

**COUNTER-STRIKE.COM**
PLAY THE DIFFERENCE[Members Log In](#) | [Sign Up](#)[Vind ik leuk](#)16670 vindt leuk. [Registreren](#) om te zien wat je vrienden leuk vinden.**GAME
SERVERS****VENTRILO
SERVERS****TEAMSPEAK
SERVERS****DEDICATED
SERVERS**

Instant Setup
24/7 Support
Clan Donation System
FTP/Control Panel Access
One Click Mod Install System

Half-Life 2 Client Side Console Commands

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_autoweptswitch <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 clients 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 download 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 password. Leave blank to disable rcon |
| sv_rcon_banpenalty <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-seconds> | 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_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) |
| decalfrequency | Amount of time in seconds a player can spray their decal. Default: 10 |
| 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> | 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> | Sets SourceTV name as it appears in server browser and scoreboard (master only). |
| tv_title <text> | Sets a SourceTV broadcast title shown in the spectator GUI |
| tv_maxclients <0..255> | 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> | 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> | Sets SourceTV relay proxy connection timeout in seconds. If a connection times out, the relay proxy tries to reconnect automatically. |
| tv_delay <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> | Set the SourceTV host port (default 27020). Must be set as srcds start parameter. |
| tv_maxrate <bytes> | Sets the maximum bandwidth spend per client in bytes/second (default 5000) |
| tv_snapshotrate <n> | Sets world snapshots broadcasted per second by SourceTV (master only). |
| tv_password <password> | Sets required password for connecting spectators. |
| tv_relaypassword <password> | Sets required password for connecting relay proxies. |
| tv_record <filename> | Starts a SourceTV demo recording that records all entities & events (master only) |
| tv_stoprecord | Stops SourceTV demo recording (master only) |
| tv_autorecord <0 1> | Automatically records every game, demo file name format is auto-YYYYMMDD-hhmm-map.dem |
| tv_debug <0 1> | Shows additional debugging messages |
| tv_dispatchmode <0 1 2> | Sets Source client dispatch mode for connecting clients: 0=never, 1=if appropriate, 2=always |
| tv_overrideroot <0 1> | 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 and 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> | Limits spectators to chat only every n seconds |
| tv_chatgroupsize <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 speak to everybody. Setting chat groups helps reducing chatter noise and saves some bandwidth. |
| tv_chatgroup <name> | Allows spectators to choose their chat group. If no name if given the current chat group is shown (client only) |
| tv_nochat <0 1> | Disables other spectators chat lines (client only) |
| tv_allow_static_shots <0 1> | Allows auto-director to choose fixed camera shots (master only) |

| | |
|---------------------------|---|
| tv_allow_camera_man <0 1> | Allows spectator clients on game server to become SourceTV camera men (master only) |
| -nohlvtv | (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 server. -1 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. |
| addip | Add an IP address to the ban list. |
| 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 | |

Game Servers

[CS:S 100 Tick](#)[CS:S 66 Tick](#)[CS:S 500 FPS](#)[CS 1.6](#)[Garrys Mod Servers](#)[Team Fortress 2](#)[Demo Servers](#)[All Other Game Servers](#)

Other Services

[Ventrilo Servers](#)[Teamspeak Servers](#)[Mumble Servers](#)[Mohawk Servers](#)[Dedicated Servers](#)[HLStatsX](#)[Fastmap Download Hosting](#)[Web Hosting](#)

Community

[Forums](#)[Maps](#)[Mods](#)[Strategy](#)[Map Updater](#)[Game Commands](#)[Free Clan Sites](#)[Ventrilo Status Display](#)

Company

[Contact Page](#)[Link To Us](#)[FAQs](#)[Resell Game Servers](#)

| | |
|---|--|
| 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'll |
| 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 AI 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_moving | |
| 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 | |
| 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. Second call displays the nodes a |
| ai_norebuildgraph | |
| ai_path_adjust_speed_on_immediate_turns | |
| ai_path_insert_pause_at_est_end | |
| ai_path_insert_pause_at_obstruction | |
| ai_reaction_delay_alert | |
| ai_reaction_delay_idle | |
| ai_rebalance_thinks | |
| ai_reloadresponsesystems | Reload all response system scripts. |
| ai_report_task_timings_on_limit | |
| 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 AI bumps up ground walkers when checking steps |

Game Servers | **Ventrilo Servers** |
Teamspeak Servers | **Why Us?** |
Download Maps | **Contact Us** |
Order Your Server Members
Area | Download
Maps | Download Mods | Forums |
Referral Program | Link to Us | FAQs

Copyright 2006 - 2009 GameData, Inc. All rights reserved.
Counter-Strike is the copyright and trademark of the Valve Corporation. GameData, Inc. is not affiliated in any way with the Valve Corporation.

| | |
|-------------------------------------|--|
| 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_multiplier | |
| 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_9mm_max | |
| ammo_buckshot_max | |
| ammo_flashbang_max | |
| ammo_hegrenade_max | |
| ammo_smokegrenade_max | |
| async_mode | Set the async filesystem mode (0 == optimal async, 1 == simple async, 2 == synchronous) |
| async_simulate_delay | Simulate a delay of up to a set msec per file operation |
| async_simulate_mixed_mode | Simulate a mix of async load styles |
| +attack | |
| -attack | |
| +attack2 | |
| -attack2 | |
| autobuy | Attempt to purchase items with the order listed in cl_autobuy |
| autosave | |
| +back | |
| -back | |
| banid | Add a user ID to the ban list. |
| banip | Add an IP address to the ban list. |
| bench_end | Ends gathering of info. |
| bench_showstatsdialog | Shows a dialog displaying the most recent benchmark results. |
| bench_start | Starts gathering of info. Arguments |
| bench_upload | Uploads most recent benchmark stats to the Valve servers. |
| benchframe | Takes a snapshot of a particular frame in a time demo. |
| bgmvolume | CD sound playback volume. |
| bind | Bind a key. |
| BindToggle | |
| blink_duration | How many seconds an eye blink will last. |
| bloodspray | blood |
| bot_add | bot_add < ct> <type> <difficulty> <name> - Adds a bot matching the given criteria. |
| bot_add_ct | bot_add_ct <type> <difficulty> <name> - Adds a Counter-Terrorist bot matching the given criteria. |
| bot_add_t | bot_add_t <type> <difficulty> <name> - Adds a terrorist bot matching the given criteria. |
| bot_all_weapons | Allows the bots to use all weapons |
| bot_allow_grenades | If nonzero, bots may use grenades. |
| bot_allow_machine_guns | If nonzero, bots may use the machine gun. |
| bot_allow_pistols | If nonzero, bots may use pistols. |
| bot_allow_rifles | If nonzero, bots may use rifles. |
| bot_allow_rogues | If nonzero, bots may occasionally go 'rogue'. Rogue bots do not obey radio commands, nor pursue scenario goals. |
| bot_allow_shotguns | If nonzero, bots may use shotguns. |
| bot_allow_snipers | If nonzero, bots may use sniper rifles. |
| bot_allow_sub_machine_guns | If nonzero, bots may use sub-machine guns. |

| | |
|-----------------------------|---|
| bot_auto_follow | If nonzero, bots with high co-op may automatically follow a nearby human player. |
| bot_auto_vacate | If nonzero, bots will automatically leave to make room for human players. |
| bot_chatter | Control how bots talk. Allowed values |
| bot_crouch | |
| bot_debug | For internal testing purposes. |
| bot_debug_target | For internal testing purposes. |
| bot_defer_to_human | If nonzero and there is a human on the team, the bots will not do the scenario tasks. |
| bot_difficulty | Defines the skill of bots joining the game. Values are |
| bot_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_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_kick | bot_kick <all> <t ct> <type> <difficulty> <name> - Kicks a specific bot, or all bots, matching the given criteria. |
| bot_kill | bot_kill <all> <t ct> <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 bot's difficulty. <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 quota. Allowed values |
| 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 | |
| -break | |
| breakable_disable_gib_limit | |
| 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_alpha | how translucent the budget panel is |
| budget_bargraph_range_ms | budget bargraph range in milliseconds |
| budget_history_numsamplesvisible | 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 | |
| cam_idealyaw | |
| cam_snapto | |
| +camdistance | |

| | |
|----------------------------|---|
| -camdistance | |
| +camin | |
| -camin | |
| +cammousemove | |
| -cammousemove | |
| camortho | Switch to orthographic camera. |
| +camout | |
| -camout | |
| +campitchdown | |
| -campitchdown | |
| +campitchup | |
| -campitchup | |
| +camyawleft | |
| -camyawleft | |
| +camyawright | |
| -camyawright | |
| cancelselect | |
| cast_hull | Tests hull collision detection |
| cast_ray | Tests collision detection |
| cc_captiontrace | Show missing closecaptions (0 = no, 1 = devconsole, 2 = show in hud) |
| cc_emit | Emits a closed caption |
| cc_lang | Current close caption language (empty = use game UI language) |
| cc_linger_time | Close caption linger time. |
| cc_lookup_crc | For tracking down missing CC token strings |
| cc_predisplay_time | Close caption delay before showing caption. |
| cc_sentencecaptionnorepeat | How often a sentence can repeat. |
| cc_subtitles | If set, don't show sound effect captions, just voice overs (i.e., won't help hearing impaired players). |
| cd | Play or stop a cd track. |
| 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 | Auto-help |
| 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_server_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 | |
| 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 | |

| | |
|------------------------------|---|
| cl_ragdoll_physics_enable | Enable/disable ragdoll physics. |
| cl_rebuy | The order in which rebuy will attempt to repurchase items |
| cl_removedecals | Remove the decals from the entity under the crosshair. |
| cl_resend | Delay in seconds before the client will resend the 'connect' attempt |
| cl_righthand | Use right-handed view models. |
| cl_scalecrosshair | |
| cl_SetupAllBones | |
| cl_show_splashes | |
| cl_showanimstate | Show the (client) animation state for the specified entity (-1 for none). |
| cl_showanimstate_log | 1 to output cl_showanimstate to Msg(). 2 to store in AnimState.log. 3 for both. |
| cl_ShowBoneSetupEnts | Show which entities are having their bones setup each frame. |
| cl_showents | Dump entity list to console. |
| cl_showerror | Show prediction errors, 2 for above plus detailed field deltas. |
| cl_showevents | Print event firing info in the console |
| cl_showfps | Draw fps meter at top of screen (1 = fps, 2 = smooth fps) |
| cl_showpausedimage | Show the 'Paused' image when game is paused. |
| cl_showpluginmessages | Allow plugins to display messages to you |
| cl_showpos | Draw current position at top of screen |
| cl_ShowSunVectors | |
| cl_sidespeed | |
| 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 view after prediction error over this many seconds |
| cl_soundemitter_flush | Flushes the sounds.txt system (client only) |
| 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_yawspeed | |
| clear | Clear all console output. |
| clear_debug_overlays | clears debug overlays |

| | |
|-----------------------------|--|
| clientport | Host game client port |
| closecaption | Enable close captioning. |
| cmd | Forward command to server. |
| collision_shake_amp | |
| collision_shake_freq | |
| collision_shake_time | |
| colorcorrectionui | Show/hide the color correction tools 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_cvarsnotchanging | |
| commentary_finishnode | |
| commentary_firstrun | |
| commentary_testfirstrun | |
| con_drawnotify | 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_bgalpha | Con_NPrint background alpha. |
| con_nprint_bgborder | Con_NPrint border size. |
| con_trace | Print console text to low level printout. |
| condump | dump the text currently in the console to condumpXX.log |
| connect | Connect to specified server. |
| contimes | Number of console lines to overlay for debugging. |
| coop | Cooperative play. |
| CreateHairball | |
| CreatePredictionError | Create a prediction error |
| creditsdone | |
| crosshair | |
| cs_make_vip | Marks a player as the VIP |
| cs_ShowStateTransitions | cs_ShowStateTransitions <ent index or -1 for all>. Show player state transitions. |
| cvarlist | Show the list of cvars/concommands. |
| deathmatch | Running a deathmatch server. |
| debug_physimpact | |
| default_fov | |
| demo_debug | Demo debug info. |
| demo_fastforwardfinalspeed | Go this fast when starting to hold FF button. |
| demo_fastforwardramptime | How many seconds it takes to get to full FF speed. |
| demo_fastforwardstartspeed | Go this fast when starting to hold FF button. |
| demo_gototick | Skips to a tick in demo. |

| | |
|------------------------|---|
| demo_interpolateview | Do view interpolation during dem playback. |
| demo_pause | Pauses demo playback. |
| demo_pauseatservertick | Pauses demo playback at server tick |
| demo_quitafterplayback | Quits game after demo playback. |
| demo_recordcommands | Record commands typed at console into .dem files. |
| demo_resume | Resumes demo playback. |
| demo_timescale | Sets demo replay speed. |
| demo_togglepause | Toggles demo playback. |
| demolist | Print demo sequence list. |
| demos | Demo demo file sequence. |
| demoui | Show/hide the demo player UI. |
| developer | Show developer messages. |
| devshots_nextmap | Used by the devshots system to go to the next map in the devshots maplist. |
| devshots_screenshot | Used by the -makedevshots system to take a screenshot. For taking your own screenshots, use the 'screenshot' command instead. |
| differences | Show all convars which are not at their default values. |
| disconnect | Disconnect game from server. |
| disp_dynamic | |
| disp_modlimit | |
| disp_modlimit_down | |
| disp_modlimit_up | |
| disp_numiterations | |
| dispcoll_drawplane | |
| displaysoundlist | |
| drawcross | Draws a cross at the given location Arguments |
| drawline | Draws line between two 3D Points. Green if no collision Red is collides with something Arguments |
| drawradar | Draws HUD radar |
| dsp_automatic | |
| dsp_db_min | |
| dsp_db_mixdrop | |
| dsp_dist_max | |
| dsp_dist_min | |
| dsp_enhance_stereo | |
| dsp_facingaway | |
| dsp_mix_max | |
| dsp_mix_min | |
| dsp_off | |
| dsp_player | |
| dsp_reload | |
| 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 |
| endmovie | Stop recording movie frames. |
| endround | End the current round. |
| english | If set to 1, running the english language set of assets. |
| ent_absbox | Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar |
| ent_attachments | Displays the attachment points on an entity. Arguments |
| ent_bbox | Displays the movement bounding box for the given entity(ies) in orange. Some entities will also display entity specific overlay |
| ent_debugkeys | |
| ent_dump | Usage |
| ent_fire | Usage |
| ent_info | Usage |
| ent_messages | Toggles input/output message display for the selected entity(ies). The name of the entity will be displayed as well as any mes |
| ent_messages_draw | Visualizes all entity input/output activity. |
| ent_name | |
| ent_pause | Toggles pausing of input/output message processing for entities. When turned on processing of all message will stop. Any mess |
| ent_pivot | Displays the pivot for the given entity(ies). (y=up=green, z=forward=blue, x=left=red). Arguments |
| ent_rbox | Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar |
| ent_remove | Removes the given entity(s) Arguments |
| ent_remove_all | Removes all entities of the specified type Arguments |
| ent_setname | Sets the targetname of the given entity(s) Arguments |

| | |
|----------------------------|---|
| ent_show_response_criteria | Print, to the console, an entity's current criteria set used to select responses. Arguments |
| ent_step | When 'ent_pause' is set this will step through one waiting input / output message at a time. |
| ent_text | Displays text debugging information about the given entity(ies) on top of the entity (See Overlay Text) Arguments |
| envmap | |
| escape | Escape key pressed. |
| exec | Execute script file. |
| exit | Exit the engine. |
| fadein | fadein {time r g b} |
| 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 | |

| | |
|---------------------------|--|
| 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_trackpath | |
| g_debug_transitions | Set to 1 and restart the map to be warned if the map has no trigger_transition volumes. Set to 2 to see a dump of all entities |
| g_debug_vehiclebase | |
| 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_allowscape | |
| 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> |

| | |
|-------------------------|--|
| god | Toggle. Player becomes invulnerable. |
| +graph | |
| -graph | |
| -grenade1 | |
| +grenade1 | |
| -grenade2 | |
| +grenade2 | |
| groundlist | Display ground entity list <index> |
| heartbeat | |
| help | Find help about a convar/concommand. |
| hideconsole | Hide the console. |
| hidehud | |
| hidepanel | Hides a viewport panel <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 |
| host_showcachemiss | Print a debug message when the client or server cache is missed. |
| 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. |

| | |
|-------------------------------|---|
| invnext | |
| invprev | |
| ip | Overrides IP for multihomed hosts |
| +jlook | |
| -jlook | |
| joy_advanced | |
| joy_advaxisr | |
| joy_advaxisu | |
| joy_advaxisv | |
| joy_advaxisx | |
| joy_advaxisy | |
| joy_advaxisz | |
| joy_autosprint | Automatically sprint when moving with an analog joystick |
| joy_diagonalpov | POV manipulator operates on diagonal axes, too. |
| joy_forwardsensitivity | |
| joy_forwardthreshold | |
| joy_name | |
| joy_pitchsensitivity | |
| joy_pitchthreshold | |
| joy_sidesensitivity | |
| joy_sidethreshold | |
| joy_wingmanwarrior_centerhack | Wingman warrior centering hack. |
| joy_wingmanwarrior_turnhack | Wingman warrior hack related to turn axes. |
| joy_yawsensitivity | |
| joy_yawthreshold | |
| joyadvancedupdate | |
| joystick | |
| jpeg | Take a jpeg screenshot |
| jpeg_quality | jpeg screenshot quality. |
| +jump | |
| -jump | |
| kdtree_test | Tests spatial partition for entities queries. |
| key_findbinding | Find key bound to specified command string. |
| key_listboundkeys | List bound keys with bindings. |
| key_updatelayout | Updates game keyboard layout to current windows keyboard setting. |
| kick | Kick a player by name. |
| kickid | Kick a player by userid or uniqueid, with a message. |
| kill | kills the player |
| killserver | Shutdown the server. |
| +klook | |

| | |
|------------------------|--|
| -klook | |
| lastinv | |
| +left | |
| -left | |
| light_crosshair | Show texture color at crosshair |
| linefile | Parses map leak data from .lin file |
| list | List cached servers. |
| listdemo | List demo file contents. |
| listid | Lists banned users. |
| listip | List IP addresses on the ban list. |
| listmodels | List loaded models. |
| load | Load a saved game. |
| lod_Enable | |
| lod_TransitionDist | |
| log | Enables logging to file, console, and udp < on off >. |
| logaddress_add | Set address and port for remote host <ip |
| logaddress_del | Remove address and port for remote host <ip |
| logaddress_delall | Remove all udp addresses being logged to |
| logaddress_list | List all addresses currently being used by logaddress. |
| +lookdown | |
| -lookdown | |
| lookspring | |
| lookstrafe | |
| +lookup | |
| -lookup | |
| lservercfgfile | |
| m_customaccel | Custom mouse acceleration (0 disable, 1 to enable, 2 enable with separate yaw/pitch rescale). Formula |
| m_customaccel_exponent | Mouse move is raised to this power before being scaled by scale factor. |
| m_customaccel_max | Max mouse move scale factor, 0 for no limit |
| m_customaccel_scale | Custom mouse acceleration value. |
| m_filter | Mouse filtering (set this to 1 to average the mouse over 2 frames). |
| m_forward | Mouse forward factor. |
| m_mouseaccel1 | Windows mouse acceleration initial threshold (2x movement). |
| m_mouseaccel2 | Windows mouse acceleration secondary threshold (4x movement). |
| m_mousespeed | Windows mouse speed factor (range 1 to 20). |
| m_pitch | Mouse pitch factor. |
| m_side | Mouse side factor. |
| m_yaw | Mouse yaw factor. |
| map | Start playing on specified map. |
| map_background | Runs a map as the background to the main menu. |

| | |
|-----------------------------------|---|
| map_commentary | Start playing, with commentary, on a specified map. |
| map_edit | |
| map_noareas | Disable area to area connection testing. |
| map_setbombradius | Sets the bomb radius for the map. |
| map_showbombradius | Shows bomb radius from the center of each bomb site and planted bomb. |
| map_showspawnpoints | Shows player spawn points (red=invalid) |
| mapcyclefile | |
| maps | Displays list of maps. |
| mat_antialias | |
| mat_autoexposure_max | |
| mat_autoexposure_min | |
| mat_bloomamount_rate | |
| mat_bloomscale | |
| mat_bufferprimitives | |
| mat_bumpbasis | |
| mat_bumpmap | |
| mat_camerarendertargetoverlaysize | |
| mat_clipz | |
| mat_compressedtextures | |
| mat_configcurrent | show the current video control panel config for the material system |
| mat_crosshair | |
| mat_debug | |
| mat_debug_autoexposure | |
| mat_debug_postprocessing_effects | |
| mat_debug_process_halfscreen | |
| mat_debugalltab | |
| mat_debugdepth | |
| mat_debugdepthmode | |
| mat_debugdepthval | |
| mat_debugdepthvalmax | |
| mat_depthbias_decals | |
| mat_depthbias_normal | |
| mat_diffuse | |
| mat_disable_bloom | |
| mat_drawflat | |
| mat_drawwater | |
| mat_dxlevel | |
| mat_dynamic_tonemapping | |
| mat_edit | |
| mat_envmapsize | |

| | |
|-------------------------------------|--|
| mat_envmapgasize | |
| mat_fastnobump | |
| mat_fastspecular | Enable/Disable specularity for visual testing. Will not reload materials and will not affect perf. |
| mat_fillrate | |
| mat_filterlightmaps | |
| mat_filtertextures | |
| mat_force_bloom | |
| mat_force_tonemap_scale | |
| mat_forceaniso | |
| mat_forcedynamic | |
| mat_forcehardwaresync | |
| mat_forcemanagedtextureintohardware | |
| mat_frame_sync_enable | |
| mat_frame_sync_force_texture | Force frame syncing to lock a managed texture. |
| mat_framebuffercopyoverlaysize | |
| mat_fullbright | |
| mat_hdr_enabled | |
| mat_hdr_level | Set to 0 for no HDR, 1 for LDR+bloom on HDR maps, and 2 for full HDR on HDR maps. |
| mat_hdr_manual_tonemap_rate | |
| mat_hdr_tonemapscale | |
| mat_hdr_tonemapscale_max | |
| mat_hdroverbrightrange | |
| mat_hsv | |
| mat_info | Shows material system info |
| mat_leafvis | Draw wireframe of current leaf |
| mat_levelflush | |
| mat_loadtextures | |
| mat_luxels | |
| mat_maxframelatency | |
| mat_measurefillrate | |
| mat_mipmaptextures | |
| mat_monitorgamma | monitor gamma (typically 2.2 for CRT and 1.7 for LCD) |
| mat_norendering | |
| mat_normalmaps | |
| mat_normals | |
| mat_parallaxmap | |
| mat_picmip | |
| mat_proxy | |
| 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_decals | |
| mat_slopescaledepthbias_normals | |
| 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 | |
| +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 | |

| | |
|------------------------------|---|
| 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 |

| | |
|----------------------------|---|
| mp_playerid_delay | Number of seconds to delay showing information in the status bar |
| mp_playerid_hold | Number of seconds to keep showing old information in the status bar |
| mp_restartgame | If non-zero, game will restart in the specified number of seconds |
| mp_teamlist | |
| mp_teamoverride | |
| mp_teamplay | |
| mp_timelimit | game time per map in minutes |
| mp_weaponstay | |
| muzzleflash_light | |
| name | Current user name |
| nav_analyze | Re-analyze the current Navigation Mesh and save it to disk. |
| nav_area_bgcolor | RGBA color to draw as the background color for nav areas while editing. |
| nav_avoid | Toggles the 'avoid this area when possible' flag used by the AI system. |
| nav_begin_area | Defines a corner of a new Area or Ladder. To complete the Area or Ladder, drag the opposite corner to the desired location and |
| nav_build_ladder | Attempts to build a nav ladder on the climbable surface under the cursor. |
| nav_check_connectivity | Checks to be sure every (or just the marked) nav area can get to every goal area for the map (hostages or bomb site). |
| nav_check_file_consistency | Scans the maps directory and reports any missing/out-of-date navigation files. |
| nav_check_floor | Updates the blocked/unblocked status for every nav area. |
| nav_clear_walkable_marks | Erase any previously placed walkable positions. |
| nav_compress_id | Re-orders area and ladder ID's so they are continuous. |
| nav_connect | To connect two Areas, mark the first Area, highlight the second Area, then invoke the connect command. Note that this creates a |
| nav_coplanar_slope_limit | |
| nav_corner_adjust_adjacent | radius used to raise/lower corners in nearby areas when raising/lowering corners. |
| nav_corner_lower | Lower the selected corner of the currently marked Area. |
| nav_corner_place_on_ground | Places the selected corner of the currently marked Area on the ground. |
| nav_corner_raise | Raise the selected corner of the currently marked Area. |
| nav_corner_select | Select a corner of the currently marked Area. Use multiple times to access all four corners. |
| nav_create_place_on_ground | If true, nav areas will be placed flush with the ground when created by hand. |
| nav_crouch | Toggles the 'must crouch in this area' flag used by the AI system. |
| nav_delete | Deletes the currently highlighted Area. |
| nav_disconnect | 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. |
| 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_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 AI system. |
| nav_no_jump | Toggles the 'dont jump in this area' flag used by the AI system. |
| nav_place_floodfill | Sets the Place of the Area under the cursor to the curret 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 AI 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 names. |
| nav_show_approach_points | 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 generated. |
| nav_snap_to_grid | 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. |
| nav_split | To split an Area into two, align the split line using your cursor and invoke the split command. |
| 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 AI system. |
| nav_warp_to_mark | Warps the player to the marked area. |
| net_blockmsg | Discards incoming message |

| | |
|------------------------------|---|
| 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_showplits | Show info about packet splits |
| net_showtcp | Dump TCP stream summary to console |
| net_showudp | Dump UDP packets summary to console |
| net_start | Init's 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_bypass | Displays the local movement attempts by the given NPC(s) (triangulation detours). Failed bypass routes are displayed in red, s |
| npc_combat | Displays text debugging information about the squad and enemy of the selected NPC (See Overlay Text) Arguments |
| npc_conditions | 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 stand at that location). Note that |
| npc_create_aimed | Creates an NPC aimed away from the player of the given type where the player is looking (if the given NPC can actually stand at |
| npc_create_equipment | |
| 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 (don't know where it went) Unreachable |
| npc_focus | Displays red line to NPC's enemy (if has one) and blue line to NPC's target entity (if has one) Arguments |
| npc_freeze | Selected NPC(s) will freeze in place (or unfreeze). If there are no selected NPCs, uses the NPC under the crosshair. Arguments |
| npc_gameendally_deathmessage | |

| | |
|---------------------------|---|
| 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 | |
| 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 | |
| old_radiusdamage | |
| overview_alpha | Overview map translucency. |
| overview_health | Show player's health in map overview. |
| overview_locked | Locks map angle, doesn't follow view angle. |
| overview_mode | Sets overview map mode off,small,large |
| overview_names | Show player's names in map overview. |
| overview_tracks | Show player's tracks in map overview. |
| overview_zoom | Sets overview map zoom |
| particle_simulateoverflow | Used for stress-testing particle systems. Randomly denies creation of particles. |
| password | Current server access password |
| path | Show the engine filesystem path. |
| pause | Toggle the server pause state. |
| perfui | Show/hide the level performance tools UI. |
| perfvisualbenchmark | |
| perfvisualbenchmark_abort | |
| phonemedelay | Phoneme delay to account for sound system latency. |
| phonemefilter | Time duration of box filter to pass over phonemes. |
| phonemesnap | Don't force visernes to always consider two phonemes, regardless of duration. |

| | |
|---------------------------------|---|
| 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> |
| plugin_pause | plugin_pause <index> |
| plugin_pause_all | pauses all loaded plugins |
| plugin_print | Prints details about loaded plugins |
| plugin_unload | plugin_unload <index> |
| plugin_unpause | plugin_unpause <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 | |
| props_break_max_pieces_perframe | 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. |

| | |
|-----------------------------|---|
| r_3dnow | |
| r_3dsky | Enable the rendering of 3d sky boxes |
| r_AirboatViewDampenDamp | |
| r_AirboatViewDampenFreq | |
| r_AirboatViewZHeight | |
| r_ambientlightingonly | Set this to 1 to light models with only ambient lighting (and no static lighting). |
| r_aspectratio | |
| r_avglight | |
| r_avglightmap | |
| r_cheapwaterend | |
| r_cheapwaterstart | |
| r_cleardecals | Usage r_cleardecals <permanent>. |
| r_ClipAreaPortals | |
| r_colorstaticprops | |
| r_debugcheapwater | |
| r_debugrandomstaticlighting | Set to 1 to make all static lighting red for debugging. Must restart for change to take affect. |
| r_decals_cullsize | Decals under this size in pixels are culled |
| r_decals | |
| r_decalsstaticprops | Decal static props test |
| r_DispBuildable | |
| r_DispDrawAxes | |
| r_DispWalkable | |
| r_DoCovertTransitions | |
| r_dopixelvisibility | |
| r_drawbatchdecals | Render decals batched. |
| r_DrawBeams | |
| r_drawbrushmodels | Render brush models. |
| r_drawclipbrushes | Draw clip brushes |
| r_drawdecals | Render decals. |
| r_drawdetailprops | |
| r_DrawDisp | Toggles rendering of displacement maps |
| r_drawentities | |
| r_drawflecks | |
| r_drawfullskybox | |
| r_drawleaf | Draw the specified leaf. |
| r_drawlightcache | 0 |
| r_drawlightinfo | |
| r_drawlights | |
| r_drawmodeldecals | |
| r_DrawModelLightOrigin | |

| | |
|------------------------------------|---|
| r_drawmodelstatoverlay | |
| r_drawmodelstatoverlaydistanc e | |
| r_drawmodelstatoverlaymax | time in milliseconds beyond which a model overlay is fully red in r_drawmodelstatoverlay 2 |
| r_drawmodelstatoverlaymin | time in milliseconds that a model must take to render before showing an overlay in r_drawmodelstatoverlay 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_drawvgui | 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_eyeglntlodpixels | The number of pixels wide an eyeball has to be before rendering an eyeglnt. 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 plane. -1 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_flashlightdrawfrustum | |
| 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_modeloddscale | 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_shadowblobycutoff | some shadow stuff |
| r_shadowcolor | Set shadow color |
| r_shadowdir | Set shadow direction |
| r_shadowdist | Set shadow distance |
| r_shadowwids | |
| 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 | |
| r_WaterDrawReflection | Enable water reflection |

| | |
|-----------------------------|--|
| r_WaterDrawRefraction | Enable water refraction |
| 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 |
| 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 |
| showpanel | Shows a viewport panel <name> |

| | |
|-------------------------|--|
| showparticlecounts | Display number of particles drawn per frame |
| +showscores | |
| -showscores | |
| showtriggers | Shows trigger brushes |
| showtriggers_toggle | Toggle show triggers |
| -showwprof | |
| +showwprof | |
| 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. |
| snapt | |
| 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_menu | Activates spectator menu |
| spec_mode | Set spectator mode |
| spec_next | Spectate next player |
| spec_player | Spectate player by name |
| spec_pos | dump position and angles to the console |
| spec_prev | Spectate previous player |
| spec_scoreboard | |
| spec_track | Tracks an entity in spec mode |
| +speed | |
| -speed | |
| spike | generates a fake spike |
| startdemos | Play demos in demo sequence. |
| startmovie | Start recording movie frames. |
| startupmenu | Opens initial menu screen and loads the background bsp, but only if no other level is being loaded, and we're not in developer |
| stats | Prints server performance variables |
| status | Display map and connection status. |
| step_spline | |
| stop | Finish recording demo. |
| stopdemo | Stop playing back a demo. |
| stopsound | |
| stopsoundscape | Stops all soundscape processing and fades current looping sounds |
| +strafe | |
| -strafe | |
| stuffcmds | Parses and stuffs command line + commands to command buffer. |
| suitvolume | |
| surfaceprop | Reports the surface properties at the cursor |
| sv_accelerate | |
| sv_airaccelerate | |
| sv_alternateticks | |
| sv_autosave | Set to 1 to save game on level transition. Does not affect autosave triggers. |
| sv_backspeed | How much to slow down backwards motion |
| sv_bounce | Bounce multiplier for when physically simulated objects collide with other objects. |
| sv_cacheencodedents | If set to 1, does an optimization to prevent extra SendTable_Encode calls. |
| sv_debug_player_use | Visualizes +use logic. Green cross=trace success, Red cross=trace too far, Green box=radius success |
| sv_debugmanualmode | Make sure entities correctly report whether or not their network data has changed. |
| sv_debugresponses | Show verbose matching output (1 for simple, 2 for rule scoring). If set to 3, it will only show response success/failure for np |
| sv_deltaprint | Print accumulated CalcDelta profiling data (only if sv_deltatime is on) |
| sv_deltatime | Enable profiling of CalcDelta calls |
| sv_downloadurl | Location from which clients can download missing files |
| sv_dumpresponses | Dump all response_rules.txt 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 |
| sv_sendtables | Force full sendtable sending path. |
| sv_showhitboxes | Send server-side hitboxes for specified entity to client (NOTE |
| sv_showimpacts | Shows client (red) and server (blue) bullet impact point (1=both, 2=client-only, 3=server-only) |
| sv_showladders | Show bbox and dismount points for all ladders (must be set before level load.) |

| | |
|------------------------------|---|
| sv_skyname | Current name of the skybox texture |
| sv_soundemitter_filecheck | Report missing wave files for sounds and game_sounds files. |
| sv_soundemitter_flush | Flushes the sounds.txt system (server only) |
| sv_soundemitter_trace | Show all EmitSound calls including their symbolic name and the actual wave file they resolved to |
| sv_soundscape_printdebuginfo | print soundscapes |
| sv_specaccelerate | |
| sv_specnoclip | |
| sv_specspeed | |
| sv_stats | Collect CPU usage stats |
| sv_stepsize | |
| sv_stopspeed | Minimum stopping speed when on ground. |
| sv_stressbots | If set to 1, the server calculates data and fills packets to bots. Used for perf testing. |
| sv_strict_notarget | If set, notarget will cause entities to never think they are in the pvs |
| sv_suppress_viewpunch | |
| sv_teststepsimulation | |
| sv_thinktimecheck | Check for thinktimes all on same timestamp. |
| sv_turbophysics | Turns on turbo physics |
| sv_unlag_debug | |
| sv_unlag_fixstuck | Disallow backtracking a player for lag compensation if it will cause them to become stuck |
| sv_unlockedchapters | Highest unlocked game chapter. |
| sv_visiblenmaxplayers | 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 | Test_Loop <loop name> - loop back to the specified loop start point unconditionally. |
| Test_LoopCount | Test_LoopCount <loop name> <count> - loop back to the specified loop start point the specified # of times. |
| Test_LoopForNumSeconds | Test_LoopForNumSeconds <loop name> <time> - loop back to the specified start point for the specified # of seconds. |
| test_nav_opt | |
| Test_ProxyToggle_EnableProxy | |
| Test_ProxyToggle_EnsureValue | |
| Test_ProxyToggle_SetValue | |
| Test_RandomChance | Test_RandomChance <percent chance, 0-100> <token1> <token2...> - Roll the dice and maybe run the command following the percenta |
| Test_RandomizeInPVS | |
| Test_RandomPlayerPosition | |

| | |
|---|---|
| Test_RemoveAllRandomEntities | |
| Test_RunFrame | |
| Test_SendKey | |
| Test_SpawnRandomEntities | |
| Test_StartLoop | Test_StartLoop <loop name> - Denote the start of a loop. Really just defines a named point you can jump to. |
| Test_StartScript | Start a test script running.. |
| Test_Wait | |
| Test_WaitForCheckPoint | |
| testhudanim | Test a hud element animation. Arguments |
| testscript_debug | Debug test scripts. |
| texture_budget_background_alpha | how translucent the budget panel is |
| texture_budget_panel_bottom_of_history_fraction | number between 0 and 1 |
| texture_budget_panel_global | Show global times in the texture budget panel. |
| texture_budget_panel_height | height in pixels of the budget panel |
| texture_budget_panel_width | width in pixels of the budget panel |
| texture_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 top side of the game screen to draw the budget panel |
| think_limit | Maximum think time in milliseconds, warning is printed if this is exceeded. |
| thirdperson | Switch to thirdperson camera. |
| timedemo | Play a demo and report performance info. |
| timedemoquit | Play a demo, report performance info, and then exit |
| timeleft | prints the time remaining in the match |
| timerefresh | Profile the renderer. |
| toggleconsole | Show/hide the console. |
| togglescores | Toggles score panel |
| trace_report | |
| tracer_extra | |
| unbind | Unbind a key. |
| unbindall | Unbind all keys. |
| unpause | Unpause the game. |
| +use | |
| -use | |
| use | Use a particular weapon Arguments |
| user | Show user data. |
| users | Show user info for players on server. |
| v_centermove | |
| v_centerspeed | |
| vcollide_wireframe | |
| 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 hierarchy 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_popuponly | 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 | Show human gib entities |
| voice_avggain | |
| voice_clientdebug | |
| voice_dsound | |
| voice_enable | |
| voice_fadeouttime | |
| voice_forcemicrorecord | |
| voice_inputfromfile | Get voice input from 'voice_input.wav' rather than from the microphone. |
| voice_loopback | |
| voice_maxgain | |
| voice_modenable | Enable/disable voice in this mod. |
| voice_overdrive | |
| voice_overdrivefadetime | |
| voice_profile | |
| voice_recordtofile | Record mic data and decompressed voice data into 'voice_micdata.wav' and 'voice_decompressed.wav' |

| | |
|---------------------------------|--|
| voice_scale | |
| voice_serverdebug | |
| voice_showchannels | |
| voice_showincoming | |
| voice_steal | |
| -voicerecord | |
| +voicerecord | |
| volume | Sound volume |
| vox_reload | Reload sentences.txt file |
| voxeltree_box | View entities in the voxel-tree inside box <Vector(min), Vector(max)>. |
| voxeltree_playerview | View entities in the voxel-tree at the player position. |
| voxeltree_sphere | View entities in the voxel-tree inside sphere <Vector(center), float(radius)>. |
| voxeltree_view | View entities in the voxel-tree. |
| vprof | Toggle VProf profiler |
| vprof_adddebuggroup1 | add a new budget group dynamically for debugging |
| vprof_cachemiss | Toggle VProf cache miss checking |
| vprof_cachemiss_off | Turn off VProf cache miss checking |
| vprof_cachemiss_on | Turn on VProf cache miss checking |
| vprof_child | |
| vprof_collapse_all | Collapse the whole vprof tree |
| vprof_counters | |
| vprof_dump_groupnames | Write the names of all of the vprof groups to the console. |
| vprof_dump_spikes | Framerate at which vprof will begin to dump spikes to the console. 0 = disabled. |
| vprof_expand_all | Expand the whole vprof tree |
| vprof_expand_group | Expand a budget group in the vprof tree by name |
| vprof_generate_report | Generate a report to the console. |
| vprof_generate_report_AI | Generate a report to the console. |
| vprof_generate_report_AI_only | Generate a report to the console. |
| vprof_generate_report_hierarchy | Generate a report to the console. |
| vprof_generate_report_map_load | Generate a report to the console. |
| vprof_graph | Draw the vprof graph. |
| vprof_graphheight | |
| vprof_graphwidth | |
| vprof_nextsibling | |
| vprof_off | Turn off VProf profiler |
| vprof_on | Turn on VProf profiler |
| vprof_parent | |
| vprof_playback_average | Average the next N frames. |
| 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. |