1 1 1 1"
- lowAmmoWarningNoAmmoColor1 "0.8 0 0 0.8"
- lowAmmoWarningNoAmmoColor2 "1 0 0 1"
- lowAmmoWarningNoReloadColor1 "0.701961 0.701961 0 0.8"
- lowAmmoWarningNoReloadColor2 "1 1 0 1"
- lowAmmoWarningPulseFreq "1.7"
- lowAmmoWarningPulseMax "1.5"
- lowAmmoWarningPulseMin "0"
- m_filter "0"
- m_forward "0.25"
- m_pitch "0.022"
- m_side "0.25"
- m_yaw "0.022"
- mantle_check_angle "60"
- mantle_check_radius "0.1"
- mantle_check_range "20"
- mantle_debug "0"
- mantle_enable "1"
- mantle_view_yawcap "60"
- mapname ""
- masterPort "20810"
- masterServerName "cod4master.activision.com"
- monkeytoy "0"
- motd ""
- msg_dumpEnts "0"
- msg_hudelemspew "0"
- msg_printEntityNums "0"
- name "Kellerkind"
- net_ip "localhost"
- net_lanauthorize "0"
- net_noipx "0"
- net_noudp "0"
- net_port "28960"
- net_profile "0"
- net_showprofile "0"
- net_socksEnabled "0"
- net_socksPassword ""
- net_socksPort "1080"
- net_socksServer ""
- net_socksUsername ""
- nextdemo ""
- nextmap ""
- nightVisionDisableEffects "0"
- nightVisionFadeInOutTime "0.1"
- nightVisionPowerOnTime "0.3"
- onlinegame "1"
- overrideNVGModelWithKnife "0"
- packetDebug "0"
- password ""
- perk_bulletPenetrationMultiplier "2"
- perk_extraBreath "5"
- perk_grenadeDeath "frag_grenade_short_mp"

- perk_parabolicAngle "180"
- perk_parabolicIcon "specialty_parabolic"
- perk_parabolicRadius "400"
- perk_sprintMultiplier "2"
- perk_weapRateMultiplier "0.75"
- perk_weapReloadMultiplier "0.5"
- perk_weapSpreadMultiplier "0.65"
- player_adsExitDelay "0"
- player_backSpeedScale "0.7"
- player_breath_fire_delay "0"
- player_breath_gasp_lerp "6"
- player_breath_gasp_scale "4.5"
- player_breath_gasp_time "1"
- player_breath_hold_lerp "1"
- player_breath_hold_time "4.5"
- player_breath_snd_delay "1"
- player_breath_snd_lerp "2"
- player_burstFireCooldown "0.2"
- player_debugHealth "0"
- player_dmgtimer_flinchTime "500"
- player_dmgtimer_maxTime "750"
- player_dmgtimer_minScale "0"
- player_dmgtimer_stumbleTime "500"
- player_dmgtimer_timePerPoint "100"
- player_footstepsThreshhold "0"
- player_lean_rotate_crouch_left "1.25"
- player_lean_rotate_crouch_right "1"
- player_lean_rotate_left "1.25"
- player_lean_rotate_right "1.25"
- player_lean_shift_crouch_left "12.5"
- player_lean_shift_crouch_right "13"
- player_lean_shift_left "5"
- player_lean_shift_right "2.5"
- player_meleeChargeFriction "1200"
- player_meleeHeight "10"
- player_meleeRange "64"
- player_meleeWidth "10"
- player_move_factor_on_torso "0"
- player_moveThreshhold "10"
- player_scopeExitOnDamage "0"
- player_spectateSpeedScale "1"
- player_sprintCameraBob "0.5"
- player_sprintForwardMinimum "105"
- player_sprintMinTime "1"
- player_sprintRechargePause "0"
- player_sprintSpeedScale "1.5"
- player_sprintStrafeSpeedScale "0.667"
- player_sprintTime "4"
- player_strafeAnimCosAngle "0.5"
- player_strafeSpeedScale "0.8"
- player_sustainAmmo "0"
- player_turnAnims "0"

- player_view_pitch_down "85"
- player_view_pitch_up "85"
- protocol "1"
- r_aaAlpha "dither (fast)"
- r_aaSamples "2"
- r_altModelLightingUpdate "0"
- r_aspectRatio "auto"
- r_autopriority "0"
- r_blur "0"
- r_brightness "0"
- r_cacheModelLighting "1"
- r_cacheSModelLighting "1"
- r_clear "dev-only blink"
- r_clearColor "0 0 0 0"
- r_clearColor2 "0 0 0 0"
- r_colorMap "Unchanged"
- r_contrast "1"
- r_customMode ""
- r_debugLineWidth "1"
- r_debugShader "none"
- r_depthPrepass "0"
- r_desaturation "1"
- r_detail "1"
- r_diffuseColorScale "1"
- r_displayRefresh "75 Hz"
- r_distortion "0"
- r_dlightLimit "4"
- r_dof_bias "0.5"
- r_dof_enable "1"
- r_dof_farBlur "1.8"
- r_dof_farEnd "7000"
- r_dof_farStart "1000"
- r_dof_nearBlur "6"
- r_dof_nearEnd "60"
- r_dof_nearStart "10"
- r_dof_tweak "0"
- r_dof_viewModelEnd "8"
- r_dof_viewModelStart "2"
- r_drawDecals "1"
- r_drawSun "1"
- r_drawWater "1"
- r_envMapExponent "5"
- r_envMapMaxIntensity "0.5"
- r_envMapMinIntensity "0.2"
- r_envMapOverride "0"
- r_envMapSpecular "1"
- r_envMapSunIntensity "2"
- r_fastSkin "1"
- r_filmTweakBrightness "0"
- r_filmTweakContrast "1.4"
- r_filmTweakDarkTint "0.7 0.85 1"
- r_filmTweakDesaturation "0.2"

- r_filmTweakEnable "0"
- r_filmTweakInvert "0"
- r_filmTweakLightTint "1.1 1.05 0.85"
- r_filmUseTweaks "0"
- r_floatz "1"
- r_fog "1"
- r_forceLod "none"
- r_fullbright "0"
- r_fullscreen "1"
- r_gamma "0.8"
- r_glow "1"
- r_glow_allowed "1"
- r_glow_allowed_script_forced "0"
- r_glowTweakBloomCutoff "0.5"
- r_glowTweakBloomDesaturation "0"
- r_glowTweakBloomIntensity0 "1"
- r_glowTweakEnable "0"
- r_glowTweakRadius0 "5"
- r_glowUseTweaks "0"
- r_gpuSync "adaptive"
- r_highLodDist "-1"
- r_ignore "0"
- r_ignorehwgamma "0"
- r_inGameVideo "1"
- r_lightMap "Unchanged"
- r_lightTweakAmbient "0.1"
- r_lightTweakAmbientColor "1 0 0 1"
- r_lightTweakDiffuseFraction "0.5"
- r_lightTweakSunColor "0 1 0 1"
- r_lightTweakSunDiffuseColor "0 0 1 1"
- r_lightTweakSunDirection "0 0 0"
- r_lightTweakSunLight "1"
- r_loadForRenderer "1"
- r_lockPvs "0"
- r_lodBiasRigid "0"
- r_lodBiasSkinned "0"
- r_lodScaleRigid "1"
- r_lodScaleSkinned "1"
- r_logFile "0"
- r_lowestLodDist "-1"
- r_lowLodDist "-1"
- r_mediumLodDist "-1"
- r_mode "1024x768"
- r_modelVertColor "1"
- r_monitor "0"
- r_multiGpu "0"
- r_norefresh "0"
- r_normal "1"
- r_normalMap "Unchanged"
- r_outdoor "1"
- r_outdoorAwayBias "32"
- r_outdoorDownBias "0"

- r_outdoorFeather "8"
- r_picmip "0"
- r_picmip_bump "1"
- r_picmip_manual "0"
- r_picmip_spec "1"
- r_picmip_water "0"
- r_polygonOffsetBias "-1"
- r_polygonOffsetScale "-1"
- r_portalBevels "0.7"
- r_portalBevelsOnly "0"
- r_portalMinClipArea "0.02"
- r_portalMinRecurseDepth "2"
- r_portalWalkLimit "0"
- r_preloadShaders "0"
- r_pretess "1"
- r_reflectionProbeGenerate "0"
- r_reflectionProbeGenerateExit "0"
- r_reflectionProbeRegenerateAll "0"
- r_rendererInUse "Shader model 2.0"
- r_rendererPreference "Default"
- r_resampleScene "1"
- r_scaleViewport "1"
- r_showFbColorDebug "None"
- r_showFloatZDebug "0"
- r_showLightGrid "0"
- r_showMissingLightGrid "0"
- r_showPixelCost "off"
- r_showPortals "0"
- r_singleCell "0"
- r_skinCache "1"
- r_skipPvs "0"
- r_smc_enable "1"
- r_smp_backend "1"
- r_smp_worker "1"
- r_smp_worker_thread0 "0"
- r_smp_worker_thread1 "0"
- r_specular "1"
- r_specularColorScale "1"
- r_specularMap "Unchanged"
- r_spotLightBrightness "14"
- r_spotLightEndRadius "196"
- r_spotLightEntityShadows "1"
- r_spotLightFovInnerFraction "0.7"
- r_spotLightShadows "1"
- r_spotLightSModelShadows "1"
- r_spotLightStartRadius "36"
- r_sse_skinning "1"
- r_sun_from_dvars "0"
- r_sun_fx_position "0 0 0"
- r_sunblind_fadein "0.5"
- r_sunblind_fadeout "3"
- r_sunblind_max_angle "5"

- r_sunblind_max_darken "0.75"
- r_sunblind_min_angle "30"
- r_sunflare_fadein "1"
- r_sunflare_fadeout "1"
- r_sunflare_max_alpha "1"
- r_sunflare_max_angle "2"
- r_sunflare_max_size "2500"
- r_sunflare_min_angle "45"
- r_sunflare_min_size "0"
- r_sunflare_shader "sun_flare"
- r_sunglare_fadein "0.5"
- r_sunglare_fadeout "3"
- r_sunglare_max_angle "5"
- r_sunglare_max_lighten "0.75"
- r_sunglare_min_angle "30"
- r_sunsprite_shader "sun"
- r_sunsprite_size "16"
- r_texFilterAnisoMax "4"
- r_texFilterAnisoMin "1"
- r_texFilterDisable "0"
- r_texFilterMipBias "0"
- r_texFilterMipMode "Unchanged"
- r_useLayeredMaterials "0"
- r_vc_makelog "0"
- r_vc_showlog "0"
- r_vsync "0"
- r_warningRepeatDelay "5"
- r_zfar "0"
- r_zFeather "1"
- r_znear "4"
- r_znear_depthhack "0.1"
- ragdoll_baselerp_time "1000"
- ragdoll_bullet_force "500"
- ragdoll_bullet_upbias "0.5"
- ragdoll_debug "0"
- ragdoll_dump_anims "0"
- ragdoll_enable "1"
- ragdoll_explode_force "18000"
- ragdoll_explode_upbias "0.8"
- ragdoll_fps "20"
- ragdoll_jitter_scale "1"
- ragdoll_jointlerp_time "3000"
- ragdoll_max_life "4500"
- ragdoll_max_simulating "8"
- ragdoll_rotvel_scale "1"
- ragdoll_self_collision_scale "1.2"
- rate "25000"
- rcon_password ""
- sc_blur "2"
- sc_count "24"
- sc_debugCasterCount "24"
- sc_debugReceiverCount "24"

- sc_enable "0"
- sc_fadeRange "0.25"
- sc_length "400"
- sc_offscreenCasterLodBias "0"
- sc_offscreenCasterLodScale "20"
- sc_shadowInRate "2"
- sc_shadowOutRate "5"
- sc_showDebug "0"
- sc_showOverlay "0"
- sc_wantCount "12"
- sc_wantCountMargin "1"
- scr_ctf_numlives "0"
- scr_ctf_playerrespawndelay "0"
- scr_ctf_roundlimit "2"
- scr_ctf_roundswitch "1"
- scr_ctf_scorelimit "10"
- scr_ctf_timelimit "5"
- scr_ctf_waverespawndelay "15"
- scr_dm_numlives "0"
- scr_dm_playerrespawndelay "0"
- scr_dm_roundlimit "1"
- scr_dm_scorelimit "150"
- scr_dm_timelimit "10"
- scr_dm_waverespawndelay "0"
- scr_dom_numlives "0"
- scr_dom_playerrespawndelay "0"
- scr_dom_roundlimit "1"
- scr_dom_scorelimit "200"
- scr_dom_timelimit "0"
- scr_dom_waverespawndelay "0"
- scr_game_allowkillcam "1"
- scr_game_deathpointloss "0"
- scr_game_forceuav "0"
- scr_game_graceperiod "0"
- scr_game_hardpoints "1"
- scr_game_onlyheadshots "0"
- scr_game_perks "1"
- scr_game_spectatetype "1"
- scr_game_suicidepointloss "0"
- scr_hardcore "0"
- scr_hardpoint_allowartillery "1"
- scr_hardpoint_allowhelicopter "1"
- scr_hardpoint_allowuav "1"
- scr_koth_numlives "0"
- scr_koth_playerrespawndelay "0"
- scr_koth_roundlimit "1"
- scr_koth_roundswitch "1"
- scr_koth_scorelimit "250"
- scr_koth_timelimit "15"
- scr_koth_waverespawndelay "0"
- scr_oldschool "0"
- scr_player_forcerespawn "1"

- scr_player_healthregentime "5"
- scr_player_maxhealth "100"
- scr_player_numlives "0"
- scr_player_respawndelay "0"
- scr_player_sp

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