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.*/

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                /* Show the list of convars*/
               /* Running a deathmatch server.*/
             /* Show developer messages.*/
                    /* Show all convars which are not at their default values.*/
                  /* Disconnect game from server.*/
                 /*[Beschreibung]*/
                  /*[Beschreibung]*/
                          /*[Beschreibung]*/
                        /*[Beschreibung]*/
                       /*[Beschreibung]*/
                        /*[Beschreibung]*/
                      /*[Beschreibung]*/
echo             /* Echo text to console.*/
                   /* End the current round.*/
                 /* Execute script file.*/
exit            /* Exit the engine.*/
                 /* Find concommands with the specified string in their name*/
                    /*[Beschreibung]*/
                  /*[Beschreibung]*/
                     /*[Beschreibung]*/
                  /*[Beschreibung]*/
                  /*[Beschreibung]*/
                  /*[Beschreibung]*/
                     /*[Beschreibung]*/
                  /*[Beschreibung]*/
                              /*[Beschreibung]*/
                     /*[Beschreibung]*/
                 /*[Beschreibung]*/
                    /*[Beschreibung]*/
                  /*[Beschreibung]*/
                        /*[Beschreibung]*/
                        /*[Beschreibung]*/
                       /*[Beschreibung]*/
                       /*[Beschreibung]*/
               /*[Beschreibung]*/
                 /* Flush cache memory.*/
                          /* Flush unlocked cache memory.*/
                             /*[Beschreibung]*/
              /* Change players FOV*/
                /* Frame rate limiter*/
                             /*[Beschreibung]*/
                          /* Show all files currently opened by the engine.*/
                           /* Set the filesystem warning level*/
                 /* Give item to player. Arguments */
               /* Toggle. Player becomes invulnerable.*/
                  /*[Beschreibung]*/
                 /* Find help about a convar*/
                     /* Automatically records all games as HLTV demos.*/
                      /* Connect to specified HLTV server.*/
                   /* HLTV debug info.*/
                    /* HLTV broadcast delay in seconds*/
                          /* Maximum client number on HLTV server.*/
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/* Max client bandwidth rate allowed, 0 == unlimited*/
/* Host HLTV port*/
/* Starts HLTV demo recordiing.*/
/* 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*/
```

/*[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