



LES COMMANDES



Commandes RCON

Ca y est, j'ai l' RCON! RCON, mais qu'est-ce donc ? Restons poli, puisque point d'insultes il y a. RCON est la contraction de *Remote Console* (console à distance) qui permet de passer des commandes sur le serveur distant (chez Aresgames pour nous, les AIA) en restant chez soi ! Effectivement, c'est plus pratique comme cela. Attention, vous êtes alors administrateur du serveur.

Pourquoi ? Soit pour passer des commandes manuellement depuis la console, mais bon, cela se fait de moins en moins, soit pour créer des binds. Et là, ces variables prennent toute leur dimension!

A/ S'identifier

Afin d'avoir accès aux commandes RCON, il faut tout d'abord s'identifier dans la console du jeu. Pour cela, la touche par défaut pour accéder à la console est « ² » (en dessous de ESC).

Une fois dans la console, il faut donc s'identifier :

`Rcon_adres <IPduserveur>`

Pour les AIA, il s'agirait de `Rcon_adres 193.27.10.5 :27015`, mais bien souvent cette commande RCON n'est pas nécessaire, on peut directement passer à la suivante (parce qu'on est déjà connecté au serveur AIA lorsque l'on lance le mode console).

Ensuite, il faut saisir son mot de passe :

`Rcon_password <mot_de_passe>`

Ici, pas de mystère, il faut connaître le mot de passe du serveur, le même que l'on saisi par exemple dans HLSW.

A ce moment, vous êtes identifié, et vous pouvez maintenant avoir accès à toutes les commandes RCON du serveur.

B/ Utiliser une commande RCON

Pour utiliser une commande RCON dans la console du jeu, il faut saisir `rcon` puis la commande (avec un espace entre les deux).

C/ Les commandes RCON modifiant la map

`changelevel <nom_map>`

`rcon changelevel de_aztec`

Changer de map sans déconnecter les joueurs.

`mp_friendlyfire 1/0`

`rcon mp_friendlyfire 1`

Active ou désactive le friendly fire (à « 1 » on peut blesser nos équipiers).

`mp_teamplay X`

`rcon mp_teamplay 11`

Définit les règles du friendly fire lorsque celui-ci est activé. C'est une combinaison de plusieurs paramètres, il suffit de savoir additionner.

1 = teamplay on (always set this on)

2 = équipiers subissent la moitié des dégâts par tir direct

4 = équipiers subissent aucun des dégâts par tir direct

8 = équipiers subissent la moitié des dégâts par explosion

16 = équipiers ne subissent aucun des dégâts par explosion

128 = armures des équipiers subissent la moitié des dégâts par tir direct

256 = armures des équipiers ne subissent aucun des dégâts par tir direct

512 = armures des équipiers subissent la moitié des dégâts par explosion

1024 = armures des équipiers ne subissent aucun des dégâts par explosion

2048 = vous subissez la moitié des dégâts par tir direct

4096 = vous ne subissez aucun des dégâts par tir direct

8192 = vous subissez la moitié des dégâts par explosion

16384 = vous ne subissez aucun dégâts par explosion

32768 = votre armure subit la moitié des dégâts par tir direct

65536 = votre armure ne subit aucun dégâts par tir direct

131072 = votre armure subit la moitié des dégâts par explosion

262144 = votre armure ne subit aucun dégâts par explosion

Par exemple `mp_teamplay 11` (1 + 2 + 8) implique que vous ne ferez que la moitié des dégâts normaux à vos coéquipiers. Nous conseillons très fortement de mettre cette variable à 1 et uniquement à 1.

[mp_c4timer X](#)

`rcon mp_c4timer 20`

Durée en secondes au bout de laquelle le C4 explose (durée de 35 secondes pour les compétitions).

[mp_roundtime X](#)

`rcon mp_roundtime 120`

Durée en secondes des rounds (3 minutes pour les compétitions).

[mp_freezetime X](#)

`rcon mp_freezetime 6`

Durée en secondes d'achat des armes pendant laquelle personne ne peut se déplacer.

[mp_buytime X](#)

`rcon mp_buytime 0.5`

Durée en minutes pendant laquelle on peut continuer à acheter des armes après le freezetime. On peut utiliser 0.5 pour 30 secondes.

[mp_startmoney X](#)

`rcon mp_startmoney 800`

Budget de départ pour l'achat des armes et équipements. Par défaut 800.

[mp_timelimit X](#)

`rcon mp_timelimit 30`

Durée des maps avant changement (en minutes).

[mp_autoteambalance 1/0](#)

`rcon mp_autoteambalance 1`

Active ou désactive l'équilibrage automatique des équipes (à « 1 », l'équilibrage est actif).

[mp_limitteams X](#)

`rcon mp_limitteams 2`

Limite de différence du nombre de joueurs d'une équipe à l'autre avant qu'il y ait équilibrage automatique.

[mp_autokick 1/0](#)

`rcon mp_autokick 1`

Active ou désactive le kick auto si un joueur fait plusieurs TK (à « 1 », le kick auto est actif). A désactiver pour les matches.

[mp_maxrounds X](#)

`rcon mp_maxrounds 0`

Nombre de rounds avant changement de map (mettre 0 pour désactiver).

[mp_tkpunish 1/0](#)

`rcon mp_tkpunish 1`

Active ou désactive la punition des TK (le joueur meurt au début du round suivant (à « 1 » pour activer la punition TK).

[pausable 1/0](#)

`rcon pausable 0`

Active ou désactive la gestion de la pause du serveur par les joueurs. Si l'option est activée (à "1"), n'importe quel joueur peut mettre le serveur en pause. A éviter, donc laissez cette variable à "0".

[mp_flashlight 1/0](#)

`rcon mp_flashlight 1`

Active ou désactive l'utilisation de la lampe (à "1" la lampe est autorisée).

[sv_restartgame X](#)

rcon sv_restartgame 1

Permet de faire un restart d'une map avec un délai de X secondes. Le restart provoque la remise à 0 des frags de la map, mais aussi du temps avant le changement de map (mp_timelimit).

[mp_footsteps X](#)

rcon mp_footsteps 1

Active ou désactive les bruits de pas et d'échelles (à "0", bruits désactivés).

[sv_region X](#)

rcon sv_region 3

Permet de définir une région (steam seulement) ; pour l'Europe, mettre 3.

- 0 = Etats Unis (côte est)
- 1 = Etats Unis (côte ouest)
- 2 = Amérique du Sud
- 3 = Europe
- 4 = Asie
- 5 = Océanie/Australie
- 6 = Moyen Orient
- 7 = Afrique
- 255 = Non spécifié/Monde

[sv_gravity X](#)

rcon sv_gravity 1600

Modification de la gravité de la carte. Par défaut 800.

A 200 on peut sauter très haut, à 1600 on ne saute quasiment plus!

C/ Les commandes RCON utiles pour les matchs

[mp_forcechasecam 1/2/0](#)

rcon mp_forcechasecam 2

Droits sur la caméra en mode spectateur, en vue première personne.

- 0 = Peut suivre tout le monde
- 1 = Peut suivre uniquement les joueurs de sa team
- 2 = Ne peut suivre personne

[sv_alltalk 1/0](#)

rcon sv_alltalk 0

A « 0 », les deux équipes ne communiquent pas par micro, les micros restent audibles au sein de la même équipe uniquement. A « 1 », tout le monde entend tout le monde.

[mp_forcecamera 4/3/2/1/0](#)

rcon mp_forcecamera 2

Force la position de la caméra en mode spectateur.

- 0 = Any (aucun)
- 1 = Lock Chase Cam
- 2 = Free Chase Cam
- 3 = Free Look (libre)
- 4 = First Person (première personne)

Commandes **AMX**

Si votre serveur à la chance de posséder le plug AMX, un tas de commandes AMX vont vous permettre de configurer simplement un tas de bonnes choses.

A/ Commandes menus AMX

- `amx_menu` ou `amxmodmenu` (en fonction de la version)
Permet d'afficher le menu AMX global.
- `amx_slapmenu`
Permet d'afficher le sous-menu de slap / slay (baffer / massacrer) d'un joueur.
- `amx_kickmenu`
Permet d'afficher le sous-menu pour kicker les joueurs.
- `amx_banmenu`
Permet d'afficher le sous-menu pour bannir les joueurs.
- `amx_cvarmenu`
Permet d'afficher le sous-menu de modification des variables.
- `amx_mapmenu`
Permet d'afficher le sous-menu de changement de map.
- `amx_pausecfgmenu`
Permet d'afficher le sous-menu de gestion des pauses, arrêt et fonctionnement des plugins.
- `amx_restmenu`
Permet d'afficher le sous-menu de restrictions des armes.
- `amx_speechmenu`
Permet d'afficher le sous-menu de gestion des sons.
- `amx_statscfgmenu`
Permet d'afficher le sous-menu de configuration d'affichage des stats et autres évènements sur le serveur.
- `amx_teleportmenu`
Permet d'afficher le sous-menu de téléportation d'un joueur.
- `amx_cmdmenu`
Permet d'afficher le sous-menu de commandes serveur.
- `amx_specmenu`
Permet d'afficher le sous-menu spectateur (il faut être sur un joueur pour que le menu marche). A essayer !!?

B/ Commandes texte

- `amx_say [message]`
Ecriture d'un message dans le chat en tant qu'admin .
- `amx_csay [couleur] [message]`
Ecriture au centre de l'écran avec une couleur choisie. Les couleurs doivent être écrites en français (rouge, bleu, etc.)...
- `amx_fsay [x position 0-99] [y position 0-99] [couleur] [message]`
Ecriture sur une position définie sur l'écran avec une couleur choisie. Les couleurs doivent être écrites en français (rouge, bleu, etc.)...

- amx_tsay [couleur] [message]
Permet d'écrire en bas à gauche de l'écran avec une couleur choisie. Les couleurs doivent être écrites en français (rouge, bleu, etc.)...
- amx_scrollsay [couleur] [message]
Défilement d'un message en bas au centre de l'écran. Les couleurs doivent être écrites en français (rouge, bleu, etc.)...
- amx_psay [partie_du_nom_du_joueur] [message]
Envoi d'un message privé à un joueur. Attention, le joueur ne pourra pas répondre personnellement à l'admin!
- amx_chat [message]
Discussion entre admin.

C/ Commandes admin sur les joueurs - gestion

Pour toutes commandes effectuées sur un joueur, 3 lettres minimum du nom suffisent. Pensez aux Majuscules.

- amx_t [partie du nom du joueur]
Transférer un joueur dans le camp terroriste.
- amx_ct [partie du nom du joueur]
Transférer un joueur dans le camp contre-terroriste.
- amx_vote [question] [proposition 1] [proposition 2]
Lancement d'un vote quelconque.
- amx_votekick [partie du nom du joueur]
Lancement d'un vote pour kicker un joueur.
- amx_voteban [partie du nom du joueur]
Lancement d'un vote pour bannir un joueur.
- amx_votemap [map] [map] [map]
Lancement d'un vote pour changer de map.
- amx_rcon [commande cvar] [valeur]
Envoi d'une commande directement sur la console du serveur.
- amx_kick [partie du nom du joueur] [raison]
Kick d'un joueur du serveur.
- amx_kickall
Déconnexion de tous les joueurs du serveur.
- amx_ban [temps en minute] [partie du nom du joueur] [raison]
Ban d'un joueur pendant un certain temps ou à vie.
- amx_banid [temps en minute] [partie du nom du joueur ou #userid] [raison]
Ban d'un joueur pendant un certain temps ou à vie par le Steamid.
- amx_banip [temps en minute] [partie du nom du joueur ou #userid] [raison]
Ban d'un joueur pendant un certain temps ou à vie par l'adresse IP.
- amx_unban [woid ou ip]
Deban d'un joueur.

D/ Commandes admin sur les joueurs - punitions

- amx_slap [partie du nom du joueur] [vie enlevé]
Baffer (slap) un joueur avec X dégat.
- amx_slay2 [partie du nom du joueur] <1 a 4>
1=foudroyer 2=faire implorer 3=faire exploser 4=aucun
Tuer un joueur avec des effets différents.
- amx_blind [wonid, partie du nom du joueur ou #userid]
Aveugler un joueur.
- amx_unblind [wonid, partie du nom du joueur ou #userid]
Désaveugler un joueur.
- amx_bury [partie du nom du joueur]
Permet d'enterrer un joueur.
- amx_unbury [partie du nom du joueur]
Permet de déterrer un joueur.
- amx_flash [partie du nom du joueur] ou [@ équipe]
Flasher un joueur ou une équipe.
- amx_glue [partie du nom du joueur] ou [@ équipe] [0=off 1=on]
Encollage d'un joueur ou d'une équipe sur le sol.
- amx_gag [a-b] [partie du nom du joueur] [temps en secondes]
a = Say Normal b = Say Team
Interdire à un joueur de parler
- amx_ungag [partie du nom du joueur]
Ré-autoriser la parole à un joueur.
- amx_glow [partie du nom du joueur] [couleur]
Peindre un joueur en fluo.
- amx_unglow [partie du nom du joueur]
Enlever le glow à un joueur.
- amx_timebomb [partie du nom du joueur]
Transformer un joueur en bombe humaine.
- amx_zap [partie du nom du joueur] [vie enlevé sans cette valeur le joueur est tué]
Tuer ou d'enlever de la vie à un joueur avec un effet d'électrocution.
- amx_zap_jk [partie du nom du joueur]
Faire sur le joueur un effet d'électrocution.
- amx_fire [wonid, partie du nom du joueur, ou #userid]
Tuer un joueur en l'enflammant.
- amx_rocket [wonid, partie du nom du joueur, ou #userid]
Tuer un joueur en lui envoyant une rocket.

E/ Commandes admin sur les joueurs - bonus

- amx_armor [partie du nom du joueur] [0 à 100]
Permet de donner de l'armure à un joueur.
- amx_ammo [partie du nom du joueur]
Permet de donner des munitions illimitées à un joueur.
- amx_godmode [partie du nom du joueur] [0-1]
Rendre invincible un joueur.
- amx_heal [partie du nom du joueur] [0 à 255]
Donner de la vie à un joueur.
- amx_revive [partie du nom du joueur] ou [@ equipe] ou [# index] [vie]
Ressusciter un joueur avec un certain nombre de point de vie
- amx_noclip [partie du nom du joueur] [0-1]
Donne la possibilité à un joueur de traverser les murs.
- amx_gravity [partie du nom du joueur] [valeur]
Permet de donner une gravité spécifique a un joueur.
- amx_money [authid, partie du nom du joueur, @equipe ou #userid] [argent]
Permet de donner de l'argent à un joueur ou une équipe.
- amx_weapon [partie du nom du joueur] ou [@ équipe] ou [# index] [nom de l'arme]
Permet de donner une arme à un joueur ou une équipe.
- amx_userorigin [partie du nom du joueur]
Enregistrer les coordonnées d'un joueur.
- amx_teleport [partie du nom du joueur]
Téléporter un joueur aux coordonnées enregistrées.

F/ Commandes serveur

- amx_nopass
Enlever le mot de pass du serveur.
- amx_ff [0 - 1]
Activer ou de désactiver le tir sur des coéquipiers.
- amx_delay [commande/alias] [secondes]
Programmer l'exécution d'une commande sur le serveur.
- amx_cfg [nom_du_fichier_config]
Exécuter un fichier config sur le serveur.
- amx_cvar [cvar] [valeur]
Exécuter une cvar sur le serveur.
- amx_cancelvote
Annuler un vote.
- amx_map [map]
Changer de map.

- amx_rr [nbres de rs] [temps en seconde entre chaque]
Recommencer la partie.
- amx_quit [temps en seconde]
Eteindre le serveur (le temps correspond à un compte a rebours non affiché).
- amx_pause
Mettre ou enlever la pause du serveur
- amx_pausecfg
Mettre ou enlever un plugin.
- amx_restrict
Mettre ou enlever une restriction d'arme.
- amx_knives [0 - 1]
Autoriser que le couteau ou toutes les armes.
- amx_pistols [0 - 1]
Autoriser que le pistolet ou toutes les armes.
- amx_war_tracers [0 - 1]
Activer ou de désactiver l'effet de balles traçantes.
- amx_gore [abcd]
Mettre ou enlever du sang supplémentaire.
a - Du sang pour les Headshot
b - Effets de sang supplémentaires
c - Saignement par rapport à la santé
d - Gib explosion (couteau, HE, dommage important seulement)[/color]

G/ Commandes joueurs

- amx_help
Afficher la liste des commandes d'AMX qui sont attribuées dans la console.
- amx_who
Liste des joueurs sur le serveur avec leur niveau d'administration.
- say nextmap
Prochaine carte.
- say timeleft
Temps restant sur la carte.
- say thetime
Date et heure actuelle du serveur.
- mapsearch [nom ou préfixe de la carte]
Donne une liste des cartes sur le serveur.
- say /livestatus
Affiche ATAC Live Status (en bas à gauche)
- amx_addmetk
Permet de vous punir vous-même.
- say /atacstatus
Montre vos TK/TA (team Kill / Team Attack).

- say /whotkedme
Montre les joueurs qui vous ont TK.

H/ Commandes AMX_MATCH (si le plug AMX match deluxe est installé)

- amx_match NomTeamCt NomTeamTerro mr ou tl X ecup ou cal recdemo ou rechltv ou recboth
mr X -> X représente le nombre du max round (le nombre de partie à jouer pour la map actuelle).
tl X -> X représente le temps maximal jouable sur la map actuelle.
Ecup ou Cal -> Ecup Mode Match, Cal (jamais utilisé, peu utile).
recdemo ou rechltv ou recboth -> Faire des démos avec/sans hltv.
Exemple : les AIA démarrent en CT, on tape : *amx_match AIA visiteurs mr12 ecup*.
- amx_matchstart
Forcer le commencement du match.
- amx_matchstop
Arrêter le match et passer en mode FFA.
- amx_match_endtype [0 - 1]
0 -> Le match prend fin une fois que tous les rounds ont été joués.
1 -> Le match prend fin une fois que tous les rounds ont été joués mais implique un score tjrs positif à l'autre (éEvite les scores nuls).
- amx_match_readytype [0 à 2]
0 -> Un joueur de chaque équipe peut faire commencer le match en tapant "ready".
1 -> Tous les joueurs ont besoins de taper ready pour commencer le match.
2 -> Seuls les admins peuvent débiter le match en tapant say /start.
- amx_match_playerneed :
A utiliser seulement si le cvar amx_match_readytype est à 1. Le nombre de joueur par défaut est de 10 !
Ajuster la valeur à 4 si vous voulez faire un 2 vs 2.
- amx_match_swaptypes [0 - 1]
0 -> Les équipes ne sont pas inversées automatiquement après le premier round.
1 -> Les équipes sont automatiquement inversées après le premier round.
- amx_match_showids [0 - 1]
0 -> N'affiche pas les Wonids (par défaut).
1 -> Prend les WonIds à la fin du premier round lors de la prise du screenshot.
- amx_match_showscore [0 - 1]
0 -> N'affiche pas les scores à la fin de chaque round.
1 -> Affiche les scores à la fin de chaque round.

La bible des commandes RCON

En anglais, mais vous avez la totale!

- +alt1 developer extra commands for mod authors; not currently used in HL or TFC
- +attack controls fire
- +attack2 controls alternate fire (Special Ability Menu in TFC) see special
- +back controls move backward
- +break unknown ?
- +camdistance controls move chase cam away from player (only works if thirdperson activated)
- +camin controls move chase cam in (forward) only works if thirdperson activated
- +cammousemove controls allow mouse motion to control chase cam while held down (only works if thirdperson activated)
- +camout controls move chase cam out (back) only works if thirdperson activated
- +campitchdown controls decrease chase cam pitch (aim down) only works if thirdperson activated
- +campitchup controls increase chase cam pitch (aim up) only works if thirdperson activated
- +camyawleft controls yaw (tilt) chase cam left (only works if thirdperson activated)
- +camyawright controls yaw (tilt) chase cam right (only works if thirdperson activated)
- +commandmenu controls open the command menu
- +det20 controls set detpack to explode in 20 sec (must hold until it says ok) TFC Demo class only [Flags: tfc]
- +det5 controls set detpack to explode in 5 sec (must hold until it says ok) TFC Demo class only [Flags: tfc]
- +det50 controls set detpack to explode in 50 sec (must hold until it says ok) TFC Demo class only [Flags: tfc]
- +duck controls duck (a.k.a. crouch)
- +forward controls move forward
- +graph controls enable net_graph display
- +gren1 controls launch grenade type 1 (see primeone, primetwo, throwgren) [Flags: tfc]
- +gren2 controls launch grenade type 2 (see primeone, primetwo, throwgren) [Flags: tfc]
- +jlook controls enable joystick-controlled looking around (like +mlook, but with a joystick)
- +jump controls jump
- +klook controls use keyboard to look around (see +mlook, +jlook)
- +left controls turn left
- +lookdown controls look down
- +lookup controls look up
- +mlook controls use mouse to look around
- +movedown controls move down -- as in swim down, fly down, or climb down
- +moveleft controls strafe left
- +moveright controls strafe right
- +moveup controls move up -- as in swim up, fly up, or climb up
- +reload controls reload current weapon
- +right controls turn right
- +score controls show player scores
- +showscores controls show pings and scores for all players on the server
- +speed controls walk if autorun enabled, run if autorun disabled
- +strafe controls strafe modifier, direction keys strafe while this is held down
- +use controls use item (switch, scientist, sentry gun, ...)
- addip <min> <ipaddr> server adds an ip the server filterban list (0 minutes = permanent)
- alias <name> "cmd1; cmd2" scripts define an alias to a command or commands, i.e. alias jumpduck "+moveup; +movedown; wait; -moveup; -movedown"
- ambient_fade 100 audio set the distance at which ambient sounds fade away
- ambient_level 0.300 audio sets sound level for ambient sounds
- appenddemo <demo> demo record a demo, appending to the demo file already at half-life/valve/demo.dem
- autosave prefs enable autosave
- banid <min> <uid> [kick] server ban player with id for minutes (0=permanent ban). Add 'kick' after user number to also kick the player off the server. See users, kick, writeid, removeid
- bgetmod server request batch mod status
- bgmbuffer 4096 audio set the CD audio buffer size
- bgmvolume 0 audio enable CD audio (0 may improve performance) [Flags: a]
- bind <key> "<cmd1; cmd2"> scripts make activate one or more command(s) or variable settings, enclosed in quotes and separated by semicolons. Binding a key to any +command also automatically binds the release of that key to the -command (see alias)
- bitmapfonts 1 video enable use of bitmap fonts (may be easier to read)
- bottomcolor 6 net set the bottom color of your player model [Flags: ai]
- brightness 1 video enable glare reduction (try higher values, like 3, for even brighter) [Flags: a]
- build controls display build menu (ammo dispenser or sentry gun, Engineer class only) [TFC] [Flags: tfc]
- cam_command 0 prefs enable chase cam commands
- cam_contain 0 prefs enable chase cam auto-contain in current room
- cam_idealdist 64 prefs set the preferred distance from the player model for the chase cam (only valid if thirdperson activated)
- cam_idealpitch 0 prefs set the preferred pitch for the chase cam (only valid if thirdperson activated)
- cam_idealyaw 90 prefs set the preferred yaw for the chase cam (only valid if thirdperson activated)

- `cam_snapto 0` prefs set the preferred snap interval for the chase cam (only valid if thirdperson activated)
- `cancelselect` scripts cancel selection (i.e. what ESCAPE usually does)
- `cd` audio control CD audio. 'cd stop' stops play, 'cd loop X' plays track X (1-16 valid)
- `centerview` controls centers the view
- `changelevel` controls display class change menu (can use slotX to select from menu) [Flags: tfc]
- `changelevel <map>` server load the map specified without disconnecting clients from the server
- `changelevel2 <map>` server load the map specified and continue the current game without disconnecting clients from the server
- `changeteam` controls display team change menu (can use slotX to select from menu) [Flags: tfc]
- `chase_active 0` prefs enable chase-cam (third-person view, like TombRaider or Hexen 2)
- `chase_back 100` prefs set the preferred cam distance from the player when backing up
- `chase_right 0` prefs set the preferred offset to the side for the chase cam
- `chase_up 16` prefs set the preferred offset up for the chase cam
- `clear` misc clear the console screen
- `clientport 27005` net set default client port (TCP/IP) for connecting to a server (may specify other port with "connect ip:port")
- `cl_allowdownload 1` net enable download of maps, models, and decals on joining a server [Flags: a]
- `cl_allowupload 1` net enable upload of maps, models, and decals on joining a server [Flags: a]
- `cl_allow_download` old replaced by `cl_allowdownload`
- `cl_allow_upload` old replaced by `cl_allowupload`
- `cl_anglespeedkey 0.670` prefs set the speed that the direction keys (not mouse) change the view angle
- `cl_backspeed 400` prefs set the player backup speed on a server, up to server max [Flags: a]
- `cl_bob 0.010` prefs set the amount that your player view bobs while running. Motion-sick types should set this to 0.
- `cl_bobcycle 0.800` prefs set how frequently player view bobs while running. Motion-sick types should set this to 0.
- `cl_bobup 0.500` prefs set the amount of movement before view-bobbing kicks in. Motion-sick types should set this to 0.
- `cl_clockreset 0.1` unknown ?
- `cl_cmdbackup 2` unknown ? [Flags: a]
- `cl_cmdrate 30` net set the number of times per second that the client will update the server. Leave at 30 (or lower) for modems, set to 35-55 for Cable or DSL, 50 for LAN games. [Flags: a]
- `cl_dlmax 128` net set the maximum number of kilobytes to download from a server [Flags: ai]
- `cl_download_ingame 1` net enable downloads during a multiplayer game (generally not a good thing -- instead set `cl_allow_download 1` and this one to 0 so downloads are between maps only) [Flags: a]
- `cl_fixtimerate 7.5` net sets the fixed time rate
- `cl_forwardspeed 400` prefs set the player maximum forward speed. may not exceed server max [Flags: a]
- `cl_gaitestimation 1` net enable estimated player stepping motion -- disable (0) to decrease apparent "ice skating" and possibly increase lag
- `cl_gg 0` demo enable Game Gauge mode (gg starts running a demo in gamegauge mode and will report averag FPS at the end)
- `cl_gibcount 4` video sets the number of gibs to spawn when blowing an enemy to bits. lower or 0 may improve FPS [Flags: a]
- `cl_giblfe 25` video sets the time in seconds that gibs remain before disappearing. lower or 0 may improve FPS [Flags: a]
- `cl_gibvelscale 1` video sets the scale factor for gib graphics. higher may improve FPS [Flags: a]
- `cl_hightrack 0` net force a spectator on follow mode (tracking a single player) to always track the highest scoring player (thanks Ken).
- `cl_himodels 0` prefs enable high quality player models. Set to 1 for slightly better quality player models (and slightly lower fps) [Flags: a]
- `cl_idealpitchscale 0.8` unknown ? [Flags: a]
- `cl_latency 0` net set client latency value
- `cl_lb 0` net enable client-side blood splat prediction (if `cl_lw` is 1). If on, hits may look like misses and vice-versa. [Flags: ai]
- `cl_lc 1` net enable lag compensation (if server enables with `sv_unlag 1`) [Flags: ai]
- `cl_lw 1` net enable client-side (lagless) weapon animations and sounds. If 1, weapons animation and sounds will fire instantly, but the real shot must be acknowledged by the server to happen, so animation/sounds may not match server reality. Leave on (1) if you have lag compensation on (`cl_lc 1`). [Flags: ai]
- `cl_messages` prefs displays server messages
- `cl_movespeedkey 0.300` prefs set movement speed for keyboard movement keys
- `cl_needinstanced 0` unknown ?
- `cl_nopred 0` net disable client-side prediction (1 may increase lag)
- `cl_nosmooth 0` unknown ?
- `cl_pitchdown 89` prefs set maximum angle that player can look down (in degrees)
- `cl_pitchspeed 225` prefs set pitch (up and down) change speed
- `cl_pitchup 89` prefs set maximum angle thaat player can look up (in degrees)
- `cl_rate 9001.204` net set rate that client will send data to the server in bytes per second (suggested starting values: 1000-4000 modem, 5000-7000 ISDN, 6000-10000 cable/DSL, 7000-20000 T1, 20000+ LAN) -- bad values cause LAG! turn on the `r_netgraph 3` to help evaluate different values, and try non-integers like 4001.0528.
- `cl_resend 6` net set resend count (the number of times to attempt to resend packets)
- `cl_showerror 0` prefs enable error display
- `cl_showevents 0` prefs enable event display
- `cl_showfps 0` video enable FPS display (frames per second)
- `cl_showmessages 0` prefs enable display of game messages

- cl_shownet 0 net enable display of network packet numbers
- cl_sidespeed 400 prefs set the maximum player strafing speed (may not exceed server maximum)
- cl_slist 10 prefs set the number of servers in the serverlist
- cl_smoothtime 0.1 unknown ?
- cl_solid_players 1 prefs enable solid player models
- cl_spectator_password 0 net set the password for spectator access to a server
- cl_timeout 305 net set the inactivity time before a client is disconnected (timed out) [Flags: a]
- cl_updaterate 20 net set number of updates client will request from the server each second. In general, the more players in the game, the lower this should be. Lower than 12 will cause choppiness, but 15 may be great for some slow connections. Cable and DSL connections may like 30-40, unless there are too many players on the server. For lan games, use 50. [Flags: ai]
- cl_upspeed 320 prefs set the player climbing up speed (up to server max)
- cl_vsmoothing 0.05 unknown ? [Flags: a]
- cl_waterdist 4 prefs set underwater distance
- cl_yawspeed 210 prefs set turning speed (with keyboard, up to server max)
- cmd <cmd> [arguments] misc formal way for a client to issue a command to the server -- when using the console, the 'cmd' part may be omitted.
- cmdline 0 developer display the command-line arguments passed by hl.exe [Flags: sv]
- cmdlist developer print a list of commands to the console (cmdlist log logfile saves the list to c:\logfile); you can specify a mask for the list, such as 'cmdlist a' to list all commands beginning with 'a', etc.
- com_filewarning 0 unknown ?
- condebug misc enable console debug mode
- condump <filename> misc dump the console to the text file specified
- connect <ip> : [port] net connect to a multiplayer server with ip address and optional
- console 1 misc enable console [Flags: a]
- contimes <n> developer show n overlay lines (n = 4 to 64)
- con_color 255 prefs set console color [Flags: a]
- con_notifytime 4 prefs set console message notification time (how long messages stay on screen)
- coop 0 net enable cooperative play mode see the coop link on the main page for tips on getting coop working) [Flags: sv]
- crosshair 1 prefs enable crosshair [Flags: a]
- cr_demoman server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_engineer server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_hwguv server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_medivac server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_pyro server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_random server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_scout server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_sniper server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_soldier server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cr_spy server set a TFC class restriction to limit the number of players of the class in the name. 0=unlimited, -1=none of that class allowed [Flags: sv tfc]
- cvarlist developer lists all the console variables (cvars) to the console (cvar)
- c_maxdistance 200 prefs set chase cam max distance
- c_maxpitch 90 prefs set chase cam max pitch
- c_maxyaw 135 prefs set chase cam max yaw
- c_mindistance 30 prefs set chase cam min distance
- c_minpitch 0 prefs set chase cam min pitch
- c_minyaw -135 prefs set chase cam min yaw
- deathmatch 0 server enable deathmatch mode [Flags: sv]
- decalfrequency server set how frequently clients can spray paint their logo [Flags: sv]
- default_fov 90 server set the default Field-Of-View, smaller numbers zoom in, larger numbers zoom out (fish-eye style).
- delta_clear unknown ?
- delta_stats unknown ?
- demos demo runs a loop of demos set with startdemos
- detdispenser controls remotely detonate ammo dispenser (TFC Engineer class only) [Flags: tfc]
- det Sentry controls remotely detonate sentry gun (TFC Engineer class only) [Flags: tfc]
- developer 0 scripts enable special developer debug console messages and allow 'echo' to print to the game screen, see console help for details
- direct 0.900 unknown ?
- discard controls drop unusable ammo -- bind a key to this and USE it in TFC every time you load up -- your teammates will thank you! [Flags: tfc]

- disconnect net disconnect from a server or local game
- dlfile unknown ?
- dropclient server drop client from server (disconnect)
- dropitems controls drop the flag (useful for handing it off to a teammate)
- d_spriteskip 0 unknown ?
- echo "text" scripts print a message to the console. To print to screen: 'developer 1; echo "text"; developer 0'
- edgefriction 2 server set friction between players and walls or objects [Flags: sv]
- endmovie demo the commands 'startmovie' and 'endmovie' start and stop recording to a video stream, that is basically a bunch of bitmap images in a single file. You use the command like this: From the console type in: startmovie then enter a map using the map command from the console. I have had problems starting up the command while in a map with the current version of half life but not with the original CD copy. You need to issue the endmovie command to stop it. Note that this takes up a large amount of disk space. Then you need to compile a program called 'mkmovie' in the valve utils from the SDK (see the misc files section), and use this program to extract all the bitmaps from within the single video stream file. Then you use a program such as Adobe Premiere to string them together into an AVI, or mpg if you have the plugins. Be sure to import them such that their duration is only frame. You need a fast computer to do this properly, if not you will get like 15 frames per second, which is fine for most people, and still gets you a useable ingame video stream. If you have a slow pc, be sure to set the avi to 15 frames per second, but if your pc is fast then 24 or 30 frames per second is good too. Thanks to Evan for that info.
- entities developer list currently loaded entities
- envmap developer creates the 6 BMP images for sky boxes from the player's current position. Size is set with gl_envmapsize .
- escape controls same as [ESCAPE] key, hides console, cancels selection, etc.
- exec <filename> scripts execute a script file of console commands, often have .cfg or .rc extension, though not required. script files can include any console commands and variable settings, see console help for details
- exit misc quit game or server to windows without confirmation
- ex_correct 0 unknown ?
- ex_diminishextrap 0 unknown ?
- ex_extrapmax 1.2 unknown ?
- ex_interp 0.1 unknown ?
- ex_maxaccel 2000 unknown ?
- ex_maxerrordistance 64 unknown ?
- ex_maxspeed 750 unknown ?
- ex_minvelocity 0 unknown ?
- fakelag 0 net simulates lag, higher values are laggier
- fakeloss 0 net simulates packet loss, higher values are more lossy
- feign controls fake a death noise and then feign death (Spy class only) [Flags: tfc]
- firstperson prefs enable first-person view (see thirdperson, chase_cam)
- flaginfo controls display flag status (TFC) [Flags: tfc]
- flush developer flush memory and reload
- fly cheats One would think this would enable flying, but noclip does instead. See the cheats page for details.
- ForceCloseCommand unknown ?
- force_centerview controls snaps player view to straight ahead
- fov 90 controls set the field-of-vision size. Smaller numbers zoom in, larger numbers zoom out, valid range is 1-179.
- fps_lan old replaced by fps_max
- fps_max 72 video set the maximum number of frames per second that the game will try to render. Similar to the old fps_modem, but no longer affects network lag.
- fps_modem old replaced by fps_max
- fps_single old replaced by fps_max
- fullinfo <complete info string> server enable verbose user information display
- fullserverinfo server enable verbose server information display
- gamedir developer set game base directory
- gamma 3 video set video gamma level [Flags: a]
- getcertificate net authenticates your cd key (by checking it with won.net) without joining a server
- gg <demoname> demo run Game Gauge benchmark using demoname if cl_gg = 1
- give cheats spawn a weapon, item, or character. See the cheats page for details.
- gl_affinmodels 0 video makes my screen go crazy (Voodoo2)
- gl_alphamin 0.250 video set minimum alpha blending level
- gl_clear 0 video makes cracks between textures visible when 1
- gl_cull 1 video enable rendering of visible objects only (0 will slow fps)
- gl_d3dflip 0 video enable reversed rendering order for D3D video mode
- gl_dither 1 video enable dithering [Flags: a]
- gl_dump video dump data about video card: vendor, renderer, version, extensions
- gl_flipmatrix 0 video enable special crosshair fix when using the 3DNow! 3DFX MiniGL (3dfxglam.dll) [Flags: a]
- gl_keeptjunctions 1 video enable allowing slight cracks between textures, setting to 1 may look better on some video cards, but will be a bit slower (fewer fps)
- gl_lightholes 1 video enable light holes (0 may improve performance)
- gl_log <logfile> video writes graphic debug messages to logfile
- gl_max_size 256 video set the maximum texture size (higher may look better, but may slow performance if set too high)
- gl_monolights 0 video creates a uniform light source with no shadows (OpenGL only) [Flags: a]
- gl_nobind 0 video enable replacing textures with bizarre alphanumeric characters (trippy)
- gl_nocolors 0 video disable colors (OpenGL only)

- `gl_overbright 1` video enable maximum brightness mode [Flags: a]
- `gl_palette_tex 1` video enable paletted textures
- `gl_picmip 0` video set rendering quality (0,1,2, higher is faster and lower quality) see `gl_playermip`, `gl_texturemode`
- `gl_playermip 0` video set player rendering quality (0,1,2, higher is faster and lower quality) see `gl_playermip`, `gl_texturemode`
- `gl_polyoffset 4` video set polygon offset -- try larger values for flickering decal or texture problems [Flags: a]
- `gl_reporttjunctions 0` video enable T-junction reporting to console, see `gl_keeptjunctions`
- `gl_round_down 3` video set texture size rounding-down value (higher rounds more, resulting in lower quality and higher FPS)
- `gl_smoothmodels 1` video enable model smoothing. Disabling (0) may increase fps a bit
- `gl_spriteblend 1` video enable blending sprite graphics
- `gl_texels` video report the number of texels uploaded to the video card
- `gl_textsort 0` video enables brighter and more vivid textures, but slows performance
- `gl_texturemode [type]` video set the rendering mode: in order from lowest quality (fastest) to highest quality (slowest), [type] options are: `GL_NEAREST_MIPMAP_NEAREST`, `GL_LINEAR_MIPMAP_NEAREST`, `GL_NEAREST_MIPMAP_LINEAR`, `GL_LINEAR_MIPMAP_LINEAR`. Think of the 1st two as low and high quality for hardware that supports bilinear filtering, and the 2nd two as low and high quality for hardware that supports trilinear filtering.
- `gl_wateramp 0` video enable amplified (higher) waves in water. 1 may decrease FPS (see `sv_wateramp`)
- `gl_zmax 4096` video set max size for zbuffer
- `gl_ztrick 1` video speeds up rendering on some 3dfx cards (and maybe others), but may cause flickering on some video cards
- `god` cheats toggle god mode (invincibility). See the cheats page for details.
- `graphheight 64` net set height of `r_netgraph/net_graph` display
- `heartbeat` server send a heartbeat signal to the master server (set `setmaster`)
- `hideconsole` controls hide the console
- `hisound 0` audio enable high-quality sound (1=22kHz, 0=11kHz) see also `loadas8bit` (0 may improve performance) [Flags: a]
- `HostMap 0` unknown
- `hostname <name>` server set server hostname (the name that will appear in server browser lists, if `setmaster` is set)
- `hostport 0` server set host connection port
- `host_framerate 0` demo set the speed that host and server interact with the game.
- `host_limitlocal 0` unknown ?
- `host_profile 0` unknown ?
- `host_speeds 0` video enable display of current FPS on-screen
- `hpkextract <name> [all|1 idx]` developer extract files from hpk file (opts = [all | single index])
- `hpklist <hpkname>` developer list files in hpk file
- `hpkremove <name> <index>` developer remove file from hpkfile
- `hpkval <hpkname>` developer display checksum value for hpk file
- `hud_capturemouse 1` prefs enable locking mouse pointer to menu area when menu activated [Flags: a]
- `hud_centerid 0` prefs enable center screen display of player ID names (instead of lower-left corner) [Flags: a]
- `hud_classautokill 1` prefs enable auto-suicide on class changes [Flags: a]
- `hud_deathnotice_time 6` prefs set how long death messages remain onscreen
- `hud_drawhistory_time 5` prefs set how long HUD item icons remain onscreen
- `hud_fastswitch 1` prefs enable fast weapon switching (0 is HL-style, where you must press fire after picking a weapon before it is activated) [Flags: a]
- `hud_saytext_time 5` prefs set how long chat messages remain onscreen
- `hud_takeshots 0` prefs enable screen shot saving at the end of all games [Flags: a]
- `impulse 100` controls enable flashlight
- `interp` video enable frame interpolation
- `invnext` controls select next item in inventory
- `invprev 0` controls select previous item in inventory
- `ip 0` server echo server ip
- `ipx_clientport 0` net set client port for IPX LAN game
- `ipx_hostport 0` server set host port for IPX LAN game
- `ip_clientport 0` net set client port for TCP/IPLAN game
- `ip_hostport 0` server set host port for TCP/IP LAN game
- `joyadvanced 0` joystick set to 1 before changing any advanced joystick variables, then call `joyadvancedupdate` to activate changes
- `joyadvancedupdate` joystick enable advanced joystick settings (use after setting `joyadvanced 1` and making any variable changes desired)
- `joyadvaxisr 0` joystick set mapping of DirectInput axis R (typically joystick rudder) -- not used. Valid values: 0 = Axis not used, 1 = Axis is for forward and backward movement, 2 = Axis is for looking up and down (pitch), 3 = Axis is for side to side movement, 4 = Axis is for turning left and right (yaw). Additionally, each axis can be designated as an absolute axis (like a joystick) or a relative axis (like the FPgaming trackball or the WingMan Warrior SpinControl). Absolute axes are defined as having a stopping position whereas relative axes don't have a stopping position and just go around and around. To designate an axis as a relative axis, add 16 to the above control number. For example, to set the Assassin 3D's axis U to be looking left and right, type 'joyadvaxisu 20'. As another example, to make your rudder pedals control turning left and right, type 'joyadvaxisr 4'.
- `joyadvaxisu 0` joystick set mapping of DirectInput axis U (custom axis - Assassin 3D trackball left and right, WingMan Warrior SpinControl and SpaceOrb roll). Sets the Assassin 3D to relative turning left and right. (Not self centering). Valid values: 0 = Axis not used, 1 = Axis is for forward and backward movement, 2 = Axis is for looking up and down (pitch), 3 = Axis is for side to side movement, 4 = Axis is for turning left and right (yaw). Additionally, each axis can be

designated as an absolute axis (like a joystick) or a relative axis (like the FPgaming trackball or the WingMan Warrior SpinControl). Absolute axes are defined as having a stopping position whereas relative axes don't have a stopping position and just go around and around. To designate an axis as a relative axis, add 16 to the above control number. For example, to set the Assassin 3D's axis U to be looking left and right, type 'joyadvaxisu 20'. As another example, to make your rudder pedals control turning left and right, type 'joyadvaxisr 4'.

- joyadvaxisv 0 joystick set mapping of DirectInput axis V (custom axis - Assassin 3D trackball forward and backward and SpaceOrb yaw). Sets the Assassin 3D to relative free-look up and down. (Not self centering). Valid values: 0 = Axis not used, 1 = Axis is for forward and backward movement, 2 = Axis is for looking up and down (pitch), 3 = Axis is for side to side movement, 4 = Axis is for turning left and right (yaw). Additionally, each axis can be designated as an absolute axis (like a joystick) or a relative axis (like the FPgaming trackball or the WingMan Warrior SpinControl). Absolute axes are defined as having a stopping position whereas relative axes don't have a stopping position and just go around and around. To designate an axis as a relative axis, add 16 to the above control number. For example, to set the Assassin 3D's axis U to be looking left and right, type 'joyadvaxisu 20'. As another example, to make your rudder pedals control turning left and right, type 'joyadvaxisr 4'.
- joyadvaxisx 0 joystick set mapping of DirectInput axis X (typically joystick left and right); allows joystick to turn. Valid values: 0 = Axis not used, 1 = Axis is for forward and backward movement, 2 = Axis is for looking up and down (pitch), 3 = Axis is for side to side movement, 4 = Axis is for turning left and right (yaw). Additionally, each axis can be designated as an absolute axis (like a joystick) or a relative axis (like the FPgaming trackball or the WingMan Warrior SpinControl). Absolute axes are defined as having a stopping position whereas relative axes don't have a stopping position and just go around and around. To designate an axis as a relative axis, add 16 to the above control number. For example, to set the Assassin 3D's axis U to be looking left and right, type 'joyadvaxisu 20'. As another example, to make your rudder pedals control turning left and right, type 'joyadvaxisr 4'.
- joyadvaxisy 0 joystick set mapping of DirectInput axis Y (typically joystick forward and backward). Allows the joystick to move forward and backward. Valid values: 0 = Axis not used, 1 = Axis is for forward and backward movement, 2 = Axis is for looking up and down (pitch), 3 = Axis is for side to side movement, 4 = Axis is for turning left and right (yaw). Additionally, each axis can be designated as an absolute axis (like a joystick) or a relative axis (like the FPgaming trackball or the WingMan Warrior SpinControl). Absolute axes are defined as having a stopping position whereas relative axes don't have a stopping position and just go around and around. To designate an axis as a relative axis, add 16 to the above control number. For example, to set the Assassin 3D's axis U to be looking left and right, type 'joyadvaxisu 20'. As another example, to make your rudder pedals control turning left and right, type 'joyadvaxisr 4'.
- joyadvaxisz 0 joystick mapping of DirectInput axis Z (typically joystick throttle). Not used.
- joyforwardsensitivity -1 joystick set the ramp-up speed or how much joystick movement is required for moving "full speed" forward and backward (negative numbers invert directions)
- joyforwardthreshold 0.150 joystick set the dead-zone for moving forward and backward (If you have problems with your character moving forward or back when trying to stop or strafe, increase this number to .20)
- joyname 0 joystick set joystick name
- joypitchsensitivity 1 joystick set the speed or ratio used when you look up and down using the Assassin 3D (negative numbers invert directions)
- joypitchthreshold 0.150 joystick set the dead-zone for looking up and down (If you have problems with your character looking up or down when trying to stop or strafe, increase this number to .20)
- joysidesensitivity -1 joystick set the ramp-up speed or how much joystick movement is required for moving "full speed" side to side (negative numbers invert directions)
- joysidethreshold 0.150 joystick set the dead-zone for moving side to side (If you have problems with your character moving sideways when trying to stop or walk along a ledge, increase this number to .20)
- joystick 0 joystick disable joystick (0 may give you a slight performance boost) [Flags: a]
- joywwhack1 0 joystick set to 1 for Logitech WingMan Warrior, maybe for other models also
- joywwhack2 0 joystick set to 1 for Logitech WingMan Warrior, maybe for other models also
- joyyawsensitivity -1 joystick set the speed that or ratio used when you look left to right using the Assassin 3D (negative numbers invert directions)
- joyyawthreshold 0.150 joystick set the dead-zone for looking right and left (If you have problems with your character turning when trying to stop or strafe, increase this number to .20)
- kick <name or userid or uniqueid> server kick player from a server (server console or rcon only), Use the 'users' command to get a list of userid's and uniqueid's. See kick, banid, writeid, removeid.
- kill controls suicide
- lambert 1.500 unknown sets the player model shading value. -1.01 used to make players brighter. No longer has any effect.
- lastinv controls switch back to last item or weapon used [Flags: tfc]
- lcd_x 0 video screws up my screen
- lcd_yaw 0 video screws up my screen
- lightgamma 2.500 video set lighting gamma value
- list net lists local servers found by slist command
- listdemo <demoname> demo list info on demo file
- listid server list id numbers
- listip server list ip addresses in the filter ban list
- load <name> misc load a saved game
- loadas8bit 0 audio set to 1 to force 8-bit (lower quality) sounds (see hisound also)
- localinfo server show local info settings
- log server enable/disable logging (put 'log on' in autoexex.cfg, NOT server.cfg)
- logaddress <ip> <port> server set address for logfile (to log to a remote machine)
- lookspring 0 mouse enable automatic view centering when +mlook is deactivated [Flags: a]
- lookstrafe 0 mouse enable mouse strafing when +mlook is deactivated [Flags: a]
- lservercfgfile server set listen server config file (default is listenserver.cfg)
- map <mapname> server change to map half-life\tfc\mapname.bsp (.bsp not required) -- will disconnect any clients on the server, see changelevel and changelevel2 to change maps without disconnecting clients

- mapcyclefile server specifies the name of the list of maps to cycle through on a server, default is mapcycle.txt
- maps <substring> server list maps containing substring, * lists all
- maxplayers server set maximum number of clients allowed to connect to the server
- mcache developer list model cache contents
- messagemode controls prompt for a chat message to send to all clients connected to the server
- messagemode2 controls prompt for a chat message to send to your teammates only
- model 0 prefs If modelname is unspecified, this will display the current player model name. To change your player model, specify the name of a folder in Valve/models/player that contains a .mdl file. To view the model, start a multiplayer game and type chase_active 1. [Flags: ai]
- motd server display the message of the day (motd.txt) for the current server
- mp_allowmonsters server enable monsters in multiplayer mode (bots) [Flags: sv]
- mp_autocrosshair server enable aiming assistance for clients [Flags: sv]
- mp_consistency 1 unknown ? [Flags: sv]
- mp_decals 2000 server set max number of decals to display in multiplayer (set lower for performance boost, but blast marks and logos will disappear sooner) [Flags: a]
- mp_defaultteam unknown ?
- mp_falldamage server enable realistic falling damage [Flags: sv]
- mp_flashlight server enable flashlights for clients [Flags: sv]
- mp_footsteps 1 server enable footstep sounds [Flags: sv]
- mp_forcerespawn server enable automatic forced respawns for players [Flags: sv]
- mp_fraglimit server set the number of frags (by any single player) between map changes, see timelimit [Flags: sv]
- mp_friendlyfire server enable friendly fire in teamplay mode (mp_teamplay) [Flags: sv]
- mp_logecho 1 server enable logging of echo commands
- mp_logfile 1 server enable logging during multiplayer [Flags: sv]
- mp_teamlist server ? [Flags: sv]
- mp_teamoverride unknown ?
- mp_teamplay server set teamplay mode flags -- set this variable to the sum of the numbers by the options you want enabled: 1=teamplay on (always set this for teamplay mode), 2=half-damage friendly-fire, 4=no damage friendly-fire, 8=half-damage friendly explosive, 16=no friendly explosive damage, 128=half-damage armor friendly-fire, 256=no damage to armor from friendly-fire, 512=half-damage armor friendly explosive, 1024=no damage to armor from friendly explosive, 2048=YOU take half damage from hitting Teammate with direct weaponfire, 4096=YOU take no damage from hitting Teammate with direct weaponfire, 8192=YOU take half damage from hitting Teammate with explosive weaponfire, 16384=YOU take no damage from hitting Teammate with explosive weaponfire, 32768=YOUR armor takes half damage from hitting Teammate with direct weaponfire, 65536=YOUR armor takes no damage from hitting Teammate with direct weaponfire, 131072=YOUR armor takes half damage from hitting Teammate with explosive weaponfire, 262144=YOUR armor takes no damage from hitting Teammate with explosive weaponfire.
- A common setting used to deter spamming is $1 + 4 + 16 + 256 + 1024 + 2048 + 8192 + 32768 + 131072 = 175381$ [Flags: sv]
- mp_timelimit server set the time (in minutes) between map changes, see fraglimit [Flags: sv]
- mp_weaponstay server enable permanent weapons [Flags: sv]
- m_filter 0 mouse enable mouse filtering (smoothing) [Flags: a]
- m_forward 1 mouse set mouse forward speed sensitivity multiplier [Flags: a]
- m_pitch -0.022 mouse set mouse pitch (up and down motion) speed sensitivity multiplier. Note that NEGATIVE values result in an inverted mouse (moving mouse forward looks down), while positive values result in a non-inverted mouse (moving mouse forward looks up) [Flags: a]
- m_side 0.800 mouse set mouse strafing speed sensitivity multiplier [Flags: a]
- m_yaw 0.022 mouse set mouse yaw speed sensitivity multiplier [Flags: a]
- name 0 net set client player name [Flags: ai]
- net_address 0 net ?
- net_chokeloop 0 net ?
- net_drawslider 0 net ?
- net_graph 0 net enables network condition graph that shows FPS, network latency, incoming server update rate, incoming bandwidth, outgoing bandwidth, and a running graph of ping (which is network latency plus delays caused by video rendering). Turn on the net_graph and try different values for the tweaking variables to find the best settings for your system and network conditions. Be sure to turn it back off since it will lower FPS some. [Flags: a]
- net_graphpos 1 net set position of network graph (if net_graph 1). 1=bottom right, 2=bottom center, 3=bottom left [Flags: a]
- net_graphsolid 1 net enable solid graph if net_graph 1 [Flags: a]
- net_graphwidth 192 net set net_graph width [Flags: a]
- net_scale 5 net set net_graph vertical scale [Flags: a]
- net_showdrop 0 net enable display of dropped network packets
- net_showpackets 0 net enable network packet display
- new developer internal command used to start a new game
- noclip cheats toggles clipping mode. when clipping disabled (noclip active), you can walk through walls and fly. See the cheats page for details.
- nosound 0 audio disable sounds (1 will make the game silent)
- notarget cheats toggle notarget mode where enemies ignore the player. See the cheats page for details.
- password 0 server set private server password (0 = public server, anyone can join) [Flags: i]
- path server display current search path for game files
- pausable 1 server enable whether or not clients can pause server game [Flags: sv]
- pause controls pause game
- ping server display name and ping of all clients connected to the server

- pingservers net display pings of servers in the serverlist
- play <filename> scripts play a WAV audio file designated by filename
- playdemo <filename> demo play the demo in file Half-Life/valve/filename.dem at normal speed (use timedemo to play at max fps and report average fps).
- playvol demo set demo playback volume
- pointfile <filename> developer try to load maps/filename.pts
- port 27015 net set the default connect port
- ppedemostart unknown ?
- precache 1 prefs enable pre-loading of all needed files at map start (1 may help skipping/stopping problems)
- primeone controls prime grenade type 1 (same at pressing, but not releasing the key bound to +gren1) [Flags: tfc]
- primetwo controls prime grenade type 2 (same at pressing, but not releasing the key bound to +gren2) [Flags: tfc]
- ptrack unknown crash the computer (well, mine at least)
- pushlatency -50 net set pushlatency (try around -1/2 to -1 times ping) -- some people say using non-integer values (like -100.0521) reduces lag [Flags: a]
- quit misc exit to windows without confirmation
- rate 9001.204 old replaced by cl_rate
- rcon <password> "commands" server remote console operation of a server. "commands" can be any console commands or variable settings. is required if the server password variable is set to anything except 0, unless client password variable is set to the same value
- rcon_address 0 server set remote console ip address
- rcon_password 0 server set password for remote console operation
- rcon_port 0 server set remote console port
- reconnect net reconnect to the current server
- record <filename> demo starts recording demo to Half-Life\valve\filename.dem, see stop
- reload server reload current map
- removedemo <demo> <segmt> demo remove segment from a demo
- removeid <userid or uniqueid> server Un-ban a user (remove the id from the ban list). See users, kick, banid, writeid, removeid
- removeip server remove ip from filterban list
- restart server restarts the current multiplayer map (remove decals, blood, bulletholes, scores, etc.)
- retry net try reconnecting to the last server four more times (after four failed attempts)
- room_delay 0 audio 3D sound setting
- room_dlylp 2 audio 3D sound setting
- room_feedback 0.520 audio 3D sound setting
- room_left 0.010 audio 3D sound setting
- room_lp 0 audio 3D sound setting
- room_mod 0 audio 3D sound setting
- room_off 0 audio 3D sound setting
- room_refl 0.900 audio 3D sound setting
- room_rvblp 1 audio 3D sound setting
- room_size 0.060 audio 3D sound setting
- room_type 18 audio 3D sound setting
- r_bmodelhighfrac unknown ? [Flags: a]
- r_bmodelinterp unknown ?
- r_cachestudio unknown ?
- r_decals 4096 prefs set max number of blast mark decals in single-player (lower number will improves performance some, but decals wil disappear sooner)
- r_drawentities 1 developer enable rendering of entities: 0=no entities, 1=normal entities, 2=no textures, 3=hitbox only, 4=translucent hitboxes
- r_drawviewmodel 1 prefs enable drawing player weapon model (off improves performance a bit)
- r_dynamic 1 prefs enable dynamic lighting -- the light reflections glowing objects make on other objects nearby, such as rockets and the flashlight (0 may improve fps)
- r_fullbright 0 prefs enable max brightness, local game only
- r_glowshellfreq 2.200 prefs set the frequency of shimmering on glowing shells around flags and keys
- r_lightmap 0 developer Software rendering mode only -- display only one of the four possible lightmaps (valid values are 0, 1, 2, 3). Useful for viewing range of switched lights
- r_mirroralpha 1 video enable reflective textures (0 may improve performance)
- r_mmx 1 prefs force MMX calculation methods for MMX CPU's (set to 1 if your CPU supports MMX! Any p2 does, as do most newer AMD and Cyrix chips. If using 1 reduces performance, set back to 0)
- r_netgraph old replaced by net_graph
- r_norefresh 0 prefs enable clearing hud and console before redrawing
- r_novis 0 prefs enable drawing underwater polygons (must be 1 for r_wateralpha to work)
- r_shadows 0 prefs enable player shadows (decreases performance and doesn't look that great)
- r_speeds 0 prefs enable display of average fps, draw speed, and polygon info (use to see running FPS info)
- r_traceglow 0 prefs enable inclusion of monsters in glow sprite occlusion checking (1 will decrease performance)
- r_wadtextures 0 unknown ?
- r_wateralpha 1 prefs enable alpha blending underwater (r_novis muse be 1 for this to work)
- save <name> misc save the current game (1p only), see load
- saveme controls call for medic (TFC) [Flags: tfc]
- say "text" scripts echo text to the screen of all players. A percent sign followed by A, H, or I in the text will be replaced by your player's current Armor, Health, and ID'd player, respectively. For example: say "I have %A armor, %H health, and am staring at player %I" will look like "I have 45 armor, 97 health, and am staring at player CoolGuy".

- say_team "text" scripts echo text to the screen of team members only. A percent sign followed by A, H, or I in the text will be replaced by your player's current Armor, Health, and ID'd player, respectively. For example: say "I have %A armor, %H health, and am staring at player %I" will look like "I have 45 armor, 97 health, and am staring at player CoolGuy".
- screenshot misc capture the current screen and save to disk
- scr_centrtime 2 prefs set how long server messages remain on screen
- scr_connectmsg 0 scripts display "msg" in lower left of screen -- use "" for "msg" to clear
- scr_connectmsg1 0 scripts display "msg" in lower left of screen -- use "" for "msg" to clear
- scr_connectmsg2 0 scripts display "msg" in lower left of screen -- use "" for "msg" to clear
- scr_conspeek 600 prefs set the console scroll speed (try 3000 to make it nearly instant)
- scr_ofsx 0 scripts set screen message x-offset
- scr_ofsy 0 scripts set screen message y-offset
- scr_ofsz 0 scripts set screen message z-offset
- scr_printspeed 8 scripts set screen message print speed
- sendents unknown ?
- sensitivity 3 mouse set mouse sensitivity [Flags: a]
- servercfgfile server set server .cfg file (default is server.cfg)
- serverinfo server display server information (variables flagged sv)
- setdemoinfo <demo> <segmt> info demo add info to demo: info = title "text", play tracknum, fade
- setinfo server display model name, color settings, name, rate, and model crc
- setmaster <ip or hostname> server set the master server (server list manager) for the server, see heartbeat
- sfeign controls feign death silently (TFC Spy class only) [Flags: tfc]
- showinfo net enable display of all packets
- showpause 1 developer enable pause graphic display
- showram 0 developer enable display of available RAM
- shutdownserver server shut down the server
- sizedown video decrease screen size (will increase FPS, won't work on all video cards)
- sizeup video increase screen size (will decrease FPS, won't work on all video cards)
- skill 3 misc set the skill level (single player, coop)
- skin 0 prefs set model skin (anyone know how to put more than one skin in a .mdl file so we can use this?) [Flags: ai]
- sk_12mm_bullet1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_12mm_bullet2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_12mm_bullet3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mmAR_bullet1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mmAR_bullet2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mmAR_bullet3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mm_bullet1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mm_bullet2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_9mm_bullet3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_dmg_punch1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_dmg_punch2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_dmg_punch3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_health1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_health2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_agrunt_health3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_apache_health1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_apache_health2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_apache_health3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_barney_health1 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_barney_health2 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- sk_barney_health3 developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]

- `sk_turret_health1` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_turret_health2` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_turret_health3` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_both_slash1` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_both_slash2` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_both_slash3` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_one_slash1` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_one_slash2` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_dmg_one_slash3` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_health1` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_health2` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `sk_zombie_health3` developer set single-player game parameter, such as damage done by a certain weapon or attacks by a certain monster (1, 2, or 3 indicates difficulty level) [Flags: 1p]
- `slist` net search for local servers, store in serverlist
- `slot1` controls select weapon group 1 (or menu item 1) see use
- `slot10` controls select weapon group 10 (or menu item 10) see use
- `slot2` controls select weapon group 2 (or menu item 2) see use
- `slot3` controls select weapon group 3 (or menu item 3) see use
- `slot4` controls select weapon group 4 (or menu item 4) see use
- `slot5` controls select weapon group 5 (or menu item 5) see use
- `slot6` controls select weapon group 6 (or menu item 6) see use
- `slot7` controls select weapon group 7 (or menu item 7) see use
- `slot8` controls select weapon group 8 (or menu item 8) see use
- `slot9` controls select weapon group 9 (or menu item 9) see use
- `snapshot` misc capture screenshot and save to disk
- `snapt0` unknown ?
- `snd_noextraupdate 0` audio disable 'extra' sound system updates -- only try 1 if you have sound problems
- `snd_show 0` audio enable display of sounds as they are played
- `soundfade <params>` audio set sound fade properties (params = [])
- `soundinfo` audio display number of: stereo channels, samples, samplebits, speed, DMA, and sound channels
- `soundlist` audio display list of all loaded sounds
- `spawn` developer internal command; not valid from console
- `speak <word>` misc say something over the intercom (see console help for the 622 available words), to use in an alias, surround in quotes with no spaces: alias count "speak one,two,three_comma,four,five,six_period"
- `special` controls displays the "special" menu for a class, like +attack2 but lag-resistant (choose menu item with 'menuselect X')
- `spectator 0` controls enter spectator mode if enabled [Flags: i]
- `spk` unknown ?
- `startdemos` demo start playing demos in a loop, see demos
- `startmovie <file>` demo the commands 'startmovie' and 'endmovie' start and stop recording to a video stream, that is basically a bunch of bitmap images in a single file. You use the command like this: From the console type in: startmovie then enter a map using the map command from the console. I have had problems starting up the comand while in a map with the current version of half life but not with the original CD copy. You need to issue the endmovie command to stop it. Note that this takes up a large amount of disk space. Then you need to compile a program called 'mkmovie' in the valve utils from the SDK (see the misc files section), and use this program to extract all the bitmaps from within the single video stream file. Then you use a program such as Adobe Premiere to string them together into an AVI, or mpg if you have the plugins. Be sure to import them such that their duration is only frame. You need a fast computer to do this properly, if not you will get like 15 frames per second, which is fine for most people, and still gets you a useable ingame video stream. If you have a slow pc, be sure to set the avi to 15 frames per second, but if your pc is fast then 24 or 30 frames per second is good too. Thanks to Evan for that info.
- `status` server for each client list: user#, frags, name, frame rate, frame latency, ping, drop %
- `stop` demo stops recording a demo, see record
- `stopdemo` demo stop playing a demo
- `stopsound` audio stop playing current sound
- `stuffcmds` developer used to initialize client console commands from server
- `suitvolume 0.250` audio set HEV suit volume [Flags: a]
- `sv_accelerate 10` server set player acceleration [Flags: sv]
- `sv_aim 0` server enable aiming assistance for clients [Flags: asv]
- `sv_airaccelerate 10` server set in-air acceleration for a server (higher makes it easier to move while flying through the air or jumping, Mario Brothers - style) [Flags: sv]
- `sv_aimove 1` server enable clients ability to move in air [Flags: sv]
- `sv_allowdownload 1` server enable allowing clients to download maps and decals

- sv_allowupload 1 server enable allowing clients to upload maps and decals
- sv_allow_download old replaced by sv_allowdownload
- sv_allow_upload old replaced by sv_allowupload
- sv_bounce 1 server enable bounce pads [Flags: sv]
- sv_challengetime 15 server set time to allow clients to complete connection
- sv_cheats 1 server enable cheats [Flags: sv]
- sv_clienttrace 1 server set client bounding box size (for collisions, not clipping) [Flags: sv]
- sv_clipmode 0 server set client clipping mode [Flags: sv]
- sv_contact 0 unknown ? [Flags: sv]
- sv_failurertime 0.5 unknown ?
- sv_filterban 1 unknown enable ip banning
- sv_friction 4 server set friction [Flags: sv]
- sv_gravity 800 server set gravity (lower is less gravity, higher jumps) [Flags: sv]
- sv_instancedbaseline 1 unknown ?
- sv_lan 0 server enable LAN server mode
- sv_logrelay 0 server ?
- sv_maxrate 0 server set the max data transfer rate in bytes per second for any one client on the server. Setting this to 0 or any value over 10000 defaults to 10000. [Flags: sv]
- sv_maxspectators 8 server set max number of spectators
- sv_maxspeed 270 server set max player speed (for ALL clients) [Flags: sv]
- sv_maxunlag 0.5 server set the maximum number of seconds of lag the server will try to compensate for (if sv_unlag is 1). Suggested values are 0.3 to 0.6. Higher numbers will make high-ping players jump around more as their lag is compensated for.
- sv_maxupdaterate 60 server set the maximum number of times per second to update clients
- sv_maxvelocity 2000 server set max object velocity
- sv_minrate 0 server set the min data transfer rate in bytes per second for any one client on the server. Setting this to 0 or any value under 500 defaults to 500. [Flags: sv]
- sv_minupdaterate 1 server set the minimum number of times per second to update clients
- sv_newunit 0 server ?
- sv_password 0 server set server password [Flags: sv]
- sv_skycolor_b 0 server set sky color blue value
- sv_skycolor_g 0 server set sky color green value
- sv_skycolor_r 0 server set sky color red value
- sv_skyname 0 server set sky texture
- sv_skyvec_x 0 server set sky x-axis orientation
- sv_skyvec_y 0 server set sky y-axis orientation
- sv_skyvec_z 0 server set sky z-axis orientation
- sv_spectalk 1 server enable allowing spectator clients to chat
- sv_spectatormaxspeed 500 server set spectator max movement speed
- sv_spectator_password 0 server set spectator password
- sv_stepsize 18 server set monster and player automatic step-up size (larger values allow auto-climbing of steeper slopes) [Flags: sv]
- sv_stopspeed 100 server set the speed at which the server considers a player as beginning to stop (used for prediction) [Flags: sv]
- sv_timeout 65 server set timeout inactivity limit
- sv_unlag 1 server enable server lag compensation (keep this on and tell clients who prefer it off to use cl_lc 0)
- sv_unlagpush 0 server enable server push lag compensation
- sv_unlagsamples 1 server set the number of client ping samples to average together to determine the ping the server will try to compensate for (if sv_unlag is 1)
- sv_wateraccelerate 10 server set in-water acceleration [Flags: sv]
- sv_wateramp 0 server enable amplified (higher) waves in water; clients can set with gl_wateramp
- sv_waterfriction 1 server set friction underwater [Flags: sv]
- sv_zmax 4096 server set max zbuffer size
- swapdemo <demo><seg><seg> demo swap two segments' positions in a demo
- sys_ticrate 0.050 old GONE: set system ticrate
- s_2dvolume 0.880 audio Maximum volume at which 2D sounds are played. By the nature of the filters being applied to the A3D buffers, they are quieter than their 2D counterparts. Hence it is important to quiet the 2D sounds to normalize volume. Valid range is 0 to 1.0
- s_a3d 0 audio enable A3D support (0 may improve performance) [Flags: a]
- s_automax_distance 30 audio set distance for max sound volume [Flags: a]
- s_automin_distance 2 audio set distance for min sound volume [Flags: a]
- s_blipdir 0 unknown ?
- s_bloat 2 audio A3D 2.0 only. Bloat factor for polygons. This effectively scales each polygon by a certain amount. This is a rough way to fill holes left by unrendered small polygons. [Flags: a]
- s_buffersize 65536 audio set sound buffer size
- s_disable_a3d audio disable A3D support
- s_distance 60 audio adjusts the ratio of game units to meters - affecting velocity, positioning, and distance. The higher this number, the closer everything gets (in audio terms). Valid range is 0 to infinity. [Flags: a]
- s_doppler 0 audio adjusts doppler effect - this setting is very sensitive which is why it is disabled by default. Valid range is 0 to 10. [Flags: a]
- s_eax 0 audio enable EAX support (0 may improve performance) [Flags: a]
- s_enable_a3d audio enable A3D support

- s_geometry 1 audio A3D 2.0 only. enables geometry rendering on/off. When disabled (0), geometry is not processed at all.
- s_leafnum 0 unknown ? [Flags: a]
- s_materials 0 unknown ?
- s_max_distance 1000 audio Maximum distance from the listener before rolloff is no longer applied. Valid range is s_min_distance to infinity [Flags: a]
- s_min_distance 8 audio Minimum distance a source will be from the listener before rolloff is applied to it. Sources with a value lower than s_min_distance will play at full volume. Valid range is 0 to s_max_distance. [Flags: a]
- s_numpolys 200 audio A3D 2.0 only. Maximum polygons to be rendered. Polygons will stop being rendered either when there are no more polygons left or s_numpolys polygons have been rendered. Setting this to 0 is the same as turning s_geometry off. Valid range is 0 to infinity. [Flags: a]
- s_occfactor 0.250 audio A3D 2.0 only. Transmission value of material - the smaller the number, the more occluded the sound is (less sound passes through the material). Valid range is 0 to 1.0
- s_occlude 1 audio A3D 2.0 only. enable sound occlusions.
- s_occ_epsilon 1 unknown ?
- s_polykeep 1000000000 unknown ? [Flags: a]
- s_polysize 10000000 unknown ? [Flags: a]
- s_refdelay 4 audio A3D 2.0 only. Delay between a source and its closest reflection. The higher the delay, the more time it takes between when the source and its first reflection is played. Valid range is 0 to 100. [Flags: a]
- s_refgain 0.400 audio A3D 2.0 only. Adjusts the gain on each reflection, where higher number means louder reflections. Remember very loud reflections could cancel out the effect of HRTFs. Valid range is 0 to 1.0 [Flags: a]
- s_reflect 1 audio A3D 2.0 only. enable sound reflections.
- s_reverb 1 audio enable reverb (0 may improve performance)
- s_rolloff 1 audio Adjusts the rolloff factor; when the rolloff value is increased, the effects of distance are increased: high frequencies are filtered and volume is lowered. Valid range is 0 to 10. [Flags: a]
- s_show 0 unknown ?
- s_showtossed 0 unknown ?
- s_usepvs 1 developer enable use of PVS tables (calculated lists of visible objects based on player position), set to 0 to move around your map without recalculating PVS
- s_verbwet 0.250 audio controls the wet/dry mix of reverb for A3D only. The higher the number, the more wet (more reverb) the sounds. Valid range is 0 to 1.0 [Flags: a]
- team 0 server enable team mode, see teamX_color and teamX_model [Flags: ai]
- team1_color server set team1 color, see team
- team1_model server set team1 model, see team
- team1_name server set team1 name, see team
- team1_skin server set team1 skin, see team
- team2_color server set team2 color, see team
- team2_model server set team2 model, see team
- team2_name server set team2 name, see team
- team2_skin server set team2 skin, see team
- tell "message" controls sends "message" to the console of player "playername" only. unless that player has developer set to 1 or the console open, they won't see it.
- texgamma 2 video set texture gamma level
- tfc_adminpwd server set TFC administrator password ** not functional ** [Flags: sv tfc]
- tfc_autokick_time server set timeout inactivity limit [Flags: tfc]
- tfc_autoteam server enable forced auto-team selection [Flags: sv tfc]
- tfc_balance_scores server enable automatic team balancing by score [Flags: sv tfc]
- tfc_balance_teams server enable automatic team balancing by number of players [Flags: sv tfc]
- tfc_birthday server enable 'birthday' mode (explosives appear as presents) [Flags: tfc]
- tfc_clanbattle server enable TFC clan battle (tournament) mode [Flags: sv tfc]
- tfc_clanbattle_cesefire server enable cesefire mode if tfc_clanbattle = 1 [Flags: tfc]
- tfc_clanbattle_locked server enable locked (play) mode if tfc_clanbattle = 1 [Flags: sv tfc]
- tfc_clanbattle_prematch server enable prematch (practice) mode if tfc_clanbattle = 1 [Flags: tfc]
- tfc_fragscoring server enable inclusion of frags (and not just captures or area control) in team scores [Flags: tfc]
- tfc_respawndelay server set respawn delay for TFC games [Flags: sv tfc]
- tfc_spam_limit server set number of messsages per time (minute?) that will cause spam penalty [Flags: tfc]
- tfc_spam_penalty1 server set spam penalty level 1 [Flags: tfc]
- tfc_spam_penalty2 server set spam penalty level 2 [Flags: tfc]
- tf_weapon_ac controls weapon name for "use " command; selects AutoCannon (TFC HW class only) [Flags: tfc]
- tf_weapon_aurifle controls weapon name for "use " command; selects Autorifle (TFC Sniper class only) [Flags: tfc]
- tf_weapon_axe controls weapon name for "use " command; selects Crowbar [Flags: tfc]
- tf_weapon_flamethrower controls weapon name for "use " command; selects Flame Thrower (TFC Pyro class only) [Flags: tfc]
- tf_weapon_gl controls weapon name for "use " command; selects Grenade Launcher (TFC Demo class only) [Flags: tfc]
- tf_weapon_ic controls weapon name for "use " command; selects Incendiary Cannon (TFC pyro only) [Flags: tfc]
- tf_weapon_knife controls weapon name for "use " command; selects Knife (TFC Spy class only) [Flags: tfc]
- tf_weapon_medikit controls weapon name for "use " command; selects Medikit (TFC Medic class only) [Flags: tfc]
- tf_weapon_ng controls weapon name for "use " command; selects Nailgun (TFC Sniper or Scout classes only) [Flags: tfc]
- tf_weapon_pl controls weapon name for "use " command; selects Pipe Launcher (TFC Demo class only) [Flags: tfc]
- tf_weapon_railgun controls weapon name for "use " command; selects Railgun (TFC Engineer class only) [Flags: tfc]

- `tf_weapon_rpg` controls weapon name for "use " command; selects Rocket Launcher (TFC Soldier class only) [Flags: tfc]
- `tf_weapon_sniperrifle` controls weapon name for "use " command; selects Sniper Rifle (TFC Sniper class only) [Flags: tfc]
- `tf_weapon_spanner` controls weapon name for "use " command; selects Spanner (wrench) (Engineer class only) [Flags: tfc]
- `tf_weapon_superng` controls weapon name for "use " command; selects Super Nailgun (TFC Medic class only) [Flags: tfc]
- `tf_weapon_supershotgun` controls weapon name for "use " command; selects Super Shotgun (TFC HW class only) [Flags: tfc]
- `tf_weapon_tranq` controls weapon name for "use " command; selects tranquilizer (TFC Spy class only) [Flags: tfc]
- `thirdperson` prefs enable third-person view (see `firstperson`, `chase_cam`)
- `throwgren` controls throw the grenade type last primed with `primeone` or `primetwo` [Flags: tfc]
- `timedemo <demo>` demo play demo HalfLife\Valve\demo.dem at max FPS and report average FPS (see `r_speeds`, `timerefresh`, `gg`)
- `timerefresh` demo spin view in place and report average FPS for the spin (see `timedemo`, `r_speeds`, `gg`)
- `togglebrowser` controls toggles default web browser
- `toggleconsole` controls toggle the console screen
- `topcolor 30` net set player model top color [Flags: ai]
- `traceralpha 0.500` prefs set tracer bullet alpha component
- `tracerblue 0.400` prefs set tracer bullet blue component
- `tracergreen 0.800` prefs set tracer bullet green component
- `tracerlength 0.800` prefs set tracer bullet length
- `traceroffset 30` prefs set tracer bullet offset
- `tracerrered 0.800` prefs set tracer bullet red component
- `tracerspeed 6000` prefs set tracer bullet speed
- `tracker 0` unknown ? [Flags: ai]
- `unbind <key>` scripts remove binding to key
- `unbindall` scripts remove all key bindings
- `upload` net upload files to server
- `uprate` old replaced by `cl_updaterate`
- `user <name|id#>` server list for specified user: model colors, name, rate, model crc
- `users` server lists user names, userid's, and uniqueid's for all clients connected to the server. Use to find number for kicking/banning problem players. Userid's are assigned serially as users join the server, but uniqueid's are unique numbers assigned to a single user -- use the uniqueid to permanently ban players. See `kick`, `banid`, `writeid`, `removeid`
- `version` misc display build version and exe date/timestamp
- `vgui_emulatemouse 0` unknown ?
- `vid_d3d 0` video enable Direct3D support (keep this off if your video card supports OpenGL)
- `vid_describemode` video display video mode settings
- `viewframe` video enable wire-frame display (OpenGL only, not 3dfx)
- `viewmodel` video enable model display
- `viewnext` video select next model
- `viewprev` video select previous model
- `viewsize 120` video set view size [Flags: a]
- `violence_ablood 1` prefs enable blood (0 will improve performance some, but you won't see any blood)
- `violence_agibs 1` prefs enable gibs (0 will improve performance some, but you won't see body chunks)
- `violence_hblood 1` prefs enable more blood (0 will improve performance some, but you won't see as much blood)
- `violence_hgibs 1` prefs enable more gibs (0 will improve performance some, but you won't see as many body chunks)
- `volume 0.800` audio set game volume [Flags: a]
- `v_centermove 0.150` prefs set autocentering threshold (how much the view must move before autocentering kicks in)
- `v_centerspeed 500` prefs set autocentering speed
- `v_dark 0` unknown ?
- `wait` scripts pause for 1 tick in alias or script
- `waterroom_type 14` unknown ?
- `weapon_357` controls weapon name for "use " command; selects .357 magnum pistol (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_9mmAR` controls weapon name for "use " command; selects 9mm Assault Rifle (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_9mmhandgun` controls weapon name for "use " command; selects 9mm Pistol (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_crossbow` controls weapon name for "use " command; selects Crossbow (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_crowbar` controls weapon name for "use " command; selects crowbar (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_displacer` controls use the displacer weapon (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_eagle` controls use the desert eagle pistol with laser sight (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_egon` controls weapon name for "use " command; selects Egon Gun (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_gauss` controls weapon name for "use " command; selects Gauss Gun (not for TFC, see `tf_weapon_*` for TFC weapon names)

- `weapon_grapple` controls use the alien grapple weapon (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_handgrenade` controls weapon name for "use " command; selects Hand Grenades (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_hornetgun` controls weapon name for "use " command; selects Hornet Gun (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_knife` controls use the knife (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_m249` controls use the m249 machine gun (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_pipewrench` controls use the pipewrench (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_rpg` controls weapon name for "use " command; selects Rocket Launcher (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_satchel` controls weapon name for "use " command; selects Satchel Charge (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_shockrifle` controls use the alien shockrifle weapon (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_shotgun` controls weapon name for "use " command; selects Shotgun (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_snark` controls weapon name for "use " command; selects Snarks (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `weapon_sniperrifle` controls use the sniper rifle (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_sporelauncher` controls use the alien spore launcher (works with or without 'use' command, or with /give cheat) [Flags: opfor]
- `weapon_tripmine` controls weapon name for "use " command; selects Tripmines (not for TFC, see `tf_weapon_*` for TFC weapon names)
- `writeid` server write a list of permanently banned id #'s to `.\banned.cfg`. See `users`, `kick`, `banid`, `writeid`, `removeid`
- `writeip` server write ip addresses to `halflife\valve\listip.cfg`
- `zoom_sensitivity_ratio` 1.200 mouse set the ratio of normal mouse sensitivity to zoomed-in (alt fire crossbow or .357 in HL, sniper rifle in TFC) mouse sensitivity
- `_snd_mixahead` 0.100 audio set sound mixahead value (like `s_mixahead` in Q2), different values may help fix stuttering problems on some sound cards [Flags: a]