Console Commands	Description
+attack	start attacking (shooting, punching)
+back	start moving backwards
+button0	start firing same as mouse button 1 (fires weapon)
+button1	start displaying chat bubble
+button2	start using items (same as enter)
+button3	start player taunt animation
+button4	fixed +button4 not causing footsteps "John Carmack"
+button5	used for MODS also used by Team Arena Mission Pack
+button6	used for MODS also used by Team Arena Mission Pack
+button7	start hand signal, player model looks like it's motioning to team "move forward" (Team Arena Models Only)
+button8	start hand signal, player model looks like it's motioning to team "come here" (Team Arena Models Only)
+button9	stop hand signal, player model looks like it's motioning to team "come to my left side" (Team Arena Models Only)
+button10	start hand signal, player model looks like it's motioning to team "come to my right side" (Team Arena Models Only)
+button11	
+button12	
+button13	
+button14	
+forward	start moving forward
+info	start displaying server information (sv_hostname, map, rules, g_gametype, fraglimit)
+left	start turning left
+lookdown	start looking down
+lookup	start looking up
+mlook	start using mouse movements to control head movement
+movedown	start moving down (crouch, climb down, swim down)
+moveleft	start strafing to the left
+moveright	start strafing to the right
+moveup	start moving up (jump, climb up, swim up)
+right	start turning right
+scores	start displaying current scores

+speed	speed toggle bound to shift key by default toggles run/walk
+strafe	start changing directional movement into strafing movement
+zoom	zoom in to fov specified by the zoomfov variable
addbot	add one bot <botlib> name of the bot library <name> name of the bot <skin> skin of the bot <charfile> file with the bot character <charname> name of the character - "Mr. Elusive" bots can be given a fractional skill when adding them from the console. for instance use "/addbot grunt 4.6 blue" to add a 4.5 skill Grunt to team blue.
arena	load arena and bots "name" from arena.txt (arena <name>)
-attack	stop attacking (shooting, punching)
-back	stop moving backwards
banClient	ban a client by slot number used in conjunction with serverstatus you can ban players by their slot number regardless of player name (from server console only) part of the client banning system which depends on a master banned list on the master server at id software
banUser	ban a client by their player name. once the name is entered the players name, IP, and CD-Key are sent to the master server where the player will be band for a length of time determined by id software. lamers take heed this system will ban you from all servers instantly.
bind	assign a key to command(s). (bind <key> "<command>")
bindlist	list all currently bound keys and what command they are bound to
-button0	stop firing same as mouse button 1 (fires weapon)
-button1	stop displaying chat bubble
-button2	stop using items (same as releasing enter)
-button3	stop player taunt animation
-button4	fixed +button4 not causing footsteps "John Carmack"
-button5	used for MODS also used by Team Arena Mission Pack
-button6	used for MODS also used by Team Arena Mission Pack
-button7	stop hand signal, player model looks like it's motioning to team "move forward" (Team Arena Models Only)
-button8	stop hand signal, player model looks like it's motioning to team "come here" (Team Arena Models Only)
-button9	start hand signal, player model looks like it's motioning to team "come to my left side" (Team Arena Models Only)
-button10	stop hand signal, player model looks like it's motioning to team "come to my right side" (Team Arena Models Only)
-button11	
-button12	
-button13	
-button14	
callteamvote	allows a team to vote for a captain or team leader

callvote	callvote <command> vote <y/n> Caller automatically votes yes vote has a 30 second timeout each client can only call 3 votes a level vote is displayed on screen with totals "John Carmack" vote commands are: map_restart, nextmap, map , g_gametype and kick .
centerview	quickly move current view to the center of screen
changeVectors	change to vector defined by FIND_NEW_CHANGE_VECTORS as in vector graphics - with vector graphics it is possible to change any element of the picture at any time since each part is stored as an independent object whereas once something in a bitmap has been overwritten it cannot in general be retrieved. could also be for 3D rendering vectors?
cinematic	play the q3a movie RoQ files (cinematic intro.RoQ)
clear	clear all text from console
clientinfo	display name, rate, number of snaps, player model, rail color, and handicap (state number?)
clientkick	kick a client by slot number used in conjunction with serverstatus you can kick players by their slot number regardless of player name (from server console only)
cmd	send a command to server remote console
cmdlist	list all available console commands
condump	condump "x" write the console text to a file where "x" is the name of that file
configstrings	list the current config strings in effect
connect	connect to server (connect 204.52.135.50) or (connect serverURL.com)
crash	causes Q3TEST.EXE to perform an illegal operation in Windows
cvar_restart	reset all variables back to factory defaults (could be handy)
cvarlist	list all available console variables and their values
demo	play demo (demo q3demo001.dm3)
devmap	load maps in development mode? (loads map with cheats enabled)
dir	display directory if syntax is correct ex. (dir \) or (dir ..\) or (dir ..\baseq3)
disconnect	disconnects you from server (local included)
dumpuser	display user info (handicap, model/color, rail color, more…)(dumpuser "<name>")
echo	echo a string to the message display to your console only
error	execute an error routine to protect the server
exec	execute a config file or script
fdir	allows the user to search his game directory for the presence of file types. a common use for this might be to search out the file names of maps that are often buried inside pak files with different names. syntax: fdir <filter>example: fdir *q3dm?.bsp - In this example, the user is searching all subdirectories (the "*" stands in for the path name) for game maps (the .bsp file extension) that have the letters "q3dm" in their name AND that are followed by a single character (indicated by the "?").one or more metacharacters may be used in the filter.* match any string of zero or more characters? match any single character[abc...] match any of the enclosed characters; a hyphen can be used to specify a range (e.g. a-z, A-Z, 0-9)

follow	switch to follow mode (follow "<name>" or follow1 for 1ST place follow2 for 2ND etc…)
-forward	stop moving forward
freeze	freeze game and all animation for specified time (freeze 5) (5 seconds)
gfxinfo	returns extensive information about video settings
fs_openedList	display the file name of open pak files (pk3)
Fs_pureList	this command basically displays the contents of the sv_referencedPaks variable
Fs_referencedList	this variable basically displays the contents of the sv_referencedPakNames variable
give	cheat - give player item (give railgun)
globalservers	list public servers on the internet
god	cheat - give player invulnerability
heartbeat	send a manual heartbeat to the master servers
hunk_stats	returns value of some registers how many bits high/low and total meminfo command replaces hunk_stats and z_stats "John Carmack"
imagelist	list currently open images/textures used by the current map. also displays the amount of texture memory the map is using which is the last number displayed - Jax_Gator
in_restart	restarts all the input drivers, dinput, joystick, etc
-info	stop displaying server information (sv_hostname, map, rules, g_gametype, fraglimit)
joy_advancedupdate	removed Graeme says joy support still broken
kick	kick the player with the given name off the server. if nobody uses the name "all" and "all" is specified as player name then everyone is kicked. if there are no bots with the name "allbots" and "allbots" is specified as player name then all the bots are kicked. (from server console only…kick "<name>")
kill	kills your player (suicide but can get you unstuck some times)
killserver	stops server from running and broadcasting heartbeat??
-left	stop turning left
levelshot	display the image used at the end of a level
loaddefered	load models and skins that have not yet been loaded
loaddeferred	load models and skins that have not yet been loaded (corrected spelling)
localservers	list servers on LAN or local sub net only
-lookdown	stop looking down
-lookup	stop looking up
map	loads specified map (map q3dm7)
map_restart	resets the game on the same map (also plays fight! sound file and displays FIGHT!)

meminfo	meminfo command replaces hunk_stats and z_stats "John Carmack"
messagemode	send a message to everyone
messagemode2	send a message to teammates
messagemode3	send a message to tourney opponents?
messagemode4	send a message to attacker? (does not work)
midiinfo	display information about MIDI music system
-mlook	stop using mouse look
model	display the name of current player model if no parameters are given (see also model variable)
modelist	list of accessible screen resolutions
modellist	list of currently open player models
-movedown	stop moving down (crouch, climb down, swim down)
-moveleft	stop strafing to the left
-moveright	stop strafing to the right
-moveup	stop moving up (jump, climb up, swim up)
music	plays specified music file (music music.wav)
net_restart	reset all the network related variables like rate etc...
nextframe	"nextframe", "prevframe", "nextskin", and "prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg.
nextskin	"nextframe", "prevframe", "nextskin", and "prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg.
noclip	no clipping objects (nothing will be solid)
notarget	BOTS will not fight/see you (good for getting cool screenshots)
path	display all current game paths
ping	manually ping a server (ping "<sv_hostname>" or by the IP address)
play	play a sound file (play sound.wav)
prevframe	"nextframe", "prevframe", "nextskin", and "prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg.
prevskin	"nextframe", "prevframe", "nextskin", and "prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg.
quit	quit arena and quit Quake 3 Arena and return to your OS…Thanx for flying
rcon	start a remote console to a server.
reconnect	re-initialize the connection to the last server you were connected to

record	records a demo (record mydemo.dm3) (g_syncronousClients must be a 1 to start)
reset	reset specified variable (reset model) single variable as opposed to cvar_restart…(c:
restart	restart the game on the current map (server only)
-right	stop turning right
s_info	display information about sound system (replaced soundinfo command)
s_list	display paths and filenames of all sound files as they are played. (replaced soundlist command)
s_stop	stop whatever sound that is currently playing from playing. (Replaced stopsound command)
s_disable_a3d	disable support for Aureal 3D sound system
s_enable_a3d	enable support for Aureal 3D sound system
say	say something to everyone on the server.
say_team	say something to your team only.
scanservers	scan the local area network for servers (only works for same subnet)
-scores	stop displaying current scores
screenshot	save current viewport to a TARGA image file (usually named sequentially shot0001.tga)
screenshotJPEG	save current viewport to a JPEG image file (usually named sequentially shot0001.jpg)
sectorlist	lists sectors and number of entities in each on the currently loaded map
serverinfo	gives information about local server from the console of that server
serverstatus	display the current status of the connected server as well as connected users and their slot number. if you specify an IP address it will display the status of a remote server
serverrecord	records a serverside demo (serverrecord srvrdemo.dm3)
serverstop	stops the recording of a serverside demo
set	set a variable (set <variable name> <commands;separate by;semi;colon>)
seta	sets the variable with the archive flag will save the last setting to q3config.cfg and reload that setting every time you run the game. Any changes to variables with an A for the class ID are automatically stored in q3config.cfg - LOKi
setenv	sets environment variables
sets	sets the variable with the serverinfo flag, so it will be transmitted from a server to connecting clients - LOKi
setu	sets the variable with the userinfo flag, so it will be transmitted from a client to a server while connecting - LOKi
setviewpos	sets the VR coordinates of the players view screen
shaderlist	list of currently open shaders (light effects).
showip	display your current TCP/IP address
sizedown	makes viewport one size smaller

sizeup	makes viewport one size larger
skinlist	list of currently open skins
snd_restart	reinitialize sound
soundinfo	information about sound system
soundlist	list of currently open sound files
spdevmap	load a devmap with bots spawned in. (cheats enabled)
-speed	speed toggle bound to shift key by default toggles run/walk
spmap	load a map with bots spawned in. (cheats disabled)
startOrbit	start the 3rd person display of your player model and orbit in a circle around it
stats	
status	status of currently connected server
stoprecord	stop recording a demo
stopdemo	stop recording demo
stopsound	stop whatever sound that is currently playing from playing.
-strafe	stop changing directional movement into strafing movement
systeminfo	returns values for: g_syncronousclients, sv_serverid, and timescale.
tcmd	display the current target command or displays some type of code address
team	set player status. p=player s=spectator red, blue, or free (team free joins smallest/loosing team)also in tourney play team follow1 2 etc.(follow players by lead position) team scoreboard your player becomes a scoreboard
teamtask	display the current task you have been assigned 1 - offense 2 - defense 3 - point/patroll 4 - following 5 - retrieving 6 - escort(gaurding flag carrier) 7 - camping
teamvote	allows user to cast a vote on a called team vote yes or no callteamvote <playername> vote <y/n> Caller automatically votes yes vote has a 30 second timeout each client can only call 3 votes a level vote is displayed on screen with totals
tell	say something to an individual on the server tell <playername> "go get the flag"
tell_attacker	possibly to pass a complement to your last known attacker..he he more like insult
tell_target	possibly to pass a complement back…ha ha more like "Die Llama"
testfog	removed may have been used for development of fog emulation
testgun	weapon model dissapears cg_gun 1 does not bring it back. will cause the model to follow the player around and suppress the real view weapon model. The default frame 0 of most guns is completely off screen, so you will probably have to cycle a couple frames to see it. "nextframe", "prevframe", "nextskin", and "prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg.
testmodel	testmodel <path\model.md3> will create a fake entity 100 units in front of the current view position, directly facing the viewer. It will remain immobile, so you can move around it to view it from different angles "nextframe", "prevframe", "nextskin", and

	"prevskin" commands will change the frame or skin of the testmodel. These are bound to F5, F6, F7, and F8 in q3default.cfg. (useful tool for model and skin artists)
testshader	covers all brushes and entities with the selected texture, and lights the map using the effect of that texture as well. entering testshader without a parameter will restore all textures set by the map. -hacker (removed possibly because cheat potential)
toggle	toggle "X", where X is the variable you give, to a 1 if it is 0 and 0 if it is 1 (toggle cg_autoswitch) "The 'toggle' command can toggle write protected cvars." Graeme
toggleconsole	usually bound to ~ the tilde key brings the console up and down
touchFile	make the file a zero byte file (not a good idea I did not test this one)
unbind	unbinds a key
unbindall	unbinds all keys (be careful)
userinfo	list user information like (possibly replaced by clientinfo)
vid_restart	reinitialize video
viewpos	returns player coordinates on the map in x y z form
vminfo	display information about virtual machine interpreter on the local machine
vmprofile	possibly more of the virtual machine John's talking about, profile…hmm?
vmtest	probably a developer test which returns levels of success, returns >display "C: test 1234"
vosay	use a predefined voice message and play everyone
vosay_team	use a predefined voice message and play to your team
vote	allows user to cast a vote on a called vote usually bound to F1 (yes) and F2 (no)...(c: callvote <command> vote <y/n> Caller automatically votes yes vote has a 30 second timeout each client can only call 3 votes a level vote is displayed on screen with totals "John Carmack"
votell	use a predefined voice message and play to a <playername> you specify
vsay	use a predefined voice message and play to everyone
vsay_team	use a predefined voice message and play to your team
vstr	identifies the attached command as a variable sting (bind a vstr "myvariable")
vtaunt	play a random voice taunt wav file to everyone
vtell	possibly to play a random voice taunt to a <playername> you specify
vtell_attacker	possibly to play a random voice taunt to your last known attacker
vtell_target	possibly to play a random voice taunt at player you last hit
wait	stop execution and wait one game tick (no alias support will be added in Q3A per J.C.)
weapnext	switch to the next higher numbered weapon
weapon	select a weapon by it's number (weapon "5")

weapprev	switch to the next lower numbered weapon
writeconfig	saves current configuration to a cfg file…this is cool! (c:
z_stats	display the memory statistics for the Z-buffer in the game "lists all blocks >= given size" John Carmack meminfo command replaces hunk_stats and z_stats "John Carmack"
-zoom	zoom out to fov specified by the fov variable
Red Font	Removed or replaced in current version
Green Font	Added by current version
	note any +commands do not activate from the console until the console is toggled
	note any commands since version 1.09 must be preceded by a slash character

Variables	Description	class ID
activeaction ""	variable holds a command to be executed upon connecting to a server	
arch "win98"	architecture/operating system	
bot_aasoptimize "0"	optimize the .aas file when one is written - MrElusive	
bot_challenge "0"	make the bot a bit more challenging - MrElusive	
bot_debug "0"	toggle debugging tool for bot code	
bot_developer "0"	toggle developer mode for bots	
bot_enable "0"	enable and disable adding of bots to the map/game	L
bot_fastchat "0"	toggle between frequent and less frequent bot chat strings 1 = more often	
bot_forceclustering "0"	force recalculating the aas clusters - MrElusive	
bot_forcereachability "0"	force recalculating the aas reachabilities - MrElusive	
bot_forcewrite "0"	force writing out a new .aas file - MrElusive	
bot_grapple "0"	toggle determines weather the bots will use the grappling hook	
bot_groundonly "1"	this is a debug cvar to show areas which does not work in the retail version special thanks to - MrElusive	
bot_interbreedbots "10"	number of bots used for goal fuzzy logic interbreeding - MrElusive	C
bot_interbreedchar ""	bot character to be used with goal fuzzy logic interbreeding - MrElusive	C
bot_interbreedcycle "20"	number of matches between interbreeding - MrElusive	C
bot_interbreedwrite ""	file to write interbreeded goal fuzzy logic to - MrElusive	C
bot_maxdebugpolys "128"	max number of polygons available for visualizing things when debugging MrElusive	

bot_memorydump "0"	possibly displays memory allocation/use for bots used for debugging?	C
bot_minplayers "0"	this is used to ensure a minimum numbers of players are playing on a server bots are added/removed to get the specified number of players in the game special thanks to - MrElusive	S
bot_nochat "0"	toggle determines weather bots will chat or not 0 = bots will chat	
bot_pause "0"	debug command to pause the bots - MrElusive	C
bot_predictobstacles "1"	possibly tells bot's to predict an obstacle and turn before running into it	
bot_reachability "0"	this is a debug cvar which does not work in the retail version - MrElusive	
bot_reloadcharacters "0"	this cvar if set to 1 disabled bot character file caching. used when creating bot characters while keeping Q3A running. kicking and re-adding a bot will reload the bot character files - MrElusive	
bot_report "0"	debug command to have the bots report what they are doing in CTF MrElusive	C
bot_rocketjump "1"	toggle determines weather the bots will use the rocket jump technique	
bot_saveroutingcache "0"	possibly allows the BOT AI to save routes for custom maps in memory.	C
bot_testclusters "0"	possibly a debug variable for testing BOT's on new terrain maps	C
bot_testichat "0"	used to test the initial bot chats. set this to 1 and add a bot. the bot will spit out all initial chats. - MrElusive	
bot_testrchat "0"	used to test the reply chats. set this to 1 and add one bot. the bot will always reply and dump all possible replies - MrElusive	
bot_testsolid "0"	test for "solid areas" in the .aas file (read the q3r manual) - MrElusive	C
bot_thinktime "100"	this is the time in milliseconds between two AI frames. - MrElusiveset the amount of time a bot thinks about a move before making it AI...(c:	
bot_usehook "0"	toggle determines weather the bots will use the grappling hook	
bot_visualizejumppads "0"	visualizes the default arch of a jumppad (read the q3r manual) - MrElusive	C
capturelimit "8"	set # of times a team must grab the others flag before the win is declared	S A
cg_animspeed "1"	toggle linear interpolation between successive frames in a player animation. 0 = no interpolation 1 = it does interpolate - Coriolis + WhatEver	C
cg_autoswitch "1"	auto-switch weapons (on pick-up)	A
cg_bobpitch "0.002"	set amount player view bobs forward/back while moving	A
cg_bobroll "0.002"	set amount player view rolls side to side while moving	A
cg_bobup "0.005"	set amount player view bobs up/down while moving	A
cg_brassTime "1250"	set amount of time a shell casing gets displayed if set to 0 the game engine will skip all shell eject code	A
cg_cameraOrbit "0"	change the step or increment units of the orbit rotation from one angle how much of a step to next angle	C
cg_cameraOrbitDelay "50"	change the rate at wich the camara moves to the next orbit position the higher the number the slower	A

cg_centertime "3"	set display time for center screen messages (0 off)	C
cg_crosshairHealth "1"	show health by the cross hairs (only works with #10 now?) - LOKi	A
cg_crosshairSize "24"	crosshair size...incase you have crosshair envy (c:	A
cg_crosshairX "0"	set X coordinates of the crosshair if cg_crosshairSize not 0	A
cg_crosshairY "0"	set Y coordinates of the crosshair if cg_crosshairSize not 0	A
cg_debuganim "0"	toggle model animation debug mode	C
cg_debugevents "0"	toggle event debug mode	C
cg_debugposition "0"	toggle player position debug mode	C
cg_deferPlayers "1"	the loading of player models will not take place until the next map, or when you die, or toggle the scoreboard (tab) this prevents the "hitch" effect when a player using a new model or skin joins the game after you. if you join the game after them the models and skins will download as you join?	A
cg_demoLook "0"	possibly to change the look of a recorded demo?	
cg_draw2D "1"	toggle the drawing of 2D items or text on the status display	A
cg_draw3dIcons "1"	toggle the drawing of 3D icons on the HUD off and on draw 2D icon for ammo if cg_draw3dicons 0 "John Carmack"	A
cg_drawAmmoWarning "1"	toggle low-ammo warning display	A
cg_drawAttacker "1"	toggle the display of last know assailant	A
cg_drawCrosshair "1"	select crosshair (change to zero if you have really good aim ha! ha!) 10 crosshairs to select from (cg_drawCrosshair 1 - 10) "John Carmack"	A
cg_drawCrosshairNames "1"	toggle displaying of the name of the player you're aiming at	A
cg_drawFPS "0"	toggle Frames Per Second display (when set to one "0" is default)	A
cg_drawFriend "1"	toggle the display of triangle shaped icon over the heads of your team mates	A
cg_drawGun "1"	toggle determines if the weapon you're holding is visible or not	A
cg_drawIcons "1"	toggle the drawing of any icons on the HUD and scoreboard	A
cg_drawRewards "1"	toggle display of award icons above the "you fragged..." message - LOKi	A
cg_drawKiller "1"	toggle display of player's name and picture that fragged you last	A
cg_drawSnapshot "0"	toggle the display of snapshots counter (# of snaps since game start)	A
cg_drawStatus "1"	draw the HUD. (toggle weather or not health and score are displayed)	A
cg_drawTeamOverlay "0"	set the drawing location of the team status overlay 1=top right 2=bottom right 3=bottom left of the screen it shows team player names, location, ammo (and what type weapon), and frag count for each player - LOKi	
cg_drawTimer "1"	show timer on HUD. shows time since map start counts up - LOKi	A
cg_errordecay "100"	helps to smooth animation during player prediction while experiencing packet loss or snapshot errors.	

	"detect prediction errors and allow them to be decayed off over several frames to ease the jerk." from the source code comments cg_predict.c	
cg_extrapolate "1"	toggle blending of animations from one to the next (like a segue) - Andre	
cg_footsteps "1"	toggle the footstep sounds of all players (cheat protected) - LOKi	C
cg_forceModel "0"	force model selection, also forces player sounds "John Carmack"	A
cg_fov "90"	field of view/vision "90" is default higher numbers give peripheral vision.	A
cg_gibs "1"	toggle the display of animated gibs (explosions flying body parts!)	A
cg_gun "1"	toggle determines if the weapon your holding is visible or not	A
cg_gunX "0"	set X coordinates of viewable weapon if cg_drawGun is set to 1	C
cg_gunY "0"	set Y coordinates of viewable weapon if cg_drawGun is set to 1	C
cg_gunZ "0"	set Z coordinates of viewable weapon if cg_drawGun is set to 1 moves the gun model forward or backward in relation to the player models hold	C
cg_ignore "0"	used for debugging possibly like the notarget command	
cg_lagometer "1"	toggle the display of Lag-O-Meter on the HUD 1=netgraph 0=frag counter which changes color to reflect what place your in as well Section 6 of the Q3Test_Instructions_Readme.txt has a more detailed description of this tool. Simply put the top graph (blue/yellow): A vertical line is painted for every rendered frame. if the line is blue and going down from the baseline that indicates a steady transition of frames from one to the next. A yellow line going up from the baseline means the frames are not being fully rendered in time. The bottom graph (green/yellow/red): A vertical line is painted for every received snapshot. If the line is green it indicates properly received snapshots, with the height of the bar proportional to the ping. If the bar is yellow it indicates that the snapshot was held back because it hit the rate limit. If the line is red it means the snapshot was dropped by the network...Lots of thanx goes out to hacker, Erik, TeoH, and Wilka	A
cg_markoffset "1"	set marks (decals) offset. some video cards display the marks with the wrong offset, so you will be able to see the square decal that encapsulates the effect because the offset rises above the wall surface. change the offset the square goes away	
cg_marks "1"	toggle the marks the projectiles leave on the wall (bullet holes, etc)	A
cg_noplayeranims "0"	toggle player model animations. (the animation frame displayed when this is disabled is rather odd, though.)	C
cg_nopredict "0"	toggle client-side player prediction. (disabling causes the client to wait for updates from the server before updating the player location.) .	
cg_noProjectileTrail "0"	toggle the display of smoke trail effect behind rockets - Jax_Gator Dekard	A
cg_noTaunt "0"	possibly turn off the ability to hear voice taunts	A
cg_noVoiceChats "0"	possibly turn off the ability to hear voice chats	A
cg_noVoiceText "0"	possibly turn off the display of the voice chat text copied to the console	A
cg_oldPlasma "1"	toggle the use of old or new particle style plasma gun effect - 20 20	A

cg_oldRail "0"	toggle the use of old or new spiral style rail trail effect - 20 20	A
cg_oldRocket "1"	toggle the use of old or new style rocket trail effect - 20 20	A
cg_predictItems "1"	toggle client-side item prediction. 0 option to not do local prediction of item pickup - John Carmack	U A
cg_railTrailTime "400"	set how long the railgun's trails last	A
cg_runpitch "0.002"	set amount player view bobs up and down while running	A
cg_runroll "0.005"	set amount player view rolls side to side while running (in 3rd person only?)	A
cg_scorePlums "1"	toggle the display of the floating scoring number balloons when a player scores a point or points (including negative points) in any game type, the awarded point value floats up from the target like a balloon and slowly fades out.	U A
cg_shadows "0"	set shadow detail level (0 = OFF, 1 = basic discs, 2 = stencil buffered 3 = simple stencil buffered(if r_stencilebits is not=0)) - Andre Lucas	A
cg_showcrosshair "1"	appeared in version 1.06 then removed in 1.07 now back in 1.08 then removed again in 1.09…hmm (replaced with multi-crosshairs)	
cg_showmiss "0"	toggle the display of missed packets or predictions on the HUD	
cg_simpleItems "0"	toggle the use of 2D sprite objects in place of the 3D animated objects makes some objects more "simple" (faster to render) - hacker	A
cg_smoothClients "0"	when g_smoothClients is enabled on the server and you enable cg_smoothClients then players in your view will be predicted and will appear more smooth even if they are on a bad network connection. however small prediction errors might appear.	U A
cg_stats "0"	toggles display of client frames in sequence missed frames are not shown	
cg_stereoSeparation "0.4"	the amount of stereo separation (for 3D glasses!) You ever take off your glasses at a 3D movie, remember how the images were separated into 3 colors? that's what this does	A
cg_swingSpeed "0.3"	set speed player model rotates to match position (1 is no delay, 0 will never turn)	C
cg_teamChatHeight "8"	set number of lines or strings of text that remain on screen in team play chat mode (messagemode2) values are 1 - 8 - LOKi	A
cg_teamChatsOnly "0"	when this is set to a one only chats from team mates will be displayed	A
cg_teamChatTime "3000"	set how long messages from teammates are displayed on the screen	A
cg_temp "0"		
cg_testentities "0"		
cg_thirdPerson "0"	toggle the use of and third person view	
cg_thirdPersonAngle "0"	change the angle of perspective you view your player (180 changes view to the front of the model)	C
cg_thirdPersonRange "40"	change the distance you view your player from when in 3rd person view	
cg_timescaleFadeEnd "1"		

cg_timescaleFadeSpeed "0"		
cg_tracerchance "0.4"	set frequency of tracer bullets (1 is all tracers)	C
cg_tracerlength "100"	set length of tracer bullets	C
cg_tracerwidth "1"	set width of tracer bullets	C
cg_trueLightning "0"	settings of the new shaft style. from the OSP readme...specifies the "lag" imposed on the rendering of the lightning gun shaft. a value of 0.0 is just like the baseq3 version "feel" of the LG. a value of 1.0 imposes no lag at all (shaft is always rendered on the crosshairs). a value of 0.5 is a good mix of the two to reduce the wet-noodle effect, while still maintaining consistency of where the server actually sees the shaft. I would like to thank all the readers who submitted good descriptions of this new variable to me, there were a ton, but the ones who had it correct are listed here.	A
cg_viewsize "100"	changes view port size 30 - 100 (you probably wouldn't want less than 100)	A
cg_zoomfov "22.5"	what the zoomed in field of view will be any thing more than 30 would not be sniper friendly	A
cg_waveamplitude "1"		
cg_wavefrequency1 "0.4"		
cheats "0"	enable cheating commands (give all) (serverside only)	S I L
cl_allowDownload "1"	toggle automatic downloading of maps, models, sounds, and textures	A
cl_anglespeedkey "1.5"	set the speed that the direction keys (not mouse) change the view angle	
cl_anonymous "0"	possibly to toggle anonymous connection to a server	U A
cl_avidemo "0"	toggle recording of a slideshow of screenshots records into the snapshot folder and appears to have overwritten some snapshots I had in there…)c:	
cl_cdkey "123456789"	variable to hold the CD key number to prevent bootleg/warez	A
cl_currentServerAddress	variable holds the IP address of the currently connected server	
cl_conXOffset "0"	offset the console message display 0 - top left 999 - extreme top right (off the page)	
cl_debugMove "0"	used for debugging cl_debugmove [1/2] from John Carmack's plan file	
cl_downloadName ""	variable holds filename of file currently downloading	
cl_forceavidemo "0"		
cl_freelook "1"	toggle the use of freelook with the mouse (your ability to look up and down)	A
cl_freezeDemo "0"	stops a demo play back and freeze on one frame	
cl_maxpackets "30"	set the transmission packet size or how many packets are sent to client	A
cl_maxPing "800"	controls which servers are displayed in the in-game server browser - ata	A
cl_motd "1"	toggle the display of "Message of the day" When Quake 3 Arena starts a map up, it sends the	

	GL_RENDERER string to the Message Of The Day server at id. This responds back with a message of the day to the client. If you wish to switch this option off, set CL_MOTD to 0.	
cl_motdString ""	possibly a MOTD from id's master server it is a read only variable	R
cl_mouseAccel "0"	toggle the use of mouse acceleration the mouse speeds up or becomes more sensitive as it continues in one direction	A
cl_nodelta "0"	disable delta compression (slows net performance, only use if net errors happen otherwise not recommended)	
cl_noprint "0"	printout messages to your screen or to the console (tired of all the chatter?)	
cl_packetdup "1"	default was 2 but changed to 1 since version 1.09	A
cl_paused "0"	variable holds the status of the paused flag on the client side	R
cl_pitchspeed "140"	set the pitch rate when +lookup and/or +lookdown are active	A
cl_run "1"	always run...play without it I dare you! (c:	A
cl_running "1"	variable which shows weather or not a client game is running or weather we are in server/client mode (read only)	R
cl_serverStatusResendTime "750"	possibly allows the admin to change the rate of the heartbeats to the master server(s)	
cl_showmouserate "0"	show the mouse rate of mouse samples per frame (USB 1/per frame)	
cl_shownet "0"	display network quality info	
cl_showSend "0"	network debugging tool "John Carmack"	
cl_showTimeDelta "0"	display time delta between server updates	
cl_timeNudge "0"	effectively adds local lag to try to make sure you interpolate instead of extrapolate (try 100 for a really laggy server)	
cl_timeout "125"	seconds to wait before you are removed from the server when you lag out.	
cl_updateInfoString ""	"challenge\14985\motd\This is used by id when new versions come out"	R
cl_yawspeed "140"	set the yaw rate when +left and/or +right are active	A
cm_curveClipHack "0"	must have been a cheat!!! removed now	
cm_noAreas "0"	toggle the ability of the player bounding box to clip through areas?	C
cm_noCurves "0"	toggle the ability of the player bounding box to clip through curved surfaces	C
cm_playerCurveClip "1"	toggles the ability of the player bounding box to respect curved surfaces.	A C
color "1"	rail trail color blue/green/cyan/red/magenta/yellow/white respectively 1/2/3/4/5/6/7	U A
color1 "2"	spiral rail trail color spiral core - special thanks to schiz Jax_Gator Dekard blue/green/cyan/red/magenta/yellow/white respectively 1/2/3/4/5/6/7	U A
color2 "5"	spiral rail trail color spiral ring - special thanks to schiz Jax_Gator Dekard	U A

	blue/green/cyan/red/magenta/yellow/white respectively 1/2/3/4/5/6/7	
com_blood "1"	toggle the blood mist effect in the gib animations. 0 option for no gibs and no blood on hits "John Carmack"	A
com_buildScript "0"	possibly used for the loading and caching of game data like a list of things to be loaded and caches the data for quicker reloading	
com_cameraMode "0"	seems to toggle the view of your player model off and on when in 3D camera view	C
com_dropsim "0"	for testing simulates packet loss during communication drops	C
com_hunkMegs "20"	set the amount of memory you want quake3.exe to reserve for game play dedicated server memory optimizations. Tips: com_hunkMegs 4 sv_maxclients 3 bot_enable 0 "John Carmack"	A L
com_introplayed "1"	toggle displaying of intro cinematic once it has been seen this variable keeps it from playing each time, to see it again set this to zero	A
com_maxfps "100"	set max frames per second you receive from server (maxfps was removed)	A
com_showtrace "0"	toggle display of packet traces. 0=disables,1=toggles.	C
com_soundMegs "8"	com_soundmegs and com_zonemegs can be adjusted to provide better performance on systems with more than 64mb of memory. the default configuration is set to allow the game to run on a 64 MB system. on a 128 MB system we would run with the following:com_hunkMegs - 64 com_soundMegs - 16 com_zoneMegs - 24	A L
com_speeds "0"	toggle display of frame counter, all, sv, cl, gm, rf, and bk whatever they are	
com_zoneMegs "16"	com_soundmegs and com_zonemegs can be adjusted to provide better performance on systems with more than 64mb of memory. the default configuration is set to allow the game to run on a 64 MB system. on a 128 MB system we would run with the following:com_hunkMegs - 64 com_soundMegs - 16 com_zoneMegs - 24	A L
con_notifytime "3"	defines how long messages (from players or the system) are on the screen	
conback ""	select console background file "gfx/2d/conback.tga"	
crosshairhealth "1"	show health by the cross hairs	A
crosshairsize "24"	crosshair size...incase you have crosshair envy (c:	A
d_bot ""	all d_ commands have been removed to disable bots most likely	
d_botai "0"	all d_ commands have been removed to disable bots most likely	
d_botaiming "0"	all d_ commands have been removed to disable bots most likely	
d_botfreeze "0"	all d_ commands have been removed to disable bots most likely	
d_break "0"	all d_ commands have been removed to disable bots most likely	
d_noroam "0"	all d_ commands have been removed to disable bots most likely	
debuggraph "0"		C

dedicated "0"	set console to server only 0 is a listen, 1 is lan, and 2 is internet (command line cvar causes engine not to load 3D game just a server console C:\Q3TEST\quake3.exe +set dedicated 2) - Dekard	L
developer "0"	enable developer mode (more verbose messages)	
dmflags "0"	set deathmatch flags originally I posted the values of Quake 2 dmflags but have since tested them and most of them don't work	
disable_<item name>	this command allows the administrator of a server to disable a particular item from the map. as an example: "/set disable_weapon_bfg 1" will make it so that the bfg does not show up. changing the value back to 0 and executing a /map_restart command will bring the disabled item back. - K2 disable.cfg enable.cfg configs by zYmO	
fixedtime "0"	toggle the rendering of every frame the game will wait until each frame is completely rendered before sending the next frame	C
fov "90"	field of view/vision "90" is default higher numbers give peripheral vision.	A
fraglimit "20"	set fraglimit on a server (0 is no limit)	S A
freelook "1"	steer aim and control head movement with the mouse…a must (c:	A
fs_basegame ""	allows people to base mods upon mods *syntax to follow*	I
fs_basepath ""	set base path root C:\Program Files\Quake III Arena for files to be downloaded from this path may change for TC's and MOD's	I
fs_cdpath ""	possibly a variable to use when the full CD was copied to the HDD	I
fs_copyfiles "0"	toggle if files can be copied from servers or if client will download	I
fs_debug "0"	possibly enables file server debug mode for download/uploads or something	
fs_game ""	set gamedir set the game folder/dir default is baseq3 (other for MODS)	S I
fs_homepath	possibly for TC's and MODS the default is the path to quake3.exe	I
fs_openedList ""	variable holds a list of all the pk3 files the client found	I
fs_referencedList ""	variable holds a list of all the pk3 files the client loaded data from	I
fs_restrict ""	demoversion if set to 1 restricts game to 4 arenas like the Q3A demo	I
g_aimTest "0"	removed possibly was a cheat (bot like aiming)	
g_allowVote "1"	toggle the use of voting on a server	
g_arenaName "0"	possibly toggles the display of the name of the current arena?	
g_arenaRank ""	possibly a variable to hold the value for your rank in the current series	A
g_arenaScores ""	possibly a variable to hold the value of previous arena series scores	A
g_arenasFile ""	sets the file name to use for map rotation and bot names and game type for each arena default scripts/arenas.txt within the PK3 file	R I
g_banIPs ""	ban specified TCP/IP address from connecting to your server	A

g_blueTeam ""	set the icon for the blue team (example Pagans)	S A
g_botsFile ""	sets the file name to use for setting up the bots configuration and characters for each bot default scripts/bots.txt within the PK3 file	R I
g_debugAlloc "0"	possibly debugging tool for memory allocation?	
g_debugDamage "0"	debugging tool for damage effects?	
g_debugMove "0"	debugging tool for brush/entity movements?	
g_doWarmup "0"	toggle the use of a warmup period before a match game	A
g_enableBreath "0"	enable breath in cold maps you can see the players breath - Dekard	
g_enableDust "0"	enable dust to be kicked up from feet in areas that have that map entity - Dekard	
g_filterBan "1"	toggle the banning of players that match a certain criteria/filter?	A
g_forcerespawn "10"	set the respawn time in seconds, 0 = don't force respawn	
g_friendlyFire "0"	toggle damage caused by friendly fire 1 = can kill or injure teammate	A
g_gametype "0"	0 - Free For All 1 - Tournament 2 - Single Player 3 - Team Deathmatch 4 - Capture the Flag to start a dedicated server in tournament mode, you would use: quake3.exe +set dedicated 2 +set sv_zone tournaments +set g_gametype 1 +map q3tourney2, "Graeme Devine" thanks also to TheKiller 5 - One Flag CTF 6 - Overload 7 - Harvester (Team Arena only)	S L
g_gravity "800"	set the gravity level. (this is normally set by a property of the map loaded)	
g_inactivity "0"	set the amount of time a player can remain inactive before kicked	
g_knockback "1000"	the knockback from a weapon, higher number = greater knockback.	
g_listEntity "0"	toggles the display of map entities shows them by number	
g_log "1"	toggles logging of game data or statistics John Carmack made g_log a filename instead of a 0/1 in this version	A
g_logSync "0"	toggle the logging to append to the existing file and not overwrite	A
g_maxGameClients "0"	set maximum # of players who may join the game the remainder of clients are forced to spectate - Holesinswiss	S A L
g_motd ""	set message of the day to "X" (see "cl_motd" to display it)	
g_needpass "0"	variable alerts the client that a password is needed to join your server	S R
g_password ""	set the serverside password players use to get on the server	U
g_podiumDist "80"	sets the draw distance of the podium object player models stand on after a single player bot match - LOKi	
g_podiumDrop "70"	sets the height of the podium object player models stand on after a single player bot match - LOKi	

g_quadfactor "3"	allows the admin to set the amount of damage the quad damage will do.	
g_rankings "0"		
g_redTeam ""	set the team icon for the red team (example Stroggs)	S A
g_restarted "0"	read only variable that is toggled when the game has been restarted in match mode this sets an event trap for if warmup is needed	R
g_singlePlayer "0"	possibly to allow 3rd party's to make TC's for single player style games?	R
g_smoothClients "1"	enable players to use the smooth clients option on the server (cg_smoothClients)	
g_spAwards ""	variable holds the names of the award icons that have been earned in the tier levels in single player mode	R A
g_speed "320"	how fast you move in Q3Test. The greater the number, the greater the velocity	
g_spScores1 ""	holds your scores on skill level 1 in single player games - Dr Qube	R A
g_spScores2 ""	holds your scores on skill level 2 in single player games - Dr Qube	R A
g_spScores3 ""	holds your scores on skill level 3 in single player games - Dr Qube	R A
g_spScores4 ""	holds your scores on skill level 4 in single player games - Dr Qube	R A
g_spScores5 ""	holds your scores on skill level 5 in single player games - Dr Qube	R A
g_spSkill "2"	holds your current skill level for single player 1 = I can win 2 = bring it on 3 = hurt me plenty 4 = hardcore and 5 = nightmare	A L
g_spVideos ""	variable holds the names of the cinematic videos that are unlocked at the end of each tier completion	R A
g_syncronousClients "0"	toggle synching of all client movements (1 required to record server demo) show "snc" on lagometer "John Carmack"	
g_teamAutoJoin "0"	toggle the automatic joining of the smallest or loosing team	A
g_teamForceBalance "0"	toggle the forcing of teams to be as even as possible on a server	A
g_warmup ""	the warmup time for tournament play is set with g_warmup. A tournament game is implicitly a one on one match, and further players are automatically entered as spectators (note, when the game starts, all clients, including the spectators respawn). You can follow the players by using Steam follow1T, Steam follow2T, and you can be a scoreboard by using Steam scoreboardT., "Graeme Devine"	A
g_weaponrespawn "5"	set time before a picked up weapon will respawn again 0 = weapons stay	
g_weaponTeamRespawn "30"		
gamedate ""	Aug 20 2001	R
gamename "baseq3"	display the game name for TC's basedir would be other than baseq3	S R
GL_EXT_cull_vertex GL_EXT_packed_pixels GL_EXT_point_parameters		

GL_EXT_texture_object GL_EXT_vertex_array GL_WIN_swap_hint		
gl_extensions "GL_EXT_abgr GL_EXT_bgra GL_EXT_compiled_vertex_array		R
GL_KTX_buffer_region "		
gl_pixelformat ""	color(16) depth(16) stencil(8) sets up how many bits for each pixel item 8, 16, or 32 bit?	R
gl_renderer ""	variable holds the GL Renderer driver information "RIVA 128/RIVA 128 ZX (PCI)"	R
gl_vendor ""	variable holds the brand of your chipmaker "NVIDIA Corporation"	R
gl_version ""	variable holds the driver version number "1.1.0"	R
graphheight "32"	set height, in pixels?, for graph displays	C
graphscale "1"	set scale multiplier for graph displays	C
graphshift "0"	set offset for graph displays	C
gun_frame "0"	turns off weapon animation and displays specified frame in the weapons animation sequence 0=animate 1 and up step through frames...(c:	
gun_x "0"	set the x location of the gun model (one is up and down one is side to side)	
gun_y "0"	set the y location of the gun model (one is up and down one is side to side)	
gun_z "0"	set the z location of the gun model (possibly angle?)	
handicap "100"	set player handicap (max health), valid values 1 - 99	U A
headmodel ""	changes only the head of the model to another model Example: If you are playing as the Grunt model, /headmodel "sarge" will stick Sarge's head on Grunt's body selecting a new model will load both the model and its matching head	U A
host_speeds "0"	toggle the display of timing information sv=server cl=client gm=gametime rf=render time all=total time	
in_debugjoystick "0"	possibly to set the debug level of direct input	
in_joyBallScale "0.02"	possibly sets the scale of a joyball rotation to player model rotation?	A
in_joyBall "0"	possibly to allow support for trackball style joy sticks and orb's	A
in_joystick "0"	toggle the initialization of the joystick (command line)	A L
in_midi "0"	toggle the use of a midi port as an input device r-d-x	A
in_midichannel "1"	toggle the use of a midi channel as an input device r-d-x	A
in_mididevice "0"	toggle the use of a midi device as an input device r-d-x	A
in_midiport "1"	toggle the use of a midi port as an input device r-d-x	A

in_mouse "1"	toggle initialization of the mouse as an input device (command line)	AL
journal "0"	possibly logs console events but is read only and can not be toggled	I
joy_advanced "0"	applies game controller axis mapping settings < maddog	
joy_advaxisr "0"	bind an action to the joystick r axis	
joy_advaxisu "0"	bind an action to the joystick u axis	
joy_advaxisv "0"	bind an action to the joystick v axis	
joy_advaxisx "0"	bind an action to the joystick x axis	
joy_advaxisy "0"	bind an action to the joystick y axis	
joy_advaxisz "0"	bind an action to the joystick z axis	
joy_forwardsensitivity "-1"	set forward/back sensitivity (negative is inverted)	
joy_forwardthreshold "0.15"	set forward/back dead zone	
joy_name "joystick"	set joystick name	
joy_pitchsensitivity "1"	set pitch sensitivity (negative is inverted)	
joy_pitchthreshold "0.15"	set pitch dead zone	
joy_sidesensitivity "-1"	set side sensitivity (negative is inverted)	
joy_sidethreshold "0.15"	set side dead zone	
joy_threshold "0.15"	possibly an overall threshold setting all other joy variables removed in 1.08	A
joy_upsensitivity "-1"	set up/down sensitivity (negative is inverted)	
joy_upthreshold "0.15"	set up/down dead zone	
joy_yawsensitivity "-1"	set yaw sensitivity (negative is inverted)	
joy_yawthreshold "0.15"	set yaw dead zone	
logfile "0"	enable console logging 0=no log 1=buffered 2=continuous 3=append so as not to overwrite old logs	
m_filter "1"	toggle use of mouse "smoothing"	A
m_forward "0.25"	set the back and forth movement distance of the player in relation to how much the mouse moves	A
m_pitch "0.022"	set the up and down movement distance of the player in relation to how much the mouse moves	A
m_side "0.25"	set the strafe movement distance of the player in relation to how much the mouse moves	A
m_yaw "0.022"	set the speed at which the player's screen moves left and right while using the mouse	A
mapname ""	display the name of the current map being used	S R

memorydump "0"	possibly used for debugging memory allocation/use?	
maxfps "0"	set the max frames per second the server should send you	
model "visor/blue"	set the model used to represent your player Hey John a 3D Keen model would be nice…(c:	U A
name "Commander Keen"	pick your own be original (no Player)	U A
net_ip "localhost"	variable holds the IP of the local machine (or the "hosts" name) passed from the OS environment	L
net_noipx "0"	toggle the use of IPX/SPX network protocol (command line only)	A L
net_noudp "0"	toggle the use of TCP/IP network protocol (command line only)	A L
net_port "27960"	set port number server will use if you want to run more than one instance of Q3A server on the same machine	L
net_qport "16392"	set internal network port. this allows more than one person to play from behind a NAT router by using only one IP address - Questy	I
net_socksEnabled "0"	toggle the use of network socks 5 protocol enabling firewall access (only settable at init time from the OS command line) - Graeme Devine	A L
net_socksPassword ""	variable holds password for socks firewall access supports no authentication and username/password authentication method (RFC-1929); it does NOT support GSS-API method (RFC-1961) authentication (only settable at init time from the OS command line) - Graeme Devine	A L
net_socksPort "1080"	set proxy and/or firewall port default is 1080 (only settable at init time from the OS command line) - Graeme Devine	A L
net_socksServer ""	set the address (name or IP number) of the SOCKS server (firewall machine), NOT a Q3ATEST server. (only settable at init time from the OS command line) - Graeme Devine	A L
net_socksUsername ""	variable holds username for socks firewall supports no authentication and username/password authentication method (RFC-1929); it does NOT support GSS-API method (RFC-1961) authentication (only settable at init time from the OS command line) - Graeme Devine	A L
nextmap ""	variable holds the name of the next map in the server rotation myserver.cfg	
nohealth "0"	toggle the use of health items on next map or do it now from the command line	S A
password ""	set password for entering a password protected server	U
port "27960"	set port number server will use if you want to run more than one instance of Q3A server on the same machine	
paused "0"	possible to allow the game to pause while in single player mode	
pmove_fixed "0"	typically the player physics advances in small time steps. when this option is enabled all players will use fixed frequency player physics, the time between two advances of the phsysics will be the same for all players. the actual time between two advances of the player physics can be set with the pmove_msec variable. enabling this option will make the player physics the same for all players independent from their framerate. should do what you want for prediction and should even out the machine dependent rates. - Robert Duffy	

pmove_msec "8"	set the time in milliseconds between two advances of the player physics. should do what you want for prediction and should even out the machine dependent rates. - Robert Duffy	
protocol "66"	display network protocol version. Useful for backward compatibility with servers with otherwise incompatible versions < maddog read only	S R
qport "59337"	set internal network port. this allows more than one person to play from behind a NAT router by using only one IP address - Questy	I
r_allowExtensions "1"	use all of the OpenGL extensions your card is capable of	AL
r_allowSoftwareGL "0"	toggle the use of the default software OpenGL driver supplied by the Operating System < maddog	L
r_ambientScale "0.5"	set the scale or intensity of ambient light	C
r_clear "0"	toggle the clearing of the screen between frames	C
r_colorbits "16"	set number of bits used for each color from 0 to 32 bit	AL
r_colorMipLevels "0"	"texture visualization tool" John Carmack	L
r_customaspect "1"	toggle the use of custom screen resolution/sizes	AL
r_customheight "1024"	custom resolution (Height)	AL
r_customwidth "1600"	custom resolution (Width)	AL
r_debuglight "0"	possibly toggle debugging of lighting effects	
r_debugSort "0"	possibly toggle debugging of sorting of list like scoreboard	C
r_debugSurface "0"	possibly used for debugging the curve rendering and possibly for map debugging.	C
r_debugSurfaceUpdate "1"	possibly used for debugging the curve rendering and possibly for map debugging.	
r_depthbits "16"	set number of bits used for color depth from 0 to 24 bit	A L
r_detailtextures "1"	toggle the use of detailed textures, when disabled every stage of a shader is rendered except those with the keyword "detail". when enabled detail stages are also rendered. in proper use the detail stages are supposed to enhance the texture's visual quality when viewed close up. more information is available in the shader manual included in the GTK Radiant install. - Rroff	A L
r_directedScale "1"	set scale/intensity of light shinning directly upon objects	C
r_displayRefresh "0"	monitor refresh rate in game (will change desktop settings too in Windows 98 anyway)	L
r_dlightBacks "1"	"brighter areas are changed more by dlights than dark areas. I don't feel TOO bad about that, because its not like the dlight is much of a proper lighting simulation even in the best case..."John Carmack	A
r_drawBuffer "GL_BACK"	set which frame buffer to draw into. basically you draw into a "back" buffer while simultaneously showing a "front" buffer. next frame you "swap" these. the benefit is that you won't "see" the actual painting of the image take place. - Questy/Carl	
r_drawentities "1"	toggle display of brush entities	C
r_drawstrips "1"	toggle triangle strips rendering method	

r_drawSun "1"	set to zero if you do not want to render sunlight into the equation of lighting effects	A
r_drawworld "1"	toggle rendering of map architecture	C
r_dynamiclight "0"	toggle dynamic lighting (different "dynamic" method of rendering lights)	A
r_ext_compiled_vertex_array ""	toggle hardware compiled vertex array rendering method default is 1	AL
r_ext_compress_textures "1"	toggle compression of textures	AL
r_ext_compressed_textures "1"	toggle compression of textures (1.27g changed to past tense compressed)	AL
r_ext_gamma_control "1"	enable external gamma control settings	AL
r_ext_multitexture "1"	toggle hardware mutitexturing if set to zero is a direct FPS benefit	AL
r_ext_swapinterval "1"	toggle hardware frame swapping	AL
r_ext_texenv_add "1"	possible duplicate cvar or an extension to the r_ext_texture_add variable	AL
r_ext_texture_env_add "1"	toggle additive blending in multitexturing. If not present, OpenGL limits you to multiplicative blending only, so additive will require an extra pass. - Questy/Carl	AL
r_facePlaneCull "1"	toggle culling of brush faces not in view (0 will slow FPS)	A
r_fastsky "1"	toggle fast rendering of sky if set to 1 (0 is default and will slow FPS when outdoors 1 will disable your ability to see through portals)...Thanx hacker	A
r_finish "1"	toggle synchronization of rendered frames (engine will wait for GL calls to finish)	A
r_fixtjunctions "1"	toggle fixing of a problem with a certain type of vertex in models that can make gaps appear between polygons - Andre Lucas	L
r_flareFade "7"	set scale of fading of flares in relation to distance	C
r_flares "0"	toggle projectile flare and lighting effect. the flare effect is a translucent disk that is used to alter the colors around lights with a corona effect	A
r_flaresSize "40"	set the size of flares? I wish you could make the big balls smaller now those are flares	C
r_fullbright "0"	toggle textures to full brightness level (is set as a cheat code?) boy who turned on the lights…(c:	L C
r_fullscreen "1"	toggle full screen or play in a window	A L
r_gamma "1"	gamma correction	A
r_glDriver "opengl32"	used "x" OpenGL driver (Standard OpenGL32 or 3dfxvgl)	A L
r_ignore "0"	possibly ignores hardware driver settings in favor of variable settings	C
r_ignoreFastPath "0"	possibly to disable the looking outside of the PAK file first feature in case of duplicate file names etc.	A L
r_ignoreGLErrors "1"	ignores OpenGL errors that occur	A
r_ignorehwgamma "0"	possibly to toggle the use of DirectX gamma correction or video driver gamma correction?	A L
r_ignoreOffset "0"	see r_offsetfactor this will just turn the offset off completely	A L
r_inGameVideo "1"	toggle the display of in game animations on bigscreen map objects that display a camera view of the	A

	current game	
r_intensity "1"	increase brightness of texture colors (may be like gl_modulate?)	L
r_lastValidRenderer ""	last known video driver (RIVA 128/RIVA 128 ZX (PCI))	A
r_lightmap "0"	toggle entire map to full brightness level all textures become blurred with light (is set as a cheat code?)	
r_lightningSegmentLength "32"	possibly to set the distance between bends in the lightning bolt of the lightning gun…(c:	A
r_lockpvs "0"	disable update to PVS table as player moves through map (new areas not rendered) - Randy	C
r_lockview "0"	possibly was intended to lock a certain Field Of View (FOV) is removed now	
r_lodbias "0"	change the geometric level of detail (0 - 2)	A
r_lodCurveError "250"	another level of detail setting if set to 10000 "don't drop curve rows for a long time" John Carmack (really mean 3D cards only??)	A
r_lodscale "5"	set scale for level of detail adjustment	C
r_logFile "0"	possibly toggles logging of rendering errors	C
r_mapOverBrightBits "2"	set intensity level of lights reflected from textures	L
r_maskMinidriver "0"	treat the current OpenGL32 driver as an ICD, even if it is in fact a MCD Questy/Zoid	L
r_maxpolys "600"		
r_maxpolyverts "3000"		
r_measureOverdraw "0"	overdraw' is when the same pixel is written to more than once when rendering a scene. I guess r_measureOverdraw is used to see how much is going on. used for software rendering	C
r_mode "3"	set video display mode (resolution), use listmodes for list of modes (3 is 640X480)	A L
r_nobind "0"	toggle the binding of textures to triangles	C
r_nocull "0"	toggle rendering of hidden objects (1=slow performance)	C
r_nocurves "0"	map diagnostic command toggle the use of curved geometry	C
r_nolightcalc "0"	disable lighting and shadow calculations…hmm	
r_noportals "0"	toggle player view through portals	C
r_norefresh "0"	toggle the refreshing of the rendered display	C
r_novis "0"	the VIS tables hold information about which areas should be displayed from other areas.	C
r_offsetfactor "-1"	control the OpenGL Polygon Offset, If you see lines appearing in decals, or they seem to flick on and off, these variables may help out. - Questy/Andre	C
r_offsetunits "-2"	see r_offsetfactor	C
r_overBrightBits "1"	possibly similar to r_mapOverBrightBits (no visible effect on mine)	A L
r_picmip "1"	set maximum texture size (0 - 3, 3=fastest 0=quality)	A L

r_portalOnly "0"	when set to "1" turns off stencil buffering for portals, this allows you to see the entire portal before it's clipped, i.e. more of the room, to get a better feel for who's in there before you jump in.	
r_preloadTextures "0"	enable video processor to pre-cache textures	A L
r_primitives "0"	set the rendering method. -1 = skips drawing 0 = uses glDrawElements if compiled vertex arrays are present, or strips of glArrayElement if not present 1 = forces strips 2 = forces drawElements 3 = path for non-vertex array testing "John Carmack"	A
r_printShaders "0"	possibly toggle the printing on console of the number of shaders used?	A
r_railCoreWidth "16"	set size of the rail trail's core	A
r_railSegmentLength "64"	set distance between rail "sun bursts"	A
r_railWidth "128"	set width of the rail trail	A
r_roundImagesDown "1"	set rounding down amount (larger = faster, lower quality) - Randy	A L
r_saveFontData "0"		
r_showcluster "0"	toggle the display of clusters by number as the player enters them on the currently loaded map<maddog	C
r_showImages "0"	toggle displaying a collage of all image files when set to a one...texture use debugging tool	
r_shownormals "0"	toggle the drawing of short lines indicating brush and entity polygon vertices, useful when debugging model lighting - Andre Lucas < maddog	C
r_showsky "0"	enable rendering sky in front of other objects	C
r_showSmp "0"	toggle display of multi processor (SMP) info on the HUD	C
r_showtris "0"	map diagnostic command show triangles, pretty cool looking...	C
r_simpleMipMaps "1"	toggle the use of "simple" mip mapping. used to "dumb-down" resoluiton displays for slower machines - Questy	A L
r_singleShader "0"	possibly toggles use of 1 shader for objects that have multiple shaders	L C
r_skipBackEnd "0"	possibly to toggle the skipping of the backend video buffer	C
r_smp "0"	toggle the use of multi processor acceleration code	A L
r_speeds "0"	show the rendering info e.g. how many triangles are drawn added r_speeds timing info to cinematic texture uploads "John Carmack"	C
r_stencilbits "8"	stencil buffer size (0, 8bit, and 16bit)	A L
r_stereo "0"	toggle the use of stereo separation for 3D glasses	A L
r_subdivisions "4"	set maximum level of detail. (an example would be the complexity of curves. 1=highest detail)	A L
r_swapInterval "0"	toggle frame swapping.	A
r_texturebits "0"	set number of bits used for each texture from 0 to 32 bit	A L
r_textureMode ""	select texture mode. "GL_LINEAR_MIPMAP_NEAREST" (nearest or linear)	A

r_uiFullScreen "0"		
r_verbose "0"	toggle display of rendering commands as they happen on the console	C
r_vertexLight "1"	enable vertex lighting (faster, lower quality than lightmap) removes lightmaps, forces every shader to only use a single rendering pass, no layered transparancy, environment mapping, world lighting is completely static, and there is no dynamic lighting when in vertex lighting mode. (recommend dynamiclight 0 and this 1) direct FPS benefit "John Carmack"	A L
r_znear "4"	set how close objects can be to the player before they're clipped out of the scene - Questy/Andre	C
rate ""	modem speed/rate of data transfer "4500" (take a zero off the end of your connection speed?)	U A
rcon_password ""	set password for remote console control of the server removed cause dupe	
rconAddress ""	variable holds IP address of the server for rcon	
rconPassword ""	set password for remote console control of the server	
s_2dvolume "0.7"	vortex of sound - has a good description of this A3D variable	
s_bloat "2.0"	vortex of sound - has a good description of this A3D variable	A
s_compression "1"	toggle the use of sound compression	A
s_distance "100.0"	vortex of sound - has a good description of this A3D variable	A
s_doppler "1.0"	vortex of sound - has a good description of this A3D variable	A
s_fogeq "0.8"	vortex of sound - has a good description of this A3D variable	
s_geometry "1"	vortex of sound - has a good description of this A3D variable	
s_initsound "1"	toggle weather sound is initialized or not (on next game)	
s_khz "11"	set the sampling frequency of sounds lower=performance higher=quality	A
s_leafnum "0"		A
s_loadas8bit "1"	load sounds in 8bit mode	A
s_max_distance "1000.0"	vortex of sound - has a good description of this A3D variable	A
s_min_distance "3.0"	vortex of sound - has a good description of this A3D variable	A
s_mixahead "0.2"	set delay before mixing sound samples.	A
s_mixPreStep "0.05"	possibly to set the prefetching of sound on sound cards that have that power	A
s_musicvolume "1"	music volume level 0=off	A
s_numpolys "400"	vortex of sound - has a good description of this A3D variable	A
s_occ_eq "0.75"	vortex of sound - has a good description of this A3D variable	A
s_occfactor "0.5"	vortex of sound - has a good description of this A3D variable	A

s_occlude "0"	vortex of sound - has a good description of this A3D variable	
s_polykeep "1000000000"		A
s_polyreflectsize "10000000"		A
s_polysize "10000000"		A
s_refdelay "2.0"	vortex of sound - has a good description of this A3D variable	A
s_refgain "0.45"	vortex of sound - has a good description of this A3D variable	A
s_reflect "1"	vortex of sound - has a good description of this A3D variable	
s_rolloff "1.0"	vortex of sound - has a good description of this A3D variable	A
s_separation "0.5"	set separation between left and right sound channels (this one is it)	A
s_show "0"	toggle display of paths and filenames of all sound files as they are played.	C
s_testsound "0"	toggle a test tone to test sound system. 0=disables,1=toggles.	C
s_usingA3D "0"	vortex of sound - has a good description of this A3D variable	R
s_volume "0.7"	Sound FX Volume	A
s_watereq "0.2"	vortex of sound - has a good description of this A3D variable	
scr_conspeed "3"	set how fast the console goes up and down	
sensitivity "9"	set how far your mouse moves in relation to travel on the mouse pad	A
server1 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server2 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server3 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server4 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server5 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server6 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server7 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server8 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server9 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server10 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server11 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server12 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server13 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server14 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A

server15 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
server16 ""	holds IP/URL of a servers from the favorite servers list - Dr Qube	A
session "2"	possibly holds the value for the active session number when running multiple addresses and sockets for multiple servers on one machine?	
session0 ""0 300 1 0 0 0"	possibly to set up multiple addresses and sockets for multiple servers on one machine (can you say BFServer with multiple processors?)	
session1 "0 300 1 0 0 0"	possibly to set up multiple addresses and sockets for multiple servers on one machine (can you say BFServer with multiple processors?)	
session2 "0 300 1 0 0 0"	possibly to set up multiple addresses and sockets for multiple servers on one machine (can you say BFServer with multiple processors?)	
session3 "0 300 1 0 0 0"	possibly to set up multiple addresses and sockets for multiple servers on one machine (can you say BFServer with multiple processors?)	
session4 "0 300 1 0 0 0"	possibly to set up multiple addresses and sockets for multiple servers on one machine (can you say BFServer with multiple processors?)	
sex "male"	set gender for model characteristics (sounds, obituary's etc.)	U A
showdrop "0"	toggle display of dropped packets. 0=disables,1=toggles.	
showpackets "0"	toggle display of all packets sent and received. 0=disables,1=toggles.	
showtrace "0"	toggle display of packet traces. 0=disables,1=toggles.	
snaps "20"	set the number of snapshots sever will send to a client (server run at 40Hz, so use 40, 20, or 10) -Randy	U A
snd "visor"	select which model sounds your player uses (mix it up)	U A
sv_allowAnonymous "0"	possibly to toggle the allowing of anonymous clients to connect to your server	S
sv_allowdownload "1"	toggle the ability for clients to download files maps etc. from server. .	
sv_cheats "1"	enable cheating commands (give all) (serverside only)	R
sv_floodProtect "1"	toggle server flood protection to keep players from bringing the server down	S A
sv_fps "20"	set the max frames per second the server sends the client	
sv_hostname ""	set the name of the server "Shadowlands"	S A
sv_keywords ""	variable holds the search string entered in the internet connection menu	S
sv_killserver "0"	if set to a one the server goes down (server console only I hope)	
sv_mapChecksum ""	allows check for client server map to match	R
sv_mapname ""	display the name of the current map being used on a server	S R
sv_master1 ""	set URL or address to master server "master3.idsoftware.com"	
sv_master2 ""	optional master 2	A

sv_master3 ""	optional master 3	A
sv_master4 ""	optional master 4	A
sv_master5 ""	optional master 5	A
sv_maxclients "8"	maximum number of people allowed to join the server dedicated server memory optimizations. Tips: com_hunkMegs 4 sv_maxclients 3 bot_enable 0 "John Carmack"	S A L
sv_maxPing "0"	set the maximum ping aloud on the server to keep HPB out	S A
sv_maxRate ""	option to force all clients to play with a max rate. This can be used to limit the advantage of LPB, or to cap bandwidth utilization for a server. Note that rate is ignored for clients that are on the same LAN. Father John stepping in, in the name of fairness…(c: (ever notice when 3 or so LPB's join a server your PING takes a dump? It's because your slice of the pie got smaller because theirs is so big…die bandwidth suckers)	S A
sv_minPing "0"	set the minimum ping aloud on the server to keep LPB out	S A
sv_nopredict "0"	is it possible that the server is handling some prediction of player location?	
sv_pad "0"		
sv_padPackets "0"	possibly toggles the padding of network packets on the server PAD - Packet Assembler/Disassembler	
sv_pakNames "antilogic"	variable holds a list of all the pk3 files the server found "antilogic"	R
sv_paks "182784856 "	variable holds the checksum of all pk3 files	R
sv_paused "0"	allow the game to be paused from the server console?	R
sv_privateClients "0"	the number of spots, out of sv_maxclients, reserved for players with the server password (sv_privatePassword) - Holesinswiss	S
sv_privatePassword ""	set password for private clients to login with	
sv_pure "1"	disallow native DLL loading if sv_pure, requires clients to only get data from pk3 files the server is using "John Carmack"	
sv_reconnectlimit "3"	number of times a disconnected client can come back and reconnect	
sv_referencedPakNames ""	variable holds a list of all the pk3 files the server loaded data from. these pk3 files will be autodownloaded by a client if the client does not have them. "baseq3/pak2 baseq3/pak0"	R
sv_referencedPaks ""	variable holds the checksum of the referenced pk3 files	R
sv_running "1"	variable flag tells the console weather or not a local server is running	R
sv_serverid ""	hmm…"8021204"	R
sv_showloss "0"	toggle sever packet loss display	
sv_timeout "120"	sets the amount of time for the server to wait for a client packet before assuming a disconnected state.	
sv_zombietime "2"	the amount of time in minutes before a frozen character is removed from the map.	

sv_zone "default"	this is the keyword that clients will search for, server admin's should set this variable to the gametype they have running. free for all, tournament, team deathmatch, and CTF I do not know if you can deviate from the keywords the way Zaphod laid them down in the whatsnew.txt	S
sys_cpuid "33"	more snooping into your CPU	
sys_cpustring ""	variable holds a string that identifies your processor	
team_headmodel ""	set head of team_model to a head that will only be used during team game play	U A
team_model ""	set player model that will only be used during team game play	U A
teamoverlay "0"	toggle the drawing of the colored team overlay on the HUD	U R
teamflags "0"	set flags for team play (probably will be a hex value like deathmatch flags)	S A
teamtask "0"	variable holds the number of the team task you are currently asigned 1 - offense 2 - defense 3 - point/patroll 4 - following 5 - retrieving 6 - escort(gaurding flag carrier) 7 - camping	U
timedemo "0"	when set to "1" times a demo and returns frames per second like a benchmark	C
timegraph "0"	toggle the display of the timegraph. .	C
timelimit "0"	amount of time before new map loads or next match begins	S A
timescale "1"	set the ratio between game time and real time	C
ui_bigFont "0.4"		A
ui_browserGameType "0"	set server search game type in the browser list (see g_gametype)	A
ui_browserMaster "0"	set server search 0=LAN 1=Mplayer 2=Internet 3=Favorites - WeeJoker	A
ui_browserShowEmpty "1"	toggle the displaying of empty servers in the browser list	A
ui_browserShowFull "1"	toggle the displaying of full servers in the browser list	A
ui_browserSortKey "4"	set the field number to sort by in the browser list 0=Server Name 1=Map Name 2=Open Player Spots 3=Game Type 4=PingTime	A
ui_cdkeychecked "1"	set to a 1 after the cdkey has been checked so won't ask again	R
ui_ctf_capturelimit "8"	set the menu default capture limit for single player bot matches	A
ui_ctf_friendly "0"	toggle team mate damage in single player CTF bot matches	A
ui_ctf_timelimit "30"	set the menu default CTF time limit for single player bot matches	A
ui_ffa_fraglimit "20"	set the menu default frag limit for single player FFA bot matches	A
ui_ffa_timelimit "0"	set the menu default time limit for single player FFA bot matches	A
ui_master "0"	set server search 0=LAN 1=Mplayer 2=Internet 3=Favorites - WeeJoker	A
ui_singlePlayerActive "0"		
ui_smallFont "0.25"		A
ui_spSelection "2"	set the menu default gametype of single player? 16 = CTF 2 = FFA DM	R

ui_team_fraglimit "0"	set the menu default frag limit for single player team bot matches	A
ui_team_friendly "1"	toggle default team mate damage in single player team bot matches	A
ui_team_timelimit "20"	set the menu default time limit for single player team bot matches	A
ui_tourney_fraglimit "0"	set the menu default frag limit for single player tourney bot matches	A
ui_tourney_timelimit "15"	sets the menu default time limit for single player tourney bot matches	A
username "vern"	variable holds your network login id from %username% env variable…hmmm? id hackers!	
version ""	Q3 1.30 win-x86 Aug 20 2001	S R
versionNumber ""	"Q3T 1.08"	A
vid_xpos "30"	x position when windowed	A
vid_ypos "30"	y position when windowed	A
viewlog "0"	toggle the display of the startup console window over the game screen	C
viewsize "100"	changes view port size 0 - 100 (you probably wouldn't want less than 100)	A
vm_cgame "0"	part of the virtual machine interpreter which allows PC MOD makers to not have to know MAC code and MAC MOD makers to not have to know PC	A
vm_game "0"	toggle the virtual machine interpreter, cgame can switch between being loaded as a binary .dll or an interpreted .qvm at the change of this cvar	A
vm_ui "0"	part of the virtual machine interpreter which allows PC MOD makers to not have to know MAC code and MAC MOD makers to not have to know PC	A
win_hinstance ""	address of the handle instance of quake3 under windows - LOKi	R
win_wndproc ""	hmm..."4368704"	R
zoomfov "22.5"	what the zoomed in field of view will be any thing more than 30 would not be sniper friendly	A
Red Font	Removed or replaced in current version	I - init
Green Font	Added by current version	L - latched Thanks LOKi
		C - cheat
		U - user (player)
		A - archive
		S - server
		R - read only

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