

Nexuiz cvars bis b

| cvar | Funktion | Default-Wert |
|---|--|--------------------------|
| _backup_con_chatvars_set | custom cvar | 0 |
| _cl_color | internal storage cvar for current player colors (changed by color command) | 102 |
| _cl_name | internal storage cvar for current player name (changed by name command) | Player |
| _cl_playermodel | internal storage cvar for current player model in Nexuiz (changed by playermodel command) | models/player/marine.zym |
| _cl_playerskin | internal storage cvar for current player skin in Nexuiz (changed by playerskin command) | 0 |
| _cl_rate | internal storage cvar for current rate (changed by rate command) | 20000 |
| _snd_mixahead | how much sound to mix ahead of time | 0.11 |
| _supports_weaponpriority | set to 1 by csqc if supported, and to 0 on disconnect | 0 |
| ambient_fade | rate of volume fading when moving from one environment to another | 100 |
| ambient_level | volume of environment noises (water and wind) | 0.3 |
| aot_secondrun | custom cvar | aot_secondrun_alias |
| bgmvolume | volume of background music (such as CD music or replacement files such as sound/cdtracks/track002.ogg) | 1 |
| bot_ai_aimskill_blendrate | How much correction will be applied to the aiming angle | 2 |
| bot_ai_aimskill_firetolerance_distdegrees | custom cvar | 180 |
| bot_ai_aimskill_firetolerance_maxdegrees | Maximum firing angle. Used on close range | 60 |
| bot_ai_aimskill_firetolerance_mindegrees | Minimum angle tolerance. Used on large distances | 2 |
| bot_ai_aimskill_fixedrate | custom cvar | 15 |
| bot_ai_aimskill_mouse | How much of the aiming filters are applied | 1 |
| bot_ai_aimskill_offset | Amount of error induced to the bots aim | 0.3 |
| bot_ai_aimskill_order_filter_1st | Position filter | 0.4 |
| bot_ai_aimskill_order_filter_2nd | Movement filter | 0.4 |
| bot_ai_aimskill_order_filter_3th | Acceleration filter | 0.2 |

| cvar | Funktion | Default-Wert |
|---|--|-------------------------------|
| bot_ai_aimskill_order_filter_4th | Position prediction filter. Used rarely | 0.4 |
| bot_ai_aimskill_order_filter_5th | Movement prediction filter. Used rarely | 0.5 |
| bot_ai_aimskill_order_mix_1st | Amount of the 1st filter output to apply to the aiming angle | 0.01 |
| bot_ai_aimskill_order_mix_2nd | Amount of the 1st filter output to apply to the aiming angle | 0.1 |
| bot_ai_aimskill_order_mix_3th | Amount of the 1st filter output to apply to the aiming angle | 0.01 |
| bot_ai_aimskill_order_mix_4th | Amount of the 1st filter output to apply to the aiming angle | 0.05 |
| bot_ai_aimskill_order_mix_5th | Amount of the 1st filter output to apply to the aiming angle | 0.01 |
| bot_ai_aimskill_think | Aiming velocity. Use values below 1 for slower aiming | 1 |
| bot_ai_bunnyhop_firstjumpdelay | Start running to the goal only if it was seen for more than N seconds | 0.5 |
| bot_ai_bunnyhop_skilloffset | Bots with skill equal or greater than this value will perform the „bunnyhop“ technique | 7 |
| bot_ai_bunnyhop_startdistance | Run to goals located further than this distance | 250 |
| bot_ai_bunnyhop_stopdistance | Stop jumping after reaching this distance to the goal | 220 |
| bot_ai_chooseweaponinterval | How often the best weapon according to the situation will be chosen | 0.3 |
| bot_ai_custom_weapon_priority_close | Desired weapons for close distances ordered by priority | 11 7 3 13 14 8 6 4 2 5 15 1 |
| bot_ai_custom_weapon_priority_distances | Define close and far distances in any order. Based on the distance to the enemy bots will choose different weapons | 300 850 |
| bot_ai_custom_weapon_priority_far | Desired weapons for far distances ordered by priority | 11 7 15 14 4 5 8 13 6 1 3 9 2 |
| bot_ai_custom_weapon_priority_mid | Desired weapons for middle distances ordered by priority | 11 9 4 5 3 7 15 14 6 13 8 2 1 |
| bot_ai_dangerdetectioninterval | How often scan for waypoints with dangers near | 0.1 |
| bot_ai_dangerdetectionupdates | How many waypoints will be considered for danger detection | 64 |
| bot_ai_dodgeupdateinterval | How often scan for items to dodge. Currently not in use. | 0.1 |
| bot_ai_enemydetectioninterval | How often bots pick a new target | 0.5 |
| bot_ai_enemydetectionradius | How far bots can see enemies | 10000 |

| cvar | Funktion | Default-Wert |
|---------------------------------------|--|---------------------|
| bot_ai_friends_aware_pickup_radius | Bots will not pickup items if a team mate is this distance near the item | 500 |
| bot_ai_ignoregoal_timeout | Ignore goals making bots to get stuck in front of a wall for N seconds | 3 |
| bot_ai_keyboard_distance | Keyboard emulation is disabled after this distance to the goal | 250 |
| bot_ai_keyboard_treshold | custom cvar | 0.57 |
| bot_ai_navigation_jetpack | Enable bots to navigat maps using the jetpack | 1 |
| bot_ai_navigation_jetpack_mindistance | Bots will try fly to objects located farther than this distance | 2500 |
| bot_ai_strategyinterval | How often a new objective is chosen | 3 |
| bot_ai_thinkinterval | custom cvar | 0.05 |
| bot_ai_weapon_combo | Enable bots to do weapon combos | 1 |
| bot_ai_weapon_combo_threshold | Try to make a combo N seconds after the last attack | 0.3 |
| bot_config_file | Name and path of the bot configuration file | bots.txt |
| bot_god | god mode for bots | 0 |
| bot_ignore_bots | When set, bots don't shoot at other bots | 0 |
| bot_join_empty | When set, bots also play if no player has joined the server | 0 |
| bot_navigation_ignoreplayers | custom cvar | 0 |
| bot_nofire | When set, bots never fire. Mainly for testing in g_waypointeditor mode | 0 |
| bot_number | Minimum number of bots | 0 |
| bot_prefix | Prefix in front of the bot names | [BOT] |
| bot_sound_monopoly | when enabled, only bots can make any noise | 0 |
| bot_suffix | Suffix behind the bot names | |
| bot_usemodelnames | Use player model names for bot names | 0 |
| bot_vs_human | Bots and humans play in different teams when set. positive values to make an all-bot blue team, set to negative values to make an all-bot red team, the absolute value is the ratio bots vs humans (1 for equal count) | 0 |

[Zurück zur Nexuiz cvars Übersicht](#) [Weiter zu c](#)

From:

<https://mobile-infanterie.epicgamer.org/wiki/> - **mwohlauer.d-n-s.name** / **www.mobile-infanterie.de**

Permanent link:

https://mobile-infanterie.epicgamer.org/wiki/doku.php?id=games:nexuiz_cvars_bis_b&rev=1455555584

Last update: **2016-02-15-17-59**

