<https://developer.valvesoftware.com/wiki/List_of_TF2_console_commands_and_variables>

<https://wiki.teamfortress.com/wiki/List_of_useful_console_commands>

Cl\_showpos 1 coordinates angles velocity - gets player coordinates, angles, velocity

Only some commands work on official Valve servers. Other commands are blocked.

* cl\_autoreload <0/1> - Turns automatic reloading off/on (can also be changed from advanced [Options](https://wiki.teamfortress.com/wiki/Options))
* cl\_autorezoom <0/1> - Turns [Sniper Rifle](https://wiki.teamfortress.com/wiki/Sniper_Rifle) re-zoom off/on (can also be changed from advanced Options) (Default: 0)
* cl\_crosshair\_file <filename> - Sets crosshair picture. "" is standard-crosshairs. example: "crosshair1" (can also be changed from [Multiplayer options](https://wiki.teamfortress.com/wiki/Multiplayer_options)) (Default: "")
* *cl\_first\_person\_uses\_world\_model* <0/1> - Sets full-body awareness mode off/on (for use with VR headsets) (Default: 0)
* *cl\_showfps* <0/1/2> - Shows framerate (off/real-time/rounded)
* *cl\_showpos* <0/1> - Shows the map coordinates and movement speed of the player
* *tf\_medigun\_autoheal* <0/1> - Turns healing without holding attack off/on (can also be changed from advanced options) (Default: 0)
* *tf\_use\_min\_viewmodels* <0/1> - Turns minimal viewmodels off/on, which reduces the size of weapons on screen. (Default: 0)

*sv\_lan* <0/1> - Allows/Disallows people on non-local networks from joining. - *server operator only*

* Pictogram comment.png In order to host a listen (in-game) server that people can connect to over the Internet, your 27015 port must be forwarded
* *mp\_friendlyfire* <0/1> - Toggles friendly fire.
* *hud\_combattext* <0/1> - Turns the damage text above enemies off/on
* *hud\_combattext\_healing* <0/1> - Turns healing text above teammates off/on
* *bind* <key> <command> - Binds a key to a command.
* *bind* <key> - Displays the command the given key is bound to.
* *unbind* <key> - Unbinds a key.
* *+attack* - Forces the player to constantly use their primary fire. (Same as M1) (*-attack* will disable)
* *+attack2* - Forces the player to constantly use their secondary fire. (Same as M2) (*-attack2* will disable)
* *+attack3* - Forces the player to constantly use their tertiary fire. (Same as middle-click or M3) (*-attack3* will disable)
* fov\_desired <75-90> - Set desired field of view (Higher values show more of the battlefield at the cost of fps) (can also be changed from advanced video [Options](https://wiki.teamfortress.com/wiki/Options))
* *jointeam* <red/blue/auto/spectator> - Force team. (use this if you are stuck in "dead spectator" mode when too many people attempt to join a team at the same time)
* *viewmodel\_fov* <number> - Sets distance in which your weapons are drawn, higher values show more of the weapon and arms but may show missing parts. (can also be changed from advanced Options)
* *zoom\_sensitivity\_ratio* <0~1> - Sets the ratio of sensitivity while zoomed in with the Sniper Rifle with accordance to actual sensitivity.
* *taunt\_by\_name* <taunt name> - Runs a specified taunt, given the exact name of a taunt in the player's current taunt loadout, without having to open the taunt menu.

use <weapon\_name>

use tf\_weapon\_<name>

e.g. Use tf\_weapon\_scattergun

* invnext - switches to the next weapon
* invprev - switches to the previous weapon
* lastinv - switches to the last weapon used