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Description

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Half-Life 2 Client Side Console Commands

Sarvar Sida Commando

This is a complete list of all of the server side, client side, and console commands in Counter-Strike: Source. The things these commands control range from changing the weather effects to displaying frame rate information in real time. The first few tables list the most commonly used Client Side and Server Side Values. The last table lists all other variables.

Client Side Commands	Description
fps_max	Frame rate limiter.
cl_allowdownload <0/1>	Client downloads customization files. Default: 1
cl_allowupload <0/1>	Client uploads customization files. Default: 1
cl_autowepswitch <0/1>	Automatically switch to picked up weapons (if more powerful) Default: 1
cl_c4dynamiclight <0/1>	Draw dynamic light when planted c4 flashes. Default: 0
cl_c4progressbar <0/1>	Draw progress bar when defusing the C4. Default: 1
cl_cmdrate	Max number of command packets sent to server per second. Default: 0
cl_updaterate	Number of packets per second of updates you are requesting from the server. Default: 20
cl_crosshaircolor	Color of crosshair. 0=green, 1=red, 2=blue, 3=yellow, 4=skyblue Default: 0
cl_crosshairscale	Size of the crosshair. Lower value=Larger, Higher value=smaller Default: 768
cl_crosshairusealpha <0/1>	Make crosshair translucent against similar colors. Default: 0
cl_customsounds <0/1>	Enable customized player sound playback. Default: 0
cl_demoviewoverride <0/1>	Override view during demo playback. Default: 0
cl_drawhud <0/1>	Enable the rendering of the hud. sv_cheats must be enabled to disable hud. Default: 1
cl_showtextmsg <0/1>	Enable/disable text messages printing on the screen. Default: 1

Server Side Commands	Description
hostname	The name of the server.
sv_password	Set server password. Leave blank to disable.
mp_friendlyfire <0/1>	Turn on/off friendlyfire. Default: off
mp_footsteps <0/1>	Turn on/off footsteps. Default: on
mp_autoteambalance <0/1>	Force clients to auto-join the opposite team if they are not balanced. Default: on
mp_autokick <0/1>	Kick idle/team-killing players. Default: off
mp_flashlight <0/1>	Turn on/off the ability for clients to use flashlight. Default: off
mp_tkpunish <0/1>	Punish TK'ers on next round? Default: on
mp_forcecamera <0/1>	Force dead players to first person mode, effectively disabling freelook. Default: off
sv_alltalk <0/1>	Players can hear all other players, no team restrictions. Default: off
sv_pausable <0/1>	Can the server be paused Default: 0
sv_consistency <0/1>	Force cleints to pass consistency check for critical files before joining server? Default: 0
sv_cheats <0/1>	Allow cheats on server. Default: 0
sv_gravity <0/1>	World Gravity Default: 800
sv_maxvelocity	Maximum speed any ballistically moving object is allowed to attain per axis. Default: 3500
sv_unlag <0/1>	Enables player lag compensation. Default: 1
sv_voicecodec	Specifies which voice codec DLL to use in a game. Set to the name of the DLL without the extension Default: vaudio_miles
sv_allowupload <0/1>	Allow clients to upload their custom decals to the server. Default: 1
sv_allowdownload <0/1>	Allow clients to downnload files. Default: 1
sv_maxspeed	Maximum speed a player can move. Default: 320
mp_limitteams <0-20>	Max # of players 1 team can have over another. Default: 2
mp_hostagepenalty <##>	How many hostages a Terrorist can kill before being kicked, 0 to disable. Default: 5
sv_voiceenable <0/1>	Allow clients to use mic. Default: 1
mp_allowspectators <0/1>	Allow spectators on the server. Default: 1
mp_chattime <0-120>	amount of time in seconds players can chat after the game is over. Lower value = faster map load change. Default: 10
sv_timeout <##>	After this many seconds without a message from a client, the client is dropped. Default: 65
Rcon Cvars	
rcon_password	Set rcon passsword. Leave blank to disable rcon
sv_rcon_banpenalty <mins></mins>	Number of minutes to ban users who fail rcon authentication. Default: 0
sv_rcon_maxfailures <0-20>	Max number of times a user can fail rcon authentication before being banned. Default: 10
sv_rcon_minfailures <0-20>	Number of times a user can fail rcon authentication in sv_rcon_minfailuretime before being banned. Default: 5

sv_rcon_minfailuretime <1-second	ds> Number of seconds to track failed rcon authentications. Default: 30
Round Cvars	
mp_freezetime <0-60>	Time in seconds to keep players frozen when the round starts. Default: 6
mp_roundtime <1-9>	How much time in minutes does a round last. Default: 5
mp startmoney <800-16000>	Amount of money each player gets when they reset (16000 max) Default: 800
mp c4timer <10-90>	The amount of time in seconds before bomb explodes after planted. Default: 45
mp fraglimit <##>	Amount of frags a player can exceed before changing maps. Default: 0
mp maxrounds <##>	Amount of round to play before server changes maps. Default: 0
mp_matednds ****** mp_winlimit <0-20>	Max number of rounds one team can win before server changes maps. Default: 0
mp_playerid <0/1/2>	Controls what information player see in the status bar: 0 all names; 1 team names; 2 no names. Default: 0
mp_spawnprotectiontime	Time in seconds to Kick players who team-kill after round restart. Default: 5
Bandwidth Rates	
sv minrate <0-25000>	Min bandwidth rate allowed on server. Default: 0 (unlimited)
sv maxrate <0-25000>	Max bandwidth rate allowed on server. Default: 0 (unlimited)
	Amount of time in seconds a player can spray their decal. Default: 1 0
decalfrequency	
sv_maxupdaterate	Maximum updates per second that the server will allow. Default: 60
sv_minupdaterate	Minimum updates per second that the server will allow. Default : 10
Server logging	
log <on off=""></on>	Enable server logging? Default: off
sv logbans <0/1>	Log server bans in the server logs. Default: 0
sv logecho <0/1>	Echo log information to the console. Default: 1
sv_logfile <0/1>	Log server information in the log file. Default: 1
sv_log_onefile <0/1>	Log server information to only one file. Default: 0
sv_logsdir	Folder in the game directory where server logs will be stored.
SourceTV	
tv_enable <0 1>	Activates SourceTV on local game server, SourceTV bot will appear as spectator client after next changelevel (master only).
tv_name <name></name>	Sets SourceTV name as it appears in server browser and scoreboard (master only).
tv title <text></text>	Sets a SourceTV broadcast title shown in the spectator GUI
tv maxclients <0255>	Sets maximum client number for local SourceTV server/proxy (default 128).
tv_stop	Stops broadcasting the game via SourceTV.
tv_status	Shows SourceTV specific information.
tv clients	· ·
-	Shows a list of all spectator clients connect to local SourceTV server
tv_msg <text></text>	Send a HUD message to all connected SourceTV spectator clients
tv_retry	Reconnects the SourceTV relay proxy to last known address (relay only).
tv_autoretry <0 1>	If enabled, SourceTV relay proxies try to reconnect to last known server after connection was lost.
tv_timeout <seconds></seconds>	Sets SourceTV relay proxy connection timeout in seconds. If a connection times out, the relay proxy tries to reconnect automatically.
tv_delay <seconds></seconds>	Source TV broadcast delay in seconds (master only).
tv_delaymapchange <0 1>	Delays the map change on game server until rest of buffered game has been broadcasted
tv port <port></port>	Set the SourceTV host port (default 27020). Must be set as srcds start parameter.
tv_maxrate <bytes></bytes>	Sets the maximum bandwidth spend per client in bytes/second (default 5000)
tv snapshotrate <n></n>	Sets world snapshots broadcasted per second by SourceTV (master only).
tv_password <password></password>	Sets required password for connecting spectators.
	Sets required password for connecting spectators. Sets required password for connecting relay proxies.
tv_relaypassword <password></password>	<u> </u>
tv_record <filename></filename>	Starts a SourceTV demo recording that records all entities & events (master only)
tv_stoprecord tv autorecord <0 1>	Stops SourceTV demo recording (master only) Automatically records every game, demo file name format is auto-YYYYMMDD-
tv_addorecord <0 1>	hhmm-map.dem Shows additional debugging messages
tv_debug <0 1> tv_debug <0 1 2>	Sets Source client dispatch mode for connecting clients: 0=never, 1=if appropriate,
tv_overrideroot <0 1>	2=always Overrides the master IP broadcast to spectators with a local IP.
tv relayvoice <0 1>	If enabled, allow player voice chat if broadcasted (master only)
tv_transmitall <0 1>	By default entities and events outside of the auto-director view are removed from SourceTV broadcasts to save bandwidth. If tv_transmitall is enabled, the whole game is transmitted ar spectators can switch their view to any player they want. This option increases bandwidth requirement per spectator client by factor 2 to 3.
tv chattimelimit <seconds></seconds>	Limits spectators to chat only every n seconds
tv chatgroupsize <n></n>	Set chat group size to n spectators. Only spectators in the same chat group can speak to each other. Chat groups are turned off with "tv_chatgroupsize 0" and everybody can speal to everybody. Setting chat groups helps reducing chatter noise and saves some bandwidth
tv_chatgroup <name></name>	Allows spectators to choose their chat group. If no name if given the current chat group is shown (client only)

tv_allow_camera_man <0 1>	Allows spectator clients on game server to become SourceTV camera men (master only)
-nohltv	(Command Line Variable)
-tvdisable	Disables all SourceTV features on this game server. (Command Line Variable)
-tvmasteronly	SourceTV can only serve one client and can't be used as relay proxy. (Command Line Variable)
Operation	
sv_lan <0/1>	0=Public/LAN, 1=LAN Default: 0
sv_region	Geographic location of the server1 World 0 US East coast 1 US West coast 2 South America 3 Europe 4 Asia 5 Australia 6 Middle East 7 Africa
sv_contact	Contact email for server sysop

Other Variables	Description
_fov	Automates fov command to server.
_restart	Shutdown and restart the engine.
addin	Add an IP address to the ban list.
addip	Add an iP address to the barriest.
adsp_alley_min	
adsp_courtyard_min	
adsp_debug	
adsp_door_height	
adsp_duct_min	
adsp_hall_min	
adsp_low_ceiling	
adsp_opencourtyard_min	
adsp_openspace_min	
adsp_openstreet_min	
adsp_openwall_min	
adsp_room_min	
adsp_street_min	
adsp_tunnel_min	
adsp_wall_height	
ai_auto_contact_solver	
ai_clear_bad_links	Clears bits set on nav links indicating link is unusable
ai_debug_assault	
ai_debug_directnavprobe	
ai_debug_doors	
ai_debug_dyninteractions	Debug the NPC dynamic interaction system.
ai_debug_efficiency	
ai_debug_enemies	
ai_debug_expressions	Show random expression decisions for NPCs.
ai_debug_follow	
ai_debug_loners	

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ai_debug_looktargets	
ai_debug_los	NPC Line-Of-Sight debug mode. If 1, solid entities that block NPC LOC will be highlighted with white bounding boxes. If 2, it'l
ai_debug_nav	
ai_debug_node_connect	Debug the attempted connection between two nodes
ai_debug_ragdoll_magnets	
ai_debug_shoot_positions	
ai_debug_speech	
ai_debug_squads	
ai_debug_think_ticks	
ai_debugscriptconditions	
ai_disable	Bi-passes all Al logic routines and puts all NPCs into their idle animations. Can be used to get NPCs out of your way and to t
ai_drawbattlelines	
ai_dump_hints	
ai_efficiency_override	
ai_follow_use_points	
ai_follow_use_points_when_movi	
ai_lead_time	
ai_LOS_mode	
ai_moveprobe_debug	
ai_moveprobe_jump_debug	
ai_moveprobe_usetracelist	
ai_next_hull	Cycles through the various hull sizes. Currently selected hull size is written to the screen. Controls which connections are
ai_no_local_paths	COLLIUS WHICH COLLIECTORS AT E
ai_no_node_cache	
ai_no_select_box	
ai_no_steer	
ai_no_talk_delay	
ai_nodes	Toggles node display. First call displays the nodes for the given network as green objects.
ai_norebuildgraph	Second call displays the nodes a
ai_path_adjust_speed_on_immedi	
ate_turns ai_path_insert_pause_at_est_en	
d ai_path_insert_pause_at_obstru	
ai_reaction_delay_alert	
ai_reaction_delay_idle	
ai_rebalance_thinks	
ai_reloadresponsesystems	Reload all response system scripts.
ai_report_task_timings_on_limi	
t ai_resume	If NPC is stepping through tasks (see ai_step) will resume normal processing.
ai_sequence_debug	
ai_set_move_height_epsilon	Set how high Al bumps up ground walkers when checking steps
·	<u> </u>

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ai_shot_bias	
ai_shot_bias_max	
ai_shot_bias_min	
ai_shot_stats	
ai_shot_stats_term	
ai_show_connect	Displays the allowed connections between each node for the currently selected hull type. Hulls are color code as follows
ai_show_connect_fly	Displays the allowed connections between each node for the currently selected hull type. Hulls are color code as follows
ai_show_connect_jump	Displays the allowed connections between each node for the currently selected hull type. Hulls are color code as follows
ai_show_graph_connect	Toggles graph connection display for the node that the player is looking at. Nodes that are connected to the selected node by
ai_show_grid	Draw a grid on the floor where looking.
ai_show_hints	Displays all hints as small boxes Blue - hint is available for use Red - hint is currently being used by an NPC Orange -
ai_show_hull	Displays the allowed hulls between each node for the currently selected hull type. Hulls are color code as follows
ai_show_hull_attacks	
ai_show_node	Highlight the specified node
ai_show_think_tolerance	
ai_show_visibility	Toggles visibility display for the node that the player is looking at. Nodes that are visible from the selected node will be d
ai_simulate_task_overtime	
ai_spread_cone_focus_time	
ai_spread_defocused_cone_multi plier	
ai_spread_pattern_focus_time	
ai_step	NPCs will freeze after completing their current task. To complete the next task, use 'ai_step' again. To resume processing no
ai_think_limit_label	
ai_use_clipped_paths	
ai_use_efficiency	
ai_use_frame_think_limits	
ai_use_think_optimizations	
ainet_generate_report	Generate a report to the console.
ainet_generate_report_only	Generate a report to the console.
air_density	Changes the density of air for drag computations.
alias	Alias a command.
+alt1	
-alt1	
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_bockshot_max ammo_smokegrenade_max async_mode Set the async filesystem mode (0 == optimal async, 1 == simple async, 2 == synchronous async_simulate_mixed_mode Simulate a delay of up to a set nasec per file operation async_simulate_mixed_mode Simulate a mix of async loud styles **attack	ammo_9mm_max	
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bot_allow_shotguns	bot_allow_rogues	
	bot_allow_shotguns	f -
bot_allow_sub_machine_guns	bot_allow_snipers	If nonzero, bots may use sniper rifles.
	bot_allow_sub_machine_guns	If nonzero, bots may use sub-machine guns.

bot_eviceste	bot_auto_follow	If nonzero, bots with high co-op may automatically follow a nearby human player.
bot_delatg bot_delatg bot_delatg bot_delatg bot_delatg bot_delatg_target for internal testing purposes. bot_delatg_target for internal testing purposes. bot_delatg_target for internal testing purposes. bot_defire_b_human if nonzero bots will not fire weapons (for debugging). bot_sco_limit if nonzero, bots will not buy if their money falls below this amount. bot_freeze bot_goto_mark Sends a bot to the selected nav area (useful for testing navigation meshes) bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_lick bot_lick	bot_auto_vacate	If nonzero, bots will automatically leave to make room for human players.
For internal testing purposes.	bot_chatter	Control how bots talk. Allowed values
bot_debug_target For internal testing purposes.	bot_crouch	
Dot_defer_to_human	bot_debug	For internal testing purposes.
Defines the skill of bots joining the game. Values are tot_dont_shoot If nonzero, bots will not fire weapons (for debugging). bot_eco_limit If nonzero, bots will not buy if their money falls below this amount. bot_freeze bot_golo_mark Sends a bot to the selected nav area (useful for testing navigation meshes) bot_join_efler_player If nonzero, bots weit until a player joins before entering the game. bot_join_efler_player Prevents bots from joining the server for this many seconds after a map change. bot_join_leam Determines the team bots will join into. Allowed values bot_join_leam Determines the beam bots will join into. Allowed values bot_join_leam Determines the beam bots will join into. Allowed values bot_join_leam Dot_join_leam Dot_join_leam - kicks a specific bot, or all bots, matching the given criteria. bot_join_leam - kicks a specific bot, or all bots, matching the given criteria. Dot_join_leam - kicks a specific bot, or all bots, matching the given criteria. Dot_join_leam - kicks a specific bot, or all bots, matching the given criteria. Dot_join_leam - kicks a specific bot, or all bots, matching the given criteria. Dot_join_leam - kicks a specific bot, or all bots, matching the given criteria. This string is prefixed to the name of all bots that join the game. <ddfficulty- <ddfficulty-="" all="" be="" bots="" difficu<="" difficulty-="" dot_prefix="" game.="" is="" join="" name="" of="" prefixed="" replaced="" string="" td="" that="" the="" this="" to="" will="" with=""><td>bot_debug_target</td><td>For internal testing purposes.</td></ddfficulty->	bot_debug_target	For internal testing purposes.
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Dot_eco_limit	bot_difficulty	Defines the skill of bots joining the game. Values are
bot_goto_mark Sends a bot to the selected nav area (useful for testing navigation meshes) bot_join_after_player If nonzero, bots wait until a player joins before entering the game. bot_join_delay Prevents bots from joining the server for this many seconds after a map change. bot_join_team Determines the team bots will join into. Allowed values bot_joick bot_joick alls_cl_ct>_ctype> <difficulty> <name> - Kicks a specific bot, or all bots, matching the given criteria. bot_kill salls_cl_bt=_ctype> <difficulty> <name> - Kicks a specific bot, or all bots, matching the given criteria. bot_kill salls_cl_bt=_ctype> <difficulty> <name> - Kills a specific bot, or all bots, matching the given criteria. bot_knives_only Restricts the bots to only using knives bot_loadout bots are given these items at round start bot_minic_vaw_offset bot_pristill_do bot_minic_vaw_offset bot_pristill_do This string is prefixed to the name of all bots that join the game. <difficulty> will be replaced with the bots difficulty. <\ti>w bot_profile_db The filename from which bot profiles will be read. bot_quota Determines the total number of bots in the game. bot_quota_mode Determines the type of profile_otal. Allowed values bot_show_battlefront Show areas where rushing players will initially meet. bot_show_battlefront Show areas where rushing players will initially meet. bot_show_poccupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team. bot_show_cocupy_time Show when each nav area can first be reached by each team.</difficulty></name></difficulty></name></difficulty></name></difficulty>	bot_dont_shoot	If nonzero, bots will not fire weapons (for debugging).
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Dot_join_delay	bot_goto_mark	Sends a bot to the selected nav area (useful for testing navigation meshes)
Determines the team bots will join into. Allowed values	bot_join_after_player	If nonzero, bots wait until a player joins before entering the game.
bot_kick all>	bot_join_delay	Prevents bots from joining the server for this many seconds after a map change.
the given criteria. bot_kill bot_kill calls <tl>bot_kill calls <tl>type> <difficulty> <name> - Kills a specific bot, or all bots, matching the given criteria. bot_knives_only Restricts the bots to only using knives bot_loadout bots are given these items at round start bot_mimic bot_mimic_yaw_offset bot_pistols_only Restricts the bots to only using pistols bot_prefix This string is prefixed to the name of all bots that join the game. <difficulty> will be replaced with the bots difficulty. <w +break="" -break="" a="" all="" allowed="" and="" area="" areas="" attack.="" be="" bot="" bot_prefix="" bot_quota="" bot_quota_mode="" bot_show_battlefront="" bot_show_nav="" bot_show_occupy_time="" bot_stop="" bot_walk="" bot_zombie="" bots="" box="" breakable_multiplayer<="" by="" can="" debug="" determines="" draw="" each="" filename="" first="" for="" from="" game.="" idle="" if="" immediately="" in="" initially="" internal="" meet.="" mode="" nav="" nonzero,="" not="" number="" of="" only="" players="" processing.="" profiles="" purposes.="" quota.="" reached="" read.="" run.="" rushing="" show="" stay="" stops="" td="" team.="" testing="" the="" total="" type="" values="" walk,="" when="" where="" which="" will=""><td>bot_join_team</td><td>Determines the team bots will join into. Allowed values</td></w></difficulty></name></difficulty></tl></tl>	bot_join_team	Determines the team bots will join into. Allowed values
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bot_show_battlefront Show areas where rushing players will initially meet. bot_show_nav For internal testing purposes. bot_show_occupy_time Show when each nav area can first be reached by each team. bot_snipers_only Restricts the bots to only using sniper rifles bot_stop If nonzero, immediately stops all bot processing. bot_traceview For internal testing purposes. bot_walk If nonzero, bots can only walk, not run. bot_zombie If nonzero, bots will stay in idle mode and not attack. box Draw a debug box +break breakable_disable_gib_limit breakable_multiplayer	bot_quota	Determines the total number of bots in the game.
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bot_stop	bot_show_occupy_time	Show when each nav area can first be reached by each team.
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bot_walk	bot_stop	If nonzero, immediately stops all bot processing.
bot_zombie	bot_traceview	For internal testing purposes.
box Draw a debug box. +break -break breakable_disable_gib_limit breakable_multiplayer	bot_walk	If nonzero, bots can only walk, not run.
+break -break breakable_disable_gib_limit breakable_multiplayer	bot_zombie	If nonzero, bots will stay in idle mode and not attack.
-break breakable_disable_gib_limit breakable_multiplayer	box	Draw a debug box.
breakable_disable_gib_limit breakable_multiplayer	+break	
breakable_multiplayer	-break	
	breakable_disable_gib_limit	
buddha Toggle. Player takes damage but won't die. (Shows red cross when health is zero)	breakable_multiplayer	
	buddha	Toggle. Player takes damage but won't die. (Shows red cross when health is zero)

budget_averages_window	number of frames to look at when figuring out average frametimes
budget_background_alpha	how translucent the budget panel is
budget_bargraph_background_alp ha	how translucent the budget panel is
budget_bargraph_range_ms	budget bargraph range in milliseconds
budget_history_numsamplesvisib le	number of samples to draw in the budget history window. The lower the better as far as rendering overhead of the budget panel
budget_history_range_ms	budget history range in milliseconds
budget_panel_bottom_of_history _fraction	number between 0 and 1
budget_panel_height	height in pixels of the budget panel
budget_panel_width	width in pixels of the budget panel
budget_panel_x	number of pixels from the left side of the game screen to draw the budget panel
budget_panel_y	number of pixels from the top side of the game screen to draw the budget panel
budget_peaks_window	number of frames to look at when figuring out peak frametimes
budget_show_averages	enable/disable averages in the budget panel
budget_show_history	turn history graph off and on good to turn off on low end
budget_show_peaks	enable/disable peaks in the budget panel
bug	Show/hide the bug reporting UI.
bug_swap	Automatically swaps the current weapon for the bug bait and back again.
bugreporter_includebsp	Include .bsp for internal bug submissions.
buildcubemaps	Rebuild cubemaps.
building_cubemaps	
buyequip	Show equipment buy menu
buymenu	Show main buy menu
c_maxdistance	
c_maxpitch	
c_maxyaw	
c_mindistance	
c_minpitch	
c_minyaw	
c_orthoheight	
c_orthowidth	
cache_print	Print out contents of cache memory. Optionally use cache_set_print_section
cache_print_lru	Print out contents of cache memory. Optionally use cache_set_print_section
cache_print_summary	Print out a summary contents of cache memory.
cache_set_print_section	
cam_command	
cam_idealdist	
cam_idealpitch	
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cam_snapto	
+camdistance	
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centerview ch_createairboat Spawn airboat in front of the player. ch_createjeep Spawn jeep in front of the player. changelevel Change server to the specified map changelevel2 Transition to the specified map in single player chooseteam Choose a new team cl_anglespeedkey cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp cl_backspeed	cc_subtitles	
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ch_createjeep	centerview	
changelevel Change server to the specified map changelevel2 Transition to the specified map in single player chooseteam Choose a new team cl_anglespeedkey cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp Auto-help cl_backspeed	ch_createairboat	Spawn airboat in front of the player.
changelevel2 Transition to the specified map in single player chooseteam Choose a new team cl_anglespeedkey cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp Auto-help cl_backspeed	ch_createjeep	Spawn jeep in front of the player.
chooseteam Choose a new team cl_anglespeedkey cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp Auto-help cl_backspeed	changelevel	Change server to the specified map
cl_anglespeedkey cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp Auto-help cl_backspeed	changelevel2	Transition to the specified map in single player
cl_animationinfo Hud element to examine. cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp Auto-help cl_backspeed Auto-help	chooseteam	Choose a new team
cl_autobuy The order in which autobuy will attempt to purchase items cl_autohelp cl_backspeed	cl_anglespeedkey	
cl_autohelp Auto-help cl_backspeed	cl_animationinfo	Hud element to examine.
cl_backspeed	cl_autobuy	The order in which autobuy will attempt to purchase items
	cl_autohelp	Auto-help
cl_bob	cl_backspeed	
	cl_bob	

cl_bobcycle	
cl_bobup	
cl_buy_favorite	Purchase a favorite weapon/equipment loadout
cl_buy_favorite_nowarn	Skips the error prompt when saving an invalid buy favorite
cl_buy_favorite_quiet	Skips the prompt when saving a buy favorite in the buy menu
cl_buy_favorite_reset	Reset favorite loadouts to the default
cl_buy_favorite_set	Saves the current loadout as a favorite
cl_class	Default class when joining a game
cl_clock_correction	Enable/disable clock correction on the client.
cl_clock_correction_adjustment max amount	Sets the maximum number of milliseconds per second it is allowed to correct the client clock. It will only correct this amount
cl_clock_correction_adjustment max_offset	As the clock offset goes from cl_clock_correction_adjustment_min_offset to this value (in milliseconds), it moves towards apply
cl_clock_correction_adjustment min_offset	If the clock offset is less than this amount (in milliseconds), then no clock correction is applied.
cl_clock_correction_force_serv er_tick	Force clock correction to match the server tick + this offset (-999 disables it).
cl_clock_showdebuginfo	Show debugging info about the clock drift.
cl_clockdrift_max_ms	Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the server's.
cl_cmdbackup	For each command packet, how many additional history commands are sent (helps in case of packet loss)
cl_crosshairalpha	or partiet ross y
cl_detail_avoid_force	force with which to avoid players (in units, percentage of the width of the detail sprite)
cl_detail_avoid_radius	radius around detail sprite to avoid players
cl_detail_avoid_recover_speed	how fast to recover position after avoiding players
cl_detail_max_sway	Amplitude of the detail prop sway
cl_detaildist	
cl_detailfade	
cl_downloadfilter	Determines which files can be downloaded from the server (all, none, nosounds)
cl_drawleaf	
cl_drawmaterial	Draw a particular material over the frame
cl_drawmonitors	
cl_drawshadowtexture	
cl_dynamiccrosshair	
cl_ejectbrass	
cl_ent_absbox	Displays the client's absbox for the entity under the crosshair.
cl_ent_bbox	Displays the client's bounding box for the entity under the crosshair.
cl_ent_rbox	Displays the client's render box for the entity under the crosshair.
cl_entityreport	For debugging, draw entity states to console
cl_extrapolate	Enable/disable extrapolation if interpolation history runs out.
cl_extrapolate_amount	Set how many seconds the client will extrapolate entities for.
cl_flushentitypacket	For debugging. Force the engine to flush an entity packet.
cl_forcepreload	Whether we should force preloading.
cl_forwardspeed	
cl_fullupdate	Forces the server to send a full update packet

cl_idealpitchscale	
cl_ignorepackets	Force client to ignore packets (for debugging).
cl_interp	Interpolate object positions starting this many seconds in past
cl_interp_all	Disable interpolation list optimizations.
cl_interp_npcs	Interpolate NPC positions starting this many seconds in past (or cl_interp, if greater)
cl_interpolate	Interpolate entities on the client.
cl_lagcomp_errorcheck	Player index of other player to check for position errors.
cl_lagcompensation	Perform server side lag compensation of weapon firing events.
cl_left_hand_ik	Attach player's left hand to rifle with IK.
cl_leveloverview	
cl_leveloverviewmarker	
cl_localnetworkbackdoor	Enable network optimizations for single player games.
cl_locationalpha	
cl_logofile	Spraypoint logo decal.
cl_maxrenderable_dist	Max distance from the camera at which things will be rendered
cl_min_ct	Controls which CT model is used when cl_minmodels is set.
cl_min_t	Controls which Terrorist model is used when cl_minmodels is set.
cl_minmodels	Uses one player model for each team.
cl_mouseenable	
cl_mouselook	Set to 1 to use mouse for look, 0 for keyboard look. Cannot be set while connected to a server.
cl_observercrosshair	
cl_overdraw_test	
cl_panelanimation	Shows panel animation variables
cl_particleeffect_aabb_buffer	Add this amount to a particle effect's bbox in the leaf system so if it's growing slowly, it won't have to be reinserted as oft
cl_pclass	Dump entity by prediction classname.
cl_pdump	Dump info about this entity to screen.
cl_phys_props_enable	Disable clientside physics props (must be set before loading a level).
cl_phys_props_max	Maximum clientside physic props
cl_phys_timescale	Sets the scale of time for client-side physics (ragdolls)
cl_pitchdown	
cl_pitchspeed	
cl_pitchup	
cl_precacheinfo	Show precache info (client).
cl_pred_optimize	Optimize for not copying data if didn't receive a network update (1), and also for not repredicting if there were no errors (2)
cl_predict	Perform client side prediction.
cl_predictionlist	Show which entities are predicting
cl_predictweapons	Perform client side prediction of weapon effects.
cl_radaralpha	
cl_radartype	
cl_ragdoll_collide	
	<u>I</u>

d_retury The order in which rebuy will attempt to repurchase terms d_remove the decals from the entity under the crosshair. d_resend Delay in seconds before the client will resend the 'connect' attempt d_repithand	cl_ragdoll_physics_enable	Enable/disable ragdoll physics.
cleaned Debty in seconds before the client will resend the 'connect' attempt	cl_rebuy	The order in which rebuy will attempt to repurchase items
cl_righthand cl_scalecrosshair cl_scalecrosshair cl_schupAlBones cl_show_spisshes cl_show_spisshe	cl_removedecals	Remove the decals from the entity under the crosshair.
d_scalecrosshair d_SatupAlibones d_show_splashes d_showarinstate Show the (client) animation state for the specified entity (-1 for none). d_showarinstate d_showarinst	cl_resend	Delay in seconds before the client will resend the 'connect' attempt
cl_show_splashes cl_show_splashes cl_show_splashes d_showarinstate	cl_righthand	Use right-handed view models.
cl_show_splashes cl_showaninrstate	cl_scalecrosshair	
d_showanimstate Show the (client) animation state for the specified entity (-1 for none). d_showanimstate Show the (client) animation state for the specified entity (-1 for none). d_showanimstate Show the (client) animation state for the specified entity (-1 for none). d_showanis Show which entities are having their bones setup each frame. d_showanis Dump entity ist to console. d_showents Dump entity ist to console. d_showents Print event firing info in the console d_showpents Print event firing info in the console d_showpusedimage Show the 'Paused' image when game is paused. d_showpusedimage Show the 'Paused' image when game is paused. d_showpos Draw current position at top of screen d_showpos Draw current position at top of screen d_showsos Draw cu	cl_SetupAllBones	
d_showanimstate_log 1 to output cl_showanimstate to Msg(). 2 to store in AnimState log. 3 for both. d_showBoneSetupEnts	cl_show_splashes	
cl_showBoneSetupEnts	cl_showanimstate	Show the (client) animation state for the specified entity (-1 for none).
cl_showerts Dump entity list to console. cl_showerror Show prediction errors, 2 for above plus detailed field deltas. cl_show/ps Draw fps meter at top of screen (1 = fps, 2 = smooth fps) cl_show/ps Cl_show/ps Draw fps meter at top of screen (1 = fps, 2 = smooth fps) cl_show/pussedimage Show the 'Paused' image when game is paused. cl_show/pusgimmessages Allow plugins to display messages to you cl_show/pos Draw current position at top of screen cl_show/pusgimmessages Allow plugins to display messages to you cl_show/pos Cl_show/sun/vectors cl_sidespeed Cl_sists Number of seconds to wait for server ping responses when checking for server on your lan cl_smooth ime Smooth view/ey origin after prediction errors cl_smoothtime Smooth view/ey origin after prediction error over this many seconds cl_smoothtime Smooth clent's view after prediction error over this many seconds cl_sounderniter_flush Flushes the sounds by system (client only) cl_soundscape_flush cl_soundscape_flush Cl_soundscape_printdebuginfo print soundscapes cl_soundscape_printdebuginfo print soundscapes cl_sun_decay_rate cl_team Default team when joining a game cl_team Default team when joining a game cl_team Default team when joining a game cl_team Cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_upspeed cl_windspeed Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wn_sway_interp cl_wn_n_sway_interp cl_wn_n_sway_scale cl_ywepeed Clear all console output.	cl_showanimstate_log	1 to output cl_showanimstate to Msg(). 2 to store in AnimState.log. 3 for both.
cl_showeror Show prediction errors, 2 for above plus detailed field deltas. cl_showevents Print event firing info in the console cl_showpasedimage Draw fps meter at top of screen (1 = fps, 2 = smooth fps) cl_showpasedimage Show the 'Paused' image when game is paused. cl_showpos Draw current position at top of screen cl_showpos Draw current position at top of screen cl_showsun/vectors cl_showSun/vectors cl_sidespeed cl_silst Number of seconds to wait for server ping responses when checking for server on your lan cl_smooth Smooth view/eye origin after prediction errors cl_smoothtime Smooth view/eye origin after prediction error over this many seconds cl_soundemitter_flush Flushes the sounds.bt system (client only) cl_soundfile Jingle sound file. cl_soundscape_flush Flushes the client side soundscapes cl_soundscape_printdebuginfo print soundscapes cl_soundscape_printdebuginfo print soundscapes cl_sun_decay_rate cl_leam Default team when joining a game cl_leam Default team when prining a packet from the server, the client will disconnect itself cl_uspeed cl_wew Set the view entity index cl_windspeed Weather effects wind speed scalar cl_wnp_sway_interp cl_wnp_sway_interp cl_wnp_sway_scale cl_vywepeed cl_vywepeed cl_vymeed cl_ear Clear at console output.	cl_ShowBoneSetupEnts	Show which entities are having their bones setup each frame.
cl_showevents	cl_showents	Dump entity list to console.
cl_showfps cl_showpausedimage Show the 'Paused' image when game is paused. cl_showpluginmessages Allow plugins to display messages to you cl_showpos cl_showson/vectors cl_sidespeed cl_sidespeed cl_sist Number of seconds to wait for server ping responses when checking for server on your lan cl_smooth Smooth viewleye origin after prediction errors cl_smoothtime Smooth client's view after prediction error over this many seconds cl_soundemitter_flush Flushes the sounds bit system (client only) cl_soundfile cl_soundscape_flush Flushes the client side soundscapes cl_spec_mode cl_spec_mode cl_spec_mode cl_spec_mode cl_spec_mode cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_whom cl_windspeed cl_windspeed cl_windspeed cl_windspeed cl_windspeed cl_windspeed cl_windspeed cl_winsys_cale cl_wyawspeed cl_eym_sway_cale cl_yawspeed cl_winsys_scale cl_wyawspeed cl_eym_sway_cale cl_wyawspeed cl_eym_sway_cale cl_wyawspeed clear Clear all console output.	cl_showerror	Show prediction errors, 2 for above plus detailed field deltas.
cl_showpausedimage	cl_showevents	Print event firing info in the console
cl_showpluginmessages	cl_showfps	Draw fps meter at top of screen (1 = fps, 2 = smooth fps)
cl_showpos cl_showSunVectors cl_sidespeed cl_silest Number of seconds to wait for server ping responses when checking for server on your lan cl_smooth cl_smooth viewVeye origin after prediction errors cl_smoothtime Smooth client's view after prediction error over this many seconds cl_soundemitter_flush Flushes the sounds.bt system (client only) cl_soundfile Jingle sound file. cl_soundscape_flush Flushes the client side soundscapes cl_soundscape_printdebuginfo print soundscapes cl_sec_mode cl_sec_mode cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_wiew Set the view entity index cl_winddir Weather effects wind direction angle cl_windspeed cl_windspeed cl_wing_sway_interp cl_wpn_sway_scale cl_wpn_sway_scale cl_yawspeed Clear all console output.	cl_showpausedimage	Show the 'Paused' image when game is paused.
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cl_slist Number of seconds to wait for server ping responses when checking for server on your lan cl_smooth Smooth view/eye origin after prediction errors cl_smoothtime Smooth client's wiew after prediction error over this many seconds cl_soundernitter_flush Flushes the sounds.bt system (client only) cl_soundfile Jingle sound file. cl_soundscape_flush Flushes the client side soundscapes cl_soundscape_printdebuginfo print soundscapes cl_soundscape_printdebuginfo print soundscapes cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_wew Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_interp cl_wpn_sway_scale cl_ear Clear all console output.	cl_ShowSunVectors	
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cl_smoothtime	cl_slist	Number of seconds to wait for server ping responses when checking for server on your lan
cl_soundemitter_flush cl_soundfile Jingle sound file. cl_soundscape_flush Flushes the client side soundscapes cl_soundscape_printdebuginfo print soundscapes cl_spec_mode spectator mode cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_upspeed cl_view Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_scale cl_wyawspeed clear Clear all console output.	cl_smooth	Smooth view/eye origin after prediction errors
cl_soundfile	cl_smoothtime	Smooth client's view after prediction error over this many seconds
cl_soundscape_flush	cl_soundemitter_flush	Flushes the sounds.txt system (client only)
cl_soundscape_printdebuginfo print soundscapes cl_spec_mode spectator mode cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_upspeed cl_view Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_soundfile	Jingle sound file.
cl_spec_mode spectator mode cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_upspeed cl_wiew Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear all console output. 	cl_soundscape_flush	Flushes the client side soundscapes
cl_sun_decay_rate cl_team Default team when joining a game cl_timeout After this many seconds without receiving a packet from the server, the client will disconnect itself cl_upspeed Cl_view cl_view Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp Cl_wpn_sway_scale cl_yawspeed Cl_yawspeed clear Clear all console output.	cl_soundscape_printdebuginfo	print soundscapes
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cl_timeout	cl_sun_decay_rate	
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cl_view Set the view entity index. cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_timeout	
cl_winddir Weather effects wind direction angle cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_upspeed	
cl_windspeed Weather effects wind speed scalar cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_view	Set the view entity index.
cl_wpn_sway_interp cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_winddir	Weather effects wind direction angle
cl_wpn_sway_scale cl_yawspeed clear Clear all console output.	cl_windspeed	Weather effects wind speed scalar
cl_yawspeed clear Clear all console output.	cl_wpn_sway_interp	
clear Clear all console output.	cl_wpn_sway_scale	
	cl_yawspeed	
clear_debug_overlays clears debug overlays	clear	Clear all console output.
	clear_debug_overlays	clears debug overlays

collection_shake_amp collision_shake_amp colli	clientport	Host game client port
collision_shake_amp collision_shake_freq commenter commenter commenter commenter commenter commenter commenter con_shake_freq commenter con_freq co	closecaption	Enable close captioning.
collision_shake_freq collision_shake_time colorcorrectionul showhide the color correction boils UI. +commandermousemove -commandermousemove commentary Desired commentary mode state. commentary_available Automatically set by the game when a commentary file is available for the current map. commentary_correnotchanging commentary_finishnode commentary_finishnode commentary_finishnode commentary_finishnode commentary_finishnode commentary_finishnode commentary_finishnode com_notifyim Disables drawing of notification area (for taking screenshots). con_enable Allows the console to be activated. con_notifytime How long to display recent console text to the upper part of the game window con_nprint_beplander con_writing_belonder con_writing_belonder con_writing_belonder con_writing_belonder con_writing_belonder con_trace Print console text to low level printout. condump dump the text currently in the console to condumpXX.log connect conditines Number of console lines to overlay for debugging. coop Cooperative play. Create a prediction error creditedionError creditedione crosshair cs_make_vp Marks a player as the VIP cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions cs_ShowStateTransitions con_fastforwardfinalspeed Go this fast when starting to hold FF button. How many seconds it takes to get to full FF speed. Got this fast when starting to hold FF button.	cmd	Forward command to server.
colorison_shake_time colororrectional +commandermousemove -commentary_sealable -commentary_se	collision_shake_amp	
Showfride the color correction tools UI. +commandermousemove -commentary_available commentary_available Automatically set by the game when a commentary file is available for the current map. commentary_crear anotchanging commentary_finish node com_drawnoffy Disables drawing of notification area (for taking screenshots): con_drawnoffy Disables drawing of notification area (for taking screenshots): con_enable Allows the console to be activated. con_print_psighta Con_pr	collision_shake_freq	
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dsp_reload dsp_room	dsp_off	
dsp_room	dsp_player	
	dsp_reload	
dsp_slow_cpu	dsp_room	
	dsp_slow_cpu	

dsp_spatial	
dsp_speaker	
dsp_vol_2ch	
dsp_vol_4ch	
dsp_vol_5ch	
dsp_volume	
dsp_water	
dti_flush	Write out the datatable instrumentation files (you must run with -dti for this to work).
dtwarning	Print data table warnings?
dtwatchent	Watch this entities data table encoding.
dtwatchvar	Watch the named variable.
+duck	
-duck	
dump_globals	Dump all global entities/states
dump_panels	Dump Panel Tree
dump_terrain	Dump physics info about virtual terrains
dump_terrain	Dump physics info about virtual terrains
dumpstringtables	Print string tables to console.
echo	Echo text to console.
editdemo	Edit a recorded demo file (.dem).
editor_toggle	Disables the simulation and returns focus to the editor
_ 00	
endmovie	Stop recording movie frames.
	Stop recording movie frames. End the current round.
endmovie	
endmovie endround	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display
endmovie endround english	End the current round. If set to 1, running the english language set of assets.
endmovie endround english ent_absbox	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments Displays the movement bounding box for the given entity(ies) in orange. Some entites will also
endmovie endround english ent_absbox ent_attachments	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments
endmovie endround english ent_absbox ent_attachments ent_bbox	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments Displays the movement bounding box for the given entity(ies) in orange. Some entites will also
endmovie endround english ent_absbox ent_attachments ent_bbox ent_debugkeys	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments Displays the movement bounding box for the given entity(ies) in orange. Some entites will also display entity specific overlay
endmovie endround english ent_absbox ent_attachments ent_bbox ent_debugkeys ent_dump	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments Displays the movement bounding box for the given entity(ies) in orange. Some entites will also display entity specific overlay Usage
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endmovie endround english ent_absbox ent_attachments ent_bbox ent_debugkeys ent_dump ent_fire ent_info	End the current round. If set to 1, running the english language set of assets. Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar Displays the attachment points on an entity. Arguments Displays the movement bounding box for the given entity(ies) in orange. Some entites will also display entity specific overlay Usage Usage Usage
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ent_step ent_text envmap escape exec exit fadein	When 'ent_pause' is set this will step through one waiting input / output message at a time. Displays text debugging information about the given entity(ies) on top of the entity (See Overlay Text) Arguments Escape key pressed. Execute script file. Exit the engine. fadein {time r g b}
envmap escape exec exit	Overlay Text) Arguments Escape key pressed. Execute script file. Exit the engine.
escape exec exit	Execute script file. Exit the engine.
exec exit	Execute script file. Exit the engine.
exit	Exit the engine.
fadein	fadein {time r g b}
1	
fadeout	fadeout {time r g b}
filesystem_buffer_size	Size of per file buffers. 0 for none
find	Find concommands with the specified string in their name/help text.
fire_absorbrate	
fire_dmgbase	
fire_dmginterval	
fire_dmgscale	
fire_extabsorb	
fire_extscale	
fire_growthrate	
fire_heatscale	
fire_incomingheatscale	
fire_maxabsorb	
firetarget	
firstperson	Switch to firstperson camera.
fish_debug	Show debug info for fish
fish_dormant	Turns off interactive fish behavior. Fish become immobile and unresponsive.
flex_expression	
flex_looktime	
flex_maxawaytime	
flex_maxplayertime	
flex_minawaytime	
flex_minplayertime	
flex_rules	Allow flex animation rules to run.
flex_smooth	Applies smoothing/decay curve to flex animation controller changes.
flex_talk	
flush	Flush cache memory.
flush_unlocked	Flush unlocked cache memory.
fog_color	
fog_colorskybox	
fog_enable	
fog_enable_water_fog	

	T
fog_enableskybox	
fog_end	
fog_endskybox	
fog_override	
fog_start	
fog_startskybox	
force_centerview	
+forward	
-forward	
fov	Change players FOV
free_pass_peek_debug	
fs_printopenfiles	Show all files currently opened by the engine.
fs_warning_level	Set the filesystem warning level.
func_break_max_pieces	
func_breakdmg_bullet	
func_breakdmg_club	
func_breakdmg_explosive	
g_debug_angularsensor	
g_debug_doors	
g_debug_ragdoll_removal	
g_debug_ragdoll_visualize	
g_debug_trackpather	
g_debug_transitions	Set to 1 and restart the map to be warned if the map has no trigger_transition volumes. Set to
g_debug_vehiclebase	2 to see a dump of all entities
g_debug_vehicledriver	
g_debug_vehicleexit	
g_debug_vehiclesound	
g_jeepexitspeed	
g_Language	
g_ragdoll_fadespeed	
g_ragdoll_lvfadespeed	
g_ragdoll_maxcount	
gameui_activate	
gameui_allowescape	
gameui_hide	
gameui_preventescape	
getpos	dump position and angles to the console
give	Give item to player. Arguments
gl_clear	
global_set	global_set <globalname> <state></state></globalname>
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god	Toggle. Player becomes invulnerable.
+graph	
-graph	
-grenade1	
+grenade1	
-grenade2	
+grenade2	
groundlist	Display ground entity list <index></index>
heartbeat	
help	Find help about a convar/concommand.
hideconsole	Hide the console.
hidehud	
hidepanel	Hides a viewport panel <name></name>
hideradar	Hides HUD radar
hl2_episodic	
host framerate	Set to lock per-frame time elapse.
host_limitlocal	Apply cl_cmdrate and cl_updaterate to loopback connection
host_map	Current map name.
host_profile	
host_runofftime	Run off some time without rendering/updating sounds
_	Print a debug message when the client or server cache is missed.
host_showcachemiss	
host_sleep	Force the host to sleep a certain number of milliseconds each frame.
host_speeds	Show general system running times.
host_timescale	Prescale the clock by this amount.
host_writeconfig	Store current settings to config.cfg (or specified .cfg file).
hostage_debug	Show hostage AI debug information
hostport	Host game server port
hud_autoreloadscript	Automatically reloads the animation script each time one is ran
hud_centerid	
hud_classautokill	Automatically kill player after choosing a new playerclass.
hud_deathnotice_time	
hud_drawhistory_time	
hud_fastswitch	
hud_jeephint_numentries	
hud_reloadscheme	Reloads hud layout and animation scripts.
hud_saytext_time	
hud_showtargetid	
hurtme	Hurts the player. Arguments
impulse	
incrementvar	Increment specified convar value.

imprev Decrides IP for multihomed hosts ### ### ### ### #### #### #### ####	invnext	
+jbook -jbook -jbook -jbook -jpook -j	invprev	
- j-jook po_advanced po_a	ip	Overrides IP for multihomed hosts
Dy_arbkooser Dy_a	+jlook	
Dy_schadsist Dy_s	-jlook	
py_advasisu py_advasisy py_advasisx py_advasisy py_advasisy py_advasisz py_forwardsensitivity py_forwardsensitivity py_forwardsensitivity py_pitchsensitivity py_pitchsensitivity py_pitchsensitivity py_sidesensitivity py_sidesensitivity py_sidesensitivity py_sidesensitivity py_avingmanwarrier_turnhack Wingman warrior centering hack. py_wingmanwarrier_turnhack Wingman warrior hack related to turn axes. py_wardsensitivity py_wardsensitivity py_avingmanwarrier_turnhack Wingman warrior hack related to turn axes. py_wardsensitivity py_avingmanwarrier_turnhack py_avingman warrior hack related to turn axes. py_wardsensitivity py_avingmanwarrier_turnhack py_avingman warrior hack related to turn axes. py_wardsensitivity py_avingmanwarrier_turnhack py_avingman warrior of centering hack. py_wardsensitivity py_avingmanwarrier_turnhack py_avingman warrior centering hack. py_avingmanwarrier_turnhack py_a	joy_advanced	
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Isstmodels Load a saved game. Load a saved game. Load a saved game. Load_Fnable Lod_TransitionDist log_Carbone Logaddress_add	listid	Lists banned users.
Load a saved game.	listip	List IP addresses on the ban list.
Iod_Enable	listmodels	List loaded models.
Index	load	Load a saved game.
Enables logging to file, console, and udp < on off >.	lod_Enable	
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logaddress_list List all addresses currently being used by logaddress. *lookdown lookspring lookstrafe *lookup -bokup servercffile m_customaccel	logaddress_del	Remove address and port for remote host <ip< td=""></ip<>
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map Start playing on specified map.	m_side	Mouse side factor.
	m_yaw	Mouse yaw factor.
map_background Runs a map as the background to the main menu.	map	Start playing on specified map.
	map_background	Runs a map as the background to the main menu.

map_setortradius sets the bornt radius for the map. map_sebovotradius Sets the bornt radius for the map. map_showspowopoints Shows player spaws points (red=insalid) maps_ovospowopoints Shows player spaws points (red=insalid) maps_ovospowopoints maps_ovospowopoints Shows player spaws points (red=insalid) maps_ovospowopoints maps_ovospowopoints maps_ovospowopoints mat_statiatias mat_subcommount_rate mat_subcommount_rate mat_subcommount_rate mat_subcommount_rate mat_subcommount_rate mat_subcommount_rate mat_subcommount_rate mat_subcompoure mat_carer arender targetoverlays ize mat_carer arender targetoverlays ize mat_corpressed teachers mat_corpressed teachers mat_corpressed teachers mat_cetup_postprocessing_effec ts_mat_cetup_postprocessing_effec ts_mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec ts_mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec mat_debug.postprocessing_effec ts_mat_debug.postprocessing_effec mat_debug.postprocessing_effec ts_mat_debug.postprocessing_effec mat_debug.postprocessing_effec ts_mat_debug.postprocessing_effec ts_	map_commentary	Start playing, with commentary, on a specified map.
map_setowtontbradius	map_edit	
map_showbonthradius	map_noareas	Disable area to area connection testing.
map_showspewpoints Shows player spawn points (red=invalid) mapcyclefile maps Displays list of maps. mat_antialias mat_authexposure_max mat_authexposure_max mat_buborscate mat_buborscate mat_buborscate mat_burity partitions mat_burity partitions mat_burity partitions mat_corrected shows the current video control panel config for the material system mat_corpressed toutures mat_corpressed toutures mat_debug_authexposure mat_debug_authexposure mat_debug_postprocessing_effec mat_debug_postprocessing_effec mat_debug_process_harfscreen mat_debugdepth mat_debugdepthrolde mat_debugdepthrolde mat_debugdepthrolde mat_debugdepthrolde mat_debugdepthrolde mat_debugdepthrolde mat_debugdepthrolar mat_depthisa_normal mat_diffuse mat_drawdater mat_drawdater mat_drawdater mat_drawdater mat_drawdit mat_drawdit mat_drawdit mat_drawdater mat_drawdit mat_drawditer mat_drawdit mat_drawditer mat_drawdit mat_drawditer mat_d	map_setbombradius	Sets the bomb radius for the map.
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mat_force_bloom mat_force_bloom mat_force_bloom mat_force_bloom mat_force_bloom mat_force_bnoemap_scale mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_forcedynamic mat_force_sync_enable mat_frame_sync_force_bdure force_frame syncing to look a managed texture. mat_frame_sync_force_bdure force_frame syncing to look a managed texture. mat_frame_sync_force_bdure force_frame syncing to look a managed texture. mat_frame_sync_force_texture mat_full_dire_level Set to 0 for no HDR, 1 for LDR+bloom on HDR maps, and 2 for full HDR on HDR maps. mat_hdr_menual_tonemap_rate mat_hdr_menual_tonemap_rate mat_hdr_menual_tonemap_rate mat_hdr_boremapscale_max mat_hdr_boremapscale_max mat_hdr_forcedynamic mat_levelflush mat_levelflush mat_levelflush mat_levelflush mat_levelflush mat_manaframetatency mat_manaframetatency mat_manaframetatency mat_menual_manaframetatency mat_monitor_gamma monitor_gamma (typically 2.2 for CRT and 1.7 for LCD) mat_normalings mat_normalings mat_normalings mat_normalings mat_propy mat	mat_fillrate	
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	mat_proxy	
mat_reloadallmaterials	mat_reducefillrate	
	mat_reloadallmaterials	

mat_reloadmaterial	
mat_reloadtextures	
mat_reversedepth	
mat_savechanges	saves current video configuration to the registry
mat_setvideomode	sets the width, height, windowed state of the material system
mat_shadowstate	
mat_show_ab_hdr	
mat_show_histogram	
mat_show_texture_memory_usage	Display the texture memory usage on the HUD.
mat_showcamerarendertarget	
mat_showenvmapmask	
mat_showframebuffertexture	
mat_showlightmapcomponent	0
mat_showlightmappage	
mat_showlowresimage	
mat_showmaterials	Show materials.
mat_showmaterialsverbose	
mat_showmiplevels	
mat_showtextures	Show textures.
mat_showwatertextures	
mat_slopescaledepthbias_decal	
mat_slopescaledepthbias_normal	
mat_softwarelighting	
mat_softwareskin	
mat_specular	Enable/Disable specularity for perf testing. Will cause a material reload upon change.
mat_spewvertexandpixelshaders	print all vertex and pixel shaders currently loaded to the console
mat_stub	
mat_suppress	Supress a material from drawing
mat_surfaceid	
mat_surfacemat	
mat_texture_limit	If this value is not -1, the material system will limit the amount of texture memory it uses in a frame. Useful for identifying
-mat_texture_list	The second secon
+mat_texture_list	
mat_texture_list	For debugging, show a list of used textures per frame
mat_texture_list_all	If this is nonzero, then the texture list panel will show all currently-loaded textures.
mat_texturelist_directories	
mat_texturelist_files	
mat_tonemapping_occlusion_use_ stencil	
mat_trilinear	
mat_viewportscale	
	I

mat_vsync	Force sync to vertical retrace
mat_wateroverlaysize	
mat_wireframe	
mat_yuv	
maxplayers	Change the maximum number of players allowed on this server.
mem_dumpstats	Dump current and max heap usage info to console at end of frame (set to 2 for continuous output)
mem_force_flush	Force cache flush of unlocked resources on every alloc
memory	Print memory stats.
menuselect	
minisave	Saves game (for current level only!)
mod_forcedata	Forces all model file data into cache on model load.
mod_load_async	
mod_test_mesh_not_available	
mod_test_not_available	
mod_test_verts_not_available	
mod_trace_load	
motdfile	The MOTD file to load.
+movedown	
-movedown	
+moveleft	
-moveleft	
+moveright	
-moveright	
+moveup	
-moveup	
mp3	Show/hide mp3 player UI.
mp_allowNPCs	
mp_autocrosshair	
mp_buytime	How many minutes after round start players can buy items for.
mp_decals	
mp_defaultteam	
mp_disable_autokick	Prevents a userid from being auto-kicked
mp_facefronttime	After this amount of time of standing in place but aiming to one side, go ahead and move feet to face upper body.
mp_fadetoblack	fade a player's screen to black when he dies
mp_falldamage	
mp_feetyawrate	How many degrees per second that we can turn our feet or upper body.
mp_forcerespawn	
mp_humanteam	Restricts human players to a single team {any, CT, T}
mp_ik	Use IK on in-place turns.
mp_logdetail	Logs attacks. Values are

rep_stayered_hold Number of seconds to keep showing old information in the status bar rep_searrisane if non-zero, game will restart in the specified number of seconds rep_searrisat if non-zero, game will restart in the specified number of seconds rep_searrisat rep_searrisat game time per map in minutes Current user name Current user name Current user name Current user name Re-analyze the current Navigation Mesh and save it to disk. Rep_rep_spool Rep_spool Rep_spoo	mp_playerid_delay	Number of seconds to delay showing information in the status bar
mp_termoveride mp_ter	mp_playerid_hold	Number of seconds to keep showing old information in the status bar
mp_teamourride mp_teamplay mp_	mp_restartgame	If non-zero, game will restart in the specified number of seconds
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nav_create_place_on_ground	nav_corner_raise	Raise the selected corner of the currently marked Area.
nav_crouch Toggles the 'must crouch in this area' flag used by the AI system. Deletes the currently highlighted Area. To disconnect two Areas, mark an Area, highlight a second Area, then invoke the disconnect command. This will remove all connec nav_dont_hide Toggles the 'area is not suitable for hiding spots' flag used by the AI system. nav_edit Set to one to interactively edit the Navigation Mesh. Set to zero to leave edit mode. nav_end_area Defines the second corner of a new Area or Ladder and creates it. nav_generate Generate a Navigation Mesh for the current map and save it to disk. nav_generate_incremental Generate a Navigation Mesh for the current map and save it to disk. Toggles the 'traverse this area by jumping' flag used by the AI system. Flips the selected ladder's direction. Rav_load Loads the Navigation Mesh for the current map.	nav_corner_select	Select a corner of the currently marked Area. Use multiple times to access all four corners.
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nav_load Loads the Navigation Mesh for the current map.	nav_jump	Toggles the 'traverse this area by jumping' flag used by the AI system.
	nav_ladder_flip	Flips the selected ladder's direction.
nav_make_sniper_spots Chops the marked area into disconnected sub-areas suitable for sniper spots.	nav_load	Loads the Navigation Mesh for the current map.
	nav_make_sniper_spots	Chops the marked area into disconnected sub-areas suitable for sniper spots.

nav_mark	Marks the Area or Ladder under the cursor for manipulation by subsequent editing commands.
nav_mark_unnamed	Mark an Area with no Place name. Useful for finding stray areas missed when Place Painting.
nav_mark_walkable	Mark the current location as a walkable position. These positions are used as seed locations when sampling the map to generate
nav_merge	To merge two Areas into one, mark the first Area, highlight the second by pointing your cursor at it, and invoke the merge comm
nav_no_hostages	Toggles the 'hostages cannot use this area' flag used by the Al system.
nav_no_jump	Toggles the 'dont jump in this area' flag used by the Al system.
nav_place_floodfill	Sets the Place of the Area under the cursor to the curent Place, and 'flood-fills' the Place to all adjacent Areas. Flood-filli
nav_place_list	Lists all place names used in the map.
nav_place_pick	Sets the current Place to the Place of the Area under the cursor.
nav_place_replace	Replaces all instances of the first place with the second place.
nav_precise	Toggles the 'dont avoid obstacles' flag used by the AI system.
nav_quicksave	Set to one to skip the time consuming phases of the analysis. Useful for data collection and testing.
nav_remove_unused_jump_areas	Removes jump areas with at most 1 connection to a ladder or non-jump area.
nav_restart_after_analysis	When nav nav_restart_after_analysis finishes, restart the server. Turning this off can cause crashes, but is useful for increm
nav_run	Toggles the 'traverse this area by running' flag used by the Al system.
nav_save	Saves the current Navigation Mesh to disk.
nav_set_place_mode	Sets the editor into or out of Place mode. Place mode allows labelling of Area with Place
nav_show_approach_points	names. Show Approach Points in the Navigation Mesh.
nav_show_area_info	Duration in seconds to show nav area ID and attributes while editing
nav_show_danger	Show current 'danger' levels.
nav_show_ladder_bounds	Draws the bounding boxes of all func_ladders in the map.
nav_show_nodes	
nav_show_player_counts	Show current player counts in each area.
nav slope limit	The ground unit normal's Z component must be greater than this for nav areas to be
nav_snap_to_grid	generated. Snap to the nav generation grid when creating new nav areas
nav_splice	To splice, mark an area, highlight a second area, then invoke the splice command to create a
_ :	new, connected area between them. To split an Area into two, align the split line using your cursor and invoke the split command.
nav_split	
nav_split_place_on_ground	If true, nav areas will be placed flush with the ground when split.
nav_stand	Toggles the 'stand while hiding' flag used by the AI system.
nav_stop	Toggles the 'must stop when entering this area' flag used by the AI system.
nav_strip	Strips all Hiding Spots, Approach Points, and Encounter Spots from the current Area.
nav_toggle_place_mode	Toggle the editor into and out of Place mode. Place mode allows labelling of Area with Place names.
nav_toggle_place_painting	Toggles Place Painting mode. When Place Painting, pointing at an Area will 'paint' it with the current Place.
nav_transient	Toggles the 'area is transient and may become blocked' flag used by the AI system.
nav_unmark	Clears the marked Area or Ladder.
nav_update_blocked	Updates the blocked/unblocked status for every nav area.
nav_use_place	If used without arguments, all available Places will be listed. If a Place argument is given, the current Place is set.
nav_walk	Toggles the 'traverse this area by walking' flag used by the Al system.
nav_warp_to_mark	Warps the player to the marked area.

net_channels	Shows net channel info
net_chokeloop	Apply bandwidth choke to loopback packets
net_drawslider	Draw completion slider during signon
net_droppackets	Drops next n packets on client
net_fakelag	Lag all incoming network data (including loopback) by this many milliseconds.
net_fakeloss	Simulate packet loss as a percentage (negative means drop 1/n packets)
net_graph	Draw the network usage graph
net_graphheight	
net_graphpos	
net_graphsolid	
net_maxfilesize	Maximum allowed file size for uploading in MB
net_maxfragments	Max fragment bytes per packet
net_scale	
net_showdrop	Show dropped packets in console
net_showevents	Dump game events to console (1=client only, 2=all).
net_showfragments	Show netchannel fragments
net_showmsg	Show incoming message
net_showpeaks	Show messages for large packets only
net_showsplits	Show info about packet splits
net_showtcp	Dump TCP stream summary to console
net_showudp	Dump UPD packets summary to console
net_start	Inits multiplayer network sockets
next	Set to 1 to advance to next frame (when singlestep == 1)
nextdemo	Play next demo in sequence.
nextlevel	If set, will trigger a changelevel to the specified map at the end of the round
noclip	Toggle. Player becomes non-solid and flies.
notarget	Toggle. Player becomes hidden to NPCs.
npc_ammo_deplete	Subtracts half of the target's ammo
npc_bipass	Displays the local movement attempts by the given NPC(s) (triangulation detours). Failed
npc_combat	bypass routes are displayed in red, s Displays text debugging information about the squad and enemy of the selected NPC (See
npc_conditions	Overlay Text) Arguments Displays all the current AI conditions that an NPC has in the overlay text. Arguments
npc_create	Creates an NPC of the given type where the player is looking (if the given NPC can actually
npc_create_aimed	stand at that location). Note that Creates an NPC aimed away from the player of the given type where the player is looking (if
npc_create_equipment	the given NPC can actually stand at
npc_destroy	Removes the given NPC(s) from the universe Arguments
npc_destroy_unselected	Removes all NPCs from the universe that aren't currently selected
npc_enemies	Shows memory of NPC. Draws an X on top of each memory. Eluded entities drawn in blue
npc_focus	(don't know where it went) Unreachable Displays red line to NPC's enemy (if has one) and blue line to NPC's target entity (if has one)
npc_freeze	Arguments Selected NPC(s) will freeze in place (or unfreeze). If there are no selected NPCs, uses the
npc gameendally deathmessage	NPC under the crosshair. Arguments
,	

npc_go	Selected NPC(s) will go to the location that the player is looking (shown with a purple box) Arguments
npc_go_do_run	Set whether should run on NPC go
npc_go_random	Sends all selected NPC(s) to a random node. Arguments
npc_heal	Heals the target back to full health
npc_height_adjust	Enable test mode for ik height adjustment
npc_kill	Kills the given NPC(s) Arguments
npc_nearest	Draw's a while box around the NPC(s) nearest node Arguments
npc_relationships	Displays the relationships between this NPC and all others. Arguments
npc_reset	Reloads schedules for all NPC's from their script files Arguments
npc_route	Displays the current route of the given NPC as a line on the screen. Waypoints along the route are drawn as small cyan rectang
npc_select	Select or deselects the given NPC(s) for later manipulation. Selected NPC's are shown surrounded by a red translucent box Arg
npc_sentences	Survey and the contraction of th
npc_speakall	Force the npc to try and speak all thier responses
npc_squads	Obsolete. Replaced by npc_combat
npc_steering	Displays the steering obstructions of the NPC (used to perform local avoidance) Arguments
npc_steering_all	Displays the steering obstructions of all NPCs (used to perform local avoidance)
npc_task_text	Outputs text debugging information to the console about the all the tasks + break conditions of the selected NPC current schedu
npc_tasks	Displays detailed text debugging information about the all the tasks of the selected NPC current schedule (See Overlay Text) A
npc_teleport	Selected NPC will teleport to the location that the player is looking (shown with a purple box) Arguments
npc_thinknow	Trigger NPC to think
npc_viewcone	Displays the viewcone of the NPC (where they are currently looking and what the extents of there vision is) Arguments
npc_vphysics	alore violentely regulations
old_radiusdamage	
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overview_alpha	Overview map translucency.
	Overview map translucency. Show player's health in map overview.
overview_alpha	·
overview_alpha overview_health	Show player's health in map overview.
overview_alpha overview_health overview_locked	Show player's health in map overview. Locks map angle, doesn't follow view angle.
overview_alpha overview_health overview_locked overview_mode	Show player's health in map overview. Locks map angle, doesn't follow view angle. Sets overview map mode off,small,large
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phys_impactforcescale	
phys_penetration_error_time	Controls the duration of vphysics penetration error boxes.
phys_pushscale	
phys_speeds	
phys_stressbodyweights	
phys_swap	Automatically swaps the current weapon for the physcannon and back again.
phys_timescale	Scale time for physics
phys_upimpactforcescale	
physics_budget	Times the cost of each active object
physics_debug_entity	Dumps debug info for an entity
physics_highlight_active	Turns on the absbox for all active physics objects
physics_report_active	Lists all active physics objects
physics_select	Dumps debug info for an entity
physicsshadowupdate_render	
picker	Toggles 'picker' mode. When picker is on, the bounding box, pivot and debugging text is displayed for whatever entity the play
ping	Display ping to server.
pixelvis_debug	Dump debug info
play	Play a sound.
playdemo	Play a recorded demo file (.dem).
player_old_armor	
playflush	Play a sound, reloading from disk in case of changes.
playgamesound	Play a sound from the game sounds txt file
playsoundscape	Forces a soundscape to play
playvol	Play a sound at a specified volume.
plugin_load	plugin_load <filename></filename>
plugin_pause	plugin_pause <index></index>
plugin_pause_all	pauses all loaded plugins
plugin_print	Prints details about loaded plugins
plugin_unload	plugin_unload <index></index>
plugin_unpause	plugin_unpause <index></index>
plugin_unpause_all	unpauses all disabled plugins
progress_enable	
prop_crosshair	Shows name for prop looking at
prop_debug	Toggle prop debug mode. If on, props will show colorcoded bounding boxes. Red means ignore all damage. White means respond phys
props_break_max_pieces	O TOTAL COMPANY PROPERTY OF THE PROPERTY OF TH
props_break_max_pieces_perfram	Maximum prop breakable piece count per frame (-1 = model default)
pwatchent	Entity to watch for prediction system changes.
pwatchvar	Entity variable to watch in prediction system for changes.
quit	Exit the engine.
quti	Exit the engine.

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r_drawmodelstatsoverlay	
r_drawmodelstatsoverlaydistanc e	
r_drawmodelstatsoverlaymax	time in milliseconds beyond which a model overlay is fully red in r_drawmodelstatsoverlay 2
r_drawmodelstatsoverlaymin	time in milliseconds that a model must take to render before showing an overlay in r_drawmodelstatsoverlay 2
r_drawopaquerenderables	
r_drawopaqueworld	
r_drawothermodels	
r_drawparticles	Enable/disable particle rendering
r_drawpixelvisibility	Show the occlusion proxies
r_DrawPortals	
r_DrawRain	Enable/disable rain rendering.
r_drawrenderboxes	
r_drawropes	
r_drawskybox	
r_DrawSpecificStaticProp	
r_drawsprites	
r_drawstaticprops	
r_drawtranslucentrenderables	
r_drawtranslucentworld	
r_drawgui	Enable the rendering of vgui panels
r_drawviewmodel	
r_drawworld	Render the world.
r_dscale_basefov	
r_dscale_fardist	
r_dscale_farscale	
r_dscale_neardist	
r_dscale_nearscale	
r_dynamic	
r_eyeglintlodpixels	The number of pixels wide an eyeball has to be before rendering an eyeglint. Is a floating point value.
r_eyegloss	
r_eyemove	
r_eyes	
r_eyeshift_x	
r_eyeshift_y	
r_eyeshift_z	
r_eyesize	
r_eyewaterepsilon	
r_farz	Override the far clipping plane1 means to use the value in env_fog_controller.
r_fastzreject	Activate/deactivates a fast z-setting algorithm to take advantage of hardware with fast z reject. Use -1 to default to hardware
r_flashlightconstant	

r_flashlightdrawfrustumbbox	
r_flashlightdrawsweptbbox	
r_flashlightfar	
r_flashlightfov	
r_flashlightlinear	
r_flashlightlockposition	
r_flashlightmodels	
r_flashlightnear	
r_flashlightnodraw	
r_flashlightoffsetx	
r_flashlightoffsety	
r_flashlightoffsetz	
r_flashlightquadratic	
r_flashlightvisualizetrace	
r_flex	
r_flushlod	Flush and reload LODs.
r_ForceRestore	
r_ForceWaterLeaf	Enable for optimization to water - considers view in leaf under water for purposes of culling
r_frustumcullworld	
r_JeepFOV	
r_JeepViewBlendTo	
r_JeepViewBlendToScale	
r_JeepViewBlendToTime	
r_JeepViewDampenDamp	
r_JeepViewDampenFreq	
r_JeepViewZHeight	
r_lightaverage	Activates/deactivate light averaging
r_lightcache_numambientsamples	number of random directions to fire rays when computing ambient lighting
r_lightcachecenter	
r_lightinterp	Controls the speed of light interpolation, 0 turns off interpolation
r_lightmap	
r_lightstyle	
r_lockpvs	Lock the PVS so you can fly around and inspect what is being drawn.
r_lod	
r_lod_noupdate	
r_mapextents	Set the max dimension for the map. This determines the far clipping plane
r_maxdlights	
r_maxmodeldecal	
r_maxnewsamples	

r_maxsampledist	
r_minnewsamples	
r_mmx	
r_modellodscale	1.0 is the default, set to a lower value (ie 0.5) to tend towards simpler models
r_modelwireframedecal	
r_newflashlight	
r_newproplighting	
r_nohw	
r_norefresh	
r_nosw	
r_novis	Turn off the PVS.
r_occludeemaxarea	Prevents occlusion testing for entities that take up more than X42447600f the screen. 0 means use whatever the level said to use.
r_occluderminarea	Prevents this occluder from being used if it takes up less than X42447600f the screen. 0 means use whatever the level said to use.
r_occludermincount	At least this many occluders will be used, no matter how big they are.
r_occlusion	Activate/deactivate the occlusion system.
r_occlusionspew	Activate/deactivates spew about what the occlusion system is doing.
r_overlayfadeenable	
r_overlayfademax	
r_overlayfademin	
r_overlaywireframe	
r_PhysPropStaticLighting	
r_pixelvis_partial	
r_portalscloseall	
r_portalsopenall	
r_PortalTestEnts	Clip entities against portal frustums.
r_printdecalinfo	
r_propsmaxdist	Maximum visible distance
r_radiosity	0
r_rainalpha	
r_rainalphapow	
r_raindensity	
r_RainHack	
r_rainlength	
r_RainProfile	Enable/disable rain profiling.
r_RainRadius	
r_RainSideVel	How much sideways velocity rain gets.
r_RainSimulate	Enable/disable rain simulation.
r_rainspeed	
r_RainSplashPercentage	
r_rainwidth	

r_renderoverlayfragment	
r rootlod	Root LOD
_	
r_ropebatch	
r_ropetranslucent	
r_screenfademaxsize	
r_screenfademinsize	
r_screenoverlay	
r_sequence_debug	
r_shadowangles	Set shadow angles
r_shadowblobbycutoff	some shadow stuff
r_shadowcolor	Set shadow color
r_shadowdir	Set shadow direction
r_shadowdist	Set shadow distance
r_shadowids	
r_shadowmaxrendered	
r_shadowrendertotexture	
r_shadows	
r_shadowwireframe	
r_showenvcubemap	
r_ShowViewerArea	
r_skin	
r_skybox	Enable the rendering of sky boxes
r_snapportal	
r_spray_lifetime	Number of rounds player sprays are visible
r_sse	
r_sse2	
r_staticpropinfo	
r_teeth	
r_TransitionSensitivity	Controls when LODs are changed. Lower numbers cause more overt LOD transitions.
r_updaterefracttexture	
r_vehicleBrakeRate	
r_vehicleDrawDebug	
r_VehicleViewClamp	
r_VehicleViewDampen	
r_visocclusion	Activate/deactivate wireframe rendering of what the occlusion system is doing.
r_visualizelighttraces	
r_visualizelighttracesshowfull	
trace r_visualizeproplightcaching	
r_visualizetraces	
_	Frankla water reflection
r_WaterDrawReflection	Enable water reflection

	1
r_waterforceexpensive	
r_waterforcereflectentities	
r_worldlightmin	
r_worldlights	number of world lights to use per vertex
radio1	Opens a radio menu
radio2	Opens a radio menu
radio3	Opens a radio menu
rate	Max bytes/sec the host can receive data
rcon	Issue an rcon command.
rcon_address	Address of remote server if sending unconnected rcon commands (format x.x.x.x
rebuy	Attempt to repurchase items with the order listed in cl_rebuy
recompute_speed	Recomputes clock speed (for debugging purposes).
record	Record a demo.
+reload	
-reload	
reload	Reload the most recent saved game (add setpos to jump to current view position on reload).
removeid	Remove a user ID from the ban list.
removeip	Remove an IP address from the ban list.
report_entities	Lists all entities
report_simthinklist	Lists all simulating/thinking entities
report_soundpatch	reports sound patch count
report_soundpatch	reports sound patch count
report_touchlinks	Lists all touchlinks
restart	Restart the game on the same level (add setpos to jump to current view position on restart).
retry	Retry connection to last server.
revert	Revert convars to their default values.
+right	
-right	
room_type	
rope_averagelight	Makes ropes use average of cubemap lighting instead of max intensity.
rope_collide	Collide rope with the world
rope_drawlines	
rope_shake	
rope_smooth	Do an antialiasing effect on ropes
rope_smooth_enlarge	How much to enlarge ropes in screen space for antialiasing effect
rope_smooth_maxalpha	Alpha for rope antialiasing effect
rope_smooth_maxalphawidth	
rope_smooth_minalpha	Alpha for rope antialiasing effect
rope_smooth_minwidth	When using smoothing, this is the min screenspace width it lets a rope shrink to

rope_subdiv	Rope subdivision amount
rope_wind_dist	Don't use CPU applying small wind gusts to ropes when they're past this distance.
save	Saves current game.
say	Display player message
say_team	Display player message to team
scene_allowoverrides	When playing back a choreographed scene, allow per-model expression overrides.
scene_flatturn	
scene_flush	Flush all .vcds from the cache and reload from disk.
scene_forcecombined	When playing back, force use of combined .wav files even in english.
scene_maxcaptionradius	Only show closed captions if recipient is within this many units of speaking actor (0=-disabled).
scene_print	When playing back a scene, print timing and event info to console.
scene_showfaceto	When playing back, show the directions of faceto events.
scene_showlook	When playing back, show the directions of look events.
scene_showmoveto	When moving, show the end location.
+score	
-score	
scr_centertime	
screenshot	Take a screenshot.
sensitivity	Mouse sensitivity.
servercfgfile	
setang	Snap player eyes to specified pitch yaw <roll< td=""></roll<>
setinfo	Addes a new user info value
setmaster	
setmodel	Changes's player's model
setpause	Set the pause state of the server.
setpos	Move player to specified origin (must have sv_cheats).
shake	Shake the screen.
shake_show	Displays a list of the active screen shakes.
shake_stop	Stops all active screen shakes.
-showbudget	
+showbudget	
-showbudget_texture	
+showbudget_texture	
showbudget_texture	Enable the texture budget panel.
-showbudget_texture_global	
+showbudget_texture_global	
showconsole	Show the console.
showhitlocation	
showinfo	Shows a info panel

showparticlecounts	Display number of particles drawn per frame
+showscores	
-showscores	
showtriggers	Shows trigger brushes
showtriggers_toggle	Toggle show triggers
-showvprof	
+showprof	
singlestep	Run engine in single step mode (set next to 1 to advance a frame)
sk_ally_regen_time	Time taken for an ally to regenerate a point of health.
sk_npc_arm	
sk_npc_chest	
sk_npc_head	
sk_npc_leg	
sk_npc_stomach	
sk_player_arm	
sk_player_chest	
sk_player_head	
sk_player_leg	
sk_player_stomach	
skill	Game skill level (1-3).
slist	List servers on your LAN.
slot0	
slot1	
slot10	
slot2	
slot3	
slot4	
slot5	
slot6	
slot7	
slot8	
slot9	
smoothstairs	Smooth player eye z coordinate when traversing stairs.
snapto	
snd_async_fullyasync	All playback is fully async (sound doesn't play until data arrives).
snd_async_spew_blocking	Spew message to console any time async sound loading blocks on file i/o.
snd_digital_surround	
snd_disable_mixer_duck	
snd_duckerattacktime	
snd_duckerreleasetime	

snd_duckerthreshold	
snd_ducktovolume	
snd_flushasync	Flush all unlocked async .wav data
snd_foliage_db_loss	
snd_gain	
snd_gain_max	
snd_gain_min	
snd_memasync	Show async memory stats
snd_mixahead	
snd_musicvolume	Music volume
snd_noextraupdate	
snd_obscured_gain_dB	
snd_pitchquality	
snd_profile	
snd_rebuildaudiocache	Rebuilds all audio caches (_other, _other_rebuild, _sharedprecache, level caches) from reslists
snd_refdb	
snd_refdist	
snd_restart	Restart sound system.
snd_show	Show sounds info
snd_showclassname	
snd_showmixer	
snd_showstart	
snd_soundmixer	
snd_surround_speakers	
snd_visualize	Show sounds location in world
snd_vox_captiontrace	Shows sentence name for sentences which are set not to show captions.
snd_vox_globaltimeout	
snd_vox_sectimetout	
snd_vox_seqtimetout	
snd_writemanifest	If running a game, outputs the precache manifest for the current level
sndplaydelay	
soundfade	Fade client volume.
soundinfo	Describe the current sound device.
soundlist	List all known sounds.
soundpatch_captionlength	How long looping soundpatch captions should display for.
soundscape_debug	When on, draws lines to all env_soundscape entities. Green lines show the active soundscape, red lines show soundscapes that ar
soundscape_fadetime	Time to crossfade sound effects between soundscapes
soundscape_flush	Flushes the server & client side soundscapes
speak	Play a constructed sentence.
spec_help	Show spectator help screen

spec_player Spectate next player Spectate payer by name spec_player Spectate player by name spec_player Spectate player by name spec_pos dump position and angles to the console spec_spectate Spectate previous player Spectate player by name Spectate player by name Spectate player by name Spectate player by name Spectate player Spectate pla	spec_menu	Activates spectator menu
spec_player Spec_player Spec_prev Spec_track Tracks an entity in spec mode **spec spec_track Tracks an entity in spec mode **spec spec_track Tracks an entity in spec mode **specd spike Spike Spec generates a fake spike	spec_mode	Set spectator mode
spec_prev Spec_prev Spec_scoreboard spec_score	spec_next	Spectate next player
spec_prev Speciate previous player spec_scoreboard Spec_score	spec_player	Spectate player by name
spec_screboard spec_track Tracks an entity in spec mode +speed -speed -speed Spike generates a fake spike startdemos Play demos in demo sequence. startunowie Start recording movel frames. startupmenu Opens initial menu screen and loads the background bsp, but only if no other level is being loaded, and were not in developer stats Prints server performance variables status Displey map and connection status. Step_spline Stop Finish recording demo. Stop playing back a demo. stopscound Stop playing back a demo. stopscound stopscoundscape Stops all soundscape processing and fades current looping sounds staturale startare -strafe Strafte Strafte Parses and stuffs command line + commands to command buffer. suitvolume surfaceprop Reports the surface properties at the cursor y_accelerate y_air accelerate y_air accelerate y_aitscaped How much to slow down backwards motion a_bounce Bounce multipler for when physically simulated objects collide with other objects. y_achesencodedents u_debug_player_use Visualizes +use logic. Green cross=trace success, Red cross=trace to far, Green boxer adebug separate y_debug_player_use Visualizes +use logic. Green cross=trace success, Red cross=trace to far, Green boxer adebug separate sy_debugnesporses Show verbose matching output (1 for simple, 2 for rule scorring). If set to 3, it will only show response successlature for not y_debugnesporses Show verbose matching output (1 for simple, 2 for rule scorring). If set to 3, it will only show response success residence on the rine retwork data has changed. Show verbose matching output (1 for simple, 2 for rule scorring). If set to 3, it will only show response success relations for not their retwork data has changed. Show verbose matching output (1 for simple, 2 for rule scorring). If set to 3, it will only show response success relation for not matching output (1 for simple, 2 for rule scorring). If set to 3, it will only show response success relation for not matching output (1 for simp	spec_pos	dump position and angles to the console
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speed speed speed sprike generates a fake spike generates a fake spike stantdemos Play demos in demo sequence. Start recording move firames. Start recording move firames. Start server performance variables status Display map and connection status. Step_spline Finish recording demo. Stop palying back a demo. Stoppsound stopsound stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds stopsoundscape Stops all soundscape processing and fades current looping sounds subsolume surfaceprop Reports the surface properties at the cursor sy_accelerate sy_alternateticks sy_alternateticks sy_alternateticks sy_alternateticks sy_alternateticks sy_alternateticks sy_bounce Sounce multiplier for when physically simulated objects collide with other objects. sy_bounce Sounce multiplier for when physically simulated objects collide with other objects. sy_debug_player_use boveradius success sy_debug_player_use boveradius success sy_debugnanualmode Make sure entities correctly report whether or not their network data has changed. Sy_debugnanualmode Make sure entities correctly report whether or not their network data has changed. Sy_debugnanualmode Pirnt accumulated CatcDetta calls sy_delatine Enable profiling of CatcDetta calls sy_devaluated (in first sy_delatine) Enable profiling of CatcDetta calls	spec_scoreboard	
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loaded, and we're not in developer	startmovie	Start recording movie frames.
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	sv_deltatime	Enable profiling of CalcDelta calls
sy dumpresponses Dump all response rules tot and rules (requires restart)	sv_downloadurl	Location from which clients can download missing files
	sv_dumpresponses	Dump all response_rules.bt and rules (requires restart)

sv_enableoldqueries	Enable support for old style (HL1) server queries
sv_filterban	Set packet filtering by IP mode
sv_findsoundname	Find sound names which reference the specified wave files.
sv_footsteps	Play footstep sound for players
sv_forcepreload	Force server side preloading.
sv_friction	World friction.
sv_instancebaselines	Enable instanced baselines. Saves network overhead.
sv_lagflushbonecache	Flushes entity bone cache on lag compensation
sv_logblocks	If true when log when a query is blocked (can cause very large log files)
sv_logdownloadlist	
sv_massreport	
sv_max_queries_sec	Maximum queries per second to respond to from a single IP address.
sv_max_queries_sec_global	Maximum queries per second to respond to from anywhere.
sv_max_queries_window	Window over which to average queries per second averages.
sv_max_usercmd_future_ticks	Prevents clients from running usercmds too far in the future. Prevents speed hacks.
sv_maxreplay	Maximum replay time in seconds
sv_maxunlag	Maximum lag compensation in seconds
sv_netvisdist	Test networking visibility distance
sv_noclipaccelerate	
sv_noclipduringpause	If cheats are enabled, then you can noclip with the game paused (for doing screenshots, etc.).
sv_noclipspeed	
sv_npc_talker_maxdist	NPCs over this distance from the player won't attempt to speak.
sv_precacheinfo	Show precache info.
sv_pushaway_clientside	Clientside physics push away (0=off, 1=only localplayer, 1=all players)
sv_pushaway_clientside_size	Minimum size of pushback objects
sv_pushaway_force	How hard physics objects are pushed away from the players on the server.
sv_pushaway_hostage_force	How hard the hostage is pushed away from physics objects (falls off with inverse square of distance).
sv_pushaway_max_force	Maximum amount of force applied to physics objects by players.
sv_pushaway_max_hostage_force	Maximum of how hard the hostage is pushed away from physics objects.
sv_pushaway_max_player_force	Maximum of how hard the player is pushed away from physics objects.
sv_pushaway_min_player_speed	If a player is moving slower than this, don't push away physics objects (enables ducking behind things).
sv_pushaway_player_force	How hard the player is pushed away from physics objects (falls off with inverse square of distance).
sv_rollangle	Max view roll angle
sv_rollspeed	
sv_runcmds	
sv_secure	Server is using Valve Anti-Cheat
av aandtables	Force full sendtable sending path.
sv_sendtables	
sv_showhitboxes	Send server-side hitboxes for specified entity to client (NOTE

sy_soundscape_printdebuginfo print soundscapes sy_specacelerate sy_specacelerate sy_specacelerate sy_specacelerate sy_specacelerate sy_specacelerate sy_specacelerate sy_specacelerate sy_stats Collect CPU usage stats sy_stats sy	sv_skyname	Current name of the skybox texture
Show all EntiSound calls including their symbolic name and the actual wave file they resolved to supercondense printsbuginfo print soundscapes or printsbuginfo print soundscapes or supercondense sup	sv_soundemitter_filecheck	Report missing wave files for sounds and game_sounds files.
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sv_unlag_fisstuck bisallow backtracking a player for lag compensation if it will cause them to become stuck sv_unlockedchapters Highest unlocked game chapter. sv_visiblemaxplayers Overrides the max players reported to prospective clients sv_waterdist Vertical view fixup when eyes are near water plane. sv_waterfriction template_debug Test_CreateEntity test_dispatcheffect Test a clientside dispatch effect. Usage Test_Ehandle test_entity_blocker Test_command that drops an entity blocker out in front of the player. Test_lnitRandomEntitySpawner Test_Loop Test_Loop Test_Loop loop name> - loop back to the specified loop start point unconditionally. Test_LoopCount Test_LoopCount Test_LoopCount <- loop back to the specified loop start point the specified # of times. Test_LoopForNumSeconds Test_LoopForNumSeconds <- loop name> < count> - loop back to the specified start point for the specified # of seconds. Test_ProxyToggle_EnableProxy Test_ProxyToggle_EnableProxy Test_ProxyToggle_EnableProxy Test_ProxyToggle_EnableProxy Test_ProxyToggle_SetValue Test_RandomChance Test_RandomChance <- Test_RandomChance <- percent chance, 0-100> < token1> < token2> - Roll the dice and maybe run the command following the percenta	sv_turbophysics	Turns on turbo physics
sv_unlockedchapters Highest unlocked game chapter. sv_visiblemaxplayers Overrides the max players reported to prospective clients sv_wateraccelerate sv_waterdist Vertical view fixup when eyes are near water plane. sv_waterfriction template_debug Test_CreateEntity test_dispatcheffect Test a clientside dispatch effect. Usage Test_EHandle test_entity_blocker Test command that drops an entity blocker out in front of the player. Test_InitRandomEntitySpawner Test_Loop	sv_unlag_debug	
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Test_SpannFandomEntities Test_SpannFandomEntities Test_SpannFandomEntities Test_SpannFandomEntities Test_Start.cop Test_Start.	Test_RemoveAllRandomEntities	
Test_StartLoop Test_StartLoop - toop names - Denote the start of a loop. Really just defines a named point you can jump to. Test_StartScript	Test_RunFrame	
Test_StartLoop	Test_SendKey	
You can jump to. Start a test StartScript Start a test script running. Test_WaitForCheckPoint testhudarini Test_a hud element animation. Arguments testscript_debug Debug test scripts. teature_budget_background_aiph a texture_budget_panel_bottom_of a texture_budget_panel_bottom_of a Test_a hud element animation. Arguments texture_budget_panel_bottom_of a texture_budget_panel_pottom of a Show global times in the texture budget panel. Texture_budget_panel_potent Width in pixels of the budget panel texture_budget_panel_width Heture_budget_panel_x number of pixels from the left side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from the log side of the game screen to draw the budget panel texture_budget_panel_y number of pixels from	Test_SpawnRandomEntities	
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users Show user info for players on server. v_centermove v_centerspeed vcollide_wireframe vcollide_wireframe_axes	use	Use a particular weapon Arguments
v_centermove v_centerspeed vcollide_wireframe vcollide_wireframe_axes	user	Show user data.
v_centerspeed vcollide_wireframe vcollide_wireframe_axes	users	Show user info for players on server.
vcollide_wireframe vcollide_wireframe_axes	v_centermove	
vcollide_wireframe_axes	v_centerspeed	
	vcollide_wireframe	
vcr_verbose Write extra information into .vcr file.	vcollide_wireframe_axes	
	vcr_verbose	Write extra information into .vcr file.

version	Print version info string.
vgui_drawfocus	Report which panel is under the mouse.
-vgui_drawtree	
+vgui_drawtree	
vgui_drawtree	Draws the vgui panel hiearchy to the specified depth level.
vgui_drawtree_bounds	Show panel bounds.
vgui_drawtree_clear	
vgui_drawtree_freeze	Set to 1 to stop updating the vgui_drawtree view.
vgui_drawtree_hidden	Draw the hidden panels.
vgui_drawtree_panelalpha	Show the panel alpha values in the vgui_drawtree view.
vgui_drawtree_panelptr	Show the panel pointer values in the vgui_drawtree view.
vgui_drawtree_popupsonly	Draws the vgui popup list in hierarchy(1) or most recently used(2) order.
vgui_drawtree_render_order	List the vgui_drawtree panels in render order.
vgui_drawtree_visible	Draw the visible panels.
vgui_togglepanel	show/hide vgui panel by name.
viewanim_addkeyframe	
viewanim_create	
viewanim_load	load animation from file
viewanim_reset	reset view angles!
viewanim_save	Save current animation to file
viewanim_test	test view animation
viewmodel_fov	
violence_ablood	Draw alien blood
violence_agibs	Show alien gib entities
violence_hblood	Draw human blood
violence_hgibs	
1	Show human gib entities
voice_avggain	Show human gib entities
voice_avggain voice_clientdebug	Show human gib entities
	Show human gib entities
voice_clientdebug	Show human gib entities
voice_clientdebug voice_dsound	Show human gib entities
voice_clientdebug voice_dsound voice_enable	Show human gib entities
voice_clientdebug voice_dsound voice_enable voice_fadeouttime	Show human gib entities Get voice input from 'voice_input.wav' rather than from the microphone.
voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord	
voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord voice_inputfromfile	
voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord voice_inputfromfile voice_loopback	
voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord voice_inputfromfile voice_loopback voice_maxgain	Get voice input from 'voice_input.wav' rather than from the microphone.
voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord voice_inputfromfile voice_loopback voice_maxgain voice_modenable	Get voice input from 'voice_input.wav' rather than from the microphone.
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voice_clientdebug voice_dsound voice_enable voice_fadeouttime voice_forcemicrecord voice_inputfromfile voice_loopback voice_maxgain voice_modenable voice_overdrive voice_overdrivefadetime	Get voice input from 'voice_input.wav' rather than from the microphone.

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vprof_playback_start Start playing back a recorded .vprof file.	vprof_parent	
	vprof_playback_average	Average the next N frames.
vprof_playback_step While playing back a .vprof file, step to the next tick.	vprof_playback_start	Start playing back a recorded .vprof file.
	vprof_playback_step	While playing back a .vprof file, step to the next tick.

vprof_playback_stepback	While playing back a .vprof file, step to the previous tick.
vprof_playback_stop	
vprof_prevsibling	
vprof_record_start	Start recording vprof data for playback later.
vprof_record_stop	
vprof_remote_start	Request a VProf data stream from the remote server (requires authentication)
vprof_remote_stop	Stop an existing remote VProf data request
vprof_reset	Reset the stats in VProf profiler
vprof_reset_peaks	Reset just the peak time in VProf profiler
vprof_scope	Set a specific scope to start showing vprof tree
vprof_unaccounted_limit	number of milliseconds that a node must exceed to turn red in the vprof panel
vprof_verbose	Set to one to show average and peak times
vprof_vtune_group	enable vtune for a particular vprof group ('disable' to disable)
vprof_warningmsec	Above this many milliseconds render the label red to indicate slow code.
vtune	Controls VTune's sampling.
wait	Stop command parsing until next frame.
+walk	
-walk	
wc_air_edit_further	When in WC edit mode and editing air nodes, moves position of air node crosshair and placement location further away from play
wc_air_edit_nearer	When in WC edit mode and editing air nodes, moves position of air node crosshair and placement location nearer to from player
wc_air_node_edit	When in WC edit mode, toggles laying down or air nodes instead of ground nodes
wc_create	When in WC edit mode, creates a node where the player is looking if a node is allowed at that location for the currently select
wc_destroy	When in WC edit mode, destroys the node that the player is nearest to looking at. (The node will be highlighted by a red box).
wc_destroy_undo	When in WC edit mode restores the last deleted node
wc_link_edit	
wc_update_entity	Updates the entity's position/angles when in edit mode
weapon_showproficiency	
writeid	Writes a list of permanently-banned user IDs to banned_user.cfg.
writeip	Save the ban list to banned_ip.cfg.
+zoom	
-zoom	
zoom_sensitivity_ratio	Additional mouse sensitivity scale factor applied when FOV is zoomed in.
1	