

## Console und Cvars Console und Cvars

2004-12-17 17:44 von Kelli (0 Kommentare)

Hier die auf ein erträgliches Maß ausgemistete cvar liste von Counterstrike: Source.Vollständig abzurufen im Spiel durch Eingabe von cvarlist.Hier sollen nur die für einen Server relevanten Befehle aufgelistet | erklärt werden.

```
|          /*Funktion*/
          /* Shutdown and restart the engine*/
          /* Add an IP address to thee ban list.*/
          /* Alias a command.*/
              /*ammo_338mag_max */
              /*ammo_357sig_max */
              /*ammo_45acp_max */
              /*ammo_50AE_max*/
              /*ammo_556mm_box_max*/
              /*ammo_556mm_max*/
              /*ammo_57mm_max*/
              /*ammo_762mm_max*/
              /*ammo_9mm_max */
              /*ammo_buckshot_max*/
              /*ammo_flashbang_max*/
              /*ammo_hegrenade_max*/
              /*ammo_smokegrenade_max*/
          /* Add a user ID to the ban list.*/
          /*[Beschreibung]*/
          /* blood*/
          /* Adds a bot to whichever team has fewer players*/
          /* Adds a Counter-Terrorist bot*/
          /* Adds a Terrorist bot*/
              /* Allows the bots to use all weapons*/
              /*bot_all_weapons */
              /*bot_allow_grenades*/
              /*bot_allow_machine_guns*/
              /*bot_allow_pistols*/
              /*bot_allow_rifles */
              /*bot_allow_rogues */
              /*bot_allow_shield */
              /*bot_allow_shotguns*/
              /*bot_allow_snipers*/
              /*bot_allow_sub_machine_guns*/
          /*[Beschreibung]*/
          /*[Beschreibung]*/
          /*[Beschreibung]*/
              /*[Beschreibung]*/
          /*[Beschreibung]*/
```

```

/*[Beschreibung]*/
    /* Sends a bot to the selected nav area (for editing nav meshes)*/
    /*[Beschreibung]*/
    /*[Beschreibung]*/
    /* Kicks the specified bot, or all bots if no name is given*/
    /* Kills the specified bot , or all bots if no name is given*/
        /* Restricts the bots to only using knives*/
        /* Reports on the bots' memory usage*/
/*[Beschreibung]*/
    /*[Beschreibung]*/
    /* Restricts the bots to only using pistols*/
/*[Beschreibung]*/
    /*[Beschreibung]*/
/*[Beschreibung]*/
    /*[Beschreibung]*/
    /*[Beschreibung]*/
        /* Restricts the bots to only using sniper rifles*/
/*[Beschreibung]*/
    /*[Beschreibung]*/
        /*[Beschreibung]*/
/*[Beschreibung]*/
    /*[Beschreibung]*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
/* Toggle. Player takes damage but won't die. (Shows red cross when health is zero)*/
    /* Automatically swaps the current weapon for the bug bait and back again.*/
    /* Print out contents of cache memory.*/
    /* Tests hull collision detection*/
    /* Tests collision detectio*/
        /* For tracking down missing CC token strings */
        /* Spawn airboat in front of the player.*/
        /* Spawn jeep in front of the player.*/
        /* Change server to the specified map*/
        /* Transition to the specified map in single player*/
        /* Enable*/

    /*/

cl_clock_correction_adjustment_max_offset 90 /* As the clock offset goes from
cl_clock_correction_adjustment_min_offset to this value (in milliseconds), it moves towards applying
cl_clock_correction_adjustment_max_amount of adjustment. That way, the response is small when the
offset is small.*/

    /* If the clock offset is less than this amount (in
milliseconds), then no clock correction is applied.*/

    /* Force clock correction to match the server tick + this
offset (-999 disables it).*/

    /* Show debugging info about the clock drift. */
    /* Maximum number of milliseconds the clock is allowed to drift before
the client snaps its clock to the server's.*/
    /* Forward command to server.*/
    /* Cooperative play.*/
    /*[Beschreibung]*/
    - /* cs_ShowStateTransitions . Show player state transitions.*/
    /* How many players can stack on top of another player.*/

```

[illegible]

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        /* Max client bandwidth rate allowed, 0 == unlimited*/
/* Host HLTV port*/
    /* Starts HLTV demo recording.*/
/* Reconnects the HLTV relay proxy.*/
    /* Take game snapshot every nth tick*/
    /* Connect to specified HLTV server.*/
/* Stops the HLTV broadcast*/
    /* Stops HLTV demo recording.*/
/* HLTV camera entity index*/
    /* Set to lock per-frame time elapse.*/
    /* Apply cl_cmdrate and cl_updaterate to loopback connection*/
/* Current map name.*/
    /* Run off some time without rendering*/
    /* Print a debug message when the client or server cache is missed.*/
/* Force the host to sleep a certain number of milliseconds each frame.*/
    /* Show general system running times.*/
    /* Prescale the clock by this amount.*/
    /* Show hostage AI debug information*/
/* Hostname for server.*/
    /* Host game server port*/
        /*[Beschreibung]*/
/* Hurts the player. Arguments */
    /* Increment specified convar value.*/
/* Overrides IP for multihomed hosts*/
    /* Tests spatial partition for entities queries.*/
/* Kick a player by name.*/
    /* Kick a player by userid or uniqueid, with a message.*/
/* kills the player*/
    /* Shutdown the server.*/
/* Lists banned users.*/
/* List IP addresses on the ban list.*/
    /* List loaded models.*/
/* Enables logging to file, console, and udp.*/
    /* Set address and port for remote host */
    /* Remove address and port for remote host */
    /* Remove all udp addresses being logged to*/
    /* List all addresses currently being used by logaddress.*/
    /*[Beschreibung]*/
/* Start playing on specified map.*/
    /* Runs a map as the background to the main menu.*/
    /* Disable area to area connection testing.*/
        /* Shows player spawn points (red=invalid)*/
    /*[Beschreibung]*/
/* Displays list of maps.*/
    /*[Beschreibung]*/
        /* show the current video control panel config for the material system*/
    /* Change the maximum number of players allowed on this server.*/
    /*[Beschreibung]*/
        /* toggles whether the server allows spectator mode or not*/
    /*[Beschreibung]*/
/* Kick idle*/
    /*[Beschreibung]*/

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/* How many minutes after round start players can buy items for.*/
/* how long from when the C4 is armed until it blows*/
/* amount of time players can chat after the game is over*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/* After this amount of time of standing in place but aiming to one side, go ahead
and move feet to face upper body.*/
/* fade a player's screen to black when he dies*/
/*[Beschreibung]*/
/* How many degrees per second that we can turn our feet or upper body.*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/* Restricts spectator modes for dead players*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/* how many seconds to keep players frozen when the round starts*/
/*[Beschreibung]*/
/* Terrorist are kicked for killing too much hostages*/
/* Use IK on in-place turns*/
/* Max # of players 1 team can have over another*/
/* max number of rounds to play before server changes maps*/
/*/
mp_restartgame 0 /* If non-zero, game will restart in the specified number of seconds*/
/* How many minutes each round takes.*/
/* Set player solid in multiplayer mode, no pushback*/
/* Kick players who team-kill within this many seconds of a round
restart.*/

/* amount of money each player gets when they reset*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/* game time per map in minutes*/
/* Will a TK'er be punished in the next round? {0=no, 1=yes}*/
/*[Beschreibung]*/
/* max number of rounds one team can win before server changes maps*/
/* Discards incoming message */
/* Shows net channel info*/
/* Apply bandwidth choke to loopback packets*/
/* Draw completion slider during signon*/
/* Drops next n packets on client*/
/* Lag all incoming network data (including loopback) by this many milliseconds.*/
/* Simulate packet loss as a percentage (negative means drop 1*/
/* Maximum allowed file size for uploading in MB*/
/* Max fragment bytes per packet*/
/* Show dropped packets in console*/
/* Print game event infos to console.*/
/* Show netchannel fragment*/
/* Show incoming message */
/* Show messages for large packets only */
/* Show info about packet splits*/
/* Dump TCP stream summary to console*/
/* Dump UPD packets summary to console*/

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/* Inits multiplayer network sockets*/
/* Insert tokens into the net stream to find client*/
/* Set to 1 to advance to next frame ( when singlestep == 1 )*/
/* Toggle. Player becomes non-solid and flies.*/
/* Toggle. Player becomes hidden to NPCs.*/
/* Current server access password*/
/* Show the engine filesystem path.*/
/* Toggle the server pause state.*/
/* Display ping to server.*/
/*[Beschreibung]*/
/* plugin_load */
/* plugin_pause */
/* pauses all loaded plugin*/
/* Prints details about loaded plugins*/
/* plugin_unload */
/* plugin_unpause */
/* unpauses all disabled plugins*/
/* Exit the engine.*/
/* Exit the engine.*/
/* remote console password.*/
/* Recomputes clock speed (for debugging purposes).*/
/* Reload the most recent saved game (add setpos to jump to current view position on
reload).*/

/* Remove a user ID from the ban list.*/
/* Remove an IP address from the ban list.*/
/*[Beschreibung]*/
/* Lists all entities*/
/* Lists all simulating*/
/* reports sound patch coun*/
/* Lists all touchlinks*/

/* Restart the game on the same level (add setpos to jump to current view position on
restart).*/

/* Revert convars to their default values.*/
/* Display player message*/
/* Display player message to team*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/* Changes's player's model*/
/* Set the pause state of the server.*/
/* Move player to specified origin (must have sv_cheats).*/
/* Shake the screen.*/
/*[Beschreibung]*/
/* Shows trigger brushes*/
/* Toggle show triggers*/
/* Run engine in single step mode ( set next to 1 to advance a frame )*/
/* Time taken for an ally to regenerate a point of health.*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/*[Beschreibung]*/
/*[Beschreibung]*/

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        /*[Beschreibung]*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
/* Display map and connection status.*/
        /* Allow clients to download files*/
        /* Allow clients to upload customizations files*/
/* Players can hear all other players, no team restrictions*/
        /* If set, server only simulates entities on alternate ticks. */
        /* Set to 1 to save game on level transition. Does not affect autosave triggers.*/
        /* How much to slow down backwards motion*/
        /* Bounce multiplier for when physically simulated objects collide with other objects.*/
        /* If set to 1, does an optimization to prevent extra SendTable_Encode
calls.*/

        /* Allow cheats on server*/
        /* Contact email for server sysop*/
        /* Visualizes +use logic. Green cross=trace success, Red cross=trace too far,
Green box=radius success*/
        /* Make sure entities correctly report whether or not their network data has
changed.*/

        /* Show verbose matching output (1 for simple, 2 for rule scoring)*/
        /* Print accumulated CalcDelta profiling data (only if sv_deltatime is on)*/
        /* Enable profiling of CalcDelta calls*/
        /* Dump all response_rules.txt and rules (requires restart)*/
        /* Set packet filtering by IP mode*/
        /* Find sound names which reference the specified wave files.*/
        /* Play footstep sound for players*/
        /* Force server side preloading.*/
        /* World friction.*/
        /* World gravity.*/
        /* Enables HLTV on this server.*/
        /* Enable instanced baselines. Saves network overhead.*/
/* Server is a lan server ( no heartbeat, no authentication, no non-class C addresses, 9999.0
rate, etc. )*/

        /* Log server information to only one file*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
        /* Echo log information to the console.*/
        /* Log server information in the log file.*/
        /* Folder in the game directory where server logs will be stored.*/
        /*[Beschreibung]*/
        /* Prevents clients from running usercmds too far in the future.
Prevents speed hacks.*/

        /* Max bandwidth rate allowed on server, 0 == unlimited*/
        /*[Beschreibung]*/
        /* Maximum lag compensation in seconds*/
        /* Maximum updates per second that the server will allow*/
        /* Maximum speed any ballistically moving object is allowed to attain per
axis.*/

        /* Min bandwidth rate allowed on server, 0 == unlimited*/
        /* Minimum updates per second that the server will allow*/
        /* Test networking visibility distance*/

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        /*[Beschreibung]*/
        /* If cheats are enabled, then you can noclip with the game paused (for doing
screenshots, etc.).*/
        /*[Beschreibung]*/
        /* NPCs over this distance from the player won't attempt to speak.*/
        /* Server password for entry into multiplayer games*/
        /* Is the server pausable.*/
        /* Clientside physics push away (0=off, 1=only localplayer, 1=all
players)*/
        /* Minimum size of pushback objects*/
        /* How hard physics objects are pushed away from the players on the
server.*/
        /* Maximum amount of force applied to physics objects by players.*/
        /* If a player is moving slower than this, don't push away
physics objects (enables ducking behind things).*/
        /* Number of minutes to ban users who fail rcon authentication*/
        /* Max number of times a user can fail rcon authentication before being
banned*/
        /* Number of times a user can fail rcon authentication in
sv_rcon_minfailuretime before being banned*/
        /* Number of seconds to track failed rcon authentications*/
        /* The region of the world to report this server in.*/
        /* Max view roll angle_rollspeed */
        /*[Beschreibung]*/
        /* Force full sendtable sending path.*/
        - /* Send server-side hitboxes for specified entity to client (NOTEthis uses lots of
bandwidth, use on listen server only).*/
        /* Shows client (red) and server (blue) bullet impact point*/
        /* Show bbox and dismount points for all ladders (must be set before level load.) */
        /* Current name of the skybox texture*/
        /* Report missing wave files for sounds and game_sounds files.*/
        /* Flushes the sounds.txt system (server only)*/
        /* Show all EmitSound calls including their symbolic name and the actual
wave file they resolved to */
        /* print soundscapes*/
        /* Collect CPU usage stats*/
        /*[Beschreibung]*/
        /* Minimum stopping speed when on ground.*/
        /* If set to 1, the server calculates data and fills packets to bots. Used for perf
testing.*/
        /* If set, notarget will cause entities to never think they are in the pvs*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
        /* Check for thinktimes all on same timestamp.*/
        /* After this many seconds without a message from a client, the client is dropped*/
        /* Enables player lag compensation*/
        /*[Beschreibung]*/
        /* Specifies which voice codec DLL to use in a game. Set to the name of the DLL
without the extension.*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/

```



```
        /* Vertical view fixup when eyes are near water plane.*/
        /*[Beschreibung]*/
        /* Unpause the game.*/
use /* Use a particular weapon Arguments */
    /* Show user data.*/
    /* Show user info for players on server.*/
        /* Choose old or new view parameters.*/
    /* Print version info string.*/
        /* Draw alien blood*/
    /* Show alien gib entities*/
        /* Draw human blood*/
    /* Show human gib entities*/
        /* Get voice input from 'voice_input.wav' rather than from the microphone.*/
        /* Record mic data and decompressed voice data into 'voice_micdata.wav' and
'voice_decompressed.wav'*/
        /*[Beschreibung]*/
        /*[Beschreibung]*/
    /* Writes a list of permanently-banned user IDs to banned_user.cfg.*/
    /* Save the ban list to banned_ip.cfg.*/
```

[Zurück](#)