**Códigos para console do Insurgency**

jsadhfuas

* [+alt1](http://www.gamerconfig.eu/command/insurgency/+alt1/)
* [+alt2](http://www.gamerconfig.eu/command/insurgency/+alt2/)
* [+attack](http://www.gamerconfig.eu/command/insurgency/+attack/)
* [+attack2](http://www.gamerconfig.eu/command/insurgency/+attack2/)
* [+back](http://www.gamerconfig.eu/command/insurgency/+back/)
* [+break](http://www.gamerconfig.eu/command/insurgency/+break/)
* [+camdistance](http://www.gamerconfig.eu/command/insurgency/+camdistance/)
* [+camin](http://www.gamerconfig.eu/command/insurgency/+camin/)
* [+cammousemove](http://www.gamerconfig.eu/command/insurgency/+cammousemove/)
* [+camout](http://www.gamerconfig.eu/command/insurgency/+camout/)
* [+campitchdown](http://www.gamerconfig.eu/command/insurgency/+campitchdown/)
* [+campitchup](http://www.gamerconfig.eu/command/insurgency/+campitchup/)
* [+camyawleft](http://www.gamerconfig.eu/command/insurgency/+camyawleft/)
* [+camyawright](http://www.gamerconfig.eu/command/insurgency/+camyawright/)
* [+commandermousemove](http://www.gamerconfig.eu/command/insurgency/+commandermousemove/)
* [+csm\_rot\_x\_neg](http://www.gamerconfig.eu/command/insurgency/+csm_rot_x_neg/)
* [+csm\_rot\_x\_plus](http://www.gamerconfig.eu/command/insurgency/+csm_rot_x_plus/)
* [+csm\_rot\_y\_neg](http://www.gamerconfig.eu/command/insurgency/+csm_rot_y_neg/)
* [+csm\_rot\_y\_plus](http://www.gamerconfig.eu/command/insurgency/+csm_rot_y_plus/)
* [+demoui2](http://www.gamerconfig.eu/command/insurgency/+demoui2/) // Bring the advanced demo player UI (demoui2) to foreground.
* [+duck](http://www.gamerconfig.eu/command/insurgency/+duck/)
* [+firemode](http://www.gamerconfig.eu/command/insurgency/+firemode/)
* [+flashlight](http://www.gamerconfig.eu/command/insurgency/+flashlight/)
* [+forward](http://www.gamerconfig.eu/command/insurgency/+forward/)
* [+graph](http://www.gamerconfig.eu/command/insurgency/+graph/)
* [+grenade](http://www.gamerconfig.eu/command/insurgency/+grenade/)
* [+grenade1](http://www.gamerconfig.eu/command/insurgency/+grenade1/)
* [+grenade2](http://www.gamerconfig.eu/command/insurgency/+grenade2/)
* [+jlook](http://www.gamerconfig.eu/command/insurgency/+jlook/)
* [+jump](http://www.gamerconfig.eu/command/insurgency/+jump/)
* [+klook](http://www.gamerconfig.eu/command/insurgency/+klook/)
* [+leanleft](http://www.gamerconfig.eu/command/insurgency/+leanleft/)
* [+leanright](http://www.gamerconfig.eu/command/insurgency/+leanright/)
* [+left](http://www.gamerconfig.eu/command/insurgency/+left/)
* [+lookdown](http://www.gamerconfig.eu/command/insurgency/+lookdown/)
* [+lookspin](http://www.gamerconfig.eu/command/insurgency/+lookspin/)
* [+lookup](http://www.gamerconfig.eu/command/insurgency/+lookup/)
* [+mat\_texture\_list](http://www.gamerconfig.eu/command/insurgency/+mat_texture_list/)
* [+movedown](http://www.gamerconfig.eu/command/insurgency/+movedown/)
* [+moveleft](http://www.gamerconfig.eu/command/insurgency/+moveleft/)
* [+moveright](http://www.gamerconfig.eu/command/insurgency/+moveright/)
* [+moveup](http://www.gamerconfig.eu/command/insurgency/+moveup/)
* [+posedebug](http://www.gamerconfig.eu/command/insurgency/+posedebug/)
* [+prone](http://www.gamerconfig.eu/command/insurgency/+prone/)
* [+radialmenu](http://www.gamerconfig.eu/command/insurgency/+radialmenu/)
* [+reload](http://www.gamerconfig.eu/command/insurgency/+reload/)
* [+right](http://www.gamerconfig.eu/command/insurgency/+right/)
* [+score](http://www.gamerconfig.eu/command/insurgency/+score/)
* [+showbudget](http://www.gamerconfig.eu/command/insurgency/+showbudget/)
* [+showbudget\_texture](http://www.gamerconfig.eu/command/insurgency/+showbudget_texture/)
* [+showbudget\_texture\_global](http://www.gamerconfig.eu/command/insurgency/+showbudget_texture_global/)
* [+showscores](http://www.gamerconfig.eu/command/insurgency/+showscores/)
* [+showvprof](http://www.gamerconfig.eu/command/insurgency/+showvprof/)
* [+special1](http://www.gamerconfig.eu/command/insurgency/+special1/)
* [+special2](http://www.gamerconfig.eu/command/insurgency/+special2/)
* [+speed](http://www.gamerconfig.eu/command/insurgency/+speed/)
* [+sprint](http://www.gamerconfig.eu/command/insurgency/+sprint/)
* [+strafe](http://www.gamerconfig.eu/command/insurgency/+strafe/)
* [+tacticalmap](http://www.gamerconfig.eu/command/insurgency/+tacticalmap/)
* [+use](http://www.gamerconfig.eu/command/insurgency/+use/)
* [+vgui\_drawtree](http://www.gamerconfig.eu/command/insurgency/+vgui_drawtree/)
* [+voicerecord](http://www.gamerconfig.eu/command/insurgency/+voicerecord/)
* [+walk](http://www.gamerconfig.eu/command/insurgency/+walk/)
* [+zoom](http://www.gamerconfig.eu/command/insurgency/+zoom/)
* [+zoom\_in](http://www.gamerconfig.eu/command/insurgency/+zoom_in/)
* [+zoom\_out](http://www.gamerconfig.eu/command/insurgency/+zoom_out/)
* [-alt1](http://www.gamerconfig.eu/command/insurgency/-alt1/)
* [-alt2](http://www.gamerconfig.eu/command/insurgency/-alt2/)
* [-attack](http://www.gamerconfig.eu/command/insurgency/-attack/)
* [-attack2](http://www.gamerconfig.eu/command/insurgency/-attack2/)
* [-back](http://www.gamerconfig.eu/command/insurgency/-back/)
* [-break](http://www.gamerconfig.eu/command/insurgency/-break/)
* [-camdistance](http://www.gamerconfig.eu/command/insurgency/-camdistance/)
* [-camin](http://www.gamerconfig.eu/command/insurgency/-camin/)
* [-cammousemove](http://www.gamerconfig.eu/command/insurgency/-cammousemove/)
* [-camout](http://www.gamerconfig.eu/command/insurgency/-camout/)
* [-campitchdown](http://www.gamerconfig.eu/command/insurgency/-campitchdown/)
* [-campitchup](http://www.gamerconfig.eu/command/insurgency/-campitchup/)
* [-camyawleft](http://www.gamerconfig.eu/command/insurgency/-camyawleft/)
* [-camyawright](http://www.gamerconfig.eu/command/insurgency/-camyawright/)
* [-commandermousemove](http://www.gamerconfig.eu/command/insurgency/-commandermousemove/)
* [-csm\_rot\_x\_neg](http://www.gamerconfig.eu/command/insurgency/-csm_rot_x_neg/)
* [-csm\_rot\_x\_plus](http://www.gamerconfig.eu/command/insurgency/-csm_rot_x_plus/)
* [-csm\_rot\_y\_neg](http://www.gamerconfig.eu/command/insurgency/-csm_rot_y_neg/)
* [-csm\_rot\_y\_plus](http://www.gamerconfig.eu/command/insurgency/-csm_rot_y_plus/)
* [-demoui2](http://www.gamerconfig.eu/command/insurgency/-demoui2/)
* [-duck](http://www.gamerconfig.eu/command/insurgency/-duck/)
* [-firemode](http://www.gamerconfig.eu/command/insurgency/-firemode/)
* [-flashlight](http://www.gamerconfig.eu/command/insurgency/-flashlight/)
* [-forward](http://www.gamerconfig.eu/command/insurgency/-forward/)
* [-graph](http://www.gamerconfig.eu/command/insurgency/-graph/)
* [-grenade](http://www.gamerconfig.eu/command/insurgency/-grenade/)
* [-grenade1](http://www.gamerconfig.eu/command/insurgency/-grenade1/)
* [-grenade2](http://www.gamerconfig.eu/command/insurgency/-grenade2/)
* [-jlook](http://www.gamerconfig.eu/command/insurgency/-jlook/)
* [-jump](http://www.gamerconfig.eu/command/insurgency/-jump/)
* [-klook](http://www.gamerconfig.eu/command/insurgency/-klook/)
* [-leanleft](http://www.gamerconfig.eu/command/insurgency/-leanleft/)
* [-leanright](http://www.gamerconfig.eu/command/insurgency/-leanright/)
* [-left](http://www.gamerconfig.eu/command/insurgency/-left/)
* [-lookdown](http://www.gamerconfig.eu/command/insurgency/-lookdown/)
* [-lookspin](http://www.gamerconfig.eu/command/insurgency/-lookspin/)
* [-lookup](http://www.gamerconfig.eu/command/insurgency/-lookup/)
* [-mat\_texture\_list](http://www.gamerconfig.eu/command/insurgency/-mat_texture_list/)
* [-movedown](http://www.gamerconfig.eu/command/insurgency/-movedown/)
* [-moveleft](http://www.gamerconfig.eu/command/insurgency/-moveleft/)
* [-moveright](http://www.gamerconfig.eu/command/insurgency/-moveright/)
* [-moveup](http://www.gamerconfig.eu/command/insurgency/-moveup/)
* [-posedebug](http://www.gamerconfig.eu/command/insurgency/-posedebug/)
* [-prone](http://www.gamerconfig.eu/command/insurgency/-prone/)
* [-radialmenu](http://www.gamerconfig.eu/command/insurgency/-radialmenu/)
* [-reload](http://www.gamerconfig.eu/command/insurgency/-reload/)
* [-right](http://www.gamerconfig.eu/command/insurgency/-right/)
* [-score](http://www.gamerconfig.eu/command/insurgency/-score/)
* [-showbudget](http://www.gamerconfig.eu/command/insurgency/-showbudget/)
* [-showbudget\_texture](http://www.gamerconfig.eu/command/insurgency/-showbudget_texture/)
* [-showbudget\_texture\_global](http://www.gamerconfig.eu/command/insurgency/-showbudget_texture_global/)
* [-showscores](http://www.gamerconfig.eu/command/insurgency/-showscores/)
* [-showvprof](http://www.gamerconfig.eu/command/insurgency/-showvprof/)
* [-special1](http://www.gamerconfig.eu/command/insurgency/-special1/)
* [-special2](http://www.gamerconfig.eu/command/insurgency/-special2/)
* [-speed](http://www.gamerconfig.eu/command/insurgency/-speed/)
* [-sprint](http://www.gamerconfig.eu/command/insurgency/-sprint/)
* [-strafe](http://www.gamerconfig.eu/command/insurgency/-strafe/)
* [-tacticalmap](http://www.gamerconfig.eu/command/insurgency/-tacticalmap/)
* [-use](http://www.gamerconfig.eu/command/insurgency/-use/)
* [-vgui\_drawtree](http://www.gamerconfig.eu/command/insurgency/-vgui_drawtree/)
* [-voicerecord](http://www.gamerconfig.eu/command/insurgency/-voicerecord/)
* [-walk](http://www.gamerconfig.eu/command/insurgency/-walk/)
* [-zoom](http://www.gamerconfig.eu/command/insurgency/-zoom/)
* [-zoom\_in](http://www.gamerconfig.eu/command/insurgency/-zoom_in/)
* [-zoom\_out](http://www.gamerconfig.eu/command/insurgency/-zoom_out/)
* [achievement\_debug](http://www.gamerconfig.eu/command/insurgency/achievement_debug/) "0"
* [achievement\_disable](http://www.gamerconfig.eu/command/insurgency/achievement_disable/) "0"
* [addip](http://www.gamerconfig.eu/command/insurgency/addip/) // Add an IP address to the ban list.
* [adsp\_alley\_min](http://www.gamerconfig.eu/command/insurgency/adsp_alley_min/) "122"
* [adsp\_courtyard\_min](http://www.gamerconfig.eu/command/insurgency/adsp_courtyard_min/) "126"
* [adsp\_debug](http://www.gamerconfig.eu/command/insurgency/adsp_debug/) "0"
* [adsp\_door\_height](http://www.gamerconfig.eu/command/insurgency/adsp_door_height/) "112"
* [adsp\_duct\_min](http://www.gamerconfig.eu/command/insurgency/adsp_duct_min/) "106"
* [adsp\_hall\_min](http://www.gamerconfig.eu/command/insurgency/adsp_hall_min/) "110"
* [adsp\_low\_ceiling](http://www.gamerconfig.eu/command/insurgency/adsp_low_ceiling/) "108"
* [adsp\_opencourtyard\_min](http://www.gamerconfig.eu/command/insurgency/adsp_opencourtyard_min/) "126"
* [adsp\_openspace\_min](http://www.gamerconfig.eu/command/insurgency/adsp_openspace_min/) "130"
* [adsp\_openstreet\_min](http://www.gamerconfig.eu/command/insurgency/adsp_openstreet_min/) "118"
* [adsp\_openwall\_min](http://www.gamerconfig.eu/command/insurgency/adsp_openwall_min/) "130"
* [adsp\_reset\_nodes](http://www.gamerconfig.eu/command/insurgency/adsp_reset_nodes/)
* [adsp\_room\_min](http://www.gamerconfig.eu/command/insurgency/adsp_room_min/) "102"
* [adsp\_scale\_delay\_feedback](http://www.gamerconfig.eu/command/insurgency/adsp_scale_delay_feedback/) "0"
* [adsp\_scale\_delay\_gain](http://www.gamerconfig.eu/command/insurgency/adsp_scale_delay_gain/) "0"
* [adsp\_street\_min](http://www.gamerconfig.eu/command/insurgency/adsp_street_min/) "118"
* [adsp\_tunnel\_min](http://www.gamerconfig.eu/command/insurgency/adsp_tunnel_min/) "114"
* [adsp\_wall\_height](http://www.gamerconfig.eu/command/insurgency/adsp_wall_height/) "128"
* [air\_density](http://www.gamerconfig.eu/command/insurgency/air_density/)
* [ai\_debug\_los](http://www.gamerconfig.eu/command/insurgency/ai_debug_los/) "0"
* [ai\_debug\_ragdoll\_magnets](http://www.gamerconfig.eu/command/insurgency/ai_debug_ragdoll_magnets/) "0"
* [ai\_debug\_shoot\_positions](http://www.gamerconfig.eu/command/insurgency/ai_debug_shoot_positions/) "0"
* [ai\_debug\_speech](http://www.gamerconfig.eu/command/insurgency/ai_debug_speech/) "0"
* [ai\_expression\_frametime](http://www.gamerconfig.eu/command/insurgency/ai_expression_frametime/) "0"
* [ai\_expression\_optimization](http://www.gamerconfig.eu/command/insurgency/ai_expression_optimization/) "0"
* [ai\_force\_serverside\_ragdoll](http://www.gamerconfig.eu/command/insurgency/ai_force_serverside_ragdoll/) "0"
* [ai\_LOS\_mode](http://www.gamerconfig.eu/command/insurgency/ai_LOS_mode/) "0"
* [ai\_sequence\_debug](http://www.gamerconfig.eu/command/insurgency/ai_sequence_debug/) "0"
* [ai\_setupbones\_debug](http://www.gamerconfig.eu/command/insurgency/ai_setupbones_debug/) "0"
* [ai\_shot\_bias\_max](http://www.gamerconfig.eu/command/insurgency/ai_shot_bias_max/) "1"
* [ai\_shot\_bias\_min](http://www.gamerconfig.eu/command/insurgency/ai_shot_bias_min/) "-1"
* [ai\_show\_hull\_attacks](http://www.gamerconfig.eu/command/insurgency/ai_show_hull_attacks/) "0"
* [ai\_use\_visibility\_cache](http://www.gamerconfig.eu/command/insurgency/ai_use_visibility_cache/) "1"
* [alias](http://www.gamerconfig.eu/command/insurgency/alias/) // Alias a command.
* [anim\_3wayblend](http://www.gamerconfig.eu/command/insurgency/anim_3wayblend/) "1"
* [anim\_showmainactivity](http://www.gamerconfig.eu/command/insurgency/anim_showmainactivity/) "0"
* [anim\_showstate](http://www.gamerconfig.eu/command/insurgency/anim_showstate/) "-1"
* [anim\_showstatelog](http://www.gamerconfig.eu/command/insurgency/anim_showstatelog/) "0"
* [askconnect\_accept](http://www.gamerconfig.eu/command/insurgency/askconnect_accept/)
* [asw\_engine\_finished\_building\_map](http://www.gamerconfig.eu/command/insurgency/asw_engine_finished_building_map/)
* [async\_allow\_held\_files](http://www.gamerconfig.eu/command/insurgency/async_allow_held_files/) "1"
* [async\_mode](http://www.gamerconfig.eu/command/insurgency/async_mode/) "0"
* [async\_resume](http://www.gamerconfig.eu/command/insurgency/async_resume/)
* [async\_serialize](http://www.gamerconfig.eu/command/insurgency/async_serialize/) "0"
* [async\_simulate\_delay](http://www.gamerconfig.eu/command/insurgency/async_simulate_delay/) "0"
* [async\_suspend](http://www.gamerconfig.eu/command/insurgency/async_suspend/)
* [audit\_save\_in\_memory](http://www.gamerconfig.eu/command/insurgency/audit_save_in_memory/)
* [autoaim\_max\_deflect](http://www.gamerconfig.eu/command/insurgency/autoaim_max_deflect/) "0"
* [autoaim\_max\_dist](http://www.gamerconfig.eu/command/insurgency/autoaim_max_dist/) "2160"
* [autosave](http://www.gamerconfig.eu/command/insurgency/autosave/)
* [autosavedangerous](http://www.gamerconfig.eu/command/insurgency/autosavedangerous/)
* [autosavedangerousissafe](http://www.gamerconfig.eu/command/insurgency/autosavedangerousissafe/)
* [banid](http://www.gamerconfig.eu/command/insurgency/banid/)
* [banip](http://www.gamerconfig.eu/command/insurgency/banip/)
* [benchframe](http://www.gamerconfig.eu/command/insurgency/benchframe/)
* [bench\_end](http://www.gamerconfig.eu/command/insurgency/bench_end/)
* [bench\_start](http://www.gamerconfig.eu/command/insurgency/bench_start/)
* [bench\_upload](http://www.gamerconfig.eu/command/insurgency/bench_upload/)
* [bind](http://www.gamerconfig.eu/command/insurgency/bind/)
* [BindToggle](http://www.gamerconfig.eu/command/insurgency/BindToggle/)
* [bind\_osx](http://www.gamerconfig.eu/command/insurgency/bind_osx/)
* [bink\_preload\_videopanel\_movies](http://www.gamerconfig.eu/command/insurgency/bink_preload_videopanel_movies/) "1"
* [blackbox](http://www.gamerconfig.eu/command/insurgency/blackbox/) "1"
* [blackbox\_dump](http://www.gamerconfig.eu/command/insurgency/blackbox_dump/)
* [blackbox\_record](http://www.gamerconfig.eu/command/insurgency/blackbox_record/)
* [BlendBonesMode](http://www.gamerconfig.eu/command/insurgency/BlendBonesMode/) "2"
* [blink\_duration](http://www.gamerconfig.eu/command/insurgency/blink_duration/) "0" // How many seconds an eye blink will last.
* [bot\_aimtracking\_base](http://www.gamerconfig.eu/command/insurgency/bot_aimtracking_base/) "0" // to allow realistic slop in tracking
* [bot\_aimtracking\_frac\_easy](http://www.gamerconfig.eu/command/insurgency/bot_aimtracking_frac_easy/) "1" // Frac appplied to the head aim tracking interval if difficulty is easy
* [bot\_aimtracking\_frac\_hard](http://www.gamerconfig.eu/command/insurgency/bot_aimtracking_frac_hard/) "0" // Frac appplied to the head aim tracking interval if difficulty is hard
* [bot\_aimtracking\_frac\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_aimtracking_frac_impossible/) "0" // Frac appplied to the head aim tracking interval if difficulty is impossible
* [bot\_angularvelocity\_base](http://www.gamerconfig.eu/command/insurgency/bot_angularvelocity_base/) "1300" // How fast do the bots turn their heads ( deg/second )
* [bot\_angularvelocity\_frac\_easy](http://www.gamerconfig.eu/command/insurgency/bot_angularvelocity_frac_easy/) "0" // Frac appplied to the angular velocity if difficulty is easy
* [bot\_angularvelocity\_frac\_hard](http://www.gamerconfig.eu/command/insurgency/bot_angularvelocity_frac_hard/) "1" // Frac appplied to the angular velocity if difficulty is hard
* [bot\_angularvelocity\_frac\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_angularvelocity_frac_impossible/) "1" // Frac appplied to the angular velocity if difficulty is impossible
* [bot\_attackdelay\_base](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_base/) "1" // Attack delay base value in seconds
* [bot\_attackdelay\_frac\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_desiredrange/) "1" // Frac applied if distance is greater than hipfire range
* [bot\_attackdelay\_frac\_difficulty\_easy](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_difficulty_easy/) "1" // Frac applied if in easy difficulty
* [bot\_attackdelay\_frac\_difficulty\_hard](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_difficulty_hard/) "0" // Frac applied if in hard difficulty
* [bot\_attackdelay\_frac\_difficulty\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_difficulty_impossible/) "0" // Frac applied if in impossible difficulty
* [bot\_attackdelay\_frac\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_hipfirerange/) "0" // Frac applied if within hipfire range
* [bot\_attackdelay\_frac\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_maxrange/) "2" // Frac applied if distance is greater than desired range
* [bot\_attackdelay\_frac\_outofrange](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_outofrange/) "3" // Frac applied if distance is greater than max range
* [bot\_attackdelay\_frac\_outsidefov](http://www.gamerconfig.eu/command/insurgency/bot_attackdelay_frac_outsidefov/) "2" // Frac applied if the bot is not looking at the player
* [bot\_attack\_aimtolerance\_base](http://www.gamerconfig.eu/command/insurgency/bot_attack_aimtolerance_base/) "0" // The base aim tolerance for the bots
* [bot\_attack\_aimtolerance\_frac\_easy](http://www.gamerconfig.eu/command/insurgency/bot_attack_aimtolerance_frac_easy/) "1" // The easy frac for aim tolerance for the bots
* [bot\_attack\_aimtolerance\_frac\_hard](http://www.gamerconfig.eu/command/insurgency/bot_attack_aimtolerance_frac_hard/) "1" // The hard frac for aim tolerance for the bots
* [bot\_attack\_aimtolerance\_frac\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_attack_aimtolerance_frac_impossible/) "1" // The impossible frac for aim tolerance for the bots
* [bot\_attack\_burst\_maxtime](http://www.gamerconfig.eu/command/insurgency/bot_attack_burst_maxtime/) "0" // The maximum amount of time the bot pulls the trigger for automatic weapons
* [bot\_attack\_burst\_mintime](http://www.gamerconfig.eu/command/insurgency/bot_attack_burst_mintime/) "0" // The minimum amount of time the bot pulls the trigger for automatic weapons
* [bot\_attack\_reaimtimer\_max](http://www.gamerconfig.eu/command/insurgency/bot_attack_reaimtimer_max/) "1" // The max reaim timer value for attacking
* [bot\_attack\_reaimtimer\_min](http://www.gamerconfig.eu/command/insurgency/bot_attack_reaimtimer_min/) "0" // The min reaim timer value for attacking
* [bot\_attack\_retarget\_maxtime](http://www.gamerconfig.eu/command/insurgency/bot_attack_retarget_maxtime/) "0" // The maximum amount of time until the bot retargets
* [bot\_attack\_retarget\_mintime](http://www.gamerconfig.eu/command/insurgency/bot_attack_retarget_mintime/) "0" // The minimum amount of time until the bot retargets
* [bot\_damage](http://www.gamerconfig.eu/command/insurgency/bot_damage/) "0" // Float representing the damage bots give off.
* [bot\_fov\_attack\_base](http://www.gamerconfig.eu/command/insurgency/bot_fov_attack_base/) "90" // FOV when the bot is trying to attack
* [bot\_fov\_frac\_easy](http://www.gamerconfig.eu/command/insurgency/bot_fov_frac_easy/) "0" // Frac applied to the FOV if the difficulty is easy
* [bot\_fov\_frac\_hard](http://www.gamerconfig.eu/command/insurgency/bot_fov_frac_hard/) "1" // Frac applied to the FOV if the difficulty is hard
* [bot\_fov\_frac\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_fov_frac_impossible/) "1" // Frac applied to the FOV if the difficulty is impossible
* [bot\_fov\_idle\_base](http://www.gamerconfig.eu/command/insurgency/bot_fov_idle_base/) "170" // FOV when the bot is idle/guarding (normal difficulty)
* [bot\_hurry\_hunt\_distance](http://www.gamerconfig.eu/command/insurgency/bot_hurry_hunt_distance/) "300" // At what range from our target do we sprint up to it
* [bot\_hurry\_move\_distance](http://www.gamerconfig.eu/command/insurgency/bot_hurry_move_distance/) "300" // At what range from our objective do we sprint up to it
* [bot\_hurry\_sprinthold\_max](http://www.gamerconfig.eu/command/insurgency/bot_hurry_sprinthold_max/) "0" // Maximum tme to hold the sprint when ShouldHurry returns true
* [bot\_hurry\_sprinthold\_min](http://www.gamerconfig.eu/command/insurgency/bot_hurry_sprinthold_min/) "0" // Minimum tme to hold the sprint when ShouldHurry returns true
* [bot\_mimic](http://www.gamerconfig.eu/command/insurgency/bot_mimic/) "0" // Bot uses usercmd of player by index.
* [bot\_path\_minlookahead](http://www.gamerconfig.eu/command/insurgency/bot_path_minlookahead/) "300" // Minimum look-ahead distance for both pathing
* [bot\_range\_frac\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_range_frac_desiredrange/) "1" // Frac applied to the desired range of bots
* [bot\_range\_frac\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_range_frac_hipfirerange/) "1" // Frac applied to the hipfire range of bots
* [bot\_range\_frac\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_range_frac_maxrange/) "1" // Frac applied to the max range of bots
* [bot\_recognizetime\_base](http://www.gamerconfig.eu/command/insurgency/bot_recognizetime_base/) "0" // Time it takes for bot to recognize a target (normal difficulty)
* [bot\_recognizetime\_frac\_easy](http://www.gamerconfig.eu/command/insurgency/bot_recognizetime_frac_easy/) "1" // Frac appplied to the recognize time if difficulty is easy
* [bot\_recognizetime\_frac\_hard](http://www.gamerconfig.eu/command/insurgency/bot_recognizetime_frac_hard/) "0" // Frac appplied to the recognize time if difficulty is hard
* [bot\_recognizetime\_frac\_impossible](http://www.gamerconfig.eu/command/insurgency/bot_recognizetime_frac_impossible/) "0" // Frac appplied to the recognize time if difficulty is impossible
* [bot\_recoil\_multiplier](http://www.gamerconfig.eu/command/insurgency/bot_recoil_multiplier/) "0" // Multiplier applied to recoil if the shooter is a bot
* [bot\_slowdown\_distance](http://www.gamerconfig.eu/command/insurgency/bot_slowdown_distance/) "160" // Distance from target position where the bot slows down into walk
* [bot\_slowdown\_walkhold\_max](http://www.gamerconfig.eu/command/insurgency/bot_slowdown_walkhold_max/) "0" // Maximum tme to hold the walk button when within slowdown distance
* [bot\_slowdown\_walkhold\_min](http://www.gamerconfig.eu/command/insurgency/bot_slowdown_walkhold_min/) "0" // Minimum tme to hold the walk button when within slowdown distance
* [bot\_spread\_modifier\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_spread_modifier_desiredrange/) "6" // Multiplier applied to spread for bots at desired range
* [bot\_spread\_modifier\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_spread_modifier_hipfirerange/) "8" // Multiplier applied to spread for bots at hipfire range
* [bot\_spread\_modifier\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_spread_modifier_maxrange/) "4" // Multiplier applied to spread for bots at max range
* [bot\_targeting\_noise\_x\_base](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_x_base/) "40" // The targeting noise X value
* [bot\_targeting\_noise\_x\_frac\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_x_frac_desiredrange/) "2" // The targeting noise frac applied to X value on desired range
* [bot\_targeting\_noise\_x\_frac\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_x_frac_hipfirerange/) "2" // The targeting noise frac applied to X value on hipfire range
* [bot\_targeting\_noise\_x\_frac\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_x_frac_maxrange/) "3" // The targeting noise frac applied to X value on max range
* [bot\_targeting\_noise\_y\_base](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_y_base/) "40" // The targeting noise Y value
* [bot\_targeting\_noise\_y\_frac\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_y_frac_desiredrange/) "2" // The targeting noise frac applied to Y value on desired range
* [bot\_targeting\_noise\_y\_frac\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_y_frac_hipfirerange/) "2" // The targeting noise frac applied to Y value on hipfire range
* [bot\_targeting\_noise\_y\_frac\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_y_frac_maxrange/) "3" // The targeting noise frac applied to Y value on max range
* [bot\_targeting\_noise\_z\_base](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_z_base/) "60" // The targeting noise Z value
* [bot\_targeting\_noise\_z\_frac\_desiredrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_z_frac_desiredrange/) "2" // The targeting noise frac applied to Z value on desired range
* [bot\_targeting\_noise\_z\_frac\_hipfirerange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_z_frac_hipfirerange/) "2" // The targeting noise frac applied to Z value on hipfire range
* [bot\_targeting\_noise\_z\_frac\_maxrange](http://www.gamerconfig.eu/command/insurgency/bot_targeting_noise_z_frac_maxrange/) "3" // The targeting noise frac applied to Z value on max range
* [box](http://www.gamerconfig.eu/command/insurgency/box/) // Draw a debug box.
* [breakable\_disable\_gib\_limit](http://www.gamerconfig.eu/command/insurgency/breakable_disable_gib_limit/) "0"
* [breakable\_multiplayer](http://www.gamerconfig.eu/command/insurgency/breakable_multiplayer/) "1"
* [buddha](http://www.gamerconfig.eu/command/insurgency/buddha/) // Toggle. Player takes damage but wont die. (Shows red cross when health is zero)
* [budget\_averages\_window](http://www.gamerconfig.eu/command/insurgency/budget_averages_window/) "30" // number of frames to look at when figuring out average frametimes
* [budget\_background\_alpha](http://www.gamerconfig.eu/command/insurgency/budget_background_alpha/) "128" // how translucent the budget panel is
* [budget\_bargraph\_background\_alpha](http://www.gamerconfig.eu/command/insurgency/budget_bargraph_background_alpha/) "128" // how translucent the budget panel is
* [budget\_bargraph\_range\_ms](http://www.gamerconfig.eu/command/insurgency/budget_bargraph_range_ms/) "16" // budget bargraph range in milliseconds
* [budget\_history\_numsamplesvisible](http://www.gamerconfig.eu/command/insurgency/budget_history_numsamplesvisible/) "100" // 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](http://www.gamerconfig.eu/command/insurgency/budget_history_range_ms/) "66" // budget history range in milliseconds
* [budget\_panel\_bottom\_of\_history\_fraction](http://www.gamerconfig.eu/command/insurgency/budget_panel_bottom_of_history_fraction/) "0" // number between 0 and 1
* [budget\_panel\_height](http://www.gamerconfig.eu/command/insurgency/budget_panel_height/) "384" // height in pixels of the budget panel
* [budget\_panel\_width](http://www.gamerconfig.eu/command/insurgency/budget_panel_width/) "512" // width in pixels of the budget panel
* [budget\_panel\_x](http://www.gamerconfig.eu/command/insurgency/budget_panel_x/) "0" // number of pixels from the left side of the game screen to draw the budget panel
* [budget\_panel\_y](http://www.gamerconfig.eu/command/insurgency/budget_panel_y/) "50" // number of pixels from the top side of the game screen to draw the budget panel
* [budget\_peaks\_window](http://www.gamerconfig.eu/command/insurgency/budget_peaks_window/) "30" // number of frames to look at when figuring out peak frametimes
* [budget\_show\_averages](http://www.gamerconfig.eu/command/insurgency/budget_show_averages/) "0" // enable/disable averages in the budget panel
* [budget\_show\_history](http://www.gamerconfig.eu/command/insurgency/budget_show_history/) "1" // turn history graph off and on. . good to turn off on low end
* [budget\_show\_peaks](http://www.gamerconfig.eu/command/insurgency/budget_show_peaks/) "1" // enable/disable peaks in the budget panel
* [budget\_toggle\_group](http://www.gamerconfig.eu/command/insurgency/budget_toggle_group/) // Turn a budget group on/off
* [bug](http://www.gamerconfig.eu/command/insurgency/bug/) // Show the bug reporting UI.
* [bugreporter\_console\_bytes](http://www.gamerconfig.eu/command/insurgency/bugreporter_console_bytes/) "15000" // Max # of console bytes to put into bug report body (full text still attached).
* [bugreporter\_includebsp](http://www.gamerconfig.eu/command/insurgency/bugreporter_includebsp/) "1" // Include .bsp for internal bug submissions.
* [bugreporter\_snapshot\_delay](http://www.gamerconfig.eu/command/insurgency/bugreporter_snapshot_delay/) "15" // Frames to delay before taking snapshot
* [bugreporter\_uploadasync](http://www.gamerconfig.eu/command/insurgency/bugreporter_uploadasync/) "0" // Upload attachments asynchronously
* [bugreporter\_username](http://www.gamerconfig.eu/command/insurgency/bugreporter_username/) "0" // Username to use for bugreporter
* [bug\_swap](http://www.gamerconfig.eu/command/insurgency/bug_swap/) // Automatically swaps the current weapon for the bug bait and back again.
* [buildcubemaps](http://www.gamerconfig.eu/command/insurgency/buildcubemaps/) // Rebuild cubemaps.
* [building\_cubemaps](http://www.gamerconfig.eu/command/insurgency/building_cubemaps/) "0" // Indicates were building cubemaps
* [buildmodelforworld](http://www.gamerconfig.eu/command/insurgency/buildmodelforworld/) // buildmodelforworld
* [bullet\_ff\_through\_walls](http://www.gamerconfig.eu/command/insurgency/bullet_ff_through_walls/) "0"
* [cache\_print](http://www.gamerconfig.eu/command/insurgency/cache_print/) // cache\_print [section] Print out contents of cache memory.
* [cache\_print\_lru](http://www.gamerconfig.eu/command/insurgency/cache_print_lru/) // cache\_print\_lru [section] Print out contents of cache memory.
* [cache\_print\_summary](http://www.gamerconfig.eu/command/insurgency/cache_print_summary/) // cache\_print\_summary [section] Print out a summary contents of cache memory.
* [callvote](http://www.gamerconfig.eu/command/insurgency/callvote/) // Start a vote on an issue.
* [cam\_collision](http://www.gamerconfig.eu/command/insurgency/cam_collision/) "1" // an attempt is made to keep the camera from passing though walls.
* [cam\_command](http://www.gamerconfig.eu/command/insurgency/cam_command/) // Tells camera to change modes
* [cam\_idealdelta](http://www.gamerconfig.eu/command/insurgency/cam_idealdelta/) "4" // Controls the speed when matching offset to ideal angles in thirdperson view
* [cam\_idealdist](http://www.gamerconfig.eu/command/insurgency/cam_idealdist/) "150"
* [cam\_idealdistright](http://www.gamerconfig.eu/command/insurgency/cam_idealdistright/) "0"
* [cam\_idealdistup](http://www.gamerconfig.eu/command/insurgency/cam_idealdistup/) "0"
* [cam\_ideallag](http://www.gamerconfig.eu/command/insurgency/cam_ideallag/) "4" // Amount of lag used when matching offset to ideal angles in thirdperson view
* [cam\_idealpitch](http://www.gamerconfig.eu/command/insurgency/cam_idealpitch/) "0"
* [cam\_idealyaw](http://www.gamerconfig.eu/command/insurgency/cam_idealyaw/) "0"
* [cam\_showangles](http://www.gamerconfig.eu/command/insurgency/cam_showangles/) "0" // print viewangles/idealangles/cameraoffsets to the console.
* [cam\_snapto](http://www.gamerconfig.eu/command/insurgency/cam_snapto/) "0"
* [cast\_hull](http://www.gamerconfig.eu/command/insurgency/cast_hull/) // Tests hull collision detection
* [cast\_ray](http://www.gamerconfig.eu/command/insurgency/cast_ray/) // Tests collision detection
* [centerview](http://www.gamerconfig.eu/command/insurgency/centerview/)
* [changeinventory](http://www.gamerconfig.eu/command/insurgency/changeinventory/) // Shows the inventory menu
* [changelevel](http://www.gamerconfig.eu/command/insurgency/changelevel/) // Change server to the specified map
* [changelevel2](http://www.gamerconfig.eu/command/insurgency/changelevel2/) // Transition to the specified map in single player
* [changesquad](http://www.gamerconfig.eu/command/insurgency/changesquad/) // Toggle map/squad menu
* [changeteam](http://www.gamerconfig.eu/command/insurgency/changeteam/) // Toggles the scoreboard (allows team selection)
* [chet\_debug\_idle](http://www.gamerconfig.eu/command/insurgency/chet_debug_idle/) "0" // many debug prints to help track down the TLK\_IDLE issue. Set two for super verbose info
* [choreo\_spew\_filter](http://www.gamerconfig.eu/command/insurgency/choreo_spew_filter/) "0" // Spew choreo. Use a sub-string or \* to display all events.
* [ch\_createairboat](http://www.gamerconfig.eu/command/insurgency/ch_createairboat/) // Spawn airboat in front of the player.
* [ch\_createjeep](http://www.gamerconfig.eu/command/insurgency/ch_createjeep/) // Spawn jeep in front of the player.
* [clear](http://www.gamerconfig.eu/command/insurgency/clear/) // Clear all console output.
* [clear\_anim\_cache](http://www.gamerconfig.eu/command/insurgency/clear_anim_cache/) // freeing the memory (until the next time a streaming animblock is requested).
* [clear\_debug\_overlays](http://www.gamerconfig.eu/command/insurgency/clear_debug_overlays/) // clears debug overlays
* [clientport](http://www.gamerconfig.eu/command/insurgency/clientport/) "27005" // Host game client port
* [cl\_addon\_debug](http://www.gamerconfig.eu/command/insurgency/cl_addon_debug/) "0"
* [cl\_addon\_fade\_max](http://www.gamerconfig.eu/command/insurgency/cl_addon_fade_max/) "1000"
* [cl\_addon\_fade\_min](http://www.gamerconfig.eu/command/insurgency/cl_addon_fade_min/) "800"
* [cl\_aggregate\_particles](http://www.gamerconfig.eu/command/insurgency/cl_aggregate_particles/) "1"
* [cl\_allowdownload](http://www.gamerconfig.eu/command/insurgency/cl_allowdownload/) "1" // Client downloads customization files
* [cl\_allowupload](http://www.gamerconfig.eu/command/insurgency/cl_allowupload/) "1" // Client uploads customization files
* [cl\_ambient\_light\_disableentities](http://www.gamerconfig.eu/command/insurgency/cl_ambient_light_disableentities/) "0" // Disable map ambient light entities.
* [cl\_anglespeedkey](http://www.gamerconfig.eu/command/insurgency/cl_anglespeedkey/) "0"
* [cl\_animationinfo](http://www.gamerconfig.eu/command/insurgency/cl_animationinfo/) // Hud element to examine.
* [cl\_backspeed](http://www.gamerconfig.eu/command/insurgency/cl_backspeed/) "450"
* [cl\_bipod\_auto](http://www.gamerconfig.eu/command/insurgency/cl_bipod_auto/) "1" // 1 = automatically attempt bipod deployment when ironsighting
* [cl\_bipod\_hold](http://www.gamerconfig.eu/command/insurgency/cl_bipod_hold/) "0" // 1 = hold key down to bipod.
* [cl\_blobulator\_freezing\_max\_metaball\_radius](http://www.gamerconfig.eu/command/insurgency/cl_blobulator_freezing_max_metaball_radius/) "12" // Setting this can create more complex surfaces on large hitboxes at the cost of performance.
* [cl\_blurClearAlpha](http://www.gamerconfig.eu/command/insurgency/cl_blurClearAlpha/) "0" // but 0 has errors at the moment
* [cl\_blurDebug](http://www.gamerconfig.eu/command/insurgency/cl_blurDebug/) "0"
* [cl\_blurPasses](http://www.gamerconfig.eu/command/insurgency/cl_blurPasses/) "1"
* [cl\_blurTapSize](http://www.gamerconfig.eu/command/insurgency/cl_blurTapSize/) "0"
* [cl\_brushfastpath](http://www.gamerconfig.eu/command/insurgency/cl_brushfastpath/) "1"
* [cl\_burninggibs](http://www.gamerconfig.eu/command/insurgency/cl_burninggibs/) "0" // A burning player that gibs has burning gibs.
* [cl\_camera\_follow\_bone\_index](http://www.gamerconfig.eu/command/insurgency/cl_camera_follow_bone_index/) "-2" // Index of the bone to follow. -2 == disabled. -1 == root bone. 0+ is bone index.
* [cl\_chatfilters](http://www.gamerconfig.eu/command/insurgency/cl_chatfilters/) "63" // Stores the chat filter settings
* [cl\_chat\_active](http://www.gamerconfig.eu/command/insurgency/cl_chat_active/) "0"
* [cl\_class](http://www.gamerconfig.eu/command/insurgency/cl_class/) "0" // Default class when joining a game
* [cl\_clearhinthistory](http://www.gamerconfig.eu/command/insurgency/cl_clearhinthistory/) // Clear memory of client side hints displayed to the player.
* [cl\_clockdrift\_max\_ms](http://www.gamerconfig.eu/command/insurgency/cl_clockdrift_max_ms/) "150" // Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the servers.
* [cl\_clockdrift\_max\_ms\_threadmode](http://www.gamerconfig.eu/command/insurgency/cl_clockdrift_max_ms_threadmode/) "0" // Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the servers.
* [cl\_clock\_correction](http://www.gamerconfig.eu/command/insurgency/cl_clock_correction/) "1" // Enable/disable clock correction on the client.
* [cl\_clock\_correction\_adjustment\_max\_amount](http://www.gamerconfig.eu/command/insurgency/cl_clock_correction_adjustment_max_amount/) "200" // 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](http://www.gamerconfig.eu/command/insurgency/cl_clock_correction_adjustment_max_offset/) "90" // it moves towards apply
* [cl\_clock\_correction\_adjustment\_min\_offset](http://www.gamerconfig.eu/command/insurgency/cl_clock_correction_adjustment_min_offset/) "10" // then no clock correction is applied.
* [cl\_clock\_correction\_force\_server\_tick](http://www.gamerconfig.eu/command/insurgency/cl_clock_correction_force_server_tick/) "999" // Force clock correction to match the server tick + this offset (-999 disables it).
* [cl\_clock\_showdebuginfo](http://www.gamerconfig.eu/command/insurgency/cl_clock_showdebuginfo/) "0" // Show debugging info about the clock drift.
* [cl\_cmdrate](http://www.gamerconfig.eu/command/insurgency/cl_cmdrate/) "128" // Max number of command packets sent to server per second
* [cl\_colorfastpath](http://www.gamerconfig.eu/command/insurgency/cl_colorfastpath/) "0"
* [cl\_crosshair\_debug](http://www.gamerconfig.eu/command/insurgency/cl_crosshair_debug/) "0"
* [cl\_crouch\_hold](http://www.gamerconfig.eu/command/insurgency/cl_crouch_hold/) "1" // 1 = hold key down to crouch.
* [cl\_csm\_auto\_entity](http://www.gamerconfig.eu/command/insurgency/cl_csm_auto_entity/) "1"
* [cl\_csm\_server\_status](http://www.gamerconfig.eu/command/insurgency/cl_csm_server_status/) // Usage: cl\_csm\_server\_status
* [cl\_csm\_status](http://www.gamerconfig.eu/command/insurgency/cl_csm_status/) // Usage: cl\_csm\_status
* [cl\_customsounds](http://www.gamerconfig.eu/command/insurgency/cl_customsounds/) "0" // Enable customized player sound playback
* [cl\_debugcam\_forceweaponfov](http://www.gamerconfig.eu/command/insurgency/cl_debugcam_forceweaponfov/) "1"
* [cl\_debugcam\_speed](http://www.gamerconfig.eu/command/insurgency/cl_debugcam_speed/) "1"
* [cl\_debugrumble](http://www.gamerconfig.eu/command/insurgency/cl_debugrumble/) "0" // Turn on rumble debugging spew
* [cl\_debug\_player\_use](http://www.gamerconfig.eu/command/insurgency/cl_debug_player_use/) "0" // Green box=radius success
* [cl\_debug\_tracers](http://www.gamerconfig.eu/command/insurgency/cl_debug_tracers/) "0"
* [cl\_demoviewoverride](http://www.gamerconfig.eu/command/insurgency/cl_demoviewoverride/) "0" // Override view during demo playback
* [cl\_detail\_avoid\_force](http://www.gamerconfig.eu/command/insurgency/cl_detail_avoid_force/) "0" // percentage of the width of the detail sprite )
* [cl\_detail\_avoid\_radius](http://www.gamerconfig.eu/command/insurgency/cl_detail_avoid_radius/) "0" // radius around detail sprite to avoid players
* [cl\_detail\_avoid\_recover\_speed](http://www.gamerconfig.eu/command/insurgency/cl_detail_avoid_recover_speed/) "0" // how fast to recover position after avoiding players
* [cl\_detail\_max\_sway](http://www.gamerconfig.eu/command/insurgency/cl_detail_max_sway/) "0" // Amplitude of the detail prop sway
* [cl\_detail\_multiplier](http://www.gamerconfig.eu/command/insurgency/cl_detail_multiplier/) "1" // extra details to create
* [cl\_developer\_status](http://www.gamerconfig.eu/command/insurgency/cl_developer_status/) "1"
* [cl\_disablehtmlmotd](http://www.gamerconfig.eu/command/insurgency/cl_disablehtmlmotd/) "1" // Disable HTML motds.
* [cl\_disable\_ragdolls](http://www.gamerconfig.eu/command/insurgency/cl_disable_ragdolls/) "0"
* [cl\_disable\_splitscreen\_cpu\_level\_cfgs\_in\_pip](http://www.gamerconfig.eu/command/insurgency/cl_disable_splitscreen_cpu_level_cfgs_in_pip/) "1"
* [cl\_disable\_water\_render\_targets](http://www.gamerconfig.eu/command/insurgency/cl_disable_water_render_targets/) "0"
* [cl\_downloadfilter](http://www.gamerconfig.eu/command/insurgency/cl_downloadfilter/) "0" // nosounds)
* [cl\_drawhud](http://www.gamerconfig.eu/command/insurgency/cl_drawhud/) "1" // Enable the rendering of the hud
* [cl\_drawleaf](http://www.gamerconfig.eu/command/insurgency/cl_drawleaf/) "-1"
* [cl\_drawmaterial](http://www.gamerconfig.eu/command/insurgency/cl_drawmaterial/) "0" // Draw a particular material over the frame
* [cl\_drawmonitors](http://www.gamerconfig.eu/command/insurgency/cl_drawmonitors/) "1"
* [cl\_drawshadowtexture](http://www.gamerconfig.eu/command/insurgency/cl_drawshadowtexture/) "0"
* [cl\_dumpplayer](http://www.gamerconfig.eu/command/insurgency/cl_dumpplayer/) // Dumps info about a player
* [cl\_dumpsplithacks](http://www.gamerconfig.eu/command/insurgency/cl_dumpsplithacks/) // Dump split screen workarounds.
* [cl\_dump\_particle\_stats](http://www.gamerconfig.eu/command/insurgency/cl_dump_particle_stats/) // dump particle profiling info to particle\_profile.csv
* [cl\_ejectbrass](http://www.gamerconfig.eu/command/insurgency/cl_ejectbrass/) "1"
* [cl\_entityreport](http://www.gamerconfig.eu/command/insurgency/cl_entityreport/) "0" // draw entity states to console
* [cl\_ent\_absbox](http://www.gamerconfig.eu/command/insurgency/cl_ent_absbox/) // Displays the clients absbox for the entity under the crosshair.
* [cl\_ent\_bbox](http://www.gamerconfig.eu/command/insurgency/cl_ent_bbox/) // Displays the clients bounding box for the entity under the crosshair.
* [cl\_ent\_rbox](http://www.gamerconfig.eu/command/insurgency/cl_ent_rbox/) // Displays the clients render box for the entity under the crosshair.
* [cl\_event\_sound\_cues](http://www.gamerconfig.eu/command/insurgency/cl_event_sound_cues/) "1"
* [cl\_extrapolate](http://www.gamerconfig.eu/command/insurgency/cl_extrapolate/) "1" // Enable/disable extrapolation if interpolation history runs out.
* [cl\_extrapolate\_amount](http://www.gamerconfig.eu/command/insurgency/cl_extrapolate_amount/) "0" // Set how many seconds the client will extrapolate entities for.
* [cl\_fastdetailsprites](http://www.gamerconfig.eu/command/insurgency/cl_fastdetailsprites/) "1" // whether to use new detail sprite system
* [cl\_fasttempentcollision](http://www.gamerconfig.eu/command/insurgency/cl_fasttempentcollision/) "5"
* [cl\_find\_ent](http://www.gamerconfig.eu/command/insurgency/cl_find_ent/) // Find and list all client entities with classnames that contain the specified substring. Format: cl\_find\_ent <substring>
* [cl\_find\_ent\_index](http://www.gamerconfig.eu/command/insurgency/cl_find_ent_index/) // Display data for clientside entity matching specified index. Format: cl\_find\_ent\_index <index>
* [cl\_flushentitypacket](http://www.gamerconfig.eu/command/insurgency/cl_flushentitypacket/) "0" // For debugging. Force the engine to flush an entity packet.
* [cl\_forcepreload](http://www.gamerconfig.eu/command/insurgency/cl_forcepreload/) "1" // Whether we should force preloading.
* [cl\_forwardspeed](http://www.gamerconfig.eu/command/insurgency/cl_forwardspeed/) "450"
* [cl\_foundry\_ShowEntityHighlights](http://www.gamerconfig.eu/command/insurgency/cl_foundry_ShowEntityHighlights/) "1"
* [cl\_fullupdate](http://www.gamerconfig.eu/command/insurgency/cl_fullupdate/) // Forces the server to send a full update packet
* [cl\_glow\_item\_b](http://www.gamerconfig.eu/command/insurgency/cl_glow_item_b/) "1"
* [cl\_glow\_item\_g](http://www.gamerconfig.eu/command/insurgency/cl_glow_item_g/) "0"
* [cl\_glow\_item\_r](http://www.gamerconfig.eu/command/insurgency/cl_glow_item_r/) "0"
* [cl\_grenade\_auto\_switch](http://www.gamerconfig.eu/command/insurgency/cl_grenade_auto_switch/) "1" // automatically switch to primary after throwing a grenade
* [cl\_headbob\_amp](http://www.gamerconfig.eu/command/insurgency/cl_headbob_amp/) "1"
* [cl\_headbob\_freq](http://www.gamerconfig.eu/command/insurgency/cl_headbob_freq/) "12"
* [cl\_headbob\_land\_dip\_amt](http://www.gamerconfig.eu/command/insurgency/cl_headbob_land_dip_amt/) "4"
* [cl\_hud\_chat\_subtitles](http://www.gamerconfig.eu/command/insurgency/cl_hud_chat_subtitles/) "1" // Display radial comms subtitles
* [cl\_hud\_cp\_blink\_speed](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_blink_speed/) "8"
* [cl\_hud\_cp\_docking\_display](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_docking_display/) "1"
* [cl\_hud\_cp\_floating\_ads\_alpha](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_floating_ads_alpha/) "0" // Alpha reduction for aiming down sights
* [cl\_hud\_cp\_floating\_display](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_floating_display/) "1"
* [cl\_hud\_cp\_floating\_max\_alpha](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_floating_max_alpha/) "0"
* [cl\_hud\_cp\_floating\_min\_alpha](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_floating_min_alpha/) "0"
* [cl\_hud\_cp\_floating\_nontarget\_alpha](http://www.gamerconfig.eu/command/insurgency/cl_hud_cp_floating_nontarget_alpha/) "0" // Alpha reduction for non-targeted objectives
* [cl\_hud\_deathnotice\_captures](http://www.gamerconfig.eu/command/insurgency/cl_hud_deathnotice_captures/) "1" // Show point captures in the death notices?
* [cl\_hud\_deathnotice\_display](http://www.gamerconfig.eu/command/insurgency/cl_hud_deathnotice_display/) "1"
* [cl\_hud\_draw3d](http://www.gamerconfig.eu/command/insurgency/cl_hud_draw3d/) "0"
* [cl\_hud\_draw\_floating](http://www.gamerconfig.eu/command/insurgency/cl_hud_draw_floating/) "0"
* [cl\_hud\_viewmodel\_size](http://www.gamerconfig.eu/command/insurgency/cl_hud_viewmodel_size/) "1"
* [cl\_hud\_voices\_show\_local](http://www.gamerconfig.eu/command/insurgency/cl_hud_voices_show_local/) "0" // Show the local player in the list of names speaking?
* [cl\_hud\_voices\_show\_names](http://www.gamerconfig.eu/command/insurgency/cl_hud_voices_show_names/) "1" // Show the names of other user speaking on VoIP?
* [cl\_idealpitchscale](http://www.gamerconfig.eu/command/insurgency/cl_idealpitchscale/) "0"
* [cl\_ignorepackets](http://www.gamerconfig.eu/command/insurgency/cl_ignorepackets/) "0" // Force client to ignore packets (for debugging).
* [cl\_impacteffects](http://www.gamerconfig.eu/command/insurgency/cl_impacteffects/) "1"
* [cl\_impacteffects\_limit\_exit](http://www.gamerconfig.eu/command/insurgency/cl_impacteffects_limit_exit/) "6" // Limits the number of exit impact effects per frame
* [cl\_impacteffects\_limit\_general](http://www.gamerconfig.eu/command/insurgency/cl_impacteffects_limit_general/) "20" // Limits the number of impact effects per frame
* [cl\_impacteffects\_limit\_water](http://www.gamerconfig.eu/command/insurgency/cl_impacteffects_limit_water/) "4" // Limits the number of water impact effects per frame
* [cl\_interp](http://www.gamerconfig.eu/command/insurgency/cl_interp/) "0" // Sets the interpolation amount (bounded on low side by server interp ratio settings).
* [cl\_interp\_all](http://www.gamerconfig.eu/command/insurgency/cl_interp_all/) "0" // Disable interpolation list optimizations.
* [cl\_interp\_npcs](http://www.gamerconfig.eu/command/insurgency/cl_interp_npcs/) "0" // if greater)
* [cl\_interp\_ratio](http://www.gamerconfig.eu/command/insurgency/cl_interp_ratio/) "2" // Sets the interpolation amount (final amount is cl\_interp\_ratio / cl\_updaterate).
* [cl\_ironsight\_hold](http://www.gamerconfig.eu/command/insurgency/cl_ironsight_hold/) "0" // 1 = hold key down to ironsights.
* [cl\_jiggle\_bone\_debug](http://www.gamerconfig.eu/command/insurgency/cl_jiggle_bone_debug/) "0" // Display physics-based jiggle bone debugging information
* [cl\_jiggle\_bone\_debug\_pitch\_constraints](http://www.gamerconfig.eu/command/insurgency/cl_jiggle_bone_debug_pitch_constraints/) "0" // Display physics-based jiggle bone debugging information
* [cl\_jiggle\_bone\_debug\_yaw\_constraints](http://www.gamerconfig.eu/command/insurgency/cl_jiggle_bone_debug_yaw_constraints/) "0" // Display physics-based jiggle bone debugging information
* [cl\_jiggle\_bone\_invert](http://www.gamerconfig.eu/command/insurgency/cl_jiggle_bone_invert/) "0"
* [cl\_jiggle\_bone\_sanity](http://www.gamerconfig.eu/command/insurgency/cl_jiggle_bone_sanity/) "1" // Prevent jiggle bones from pointing directly away from their target in case of numerical instability.
* [cl\_lagcompensation](http://www.gamerconfig.eu/command/insurgency/cl_lagcompensation/) "1" // Perform server side lag compensation of weapon firing events.
* [cl\_lagcomp\_errorcheck](http://www.gamerconfig.eu/command/insurgency/cl_lagcomp_errorcheck/) "0" // Player index of other player to check for position errors.
* [cl\_language](http://www.gamerconfig.eu/command/insurgency/cl_language/) "0" // Language (from Steam API)
* [cl\_leafsystemvis](http://www.gamerconfig.eu/command/insurgency/cl_leafsystemvis/) "0"
* [cl\_leveloverview](http://www.gamerconfig.eu/command/insurgency/cl_leveloverview/) "0"
* [cl\_leveloverviewmarker](http://www.gamerconfig.eu/command/insurgency/cl_leveloverviewmarker/) "0"
* [cl\_localnetworkbackdoor](http://www.gamerconfig.eu/command/insurgency/cl_localnetworkbackdoor/) "1" // Enable network optimizations for single player games.
* [cl\_logofile](http://www.gamerconfig.eu/command/insurgency/cl_logofile/) "0" // Spraypoint logo decal.
* [cl\_maxrenderable\_dist](http://www.gamerconfig.eu/command/insurgency/cl_maxrenderable_dist/) "3000" // Max distance from the camera at which things will be rendered
* [cl\_minimal\_rtt\_shadows](http://www.gamerconfig.eu/command/insurgency/cl_minimal_rtt_shadows/) "1"
* [cl\_mm\_crc\_check](http://www.gamerconfig.eu/command/insurgency/cl_mm_crc_check/) "1"
* [cl\_mm\_debug](http://www.gamerconfig.eu/command/insurgency/cl_mm_debug/) "0"
* [cl\_mm\_verbose](http://www.gamerconfig.eu/command/insurgency/cl_mm_verbose/) "0"
* [cl\_mm\_version\_check](http://www.gamerconfig.eu/command/insurgency/cl_mm_version_check/) "1"
* [cl\_modelfastpath](http://www.gamerconfig.eu/command/insurgency/cl_modelfastpath/) "1"
* [cl\_modemanager\_reload](http://www.gamerconfig.eu/command/insurgency/cl_modemanager_reload/) // Reloads the panel metaclasses for vgui screens.
* [cl\_mouseenable](http://www.gamerconfig.eu/command/insurgency/cl_mouseenable/) "1"
* [cl\_mouselook](http://www.gamerconfig.eu/command/insurgency/cl_mouselook/) "1" // 0 for keyboard look. Cannot be set while connected to a server.
* [cl\_mumble\_positionalaudio](http://www.gamerconfig.eu/command/insurgency/cl_mumble_positionalaudio/) "1" // Enable Mumble positional audio on the client.
* [cl\_muzzleflash\_dlight\_3rd](http://www.gamerconfig.eu/command/insurgency/cl_muzzleflash_dlight_3rd/) "1"
* [cl\_overdraw\_test](http://www.gamerconfig.eu/command/insurgency/cl_overdraw_test/) "0"
* [cl\_panelanimation](http://www.gamerconfig.eu/command/insurgency/cl_panelanimation/) // Shows panel animation variables: <panelname | blank for all panels>.
* [cl\_particles\_dumplist](http://www.gamerconfig.eu/command/insurgency/cl_particles_dumplist/) // optional name substring.
* [cl\_particles\_dump\_effects](http://www.gamerconfig.eu/command/insurgency/cl_particles_dump_effects/)
* [cl\_particles\_show\_bbox](http://www.gamerconfig.eu/command/insurgency/cl_particles_show_bbox/) "0"
* [cl\_particles\_show\_controlpoints](http://www.gamerconfig.eu/command/insurgency/cl_particles_show_controlpoints/) "0"
* [cl\_particle\_batch\_mode](http://www.gamerconfig.eu/command/insurgency/cl_particle_batch_mode/) "1"
* [cl\_particle\_fallback\_base](http://www.gamerconfig.eu/command/insurgency/cl_particle_fallback_base/) "1" // Base for falling back to cheaper effects under load.
* [cl\_particle\_fallback\_multiplier](http://www.gamerconfig.eu/command/insurgency/cl_particle_fallback_multiplier/) "1" // Multiplier for falling back to cheaper effects under load.
* [cl\_particle\_max\_count](http://www.gamerconfig.eu/command/insurgency/cl_particle_max_count/) "0"
* [cl\_particle\_retire\_cost](http://www.gamerconfig.eu/command/insurgency/cl_particle_retire_cost/) "0"
* [cl\_particle\_sim\_fallback\_base\_multiplier](http://www.gamerconfig.eu/command/insurgency/cl_particle_sim_fallback_base_multiplier/) "5" // How aggressive the switch to fallbacks will be depending on how far over the cl\_particle\_sim\_fallback\_threshold\_ms the sim time
* [cl\_particle\_sim\_fallback\_threshold\_ms](http://www.gamerconfig.eu/command/insurgency/cl_particle_sim_fallback_threshold_ms/) "6" // Amount of simulation time that can elapse before new systems start falling back to cheaper versions
* [cl\_pclass](http://www.gamerconfig.eu/command/insurgency/cl_pclass/) "0" // Dump entity by prediction classname.
* [cl\_pdump](http://www.gamerconfig.eu/command/insurgency/cl_pdump/) "-1" // Dump info about this entity to screen.
* [cl\_physicsshadowupdate\_render](http://www.gamerconfig.eu/command/insurgency/cl_physicsshadowupdate_render/) "0"
* [cl\_phys\_block\_dist](http://www.gamerconfig.eu/command/insurgency/cl_phys_block_dist/) "1"
* [cl\_phys\_block\_fraction](http://www.gamerconfig.eu/command/insurgency/cl_phys_block_fraction/) "0"
* [cl\_phys\_maxticks](http://www.gamerconfig.eu/command/insurgency/cl_phys_maxticks/) "2" // Sets the max number of physics ticks allowed for client-side physics (ragdolls)
* [cl\_phys\_show\_active](http://www.gamerconfig.eu/command/insurgency/cl_phys_show_active/) "0"
* [cl\_phys\_timescale](http://www.gamerconfig.eu/command/insurgency/cl_phys_timescale/) "1" // Sets the scale of time for client-side physics (ragdolls)
* [cl\_pitchdown](http://www.gamerconfig.eu/command/insurgency/cl_pitchdown/) "89"
* [cl\_pitchspeed](http://www.gamerconfig.eu/command/insurgency/cl_pitchspeed/) "225"
* [cl\_pitchup](http://www.gamerconfig.eu/command/insurgency/cl_pitchup/) "89"
* [cl\_playback\_screenshots](http://www.gamerconfig.eu/command/insurgency/cl_playback_screenshots/) "0" // Allows the client to playback screenshot and jpeg commands in demos.
* [cl\_player\_fullupdate\_predicted\_origin\_fix](http://www.gamerconfig.eu/command/insurgency/cl_player_fullupdate_predicted_origin_fix/) "1"
* [cl\_player\_shadow\_dist](http://www.gamerconfig.eu/command/insurgency/cl_player_shadow_dist/) "1000"
* [cl\_portal\_use\_new\_dissolve](http://www.gamerconfig.eu/command/insurgency/cl_portal_use_new_dissolve/) "1" // Use new dissolve effect
* [cl\_precacheinfo](http://www.gamerconfig.eu/command/insurgency/cl_precacheinfo/) // Show precache info (client).
* [cl\_predict](http://www.gamerconfig.eu/command/insurgency/cl_predict/) "1" // Perform client side prediction.
* [cl\_predictioncopy\_describe](http://www.gamerconfig.eu/command/insurgency/cl_predictioncopy_describe/) // Describe datamap\_t for entindex
* [cl\_predictionlist](http://www.gamerconfig.eu/command/insurgency/cl_predictionlist/) "0" // Show which entities are predicting
* [cl\_prediction\_error\_timestamps](http://www.gamerconfig.eu/command/insurgency/cl_prediction_error_timestamps/) "0"
* [cl\_predictphysics](http://www.gamerconfig.eu/command/insurgency/cl_predictphysics/) "0" // Use a prediction-friendly physics interface on the client
* [cl\_predictweapons](http://www.gamerconfig.eu/command/insurgency/cl_predictweapons/) "1" // Perform client side prediction of weapon effects.
* [cl\_predict\_basetoggles](http://www.gamerconfig.eu/command/insurgency/cl_predict_basetoggles/) "1"
* [cl\_predict\_motioncontrol](http://www.gamerconfig.eu/command/insurgency/cl_predict_motioncontrol/) "0"
* [cl\_pred\_doresetlatch](http://www.gamerconfig.eu/command/insurgency/cl_pred_doresetlatch/) "1"
* [cl\_pred\_error\_verbose](http://www.gamerconfig.eu/command/insurgency/cl_pred_error_verbose/) "0" // Show more field info when spewing prediction errors.
* [cl\_pred\_optimize](http://www.gamerconfig.eu/command/insurgency/cl_pred_optimize/) "2" // and also for not repredicting if there were no errors (2)
* [cl\_pred\_track](http://www.gamerconfig.eu/command/insurgency/cl_pred_track/) // for field fieldname.
* [cl\_radial\_fadein\_delay](http://www.gamerconfig.eu/command/insurgency/cl_radial_fadein_delay/) "0"
* [cl\_radial\_fadein\_duration](http://www.gamerconfig.eu/command/insurgency/cl_radial_fadein_duration/) "0"
* [cl\_ragdoll\_collide](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_collide/) "0"
* [cl\_ragdoll\_gravity](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_gravity/) "600" // Sets the gravity client-side ragdolls
* [cl\_ragdoll\_maxcount](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_maxcount/) "8" // Clients will only show this many ragdolls
* [cl\_ragdoll\_max\_fps](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_max_fps/) "30" // Clients with framerates less than this will reduce the ideal number of ragdolls to display
* [cl\_ragdoll\_max\_remove\_per\_frame](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_max_remove_per_frame/) "1"
* [cl\_ragdoll\_min\_fps](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_min_fps/) "10" // Clients with framerates less than this will only show 1 ragdoll of each type
* [cl\_ragdoll\_physics\_enable](http://www.gamerconfig.eu/command/insurgency/cl_ragdoll_physics_enable/) "1" // Enable/disable ragdoll physics.
* [cl\_removedecals](http://www.gamerconfig.eu/command/insurgency/cl_removedecals/) // Remove the decals from the entity under the crosshair.
* [cl\_report\_soundpatch](http://www.gamerconfig.eu/command/insurgency/cl_report_soundpatch/) // reports client-side sound patch count
* [cl\_resend](http://www.gamerconfig.eu/command/insurgency/cl_resend/) "6" // Delay in seconds before the client will resend the connect attempt
* [cl\_resend\_timeout](http://www.gamerconfig.eu/command/insurgency/cl_resend_timeout/) "60" // Total time allowed for the client to resend the connect attempt
* [cl\_retire\_low\_priority\_lights](http://www.gamerconfig.eu/command/insurgency/cl_retire_low_priority_lights/) "0" // Low priority dlights are replaced by high priority ones
* [cl\_ricochet\_percent](http://www.gamerconfig.eu/command/insurgency/cl_ricochet_percent/) "0" // Percent chance a bullet will create a ricochet tracer (0..10)
* [cl\_ricochet\_percent\_shotgun](http://www.gamerconfig.eu/command/insurgency/cl_ricochet_percent_shotgun/) "0" // Percent chance a shotgun pellet will create a ricochet tracer (0..10)
* [cl\_rumblescale](http://www.gamerconfig.eu/command/insurgency/cl_rumblescale/) "1" // Scale sensitivity of rumble effects (0 to 1.0)
* [cl\_screenshotname](http://www.gamerconfig.eu/command/insurgency/cl_screenshotname/) "0" // Custom Screenshot name
* [cl\_SetupAllBones](http://www.gamerconfig.eu/command/insurgency/cl_SetupAllBones/) "0"
* [cl\_shadowtextureoverlaysize](http://www.gamerconfig.eu/command/insurgency/cl_shadowtextureoverlaysize/) "256"
* [cl\_shadowupdatespacing](http://www.gamerconfig.eu/command/insurgency/cl_shadowupdatespacing/) "10"
* [cl\_showanimstate\_activities](http://www.gamerconfig.eu/command/insurgency/cl_showanimstate_activities/) "0" // Show activities in the (client) animation state display.
* [cl\_showbattery](http://www.gamerconfig.eu/command/insurgency/cl_showbattery/) "0" // Draw current battery level at top of screen when on battery power
* [cl\_ShowBoneSetupEnts](http://www.gamerconfig.eu/command/insurgency/cl_ShowBoneSetupEnts/) "0" // Show which entities are having their bones setup each frame.
* [cl\_showdemooverlay](http://www.gamerconfig.eu/command/insurgency/cl_showdemooverlay/) "0" // -1 - show always)
* [cl\_showents](http://www.gamerconfig.eu/command/insurgency/cl_showents/) // Dump entity list to console.
* [cl\_showerror](http://www.gamerconfig.eu/command/insurgency/cl_showerror/) "0" // 2 for above plus detailed field deltas.
* [cl\_showevents](http://www.gamerconfig.eu/command/insurgency/cl_showevents/) "0" // Print event firing info in the console
* [cl\_showfps](http://www.gamerconfig.eu/command/insurgency/cl_showfps/) "0" // +10 = detailed )
* [cl\_showhelp](http://www.gamerconfig.eu/command/insurgency/cl_showhelp/) "1" // Set to 0 to not show on-screen help
* [cl\_showpausedimage](http://www.gamerconfig.eu/command/insurgency/cl_showpausedimage/) "1" // Show the Paused image when game is paused.
* [cl\_showpluginmessages](http://www.gamerconfig.eu/command/insurgency/cl_showpluginmessages/) "0" // Allow plugins to display messages to you
* [cl\_showpos](http://www.gamerconfig.eu/command/insurgency/cl_showpos/) "0" // Draw current position at top of screen
* [cl\_ShowSunVectors](http://www.gamerconfig.eu/command/insurgency/cl_ShowSunVectors/) "0"
* [cl\_showtextmsg](http://www.gamerconfig.eu/command/insurgency/cl_showtextmsg/) "1" // Enable/disable text messages printing on the screen.
* [cl\_showtracerdistances](http://www.gamerconfig.eu/command/insurgency/cl_showtracerdistances/) "0" // every 250 units.
* [cl\_show\_bounds\_errors](http://www.gamerconfig.eu/command/insurgency/cl_show_bounds_errors/) "0"
* [cl\_show\_splashes](http://www.gamerconfig.eu/command/insurgency/cl_show_splashes/) "1"
* [cl\_sidespeed](http://www.gamerconfig.eu/command/insurgency/cl_sidespeed/) "450"
* [cl\_simdbones](http://www.gamerconfig.eu/command/insurgency/cl_simdbones/) "0" // Use SIMD bone setup.
* [cl\_skipfastpath](http://www.gamerconfig.eu/command/insurgency/cl_skipfastpath/) "0" // Set to 1 to stop all models that go through the model fast path from rendering
* [cl\_skipslowpath](http://www.gamerconfig.eu/command/insurgency/cl_skipslowpath/) "0" // Set to 1 to skip any models that dont go through the model fast path
* [cl\_smooth](http://www.gamerconfig.eu/command/insurgency/cl_smooth/) "1" // Smooth view/eye origin after prediction errors
* [cl\_smoothtime](http://www.gamerconfig.eu/command/insurgency/cl_smoothtime/) "0" // Smooth clients view after prediction error over this many seconds
* [cl\_soundemitter\_flush](http://www.gamerconfig.eu/command/insurgency/cl_soundemitter_flush/) // Flushes the sounds.txt system (server only)
* [cl\_soundemitter\_reload](http://www.gamerconfig.eu/command/insurgency/cl_soundemitter_reload/) // Flushes the sounds.txt system
* [cl\_soundfile](http://www.gamerconfig.eu/command/insurgency/cl_soundfile/) "0" // Jingle sound file.
* [cl\_soundscape\_flush](http://www.gamerconfig.eu/command/insurgency/cl_soundscape_flush/) // Flushes the client side soundscapes
* [cl\_soundscape\_printdebuginfo](http://www.gamerconfig.eu/command/insurgency/cl_soundscape_printdebuginfo/) // print soundscapes
* [cl\_spec\_mode](http://www.gamerconfig.eu/command/insurgency/cl_spec_mode/) "5" // spectator mode
* [cl\_sporeclipdistance](http://www.gamerconfig.eu/command/insurgency/cl_sporeclipdistance/) "512"
* [cl\_sprint\_hold](http://www.gamerconfig.eu/command/insurgency/cl_sprint_hold/) "1" // 1 = hold key down to sprint.
* [cl\_ss\_origin](http://www.gamerconfig.eu/command/insurgency/cl_ss_origin/) // print origin in script format
* [cl\_sunlight\_depthbias](http://www.gamerconfig.eu/command/insurgency/cl_sunlight_depthbias/) "0"
* [cl\_sunlight\_ortho\_size](http://www.gamerconfig.eu/command/insurgency/cl_sunlight_ortho_size/) "0" // Set to values greater than 0 for ortho view render projections.
* [cl\_sun\_decay\_rate](http://www.gamerconfig.eu/command/insurgency/cl_sun_decay_rate/) "0"
* [cl\_suppression\_blur\_strength](http://www.gamerconfig.eu/command/insurgency/cl_suppression_blur_strength/) "1"
* [cl\_suppression\_blur\_test](http://www.gamerconfig.eu/command/insurgency/cl_suppression_blur_test/) "0"
* [cl\_team](http://www.gamerconfig.eu/command/insurgency/cl_team/) "0" // Default team when joining a game
* [cl\_teamid](http://www.gamerconfig.eu/command/insurgency/cl_teamid/) "0"
* [cl\_teamid\_max](http://www.gamerconfig.eu/command/insurgency/cl_teamid_max/) "1000"
* [cl\_teamid\_min](http://www.gamerconfig.eu/command/insurgency/cl_teamid_min/) "200"
* [cl\_team\_colors\_relative](http://www.gamerconfig.eu/command/insurgency/cl_team_colors_relative/) "1" // the local team is always blue.
* [cl\_threaded\_bone\_setup](http://www.gamerconfig.eu/command/insurgency/cl_threaded_bone_setup/) "0" // Enable parallel processing of C\_BaseAnimating::SetupBones()
* [cl\_threaded\_init](http://www.gamerconfig.eu/command/insurgency/cl_threaded_init/) "0"
* [cl\_timeout](http://www.gamerconfig.eu/command/insurgency/cl_timeout/) "30" // the client will disconnect itself
* [cl\_tlucfastpath](http://www.gamerconfig.eu/command/insurgency/cl_tlucfastpath/) "1"
* [cl\_tracers](http://www.gamerconfig.eu/command/insurgency/cl_tracers/) "1"
* [cl\_tree\_sway\_dir](http://www.gamerconfig.eu/command/insurgency/cl_tree_sway_dir/) // sets tree sway wind direction and strength
* [cl\_updaterate](http://www.gamerconfig.eu/command/insurgency/cl_updaterate/) "64" // Number of packets per second of updates you are requesting from the server
* [cl\_updatevisibility](http://www.gamerconfig.eu/command/insurgency/cl_updatevisibility/) // Updates visibility bits.
* [cl\_upgrade\_fade\_max](http://www.gamerconfig.eu/command/insurgency/cl_upgrade_fade_max/) "512"
* [cl\_upgrade\_fade\_min](http://www.gamerconfig.eu/command/insurgency/cl_upgrade_fade_min/) "480"
* [cl\_upspeed](http://www.gamerconfig.eu/command/insurgency/cl_upspeed/) "320"
* [cl\_use\_simd\_bones](http://www.gamerconfig.eu/command/insurgency/cl_use_simd_bones/) "1" // 1 use SIMD bones 0 use scalar bones.
* [cl\_use\_update\_interval](http://www.gamerconfig.eu/command/insurgency/cl_use_update_interval/) "0" // Time between use target updates
* [cl\_view](http://www.gamerconfig.eu/command/insurgency/cl_view/) // Set the view entity index.
* [cl\_vip\_preference](http://www.gamerconfig.eu/command/insurgency/cl_vip_preference/) "1" // 2 = PICK ME!!!
* [cl\_vm\_holo\_debug](http://www.gamerconfig.eu/command/insurgency/cl_vm_holo_debug/) "0"
* [cl\_vm\_holo\_spec\_test](http://www.gamerconfig.eu/command/insurgency/cl_vm_holo_spec_test/) "0"
* [cl\_voice\_filter](http://www.gamerconfig.eu/command/insurgency/cl_voice_filter/) "0" // Filter voice by name substring
* [cl\_vote\_ui\_active\_after\_voting](http://www.gamerconfig.eu/command/insurgency/cl_vote_ui_active_after_voting/) "0"
* [cl\_vote\_ui\_show\_notification](http://www.gamerconfig.eu/command/insurgency/cl_vote_ui_show_notification/) "0"
* [cl\_walk\_hold](http://www.gamerconfig.eu/command/insurgency/cl_walk_hold/) "1" // 1 = hold key down to walk.
* [cl\_winddir](http://www.gamerconfig.eu/command/insurgency/cl_winddir/) "0" // Weather effects wind direction angle
* [cl\_windspeed](http://www.gamerconfig.eu/command/insurgency/cl_windspeed/) "0" // Weather effects wind speed scalar
* [cl\_wound\_offset\_enabled](http://www.gamerconfig.eu/command/insurgency/cl_wound_offset_enabled/) "0"
* [cl\_wound\_particles](http://www.gamerconfig.eu/command/insurgency/cl_wound_particles/) "1"
* [cl\_yawspeed](http://www.gamerconfig.eu/command/insurgency/cl_yawspeed/) "210"
* [cl\_zoom\_sensitivity](http://www.gamerconfig.eu/command/insurgency/cl_zoom_sensitivity/) "1"
* [cl\_zoom\_sensitivity\_fov\_scaled](http://www.gamerconfig.eu/command/insurgency/cl_zoom_sensitivity_fov_scaled/) "1"
* [cl\_zoom\_sensitivity\_scope](http://www.gamerconfig.eu/command/insurgency/cl_zoom_sensitivity_scope/) "2"
* [cmd](http://www.gamerconfig.eu/command/insurgency/cmd/) // Forward command to server.
* [cmd1](http://www.gamerconfig.eu/command/insurgency/cmd1/) // sets userinfo string for split screen player in slot 1
* [cmd2](http://www.gamerconfig.eu/command/insurgency/cmd2/) // sets userinfo string for split screen player in slot 2
* [cmd3](http://www.gamerconfig.eu/command/insurgency/cmd3/) // sets userinfo string for split screen player in slot 3
* [cmd4](http://www.gamerconfig.eu/command/insurgency/cmd4/) // sets userinfo string for split screen player in slot 4
* [collision\_shake\_amp](http://www.gamerconfig.eu/command/insurgency/collision_shake_amp/) "0"
* [collision\_shake\_freq](http://www.gamerconfig.eu/command/insurgency/collision_shake_freq/) "0"
* [collision\_shake\_time](http://www.gamerconfig.eu/command/insurgency/collision_shake_time/) "0"
* [collision\_test](http://www.gamerconfig.eu/command/insurgency/collision_test/) // Tests collision system
* [colorcorrectionui](http://www.gamerconfig.eu/command/insurgency/colorcorrectionui/) // Show/hide the color correction tools UI.
* [commentary\_showmodelviewer](http://www.gamerconfig.eu/command/insurgency/commentary_showmodelviewer/) // Display the commentary model viewer. Usage: commentary\_showmodelviewer <model name> <optional attached model name>
* [condump](http://www.gamerconfig.eu/command/insurgency/condump/) // dump the text currently in the console to condumpXX.log
* [connect](http://www.gamerconfig.eu/command/insurgency/connect/) // Connect to specified server.
* [contimes](http://www.gamerconfig.eu/command/insurgency/contimes/) "8" // Number of console lines to overlay for debugging.
* [con\_drawnotify](http://www.gamerconfig.eu/command/insurgency/con_drawnotify/) "1" // Disables drawing of notification area (for taking screenshots).
* [con\_enable](http://www.gamerconfig.eu/command/insurgency/con_enable/) "1" // Allows the console to be activated.
* [con\_filter\_enable](http://www.gamerconfig.eu/command/insurgency/con_filter_enable/) "0" // 2 displays filtered text brighter than ot
* [con\_filter\_text](http://www.gamerconfig.eu/command/insurgency/con_filter_text/) "0" // Text with which to filter console spew. Set con\_filter\_enable 1 or 2 to activate.
* [con\_filter\_text\_out](http://www.gamerconfig.eu/command/insurgency/con_filter_text_out/) "0" // Text with which to filter OUT of console spew. Set con\_filter\_enable 1 or 2 to activate.
* [con\_logfile](http://www.gamerconfig.eu/command/insurgency/con_logfile/) "0" // Console output gets written to this file
* [con\_min\_severity](http://www.gamerconfig.eu/command/insurgency/con_min_severity/) // LS\_ERROR=3.
* [con\_notifytime](http://www.gamerconfig.eu/command/insurgency/con_notifytime/) "8" // How long to display recent console text to the upper part of the game window
* [con\_nprint\_bgalpha](http://www.gamerconfig.eu/command/insurgency/con_nprint_bgalpha/) "50" // Con\_NPrint background alpha.
* [con\_nprint\_bgborder](http://www.gamerconfig.eu/command/insurgency/con_nprint_bgborder/) "5" // Con\_NPrint border size.
* [con\_timestamp](http://www.gamerconfig.eu/command/insurgency/con_timestamp/) "0" // Prefix console.log entries with timestamps
* [con\_trace](http://www.gamerconfig.eu/command/insurgency/con_trace/) "0" // Print console text to low level printout.
* [coop](http://www.gamerconfig.eu/command/insurgency/coop/) "0" // Cooperative play.
* [cpu\_level](http://www.gamerconfig.eu/command/insurgency/cpu_level/) "1" // CPU Level - Default: High
* [crash](http://www.gamerconfig.eu/command/insurgency/crash/) // Cause the engine to crash (Debug!!)
* [crash\_client](http://www.gamerconfig.eu/command/insurgency/crash_client/) // Crash the client. Optional parameter -- type of crash: 0: read from NULL 1: write to NULL 2: DmCrashDump() (xbox360 only)
* [create\_flashlight](http://www.gamerconfig.eu/command/insurgency/create_flashlight/)
* [creditsdone](http://www.gamerconfig.eu/command/insurgency/creditsdone/)
* [csm\_quality\_level](http://www.gamerconfig.eu/command/insurgency/csm_quality_level/) "0" // 3=HIGHEST
* [curve\_bias](http://www.gamerconfig.eu/command/insurgency/curve_bias/) "0"
* [cvarlist](http://www.gamerconfig.eu/command/insurgency/cvarlist/) // Show the list of convars/concommands.
* [c\_maxdistance](http://www.gamerconfig.eu/command/insurgency/c_maxdistance/) "200"
* [c\_maxpitch](http://www.gamerconfig.eu/command/insurgency/c_maxpitch/) "90"
* [c\_maxyaw](http://www.gamerconfig.eu/command/insurgency/c_maxyaw/) "135"
* [c\_mindistance](http://www.gamerconfig.eu/command/insurgency/c_mindistance/) "30"
* [c\_minpitch](http://www.gamerconfig.eu/command/insurgency/c_minpitch/) "0"
* [c\_minyaw](http://www.gamerconfig.eu/command/insurgency/c_minyaw/) "-135"
* [c\_orthoheight](http://www.gamerconfig.eu/command/insurgency/c_orthoheight/) "100"
* [c\_orthowidth](http://www.gamerconfig.eu/command/insurgency/c_orthowidth/) "100"
* [c\_thirdpersonshoulder](http://www.gamerconfig.eu/command/insurgency/c_thirdpersonshoulder/) "0"
* [c\_thirdpersonshoulderaimdist](http://www.gamerconfig.eu/command/insurgency/c_thirdpersonshoulderaimdist/) "120"
* [c\_thirdpersonshoulderdist](http://www.gamerconfig.eu/command/insurgency/c_thirdpersonshoulderdist/) "40"
* [c\_thirdpersonshoulderheight](http://www.gamerconfig.eu/command/insurgency/c_thirdpersonshoulderheight/) "5"
* [c\_thirdpersonshoulderoffset](http://www.gamerconfig.eu/command/insurgency/c_thirdpersonshoulderoffset/) "20"
* [das\_max\_z\_trace\_length](http://www.gamerconfig.eu/command/insurgency/das_max_z_trace_length/) "72" // Maximum height of player and still test for adsp
* [das\_process\_overhang\_spaces](http://www.gamerconfig.eu/command/insurgency/das_process_overhang_spaces/) "0"
* [datacachesize](http://www.gamerconfig.eu/command/insurgency/datacachesize/) "32" // Size in MB.
* [dbghist\_addline](http://www.gamerconfig.eu/command/insurgency/dbghist_addline/) // Add a line to the debug history. Format: <category id> <line>
* [dbghist\_dump](http://www.gamerconfig.eu/command/insurgency/dbghist_dump/) // Dump the debug history to the console. Format: <category id> Categories: 0: Entity I/O 1: AI Decisions 2: Sc
* [dbg\_demofile](http://www.gamerconfig.eu/command/insurgency/dbg_demofile/) "0"
* [deathmatch](http://www.gamerconfig.eu/command/insurgency/deathmatch/) "1" // Running a deathmatch server.
* [debugcam](http://www.gamerconfig.eu/command/insurgency/debugcam/) // toggle the debug camera
* [debugsystemui](http://www.gamerconfig.eu/command/insurgency/debugsystemui/) // Show/hide the debug system UI.
* [debug\_award\_tokens](http://www.gamerconfig.eu/command/insurgency/debug_award_tokens/) // Debug award token
* [debug\_materialmodifycontrol](http://www.gamerconfig.eu/command/insurgency/debug_materialmodifycontrol/) "0"
* [debug\_materialmodifycontrol\_client](http://www.gamerconfig.eu/command/insurgency/debug_materialmodifycontrol_client/) "0"
* [debug\_overlay\_fullposition](http://www.gamerconfig.eu/command/insurgency/debug_overlay_fullposition/) "0"
* [debug\_physimpact](http://www.gamerconfig.eu/command/insurgency/debug_physimpact/) "0"
* [debug\_player\_template](http://www.gamerconfig.eu/command/insurgency/debug_player_template/) // Debug player template
* [debug\_purchase\_gear](http://www.gamerconfig.eu/command/insurgency/debug_purchase_gear/) // Debug gear purchase
* [debug\_purchase\_weapon](http://www.gamerconfig.eu/command/insurgency/debug_purchase_weapon/) // Debug weapon purchase
* [debug\_purchase\_weapon\_upgrade](http://www.gamerconfig.eu/command/insurgency/debug_purchase_weapon_upgrade/) // Debug weapon upgrade purchase
* [debug\_refund\_current\_weapon](http://www.gamerconfig.eu/command/insurgency/debug_refund_current_weapon/) // Debug refund current weapon
* [debug\_reset\_inventory](http://www.gamerconfig.eu/command/insurgency/debug_reset_inventory/) // Debug reset inventory
* [debug\_touchlinks](http://www.gamerconfig.eu/command/insurgency/debug_touchlinks/) "0" // Spew touch link activity
* [debug\_visibility\_monitor](http://www.gamerconfig.eu/command/insurgency/debug_visibility_monitor/) "0"
* [decalfrequency](http://www.gamerconfig.eu/command/insurgency/decalfrequency/) "10"
* [default\_fov](http://www.gamerconfig.eu/command/insurgency/default_fov/) "90"
* [demolist](http://www.gamerconfig.eu/command/insurgency/demolist/) // Print demo sequence list.
* [demos](http://www.gamerconfig.eu/command/insurgency/demos/) // Demo demo file sequence.
* [demoui](http://www.gamerconfig.eu/command/insurgency/demoui/) // Show/hide the demo player UI.
* [demoui2](http://www.gamerconfig.eu/command/insurgency/demoui2/) // Show/hide the advanced demo player UI (demoui2).
* [demo\_avellimit](http://www.gamerconfig.eu/command/insurgency/demo_avellimit/) "2000" // Angular velocity limit before eyes considered snapped for demo playback.
* [demo\_debug](http://www.gamerconfig.eu/command/insurgency/demo_debug/) "0" // Demo debug info.
* [demo\_enabledemos](http://www.gamerconfig.eu/command/insurgency/demo_enabledemos/) "1" // Enable recording demos (must be set true before loading a map)
* [demo\_fastforwardfinalspeed](http://www.gamerconfig.eu/command/insurgency/demo_fastforwardfinalspeed/) "20" // Go this fast when starting to hold FF button.
* [demo\_fastforwardramptime](http://www.gamerconfig.eu/command/insurgency/demo_fastforwardramptime/) "5" // How many seconds it takes to get to full FF speed.
* [demo\_fastforwardstartspeed](http://www.gamerconfig.eu/command/insurgency/demo_fastforwardstartspeed/) "2" // Go this fast when starting to hold FF button.
* [demo\_gototick](http://www.gamerconfig.eu/command/insurgency/demo_gototick/) // Skips to a tick in demo.
* [demo\_interplimit](http://www.gamerconfig.eu/command/insurgency/demo_interplimit/) "4000" // How much origin velocity before its considered to have teleported causing interpolation to reset.
* [demo\_interpolateview](http://www.gamerconfig.eu/command/insurgency/demo_interpolateview/) "1" // Do view interpolation during dem playback.
* [demo\_legacy\_rollback](http://www.gamerconfig.eu/command/insurgency/demo_legacy_rollback/) "1" // Use legacy view interpolation rollback amount in demo playback.
* [demo\_pause](http://www.gamerconfig.eu/command/insurgency/demo_pause/) // Pauses demo playback.
* [demo\_pauseatservertick](http://www.gamerconfig.eu/command/insurgency/demo_pauseatservertick/) "0" // Pauses demo playback at server tick
* [demo\_quitafterplayback](http://www.gamerconfig.eu/command/insurgency/demo_quitafterplayback/) "0" // Quits game after demo playback.
* [demo\_recordcommands](http://www.gamerconfig.eu/command/insurgency/demo_recordcommands/) "1" // Record commands typed at console into .dem files.
* [demo\_resume](http://www.gamerconfig.eu/command/insurgency/demo_resume/) // Resumes demo playback.
* [demo\_timescale](http://www.gamerconfig.eu/command/insurgency/demo_timescale/) // Sets demo replay speed.
* [demo\_togglepause](http://www.gamerconfig.eu/command/insurgency/demo_togglepause/) // Toggles demo playback.
* [developer](http://www.gamerconfig.eu/command/insurgency/developer/) "0" // Set developer message level
* [devshots\_nextmap](http://www.gamerconfig.eu/command/insurgency/devshots_nextmap/) // Used by the devshots system to go to the next map in the devshots maplist.
* [devshots\_screenshot](http://www.gamerconfig.eu/command/insurgency/devshots_screenshot/) // use the screenshot command instead.
* [differences](http://www.gamerconfig.eu/command/insurgency/differences/) // Show all convars which are not at their default values.
* [disable\_static\_prop\_loading](http://www.gamerconfig.eu/command/insurgency/disable_static_prop_loading/) "0" // static props wont be loaded
* [disconnect](http://www.gamerconfig.eu/command/insurgency/disconnect/) // Disconnect game from server.
* [dispcoll\_drawplane](http://www.gamerconfig.eu/command/insurgency/dispcoll_drawplane/) "0"
* [displaysoundlist](http://www.gamerconfig.eu/command/insurgency/displaysoundlist/) "0"
* [display\_elapsedtime](http://www.gamerconfig.eu/command/insurgency/display_elapsedtime/) // Displays how much time has elapsed since the game started
* [display\_game\_events](http://www.gamerconfig.eu/command/insurgency/display_game_events/) "0"
* [disp\_dynamic](http://www.gamerconfig.eu/command/insurgency/disp_dynamic/) "0"
* [disp\_list\_all\_collideable](http://www.gamerconfig.eu/command/insurgency/disp_list_all_collideable/) // List all collideable displacements
* [dlight\_debug](http://www.gamerconfig.eu/command/insurgency/dlight_debug/) // Creates a dlight in front of the player
* [drawcross](http://www.gamerconfig.eu/command/insurgency/drawcross/) // Draws a cross at the given location Arguments: x y z
* [drawline](http://www.gamerconfig.eu/command/insurgency/drawline/) // Draws line between two 3D Points. Green if no collision Red is collides with something Arguments: x1 y1 z1 x2 y2 z2
* [dsp\_automatic](http://www.gamerconfig.eu/command/insurgency/dsp_automatic/) "0"
* [dsp\_db\_min](http://www.gamerconfig.eu/command/insurgency/dsp_db_min/) "80"
* [dsp\_db\_mixdrop](http://www.gamerconfig.eu/command/insurgency/dsp_db_mixdrop/) "0"
* [dsp\_dist\_max](http://www.gamerconfig.eu/command/insurgency/dsp_dist_max/) "1440"
* [dsp\_dist\_min](http://www.gamerconfig.eu/command/insurgency/dsp_dist_min/) "0"
* [dsp\_enhance\_stereo](http://www.gamerconfig.eu/command/insurgency/dsp_enhance_stereo/) "1"
* [dsp\_facingaway](http://www.gamerconfig.eu/command/insurgency/dsp_facingaway/) "0"
* [dsp\_mix\_max](http://www.gamerconfig.eu/command/insurgency/dsp_mix_max/) "0"
* [dsp\_mix\_min](http://www.gamerconfig.eu/command/insurgency/dsp_mix_min/) "0"
* [dsp\_off](http://www.gamerconfig.eu/command/insurgency/dsp_off/) "0"
* [dsp\_player](http://www.gamerconfig.eu/command/insurgency/dsp_player/) "0"
* [dsp\_reload](http://www.gamerconfig.eu/command/insurgency/dsp_reload/)
* [dsp\_room](http://www.gamerconfig.eu/command/insurgency/dsp_room/) "0"
* [dsp\_slow\_cpu](http://www.gamerconfig.eu/command/insurgency/dsp_slow_cpu/) "0"
* [dsp\_spatial](http://www.gamerconfig.eu/command/insurgency/dsp_spatial/) "40"
* [dsp\_speaker](http://www.gamerconfig.eu/command/insurgency/dsp_speaker/) "50"
* [dsp\_volume](http://www.gamerconfig.eu/command/insurgency/dsp_volume/) "0"
* [dsp\_vol\_2ch](http://www.gamerconfig.eu/command/insurgency/dsp_vol_2ch/) "1"
* [dsp\_vol\_4ch](http://www.gamerconfig.eu/command/insurgency/dsp_vol_4ch/) "0"
* [dsp\_vol\_5ch](http://www.gamerconfig.eu/command/insurgency/dsp_vol_5ch/) "0"
* [dsp\_water](http://www.gamerconfig.eu/command/insurgency/dsp_water/) "14"
* [dti\_flush](http://www.gamerconfig.eu/command/insurgency/dti_flush/) // Write out the datatable instrumentation files (you must run with -dti for this to work).
* [dtwarning](http://www.gamerconfig.eu/command/insurgency/dtwarning/) "0" // Print data table warnings?
* [dtwatchclass](http://www.gamerconfig.eu/command/insurgency/dtwatchclass/) "0" // Watch all fields encoded with this table.
* [dtwatchdecode](http://www.gamerconfig.eu/command/insurgency/dtwatchdecode/) "1" // When watching show decode.
* [dtwatchencode](http://www.gamerconfig.eu/command/insurgency/dtwatchencode/) "1" // When watching show encode.
* [dtwatchent](http://www.gamerconfig.eu/command/insurgency/dtwatchent/) "-1" // Watch this entities data table encoding.
* [dtwatchvar](http://www.gamerconfig.eu/command/insurgency/dtwatchvar/) "0" // Watch the named variable.
* [dt\_ShowPartialChangeEnts](http://www.gamerconfig.eu/command/insurgency/dt_ShowPartialChangeEnts/) "0" // (SP only) - show entities that were copied using small optimized lists (FL\_EDICT\_PARTIAL\_CHANGE).
* [dt\_UsePartialChangeEnts](http://www.gamerconfig.eu/command/insurgency/dt_UsePartialChangeEnts/) "1" // (SP only) - enable FL\_EDICT\_PARTIAL\_CHANGE optimization.
* [dumpentityfactories](http://www.gamerconfig.eu/command/insurgency/dumpentityfactories/) // Lists all entity factory names.
* [dumpeventqueue](http://www.gamerconfig.eu/command/insurgency/dumpeventqueue/) // Dump the contents of the Entity I/O event queue to the console.
* [dumpgamestringtable](http://www.gamerconfig.eu/command/insurgency/dumpgamestringtable/) // Dump the contents of the game string table to the console.
* [dumpstringtables](http://www.gamerconfig.eu/command/insurgency/dumpstringtables/) // Print string tables to console.
* [dumptheaterentityfactories](http://www.gamerconfig.eu/command/insurgency/dumptheaterentityfactories/) // Lists all theater entity factory names.
* [dump\_entity\_sizes](http://www.gamerconfig.eu/command/insurgency/dump_entity_sizes/) // Print sizeof(entclass)
* [dump\_globals](http://www.gamerconfig.eu/command/insurgency/dump_globals/) // Dump all global entities/states
* [echo](http://www.gamerconfig.eu/command/insurgency/echo/) // Echo text to console.
* [editdemo](http://www.gamerconfig.eu/command/insurgency/editdemo/) // Edit a recorded demo file (.dem ).
* [editor\_toggle](http://www.gamerconfig.eu/command/insurgency/editor_toggle/) // Disables the simulation and returns focus to the editor
* [enable\_debug\_overlays](http://www.gamerconfig.eu/command/insurgency/enable_debug_overlays/) "1" // Enable rendering of debug overlays
* [enable\_skeleton\_draw](http://www.gamerconfig.eu/command/insurgency/enable_skeleton_draw/) "0" // Render skeletons in wireframe
* [endmovie](http://www.gamerconfig.eu/command/insurgency/endmovie/) // Stop recording movie frames.
* [ent\_absbox](http://www.gamerconfig.eu/command/insurgency/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](http://www.gamerconfig.eu/command/insurgency/ent_attachments/) // Displays the attachment points on an entity. Arguments: {entity\_name} / {class\_name} / no argument picks what player is loo
* [ent\_autoaim](http://www.gamerconfig.eu/command/insurgency/ent_autoaim/) // Displays the entitys autoaim radius. Arguments: {entity\_name} / {class\_name} / no argument picks what player is looking at
* [ent\_bbox](http://www.gamerconfig.eu/command/insurgency/ent_bbox/) // Displays the movement bounding box for the given entity(ies) in orange. Some entites will also display entity specific overlay
* [ent\_cancelpendingentfires](http://www.gamerconfig.eu/command/insurgency/ent_cancelpendingentfires/) // Cancels all ent\_fire created outputs that are currently waiting for their delay to expire.
* [ent\_create](http://www.gamerconfig.eu/command/insurgency/ent_create/) // Creates an entity of the given type where the player is looking.
* [ent\_debugkeys](http://www.gamerconfig.eu/command/insurgency/ent_debugkeys/) "0"
* [ent\_dump](http://www.gamerconfig.eu/command/insurgency/ent_dump/) // Usage: ent\_dump <entity name>
* [ent\_fire](http://www.gamerconfig.eu/command/insurgency/ent_fire/) // Usage: ent\_fire <target> [action] [value] [delay]
* [ent\_info](http://www.gamerconfig.eu/command/insurgency/ent_info/) // Usage: ent\_info <class name>
* [ent\_keyvalue](http://www.gamerconfig.eu/command/insurgency/ent_keyvalue/) // Applies the comma delimited key=value pairs to the entity with the given Hammer ID. Format: ent\_keyvalue <entity id> <key1>=<v
* [ent\_messages](http://www.gamerconfig.eu/command/insurgency/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](http://www.gamerconfig.eu/command/insurgency/ent_messages_draw/) "0" // Visualizes all entity input/output activity.
* [ent\_name](http://www.gamerconfig.eu/command/insurgency/ent_name/)
* [ent\_orient](http://www.gamerconfig.eu/command/insurgency/ent_orient/) // only orients target entitys YAW. Use the allangles opt
* [ent\_pause](http://www.gamerconfig.eu/command/insurgency/ent_pause/) // Toggles pausing of input/output message processing for entities. When turned on processing of all message will stop. Any mess
* [ent\_pivot](http://www.gamerconfig.eu/command/insurgency/ent_pivot/) // Displays the pivot for the given entity(ies). (y=up=green, z=forward=blue, x=left=red). Arguments: {entity\_name} / {class
* [ent\_rbox](http://www.gamerconfig.eu/command/insurgency/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](http://www.gamerconfig.eu/command/insurgency/ent_remove/) // Removes the given entity(s) Arguments: {entity\_name} / {class\_name} / no argument picks what player is looking at
* [ent\_remove\_all](http://www.gamerconfig.eu/command/insurgency/ent_remove_all/) // Removes all entities of the specified type Arguments: {entity\_name} / {class\_name}
* [ent\_rotate](http://www.gamerconfig.eu/command/insurgency/ent_rotate/) // Rotates an entity by a specified # of degrees
* [ent\_setang](http://www.gamerconfig.eu/command/insurgency/ent_setang/) // Set entity angles
* [ent\_setname](http://www.gamerconfig.eu/command/insurgency/ent_setname/) // Sets the targetname of the given entity(s) Arguments: {new entity name} {entity\_name} / {class\_name} / no argument picks wh
* [ent\_setpos](http://www.gamerconfig.eu/command/insurgency/ent_setpos/) // Move entity to position
* [ent\_show\_contexts](http://www.gamerconfig.eu/command/insurgency/ent_show_contexts/) "0" // Show entity contexts in ent\_text display
* [ent\_show\_response\_criteria](http://www.gamerconfig.eu/command/insurgency/ent_show_response_criteria/) // an entitys current criteria set used to select responses. Arguments: {entity\_name} / {class\_name} /
* [ent\_step](http://www.gamerconfig.eu/command/insurgency/ent_step/) // When ent\_pause is set this will step through one waiting input / output message at a time.
* [ent\_teleport](http://www.gamerconfig.eu/command/insurgency/ent_teleport/) // Teleport the specified entity to where the player is looking. Format: ent\_teleport <entity name>
* [ent\_text](http://www.gamerconfig.eu/command/insurgency/ent_text/) // Displays text debugging information about the given entity(ies) on top of the entity (See Overlay Text) Arguments: {entity\_
* [ent\_viewoffset](http://www.gamerconfig.eu/command/insurgency/ent_viewoffset/) // Displays the eye position for the given entity(ies) in red. Arguments: {entity\_name} / {class\_name} / no argument picks wha
* [envmap](http://www.gamerconfig.eu/command/insurgency/envmap/)
* [er\_colwidth](http://www.gamerconfig.eu/command/insurgency/er_colwidth/) "100"
* [er\_graphwidthfrac](http://www.gamerconfig.eu/command/insurgency/er_graphwidthfrac/) "0"
* [er\_maxname](http://www.gamerconfig.eu/command/insurgency/er_maxname/) "14"
* [escape](http://www.gamerconfig.eu/command/insurgency/escape/) // Escape key pressed.
* [exec](http://www.gamerconfig.eu/command/insurgency/exec/) // Execute script file.
* [execifexists](http://www.gamerconfig.eu/command/insurgency/execifexists/) // Execute script file if file exists.
* [exit](http://www.gamerconfig.eu/command/insurgency/exit/) // Exit the engine.
* [explode](http://www.gamerconfig.eu/command/insurgency/explode/) // Kills the player with explosive damage
* [explodevector](http://www.gamerconfig.eu/command/insurgency/explodevector/) // Kills a player applying an explosive force. Usage: explodevector <player> <x value> <y value> <z value>
* [fadein](http://www.gamerconfig.eu/command/insurgency/fadein/) // fadein {time r g b}: Fades the screen in from black or from the specified color over the given number of seconds.
* [fadeout](http://www.gamerconfig.eu/command/insurgency/fadeout/) // fadeout {time r g b}: Fades the screen to black or to the specified color over the given number of seconds.
* [fast\_fogvolume](http://www.gamerconfig.eu/command/insurgency/fast_fogvolume/) "0"
* [filesystem\_buffer\_size](http://www.gamerconfig.eu/command/insurgency/filesystem_buffer_size/) "0" // Size of per file buffers. 0 for none
* [filesystem\_max\_stdio\_read](http://www.gamerconfig.eu/command/insurgency/filesystem_max_stdio_read/) "16"
* [filesystem\_native](http://www.gamerconfig.eu/command/insurgency/filesystem_native/) "1" // Use native FS or STDIO
* [filesystem\_report\_buffered\_io](http://www.gamerconfig.eu/command/insurgency/filesystem_report_buffered_io/) "0"
* [filesystem\_unbuffered\_io](http://www.gamerconfig.eu/command/insurgency/filesystem_unbuffered_io/) "1"
* [filesystem\_use\_overlapped\_io](http://www.gamerconfig.eu/command/insurgency/filesystem_use_overlapped_io/) "1"
* [find](http://www.gamerconfig.eu/command/insurgency/find/) // Find concommands with the specified string in their name/help text.
* [findflags](http://www.gamerconfig.eu/command/insurgency/findflags/) // Find concommands by flags.
* [find\_ent](http://www.gamerconfig.eu/command/insurgency/find_ent/) // Find and list all entities with classnames or targetnames that contain the specified substring. Format: find\_ent <substring>
* [find\_ent\_index](http://www.gamerconfig.eu/command/insurgency/find_ent_index/) // Display data for entity matching specified index. Format: find\_ent\_index <index>
* [firetarget](http://www.gamerconfig.eu/command/insurgency/firetarget/)
* [fire\_absorbrate](http://www.gamerconfig.eu/command/insurgency/fire_absorbrate/) "3"
* [fire\_dmgbase](http://www.gamerconfig.eu/command/insurgency/fire_dmgbase/) "1"
* [fire\_dmginterval](http://www.gamerconfig.eu/command/insurgency/fire_dmginterval/) "1"
* [fire\_dmgscale](http://www.gamerconfig.eu/command/insurgency/fire_dmgscale/) "0"
* [fire\_extabsorb](http://www.gamerconfig.eu/command/insurgency/fire_extabsorb/) "5"
* [fire\_extscale](http://www.gamerconfig.eu/command/insurgency/fire_extscale/) "12"
* [fire\_growthrate](http://www.gamerconfig.eu/command/insurgency/fire_growthrate/) "1"
* [fire\_heatscale](http://www.gamerconfig.eu/command/insurgency/fire_heatscale/) "1"
* [fire\_incomingheatscale](http://www.gamerconfig.eu/command/insurgency/fire_incomingheatscale/) "0"
* [fire\_maxabsorb](http://www.gamerconfig.eu/command/insurgency/fire_maxabsorb/) "50"
* [firstperson](http://www.gamerconfig.eu/command/insurgency/firstperson/) // Switch to firstperson camera.
* [fish\_debug](http://www.gamerconfig.eu/command/insurgency/fish_debug/) "0" // Show debug info for fish
* [fish\_dormant](http://www.gamerconfig.eu/command/insurgency/fish_dormant/) "0" // Turns off interactive fish behavior. Fish become immobile and unresponsive.
* [flex\_expression](http://www.gamerconfig.eu/command/insurgency/flex_expression/) "0"
* [flex\_rules](http://www.gamerconfig.eu/command/insurgency/flex_rules/) "1" // Allow flex animation rules to run.
* [flex\_smooth](http://www.gamerconfig.eu/command/insurgency/flex_smooth/) "1" // Applies smoothing/decay curve to flex animation controller changes.
* [flex\_talk](http://www.gamerconfig.eu/command/insurgency/flex_talk/) "0"
* [flush](http://www.gamerconfig.eu/command/insurgency/flush/) // Flush unlocked cache memory.
* [flush\_locked](http://www.gamerconfig.eu/command/insurgency/flush_locked/) // Flush unlocked and locked cache memory.
* [fogui](http://www.gamerconfig.eu/command/insurgency/fogui/) // Show/hide fog control UI.
* [fog\_color](http://www.gamerconfig.eu/command/insurgency/fog_color/) "-1"
* [fog\_colorskybox](http://www.gamerconfig.eu/command/insurgency/fog_colorskybox/) "-1"
* [fog\_enable](http://www.gamerconfig.eu/command/insurgency/fog_enable/) "1"
* [fog\_enableskybox](http://www.gamerconfig.eu/command/insurgency/fog_enableskybox/) "1"
* [fog\_enable\_water\_fog](http://www.gamerconfig.eu/command/insurgency/fog_enable_water_fog/) "1"
* [fog\_end](http://www.gamerconfig.eu/command/insurgency/fog_end/) "-1"
* [fog\_endskybox](http://www.gamerconfig.eu/command/insurgency/fog_endskybox/) "-1"
* [fog\_hdrcolorscale](http://www.gamerconfig.eu/command/insurgency/fog_hdrcolorscale/) "-1"
* [fog\_hdrcolorscaleskybox](http://www.gamerconfig.eu/command/insurgency/fog_hdrcolorscaleskybox/) "-1"
* [fog\_maxdensity](http://www.gamerconfig.eu/command/insurgency/fog_maxdensity/) "-1"
* [fog\_maxdensityskybox](http://www.gamerconfig.eu/command/insurgency/fog_maxdensityskybox/) "-1"
* [fog\_override](http://www.gamerconfig.eu/command/insurgency/fog_override/) "0" // Overrides the maps fog settings (-1 populates fog\_ vars with maps values)
* [fog\_start](http://www.gamerconfig.eu/command/insurgency/fog_start/) "-1"
* [fog\_startskybox](http://www.gamerconfig.eu/command/insurgency/fog_startskybox/) "-1"
* [fog\_volume\_debug](http://www.gamerconfig.eu/command/insurgency/fog_volume_debug/) "0" // prints diagnostic information about the current fog volume
* [forcebind](http://www.gamerconfig.eu/command/insurgency/forcebind/) // Bind a command to an available key. (forcebind command opt:suggestedKey)
* [force\_audio\_english](http://www.gamerconfig.eu/command/insurgency/force_audio_english/) "0" // Keeps track of whether were forcing english in a localized language.
* [force\_centerview](http://www.gamerconfig.eu/command/insurgency/force_centerview/)
* [foundry\_engine\_get\_mouse\_control](http://www.gamerconfig.eu/command/insurgency/foundry_engine_get_mouse_control/) // Give the engine control of the mouse.
* [foundry\_engine\_release\_mouse\_control](http://www.gamerconfig.eu/command/insurgency/foundry_engine_release_mouse_control/) // Give the control of the mouse back to Hammer.
* [foundry\_select\_entity](http://www.gamerconfig.eu/command/insurgency/foundry_select_entity/) // Select the entity under the crosshair or select entities with the specified name.
* [foundry\_sync\_hammer\_view](http://www.gamerconfig.eu/command/insurgency/foundry_sync_hammer_view/) // Move Hammers 3D view to the same position as the engines 3D view.
* [foundry\_update\_entity](http://www.gamerconfig.eu/command/insurgency/foundry_update_entity/) // Updates the entitys position/angles when in edit mode
* [fov\_desired](http://www.gamerconfig.eu/command/insurgency/fov_desired/) "90" // Sets the base field-of-view.
* [fps\_max](http://www.gamerconfig.eu/command/insurgency/fps_max/) "300" // Frame rate limiter
* [fps\_max\_splitscreen](http://www.gamerconfig.eu/command/insurgency/fps_max_splitscreen/) "300" // splitscreen
* [fps\_screenshot\_frequency](http://www.gamerconfig.eu/command/insurgency/fps_screenshot_frequency/) "10" // While the fps is below the threshold we will dump a screen shot this often in seconds (i.e. 10 = screen shot every 10 seconds w
* [fps\_screenshot\_threshold](http://www.gamerconfig.eu/command/insurgency/fps_screenshot_threshold/) "-1" // Dump a screenshot when the FPS drops below the given value.
* [fs\_monitor\_read\_from\_pack](http://www.gamerconfig.eu/command/insurgency/fs_monitor_read_from_pack/) "0" // 2:Sync only
* [fs\_printopenfiles](http://www.gamerconfig.eu/command/insurgency/fs_printopenfiles/) // Show all files currently opened by the engine.
* [fs\_report\_sync\_opens](http://www.gamerconfig.eu/command/insurgency/fs_report_sync_opens/) "0" // 2:Not during load
* [fs\_warning\_level](http://www.gamerconfig.eu/command/insurgency/fs_warning_level/) // Set the filesystem warning level.
* [fs\_warning\_mode](http://www.gamerconfig.eu/command/insurgency/fs_warning_mode/) "0" // 2:Warn other threads
* [func\_breakdmg\_bullet](http://www.gamerconfig.eu/command/insurgency/func_breakdmg_bullet/) "0"
* [func\_breakdmg\_club](http://www.gamerconfig.eu/command/insurgency/func_breakdmg_club/) "1"
* [func\_breakdmg\_explosive](http://www.gamerconfig.eu/command/insurgency/func_breakdmg_explosive/) "1"
* [func\_break\_max\_pieces](http://www.gamerconfig.eu/command/insurgency/func_break_max_pieces/) "15"
* [func\_break\_reduction\_factor](http://www.gamerconfig.eu/command/insurgency/func_break_reduction_factor/) "0"
* [fx\_glass\_velocity\_cap](http://www.gamerconfig.eu/command/insurgency/fx_glass_velocity_cap/) "0" // Maximum downwards speed of shattered glass particles
* [fx\_new\_sparks](http://www.gamerconfig.eu/command/insurgency/fx_new_sparks/) "1" // Use new style sparks.
* [g15\_dumpplayer](http://www.gamerconfig.eu/command/insurgency/g15_dumpplayer/) // Spew player data.
* [g15\_reload](http://www.gamerconfig.eu/command/insurgency/g15_reload/) // Reloads the Logitech G-15 Keyboard configs.
* [g15\_update\_msec](http://www.gamerconfig.eu/command/insurgency/g15_update_msec/) "250" // Logitech G-15 Keyboard update interval.
* [gameinstructor\_dump\_open\_lessons](http://www.gamerconfig.eu/command/insurgency/gameinstructor_dump_open_lessons/) // Gives a list of all currently open lessons.
* [gameinstructor\_enable](http://www.gamerconfig.eu/command/insurgency/gameinstructor_enable/) "1" // Display in game lessons that teach new players.
* [gameinstructor\_find\_errors](http://www.gamerconfig.eu/command/insurgency/gameinstructor_find_errors/) "0" // Set to 1 and the game instructor will run EVERY scripted command to uncover errors.
* [gameinstructor\_reload\_lessons](http://www.gamerconfig.eu/command/insurgency/gameinstructor_reload_lessons/) // Shuts down all open lessons and reloads them from the script file.
* [gameinstructor\_reset\_counts](http://www.gamerconfig.eu/command/insurgency/gameinstructor_reset_counts/) // Resets all display and success counts to zero.
* [gameinstructor\_save\_restore\_lessons](http://www.gamerconfig.eu/command/insurgency/gameinstructor_save_restore_lessons/) "1" // Set to 0 to disable save/load of open lesson opportunities in single player.
* [gameinstructor\_start\_sound\_cooldown](http://www.gamerconfig.eu/command/insurgency/gameinstructor_start_sound_cooldown/) "1" // Number of seconds forced between similar lesson start sounds.
* [gameinstructor\_verbose](http://www.gamerconfig.eu/command/insurgency/gameinstructor_verbose/) "0" // Set to 1 for standard debugging or 2 (in combo with gameinstructor\_verbose\_lesson) to show update actions.
* [gameinstructor\_verbose\_lesson](http://www.gamerconfig.eu/command/insurgency/gameinstructor_verbose_lesson/) "0" // Display more verbose information for lessons have this name.
* [gamestats\_file\_output\_directory](http://www.gamerconfig.eu/command/insurgency/gamestats_file_output_directory/) "0" // file will be emitted here instead of to modpath
* [gameui\_activate](http://www.gamerconfig.eu/command/insurgency/gameui_activate/) // Shows the game UI
* [gameui\_allowescape](http://www.gamerconfig.eu/command/insurgency/gameui_allowescape/) // Escape key allowed to hide game UI
* [gameui\_allowescapetoshow](http://www.gamerconfig.eu/command/insurgency/gameui_allowescapetoshow/) // Escape key allowed to show game UI
* [gameui\_hide](http://www.gamerconfig.eu/command/insurgency/gameui_hide/) // Hides the game UI
* [gameui\_preventescape](http://www.gamerconfig.eu/command/insurgency/gameui_preventescape/) // Escape key doesnt hide game UI
* [gameui\_preventescapetoshow](http://www.gamerconfig.eu/command/insurgency/gameui_preventescapetoshow/) // Escape key doesnt show game UI
* [gameui\_xbox](http://www.gamerconfig.eu/command/insurgency/gameui_xbox/) "0"
* [getpos](http://www.gamerconfig.eu/command/insurgency/getpos/) // dump position and angles to the console
* [getpos\_exact](http://www.gamerconfig.eu/command/insurgency/getpos_exact/) // dump origin and angles to the console
* [give](http://www.gamerconfig.eu/command/insurgency/give/) // Give item to player. Arguments: <item\_name>
* [give\_ammo](http://www.gamerconfig.eu/command/insurgency/give_ammo/) // Give ammo for active weapon to the player
* [give\_gear](http://www.gamerconfig.eu/command/insurgency/give_gear/) // Give a Gear to the player
* [give\_upgrade](http://www.gamerconfig.eu/command/insurgency/give_upgrade/) // Install weapon upgrade for active weapon to the player
* [give\_weapon](http://www.gamerconfig.eu/command/insurgency/give_weapon/) // Give a weapon to the player
* [global\_event\_log\_enabled](http://www.gamerconfig.eu/command/insurgency/global_event_log_enabled/) "0" // Enables the global event log system
* [global\_set](http://www.gamerconfig.eu/command/insurgency/global_set/) // 2 = DEAD).
* [glow\_outline\_effect\_enable](http://www.gamerconfig.eu/command/insurgency/glow_outline_effect_enable/) "0" // Enable entity outline glow effects.
* [glow\_outline\_width](http://www.gamerconfig.eu/command/insurgency/glow_outline_width/) "1" // Width of glow outline effect in screen space.
* [gl\_clear](http://www.gamerconfig.eu/command/insurgency/gl_clear/) "0"
* [gl\_clear\_randomcolor](http://www.gamerconfig.eu/command/insurgency/gl_clear_randomcolor/) "0" // Clear the back buffer to random colors every frame. Helps spot open seams in geometry.
* [god](http://www.gamerconfig.eu/command/insurgency/god/) // Toggle. Player becomes invulnerable.
* [gods](http://www.gamerconfig.eu/command/insurgency/gods/) // Toggle. All players become invulnerable.
* [gpu\_level](http://www.gamerconfig.eu/command/insurgency/gpu_level/) "2" // GPU Level - Default: High
* [gpu\_mem\_level](http://www.gamerconfig.eu/command/insurgency/gpu_mem_level/) "2" // Memory Level - Default: High
* [groundlist](http://www.gamerconfig.eu/command/insurgency/groundlist/) // Display ground entity list <index>
* [g\_debug\_angularsensor](http://www.gamerconfig.eu/command/insurgency/g_debug_angularsensor/) "0"
* [g\_debug\_constraint\_sounds](http://www.gamerconfig.eu/command/insurgency/g_debug_constraint_sounds/) "0" // Enable debug printing about constraint sounds.
* [g\_debug\_doors](http://www.gamerconfig.eu/command/insurgency/g_debug_doors/) "0"
* [g\_debug\_ragdoll\_removal](http://www.gamerconfig.eu/command/insurgency/g_debug_ragdoll_removal/) "0"
* [g\_debug\_ragdoll\_visualize](http://www.gamerconfig.eu/command/insurgency/g_debug_ragdoll_visualize/) "0"
* [g\_debug\_transitions](http://www.gamerconfig.eu/command/insurgency/g_debug_transitions/) "0" // 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\_Language](http://www.gamerconfig.eu/command/insurgency/g_Language/) "0"
* [g\_ragdoll\_fadespeed](http://www.gamerconfig.eu/command/insurgency/g_ragdoll_fadespeed/) "600"
* [g\_ragdoll\_important\_maxcount](http://www.gamerconfig.eu/command/insurgency/g_ragdoll_important_maxcount/) "2"
* [g\_ragdoll\_lvfadespeed](http://www.gamerconfig.eu/command/insurgency/g_ragdoll_lvfadespeed/) "100"
* [g\_ragdoll\_maxcount](http://www.gamerconfig.eu/command/insurgency/g_ragdoll_maxcount/) "8"
* [hammer\_update\_entity](http://www.gamerconfig.eu/command/insurgency/hammer_update_entity/) // Updates the entitys position/angles when in edit mode
* [hammer\_update\_safe\_entities](http://www.gamerconfig.eu/command/insurgency/hammer_update_safe_entities/) // Updates entities in the map that can safely be updated (dont have parents or are affected by constraints). Also excludes entit
* [heartbeat](http://www.gamerconfig.eu/command/insurgency/heartbeat/) // Force heartbeat of master servers
* [help](http://www.gamerconfig.eu/command/insurgency/help/) // Find help about a convar/concommand.
* [hideconsole](http://www.gamerconfig.eu/command/insurgency/hideconsole/) // Hide the console.
* [hidehud](http://www.gamerconfig.eu/command/insurgency/hidehud/) "0"
* [hidepanel](http://www.gamerconfig.eu/command/insurgency/hidepanel/) // Hides a viewport panel <name>
* [hide\_server](http://www.gamerconfig.eu/command/insurgency/hide_server/) "0" // Whether the server should be hidden from the master server
* [hl2\_episodic](http://www.gamerconfig.eu/command/insurgency/hl2_episodic/) "0"
* [hostfile](http://www.gamerconfig.eu/command/insurgency/hostfile/) "0" // The HOST file to load.
* [hostip](http://www.gamerconfig.eu/command/insurgency/hostip/) "-1407646208.000" // Host game server ip
* [hostname](http://www.gamerconfig.eu/command/insurgency/hostname/) "0" // Hostname for server.
* [hostport](http://www.gamerconfig.eu/command/insurgency/hostport/) "27015" // Host game server port
* [host\_filtered\_time\_report](http://www.gamerconfig.eu/command/insurgency/host_filtered_time_report/) // Dumps time spent idle in previous frames in ms(dedicated only).
* [host\_flush\_threshold](http://www.gamerconfig.eu/command/insurgency/host_flush_threshold/) "12" // Memory threshold below which the host should flush caches between server instances
* [host\_framerate](http://www.gamerconfig.eu/command/insurgency/host_framerate/) "0" // Set to lock per-frame time elapse.
* [host\_limitlocal](http://www.gamerconfig.eu/command/insurgency/host_limitlocal/) "0" // Apply cl\_cmdrate and cl\_updaterate to loopback connection
* [host\_map](http://www.gamerconfig.eu/command/insurgency/host_map/) "0" // Current map name.
* [host\_print\_frame\_times](http://www.gamerconfig.eu/command/insurgency/host_print_frame_times/) "0"
* [host\_profile](http://www.gamerconfig.eu/command/insurgency/host_profile/) "0"
* [host\_reset\_config](http://www.gamerconfig.eu/command/insurgency/host_reset_config/) // reset config (for testing) with param as splitscreen index.
* [host\_runframe\_input\_parcelremainder](http://www.gamerconfig.eu/command/insurgency/host_runframe_input_parcelremainder/) "1"
* [host\_runofftime](http://www.gamerconfig.eu/command/insurgency/host_runofftime/) // Run off some time without rendering/updating sounds
* [host\_showcachemiss](http://www.gamerconfig.eu/command/insurgency/host_showcachemiss/) "0" // Print a debug message when the client or server cache is missed.
* [host\_ShowIPCCallCount](http://www.gamerconfig.eu/command/insurgency/host_ShowIPCCallCount/) "0" // the # of IPC calls is shown every frame.
* [host\_sleep](http://www.gamerconfig.eu/command/insurgency/host_sleep/) "0" // Force the host to sleep a certain number of milliseconds each frame.
* [host\_speeds](http://www.gamerconfig.eu/command/insurgency/host_speeds/) "0" // Show general system running times.
* [host\_threaded\_sound](http://www.gamerconfig.eu/command/insurgency/host_threaded_sound/) "0" // Run the sound on a thread (independent of mix)
* [host\_threaded\_sound\_simplethread](http://www.gamerconfig.eu/command/insurgency/host_threaded_sound_simplethread/) "0" // Run the sound on a simple thread not a jobthread
* [host\_timer\_report](http://www.gamerconfig.eu/command/insurgency/host_timer_report/) // Spew CPU timer jitter for the last 128 frames in microseconds (dedicated only)
* [host\_timescale](http://www.gamerconfig.eu/command/insurgency/host_timescale/) "1" // Prescale the clock by this amount.
* [host\_writeconfig](http://www.gamerconfig.eu/command/insurgency/host_writeconfig/) // Store current settings to config.cfg (or specified .cfg file).
* [host\_writeconfig\_ss](http://www.gamerconfig.eu/command/insurgency/host_writeconfig_ss/) // Store current settings to config.cfg (or specified .cfg file) with first param as splitscreen index.
* [hq\_radio\_cooldown](http://www.gamerconfig.eu/command/insurgency/hq_radio_cooldown/) "2"
* [hq\_radio\_lastmanstanding\_frequency](http://www.gamerconfig.eu/command/insurgency/hq_radio_lastmanstanding_frequency/) "40" // How long in seconds before the next last man standing message gets output
* [hq\_radio\_restrictedarea\_frequency](http://www.gamerconfig.eu/command/insurgency/hq_radio_restrictedarea_frequency/) "12" // How long in seconds before the next restricted area message gets output
* [hq\_radio\_waveslow\_frequency](http://www.gamerconfig.eu/command/insurgency/hq_radio_waveslow_frequency/) "80" // How long in seconds before the next low reinforcement waves message gets output
* [hq\_radio\_wavesout\_frequency](http://www.gamerconfig.eu/command/insurgency/hq_radio_wavesout_frequency/) "60" // How long in seconds before the next out of reinforcement waves message gets output
* [hud\_autoreloadscript](http://www.gamerconfig.eu/command/insurgency/hud_autoreloadscript/) "0" // Automatically reloads the animation script each time one is ran
* [hud\_classautokill](http://www.gamerconfig.eu/command/insurgency/hud_classautokill/) "1" // Automatically kill player after choosing a new playerclass.
* [hud\_deathnotice\_time](http://www.gamerconfig.eu/command/insurgency/hud_deathnotice_time/) "6"
* [hud\_reloadscheme](http://www.gamerconfig.eu/command/insurgency/hud_reloadscheme/) // Reloads hud layout and animation scripts.
* [hud\_saytext\_time](http://www.gamerconfig.eu/command/insurgency/hud_saytext_time/) "12"
* [hud\_startround\_notify](http://www.gamerconfig.eu/command/insurgency/hud_startround_notify/) "6" // How long notifications should stay on the screen before fading
* [hud\_stream\_friendly](http://www.gamerconfig.eu/command/insurgency/hud_stream_friendly/) "0" // server name is hidden from various HUD elements
* [hud\_takesshots](http://www.gamerconfig.eu/command/insurgency/hud_takesshots/) "0" // Auto-save a scoreboard screenshot at the end of a map.
* [hud\_targetid\_enabled](http://www.gamerconfig.eu/command/insurgency/hud_targetid_enabled/) "1"
* [hud\_targetid\_ironsight\_alpha](http://www.gamerconfig.eu/command/insurgency/hud_targetid_ironsight_alpha/) "0"
* [hud\_targetid\_name\_dot](http://www.gamerconfig.eu/command/insurgency/hud_targetid_name_dot/) "0"
* [hud\_toggle\_floating](http://www.gamerconfig.eu/command/insurgency/hud_toggle_floating/) // Toggle floating HUD elements
* [hunk\_print\_allocations](http://www.gamerconfig.eu/command/insurgency/hunk_print_allocations/)
* [hunk\_track\_allocation\_types](http://www.gamerconfig.eu/command/insurgency/hunk_track_allocation_types/) "1"
* [hurtme](http://www.gamerconfig.eu/command/insurgency/hurtme/) // Hurts the player. Arguments: <health to lose>
* [impulse](http://www.gamerconfig.eu/command/insurgency/impulse/)
* [incrementvar](http://www.gamerconfig.eu/command/insurgency/incrementvar/) // Increment specified convar value.
* [ins\_base\_vehicle\_max\_turn\_rate](http://www.gamerconfig.eu/command/insurgency/ins_base_vehicle_max_turn_rate/) "25"
* [ins\_base\_vehicle\_speed](http://www.gamerconfig.eu/command/insurgency/ins_base_vehicle_speed/) "160"
* [ins\_bot\_add](http://www.gamerconfig.eu/command/insurgency/ins_bot_add/) // Adds a bot
* [ins\_bot\_add\_t2](http://www.gamerconfig.eu/command/insurgency/ins_bot_add_t2/) // Adds a bot to team 2
* [ins\_bot\_attack\_command\_hearing\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_attack_command_hearing_range/) "350" // How far away do bots tell eachother about your presence
* [ins\_bot\_attack\_pistol\_fire\_rate](http://www.gamerconfig.eu/command/insurgency/ins_bot_attack_pistol_fire_rate/) "4" // scaled faster by difficulty
* [ins\_bot\_attack\_reload\_ratio](http://www.gamerconfig.eu/command/insurgency/ins_bot_attack_reload_ratio/) "0" // Ratio of ammo that triggers a reload.
* [ins\_bot\_change\_difficulty](http://www.gamerconfig.eu/command/insurgency/ins_bot_change_difficulty/) "1" // 0 = when new bots are added
* [ins\_bot\_chase\_give\_up\_time](http://www.gamerconfig.eu/command/insurgency/ins_bot_chase_give_up_time/) "15" // For how long do we want to chase the enemy?
* [ins\_bot\_chase\_hurry\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_chase_hurry_range/) "1500" // At what range do we start to sprint at our enemy?
* [ins\_bot\_chase\_min\_wait\_time](http://www.gamerconfig.eu/command/insurgency/ins_bot_chase_min_wait_time/) "2" // For how long do we want to wait until chasing an enemy?
* [ins\_bot\_debug\_stuck\_log](http://www.gamerconfig.eu/command/insurgency/ins_bot_debug_stuck_log/) // visually display bot stuck locations.
* [ins\_bot\_difficulty](http://www.gamerconfig.eu/command/insurgency/ins_bot_difficulty/) "1" // 0-3
* [ins\_bot\_flashbang\_effect\_max\_distance](http://www.gamerconfig.eu/command/insurgency/ins_bot_flashbang_effect_max_distance/) "750" // Max range that a flashbang will effect the bots
* [ins\_bot\_flashbang\_effect\_max\_time](http://www.gamerconfig.eu/command/insurgency/ins_bot_flashbang_effect_max_time/) "10" // Max time that a flashbang will effect the bots
* [ins\_bot\_grenade\_hearing\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_grenade_hearing_range/) "3000" // How far away can a bot hear a grenade explosion
* [ins\_bot\_grenade\_think\_time](http://www.gamerconfig.eu/command/insurgency/ins_bot_grenade_think_time/) "0"
* [ins\_bot\_kick](http://www.gamerconfig.eu/command/insurgency/ins_bot_kick/) // Kick a bot. Parameters: <#/bots> <team\_id>
* [ins\_bot\_kick\_t1](http://www.gamerconfig.eu/command/insurgency/ins_bot_kick_t1/) // ins\_bot\_kick\_t1 kick bot from team two
* [ins\_bot\_kick\_t2](http://www.gamerconfig.eu/command/insurgency/ins_bot_kick_t2/) // ins\_bot\_kick\_t2 kick bot from team two
* [ins\_bot\_max\_setup\_gate\_defend\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_max_setup_gate_defend_range/) "2000" // How far from the setup gate(s) defending bots can take up positions
* [ins\_bot\_min\_setup\_gate\_defend\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_min_setup_gate_defend_range/) "750" // How close from the setup gate(s) defending bots can take up positions. Areas closer than this will be in cover to ambush.
* [ins\_bot\_min\_setup\_gate\_sniper\_defend\_range](http://www.gamerconfig.eu/command/insurgency/ins_bot_min_setup_gate_sniper_defend_range/) "1500" // How far from the setup gate(s) a defending sniper will take up position
* [ins\_bot\_nav\_spacing](http://www.gamerconfig.eu/command/insurgency/ins_bot_nav_spacing/) "1"
* [ins\_bot\_path\_max\_retreat\_length](http://www.gamerconfig.eu/command/insurgency/ins_bot_path_max_retreat_length/) "500" // Maximum distance a bot will run a retreat path
* [ins\_bot\_quota](http://www.gamerconfig.eu/command/insurgency/ins_bot_quota/) "10" // How many bots to place on each team when no players are present?
* [ins\_bot\_silenced\_weapon\_sound\_reduction](http://www.gamerconfig.eu/command/insurgency/ins_bot_silenced_weapon_sound_reduction/) "0" // By what percentage do silenced weapons reduce the hearing range
* [ins\_cache\_buy\_zone\_size](http://www.gamerconfig.eu/command/insurgency/ins_cache_buy_zone_size/) "184" // Default size of the buy area on a weapon cache.
* [ins\_cache\_explosion\_damage](http://www.gamerconfig.eu/command/insurgency/ins_cache_explosion_damage/) "1000" // Damage dealt by cache exploding
* [ins\_cache\_explosion\_radius](http://www.gamerconfig.eu/command/insurgency/ins_cache_explosion_radius/) "256" // Radius of blast damage
* [ins\_cache\_health](http://www.gamerconfig.eu/command/insurgency/ins_cache_health/) "220" // Default health of a weapon cache entity.
* [ins\_clear\_attribute](http://www.gamerconfig.eu/command/insurgency/ins_clear_attribute/) // Remove given attribute from all areas in the selected set.
* [ins\_deadcam\_modes](http://www.gamerconfig.eu/command/insurgency/ins_deadcam_modes/) "0" // Restricts Spectator Modes
* [ins\_debug\_centermass](http://www.gamerconfig.eu/command/insurgency/ins_debug_centermass/) "0" // Debug the centermass attachment
* [ins\_debug\_head](http://www.gamerconfig.eu/command/insurgency/ins_debug_head/) "0" // Debug the head attachment
* [ins\_debug\_visibility](http://www.gamerconfig.eu/command/insurgency/ins_debug_visibility/) // Debugs player visibility. Returns players which are not being drawn.
* [ins\_loadtheater](http://www.gamerconfig.eu/command/insurgency/ins_loadtheater/) // Loads a theater
* [ins\_mark](http://www.gamerconfig.eu/command/insurgency/ins_mark/) // Set attribute of selected area.
* [ins\_prone\_maxlookspeed](http://www.gamerconfig.eu/command/insurgency/ins_prone_maxlookspeed/) "120" // The maximum speed the player can turn while prone
* [ins\_prone\_maxlooktolerance](http://www.gamerconfig.eu/command/insurgency/ins_prone_maxlooktolerance/) "100" // The amount the player must try and turn for the maxlookspeed to kick in
* [ins\_reload\_definitiondata\_c](http://www.gamerconfig.eu/command/insurgency/ins_reload_definitiondata_c/) // Reload all the definition scripts
* [ins\_reload\_definitiondata\_s](http://www.gamerconfig.eu/command/insurgency/ins_reload_definitiondata_s/) // Reload all the definition scripts
* [ins\_select\_ambush\_areas](http://www.gamerconfig.eu/command/insurgency/ins_select_ambush_areas/) // Add good ambush spots to the selected set. For debugging.
* [ins\_select\_ambush\_areas\_close\_range](http://www.gamerconfig.eu/command/insurgency/ins_select_ambush_areas_close_range/) "300"
* [ins\_select\_ambush\_areas\_max\_enemy\_exposure\_area](http://www.gamerconfig.eu/command/insurgency/ins_select_ambush_areas_max_enemy_exposure_area/) "500000"
* [ins\_select\_ambush\_areas\_radius](http://www.gamerconfig.eu/command/insurgency/ins_select_ambush_areas_radius/) "750"
* [ins\_select\_with\_attribute](http://www.gamerconfig.eu/command/insurgency/ins_select_with_attribute/) // Selects areas with the given attribute.
* [ins\_server\_loadtheater](http://www.gamerconfig.eu/command/insurgency/ins_server_loadtheater/) // Server loads a theater
* [ins\_tank\_health](http://www.gamerconfig.eu/command/insurgency/ins_tank_health/)
* [ins\_tank\_kill](http://www.gamerconfig.eu/command/insurgency/ins_tank_kill/)
* [ins\_teamsize](http://www.gamerconfig.eu/command/insurgency/ins_teamsize/) "0" // Maximum team size
* [ins\_vehicle\_minibus\_health](http://www.gamerconfig.eu/command/insurgency/ins_vehicle_minibus_health/) "320" // Default health of a minibus.
* [ins\_wipe\_attributes](http://www.gamerconfig.eu/command/insurgency/ins_wipe_attributes/) // Clear all INS-specific attributes of selected area.
* [inventory\_buy\_gear](http://www.gamerconfig.eu/command/insurgency/inventory_buy_gear/) // Buys an item of gear
* [inventory\_buy\_upgrade](http://www.gamerconfig.eu/command/insurgency/inventory_buy_upgrade/) // Buys a weapon upgrade
* [inventory\_buy\_weapon](http://www.gamerconfig.eu/command/insurgency/inventory_buy_weapon/) // Buys a weapon
* [inventory\_confirm](http://www.gamerconfig.eu/command/insurgency/inventory_confirm/) // Confirming a purchase
* [inventory\_open\_primary](http://www.gamerconfig.eu/command/insurgency/inventory_open_primary/) // Opens the kit UI at the primary weapon screen
* [inventory\_open\_secondary](http://www.gamerconfig.eu/command/insurgency/inventory_open_secondary/) // Opens the kit UI at the secondary weapon screen
* [inventory\_resupply](http://www.gamerconfig.eu/command/insurgency/inventory_resupply/) // Resupply current loadout
* [inventory\_sell\_gear](http://www.gamerconfig.eu/command/insurgency/inventory_sell_gear/) // Sells an item of gear
* [inventory\_sell\_upgrade](http://www.gamerconfig.eu/command/insurgency/inventory_sell_upgrade/) // Sells an upgrade
* [inventory\_sell\_weapon](http://www.gamerconfig.eu/command/insurgency/inventory_sell_weapon/) // Sell a weapon
* [invnext](http://www.gamerconfig.eu/command/insurgency/invnext/)
* [invprev](http://www.gamerconfig.eu/command/insurgency/invprev/)
* [in\_forceuser](http://www.gamerconfig.eu/command/insurgency/in_forceuser/) "0" // Force user input to this split screen player.
* [in\_usekeyboardsampletime](http://www.gamerconfig.eu/command/insurgency/in_usekeyboardsampletime/) "1" // Use keyboard sample time smoothing.
* [ip](http://www.gamerconfig.eu/command/insurgency/ip/) "0" // Overrides IP for multihomed hosts
* [item\_flag\_respawntime](http://www.gamerconfig.eu/command/insurgency/item_flag_respawntime/) "0" // Flag respawn time.
* [joyadvancedupdate](http://www.gamerconfig.eu/command/insurgency/joyadvancedupdate/)
* [joystick](http://www.gamerconfig.eu/command/insurgency/joystick/) "1" // false otherwise.
* [joystick\_force\_disabled](http://www.gamerconfig.eu/command/insurgency/joystick_force_disabled/) "0" // Prevents any and all joystick input for cases where a piece of hardware is incorrectly identified as a joystick an sends bad si
* [joystick\_force\_disabled\_set](http://www.gamerconfig.eu/command/insurgency/joystick_force_disabled_set/) "0" // Sets controllers enabled/disabled just before the config is written.
* [joy\_accelmax](http://www.gamerconfig.eu/command/insurgency/joy_accelmax/) "1"
* [joy\_accelscale](http://www.gamerconfig.eu/command/insurgency/joy_accelscale/) "3"
* [joy\_accelscalepoly](http://www.gamerconfig.eu/command/insurgency/joy_accelscalepoly/) "0"
* [joy\_accel\_filter](http://www.gamerconfig.eu/command/insurgency/joy_accel_filter/) "0"
* [joy\_advanced](http://www.gamerconfig.eu/command/insurgency/joy_advanced/) "0"
* [joy\_advaxisr](http://www.gamerconfig.eu/command/insurgency/joy_advaxisr/) "0"
* [joy\_advaxisu](http://www.gamerconfig.eu/command/insurgency/joy_advaxisu/) "0"
* [joy\_advaxisv](http://www.gamerconfig.eu/command/insurgency/joy_advaxisv/) "0"
* [joy\_advaxisx](http://www.gamerconfig.eu/command/insurgency/joy_advaxisx/) "0"
* [joy\_advaxisy](http://www.gamerconfig.eu/command/insurgency/joy_advaxisy/) "0"
* [joy\_advaxisz](http://www.gamerconfig.eu/command/insurgency/joy_advaxisz/) "0"
* [joy\_autoaimdampen](http://www.gamerconfig.eu/command/insurgency/joy_autoaimdampen/) "0" // How much to scale user stick input when the gun is pointing at a valid target.
* [joy\_autoAimDampenMethod](http://www.gamerconfig.eu/command/insurgency/joy_autoAimDampenMethod/) "0"
* [joy\_autoaimdampenrange](http://www.gamerconfig.eu/command/insurgency/joy_autoaimdampenrange/) "0" // The stick range where autoaim dampening is applied. 0 = off
* [joy\_autoaim\_dampen\_smoothout\_speed](http://www.gamerconfig.eu/command/insurgency/joy_autoaim_dampen_smoothout_speed/) "0"
* [joy\_autosprint](http://www.gamerconfig.eu/command/insurgency/joy_autosprint/) "0" // Automatically sprint when moving with an analog joystick
* [joy\_axisbutton\_threshold](http://www.gamerconfig.eu/command/insurgency/joy_axisbutton_threshold/) "0" // Analog axis range before a button press is registered.
* [joy\_cfg\_preset](http://www.gamerconfig.eu/command/insurgency/joy_cfg_preset/) "1"
* [joy\_circle\_correct](http://www.gamerconfig.eu/command/insurgency/joy_circle_correct/) "1"
* [joy\_curvepoint\_1](http://www.gamerconfig.eu/command/insurgency/joy_curvepoint_1/) "0"
* [joy\_curvepoint\_2](http://www.gamerconfig.eu/command/insurgency/joy_curvepoint_2/) "0"
* [joy\_curvepoint\_3](http://www.gamerconfig.eu/command/insurgency/joy_curvepoint_3/) "0"
* [joy\_curvepoint\_4](http://www.gamerconfig.eu/command/insurgency/joy_curvepoint_4/) "1"
* [joy\_curvepoint\_end](http://www.gamerconfig.eu/command/insurgency/joy_curvepoint_end/) "2"
* [joy\_deadzone\_mode](http://www.gamerconfig.eu/command/insurgency/joy_deadzone_mode/) "1" // 1 => Square deadzone.
* [joy\_diagonalpov](http://www.gamerconfig.eu/command/insurgency/joy_diagonalpov/) "0" // too.
* [joy\_display\_input](http://www.gamerconfig.eu/command/insurgency/joy_display_input/) "0"
* [joy\_forwardsensitivity](http://www.gamerconfig.eu/command/insurgency/joy_forwardsensitivity/) "-1"
* [joy\_forwardthreshold](http://www.gamerconfig.eu/command/insurgency/joy_forwardthreshold/) "0"
* [joy\_gamma](http://www.gamerconfig.eu/command/insurgency/joy_gamma/) "0"
* [joy\_inverty](http://www.gamerconfig.eu/command/insurgency/joy_inverty/) "0" // Whether to invert the Y axis of the joystick for looking.
* [joy\_lookspin\_default](http://www.gamerconfig.eu/command/insurgency/joy_lookspin_default/) "0"
* [joy\_lowend](http://www.gamerconfig.eu/command/insurgency/joy_lowend/) "1"
* [joy\_lowend\_linear](http://www.gamerconfig.eu/command/insurgency/joy_lowend_linear/) "0"
* [joy\_lowmap](http://www.gamerconfig.eu/command/insurgency/joy_lowmap/) "1"
* [joy\_movement\_stick](http://www.gamerconfig.eu/command/insurgency/joy_movement_stick/) "0" // 2 = legacy controls
* [joy\_name](http://www.gamerconfig.eu/command/insurgency/joy_name/) "0"
* [joy\_no\_accel\_jump](http://www.gamerconfig.eu/command/insurgency/joy_no_accel_jump/) "0"
* [joy\_pegged](http://www.gamerconfig.eu/command/insurgency/joy_pegged/) "0"
* [joy\_pitchsensitivity](http://www.gamerconfig.eu/command/insurgency/joy_pitchsensitivity/) "-1" // joystick pitch sensitivity
* [joy\_pitchsensitivity\_default](http://www.gamerconfig.eu/command/insurgency/joy_pitchsensitivity_default/) "-1"
* [joy\_pitchthreshold](http://www.gamerconfig.eu/command/insurgency/joy_pitchthreshold/) "0"
* [joy\_response\_look](http://www.gamerconfig.eu/command/insurgency/joy_response_look/) "0" // 1=Acceleration Promotion
* [joy\_response\_look\_pitch](http://www.gamerconfig.eu/command/insurgency/joy_response_look_pitch/) "1" // 1=Acceleration Promotion
* [joy\_response\_move](http://www.gamerconfig.eu/command/insurgency/joy_response_move/) "1" // 1/sensitivity
* [joy\_response\_move\_vehicle](http://www.gamerconfig.eu/command/insurgency/joy_response_move_vehicle/) "6"
* [joy\_sensitive\_step0](http://www.gamerconfig.eu/command/insurgency/joy_sensitive_step0/) "0"
* [joy\_sensitive\_step1](http://www.gamerconfig.eu/command/insurgency/joy_sensitive_step1/) "0"
* [joy\_sensitive\_step2](http://www.gamerconfig.eu/command/insurgency/joy_sensitive_step2/) "0"
* [joy\_sidesensitivity](http://www.gamerconfig.eu/command/insurgency/joy_sidesensitivity/) "1"
* [joy\_sidethreshold](http://www.gamerconfig.eu/command/insurgency/joy_sidethreshold/) "0"
* [joy\_useNewAcecelMethod](http://www.gamerconfig.eu/command/insurgency/joy_useNewAcecelMethod/) "1"
* [joy\_useNewJoystickPeggedTest](http://www.gamerconfig.eu/command/insurgency/joy_useNewJoystickPeggedTest/) "0"
* [joy\_variable\_frametime](http://www.gamerconfig.eu/command/insurgency/joy_variable_frametime/) "1"
* [joy\_vehicle\_turn\_lowend](http://www.gamerconfig.eu/command/insurgency/joy_vehicle_turn_lowend/) "0"
* [joy\_vehicle\_turn\_lowmap](http://www.gamerconfig.eu/command/insurgency/joy_vehicle_turn_lowmap/) "0"
* [joy\_virtual\_peg](http://www.gamerconfig.eu/command/insurgency/joy_virtual_peg/) "0"
* [joy\_wingmanwarrior\_centerhack](http://www.gamerconfig.eu/command/insurgency/joy_wingmanwarrior_centerhack/) "0" // Wingman warrior centering hack.
* [joy\_wingmanwarrior\_turnhack](http://www.gamerconfig.eu/command/insurgency/joy_wingmanwarrior_turnhack/) "0" // Wingman warrior hack related to turn axes.
* [joy\_xcontroller\_cfg\_loaded](http://www.gamerconfig.eu/command/insurgency/joy_xcontroller_cfg_loaded/) "0" // the 360controller.cfg file will be executed on startup & option changes.
* [joy\_xcontroller\_found](http://www.gamerconfig.eu/command/insurgency/joy_xcontroller_found/) "0" // Automatically set to 1 if an xcontroller has been detected.
* [joy\_yawsensitivity](http://www.gamerconfig.eu/command/insurgency/joy_yawsensitivity/) "-1" // joystick yaw sensitivity
* [joy\_yawsensitivity\_default](http://www.gamerconfig.eu/command/insurgency/joy_yawsensitivity_default/) "-1"
* [joy\_yawthreshold](http://www.gamerconfig.eu/command/insurgency/joy_yawthreshold/) "0"
* [jpeg](http://www.gamerconfig.eu/command/insurgency/jpeg/) // Take a jpeg screenshot: jpeg <filename> <quality 1-100>.
* [jpeg\_quality](http://www.gamerconfig.eu/command/insurgency/jpeg_quality/) "90" // jpeg screenshot quality.
* [kdtree\_test](http://www.gamerconfig.eu/command/insurgency/kdtree_test/) // Tests spatial partition for entities queries.
* [key\_findbinding](http://www.gamerconfig.eu/command/insurgency/key_findbinding/) // Find key bound to specified command string.
* [key\_listboundkeys](http://www.gamerconfig.eu/command/insurgency/key_listboundkeys/) // List bound keys with bindings.
* [key\_updatelayout](http://www.gamerconfig.eu/command/insurgency/key_updatelayout/) // Updates game keyboard layout to current windows keyboard setting.
* [kick](http://www.gamerconfig.eu/command/insurgency/kick/) // Kick a player by name.
* [kickid](http://www.gamerconfig.eu/command/insurgency/kickid/) // with a message.
* [kickid\_ex](http://www.gamerconfig.eu/command/insurgency/kickid_ex/) // provide a force-the-kick flag and also assign a message.
* [kill](http://www.gamerconfig.eu/command/insurgency/kill/) // Kills the player with generic damage
* [killserver](http://www.gamerconfig.eu/command/insurgency/killserver/) // Shutdown the server.
* [killvector](http://www.gamerconfig.eu/command/insurgency/killvector/) // Kills a player applying force. Usage: killvector <player> <x value> <y value> <z value>
* [ladder\_autocenter](http://www.gamerconfig.eu/command/insurgency/ladder_autocenter/) "1" // Auto-center players on ladders.
* [lastinv](http://www.gamerconfig.eu/command/insurgency/lastinv/)
* [lightcache\_maxmiss](http://www.gamerconfig.eu/command/insurgency/lightcache_maxmiss/) "2"
* [lightprobe](http://www.gamerconfig.eu/command/insurgency/lightprobe/) // Samples the lighting environment. Creates a cubemap and a file indicating the local lighting in a subdirectory called material
* [light\_crosshair](http://www.gamerconfig.eu/command/insurgency/light_crosshair/) // Show texture color at crosshair
* [linefile](http://www.gamerconfig.eu/command/insurgency/linefile/) // Parses map leak data from .lin file
* [listdemo](http://www.gamerconfig.eu/command/insurgency/listdemo/) // List demo file contents.
* [listid](http://www.gamerconfig.eu/command/insurgency/listid/) // Lists banned users.
* [listip](http://www.gamerconfig.eu/command/insurgency/listip/) // List IP addresses on the ban list.
* [listissues](http://www.gamerconfig.eu/command/insurgency/listissues/) // List all the issues that can be voted on.
* [listmodels](http://www.gamerconfig.eu/command/insurgency/listmodels/) // List loaded models.
* [listRecentNPCSpeech](http://www.gamerconfig.eu/command/insurgency/listRecentNPCSpeech/) // Displays a list of the last 5 lines of speech from NPCs.
* [load](http://www.gamerconfig.eu/command/insurgency/load/) // Load a saved game.
* [loader\_dump\_table](http://www.gamerconfig.eu/command/insurgency/loader_dump_table/)
* [loader\_spew\_info](http://www.gamerconfig.eu/command/insurgency/loader_spew_info/) "0" // -1:All
* [loader\_spew\_info\_ex](http://www.gamerconfig.eu/command/insurgency/loader_spew_info_ex/) "0" // (internal)
* [loader\_throttle\_io](http://www.gamerconfig.eu/command/insurgency/loader_throttle_io/) "1"
* [locator\_background\_border\_color](http://www.gamerconfig.eu/command/insurgency/locator_background_border_color/) "1082163328" // The default color for the border.
* [locator\_background\_border\_thickness](http://www.gamerconfig.eu/command/insurgency/locator_background_border_thickness/) "2" // How many pixels the background borders the left and right.
* [locator\_background\_color](http://www.gamerconfig.eu/command/insurgency/locator_background_color/) "-939524096" // The default color for the background.
* [locator\_background\_shift\_x](http://www.gamerconfig.eu/command/insurgency/locator_background_shift_x/) "3" // How many pixels the background is shifted right.
* [locator\_background\_shift\_y](http://www.gamerconfig.eu/command/insurgency/locator_background_shift_y/) "1" // How many pixels the background is shifted down.
* [locator\_background\_style](http://www.gamerconfig.eu/command/insurgency/locator_background_style/) "2" // Setting this to 1 will show rectangle backgrounds behind the items word-bubble pointers.
* [locator\_background\_thickness\_x](http://www.gamerconfig.eu/command/insurgency/locator_background_thickness_x/) "8" // How many pixels the background borders the left and right.
* [locator\_background\_thickness\_y](http://www.gamerconfig.eu/command/insurgency/locator_background_thickness_y/) "0" // How many pixels the background borders the top and bottom.
* [locator\_fade\_time](http://www.gamerconfig.eu/command/insurgency/locator_fade_time/) "0" // Number of seconds it takes for a lesson to fully fade in/out.
* [locator\_icon\_max\_size\_non\_ss](http://www.gamerconfig.eu/command/insurgency/locator_icon_max_size_non_ss/) "2" // Minimum scale of the icon on the screen
* [locator\_icon\_min\_size\_non\_ss](http://www.gamerconfig.eu/command/insurgency/locator_icon_min_size_non_ss/) "1" // Minimum scale of the icon on the screen
* [locator\_lerp\_rest](http://www.gamerconfig.eu/command/insurgency/locator_lerp_rest/) "0" // Number of seconds before moving from the center.
* [locator\_lerp\_speed](http://www.gamerconfig.eu/command/insurgency/locator_lerp_speed/) "5" // Speed that static lessons move along the Y axis.
* [locator\_lerp\_time](http://www.gamerconfig.eu/command/insurgency/locator_lerp_time/) "1" // Number of seconds to lerp before reaching final destination
* [locator\_pulse\_time](http://www.gamerconfig.eu/command/insurgency/locator_pulse_time/) "1" // Number of seconds to pulse after changing icon or position
* [locator\_screen\_pos\_y](http://www.gamerconfig.eu/command/insurgency/locator_screen_pos_y/) "0" // Percentage of the lower half of the screen that the locator will draw at when at its reseting position on the hud.
* [locator\_split\_len](http://www.gamerconfig.eu/command/insurgency/locator_split_len/) "0"
* [locator\_split\_maxwide\_percent](http://www.gamerconfig.eu/command/insurgency/locator_split_maxwide_percent/) "0"
* [locator\_start\_at\_crosshair](http://www.gamerconfig.eu/command/insurgency/locator_start_at_crosshair/) "1" // Start position at the crosshair instead of the top middle of the screen.
* [locator\_target\_offset\_x](http://www.gamerconfig.eu/command/insurgency/locator_target_offset_x/) "-17" // How many pixels to offset the locator from the target position.
* [locator\_target\_offset\_y](http://www.gamerconfig.eu/command/insurgency/locator_target_offset_y/) "-64" // How many pixels to offset the locator from the target position.
* [locator\_topdown\_style](http://www.gamerconfig.eu/command/insurgency/locator_topdown_style/) "0" // Topdown games set this to handle distance and offscreen location differently.
* [log](http://www.gamerconfig.eu/command/insurgency/log/) // and udp < on | off >.
* [logaddress\_add](http://www.gamerconfig.eu/command/insurgency/logaddress_add/) // Set address and port for remote host <ip:port>.
* [logaddress\_del](http://www.gamerconfig.eu/command/insurgency/logaddress_del/) // Remove address and port for remote host <ip:port>.
* [logaddress\_delall](http://www.gamerconfig.eu/command/insurgency/logaddress_delall/) // Remove all udp addresses being logged to
* [logaddress\_list](http://www.gamerconfig.eu/command/insurgency/logaddress_list/) // List all addresses currently being used by logaddress.
* [log\_color](http://www.gamerconfig.eu/command/insurgency/log_color/) // Set the color of a logging channel.
* [log\_dumpchannels](http://www.gamerconfig.eu/command/insurgency/log_dumpchannels/) // Dumps information about all logging channels.
* [log\_flags](http://www.gamerconfig.eu/command/insurgency/log_flags/) // Set the flags on a logging channel.
* [log\_level](http://www.gamerconfig.eu/command/insurgency/log_level/) // Set the spew level of a logging channel.
* [lookspring](http://www.gamerconfig.eu/command/insurgency/lookspring/) "0"
* [lookstrafe](http://www.gamerconfig.eu/command/insurgency/lookstrafe/) "0"
* [loopsingleplayermaps](http://www.gamerconfig.eu/command/insurgency/loopsingleplayermaps/) "0"
* [lservercfgfile](http://www.gamerconfig.eu/command/insurgency/lservercfgfile/) "0"
* [map](http://www.gamerconfig.eu/command/insurgency/map/) // Start playing on specified map.
* [mapcyclefile](http://www.gamerconfig.eu/command/insurgency/mapcyclefile/) "0" // Name of the default .txt file used to cycle the maps on multiplayer servers
* [mapgroup](http://www.gamerconfig.eu/command/insurgency/mapgroup/) // Specify a map group
* [maps](http://www.gamerconfig.eu/command/insurgency/maps/) // Displays list of maps.
* [map\_background](http://www.gamerconfig.eu/command/insurgency/map_background/) // Runs a map as the background to the main menu.
* [map\_commentary](http://www.gamerconfig.eu/command/insurgency/map_commentary/) // on a specified map.
* [map\_edit](http://www.gamerconfig.eu/command/insurgency/map_edit/)
* [map\_noareas](http://www.gamerconfig.eu/command/insurgency/map_noareas/) "0" // Disable area to area connection testing.
* [map\_wants\_save\_disable](http://www.gamerconfig.eu/command/insurgency/map_wants_save_disable/) "0"
* [mat\_aaquality](http://www.gamerconfig.eu/command/insurgency/mat_aaquality/) "0"
* [mat\_accelerate\_adjust\_exposure\_down](http://www.gamerconfig.eu/command/insurgency/mat_accelerate_adjust_exposure_down/) "40"
* [mat\_alternatefastclipalgorithm](http://www.gamerconfig.eu/command/insurgency/mat_alternatefastclipalgorithm/) "1"
* [mat\_ambient\_light\_b](http://www.gamerconfig.eu/command/insurgency/mat_ambient_light_b/) "0"
* [mat\_ambient\_light\_g](http://www.gamerconfig.eu/command/insurgency/mat_ambient_light_g/) "0"
* [mat\_ambient\_light\_r](http://www.gamerconfig.eu/command/insurgency/mat_ambient_light_r/) "0"
* [mat\_aniso\_disable](http://www.gamerconfig.eu/command/insurgency/mat_aniso_disable/) "0" // NOTE: You must change mat\_forceaniso after changing this convar for this to take effect
* [mat\_antialias](http://www.gamerconfig.eu/command/insurgency/mat_antialias/) "0"
* [mat\_autoexposure\_max](http://www.gamerconfig.eu/command/insurgency/mat_autoexposure_max/) "2"
* [mat\_autoexposure\_max\_multiplier](http://www.gamerconfig.eu/command/insurgency/mat_autoexposure_max_multiplier/) "1"
* [mat\_autoexposure\_min](http://www.gamerconfig.eu/command/insurgency/mat_autoexposure_min/) "0"
* [mat\_bloomamount\_rate](http://www.gamerconfig.eu/command/insurgency/mat_bloomamount_rate/) "0"
* [mat\_blur\_b](http://www.gamerconfig.eu/command/insurgency/mat_blur_b/) "0"
* [mat\_blur\_g](http://www.gamerconfig.eu/command/insurgency/mat_blur_g/) "0"
* [mat\_blur\_r](http://www.gamerconfig.eu/command/insurgency/mat_blur_r/) "0"
* [mat\_bufferprimitives](http://www.gamerconfig.eu/command/insurgency/mat_bufferprimitives/) "1"
* [mat\_bumpbasis](http://www.gamerconfig.eu/command/insurgency/mat_bumpbasis/) "0"
* [mat\_bumpmap](http://www.gamerconfig.eu/command/insurgency/mat_bumpmap/) "1"
* [mat\_camerarendertargetoverlaysize](http://www.gamerconfig.eu/command/insurgency/mat_camerarendertargetoverlaysize/) "128"
* [mat\_clipz](http://www.gamerconfig.eu/command/insurgency/mat_clipz/) "1"
* [mat\_colcorrection\_disableentities](http://www.gamerconfig.eu/command/insurgency/mat_colcorrection_disableentities/) "0" // Disable map color-correction entities
* [mat\_colcorrection\_editor](http://www.gamerconfig.eu/command/insurgency/mat_colcorrection_editor/) "0"
* [mat\_colcorrection\_forceentitiesclientside](http://www.gamerconfig.eu/command/insurgency/mat_colcorrection_forceentitiesclientside/) "0" // Forces color correction entities to be updated on the client
* [mat\_colorcorrection](http://www.gamerconfig.eu/command/insurgency/mat_colorcorrection/) "1"
* [mat\_compressedtextures](http://www.gamerconfig.eu/command/insurgency/mat_compressedtextures/) "1"
* [mat\_configcurrent](http://www.gamerconfig.eu/command/insurgency/mat_configcurrent/) // show the current video control panel config for the material system
* [mat\_crosshair](http://www.gamerconfig.eu/command/insurgency/mat_crosshair/) // Display the name of the material under the crosshair
* [mat\_crosshair\_edit](http://www.gamerconfig.eu/command/insurgency/mat_crosshair_edit/) // open the material under the crosshair in the editor defined by mat\_crosshair\_edit\_editor
* [mat\_crosshair\_explorer](http://www.gamerconfig.eu/command/insurgency/mat_crosshair_explorer/) // open the material under the crosshair in explorer and highlight the vmt file
* [mat\_crosshair\_printmaterial](http://www.gamerconfig.eu/command/insurgency/mat_crosshair_printmaterial/) // print the material under the crosshair
* [mat\_crosshair\_reloadmaterial](http://www.gamerconfig.eu/command/insurgency/mat_crosshair_reloadmaterial/) // reload the material under the crosshair
* [mat\_debugalttab](http://www.gamerconfig.eu/command/insurgency/mat_debugalttab/) "0"
* [mat\_debugdepth](http://www.gamerconfig.eu/command/insurgency/mat_debugdepth/) "0"
* [mat\_debugdepthmode](http://www.gamerconfig.eu/command/insurgency/mat_debugdepthmode/) "0"
* [mat\_debugdepthval](http://www.gamerconfig.eu/command/insurgency/mat_debugdepthval/) "128"
* [mat\_debugdepthvalmax](http://www.gamerconfig.eu/command/insurgency/mat_debugdepthvalmax/) "256"
* [mat\_debug\_bloom](http://www.gamerconfig.eu/command/insurgency/mat_debug_bloom/) "0"
* [mat\_debug\_postprocessing\_effects](http://www.gamerconfig.eu/command/insurgency/mat_debug_postprocessing_effects/) "0" // 2 = only apply post-processing to the centre of the screen
* [mat\_defaultlightmap](http://www.gamerconfig.eu/command/insurgency/mat_defaultlightmap/) "1" // Default brightness for lightmaps where none have been created in the level.
* [mat\_depthbias\_shadowmap](http://www.gamerconfig.eu/command/insurgency/mat_depthbias_shadowmap/) "0"
* [mat\_detail\_tex](http://www.gamerconfig.eu/command/insurgency/mat_detail_tex/) "1"
* [mat\_diffuse](http://www.gamerconfig.eu/command/insurgency/mat_diffuse/) "1"
* [mat\_disable\_bloom](http://www.gamerconfig.eu/command/insurgency/mat_disable_bloom/) "0"
* [mat\_disable\_fancy\_blending](http://www.gamerconfig.eu/command/insurgency/mat_disable_fancy_blending/) "0"
* [mat\_displacementmap](http://www.gamerconfig.eu/command/insurgency/mat_displacementmap/) "1"
* [mat\_dof\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_dof_enabled/) "1"
* [mat\_dof\_far\_blur\_depth](http://www.gamerconfig.eu/command/insurgency/mat_dof_far_blur_depth/) "1000"
* [mat\_dof\_far\_blur\_radius](http://www.gamerconfig.eu/command/insurgency/mat_dof_far_blur_radius/) "5"
* [mat\_dof\_far\_focus\_depth](http://www.gamerconfig.eu/command/insurgency/mat_dof_far_focus_depth/) "250"
* [mat\_dof\_max\_blur\_radius](http://www.gamerconfig.eu/command/insurgency/mat_dof_max_blur_radius/) "10"
* [mat\_dof\_near\_blur\_depth](http://www.gamerconfig.eu/command/insurgency/mat_dof_near_blur_depth/) "20"
* [mat\_dof\_near\_blur\_radius](http://www.gamerconfig.eu/command/insurgency/mat_dof_near_blur_radius/) "10"
* [mat\_dof\_near\_focus\_depth](http://www.gamerconfig.eu/command/insurgency/mat_dof_near_focus_depth/) "100"
* [mat\_dof\_override](http://www.gamerconfig.eu/command/insurgency/mat_dof_override/) "0"
* [mat\_dof\_quality](http://www.gamerconfig.eu/command/insurgency/mat_dof_quality/) "0"
* [mat\_do\_not\_shrink\_dynamic\_vb](http://www.gamerconfig.eu/command/insurgency/mat_do_not_shrink_dynamic_vb/) "0" // Do not shrink the size of dynamic vertex buffers during map load/unload to save memory.
* [mat\_drawflat](http://www.gamerconfig.eu/command/insurgency/mat_drawflat/) "0"
* [mat\_drawTexture](http://www.gamerconfig.eu/command/insurgency/mat_drawTexture/) "0" // Enable debug view texture
* [mat\_drawTextureScale](http://www.gamerconfig.eu/command/insurgency/mat_drawTextureScale/) "1" // Debug view texture scale
* [mat\_drawTitleSafe](http://www.gamerconfig.eu/command/insurgency/mat_drawTitleSafe/) "0" // Enable title safe overlay
* [mat\_drawwater](http://www.gamerconfig.eu/command/insurgency/mat_drawwater/) "1"
* [mat\_dynamiclightmaps](http://www.gamerconfig.eu/command/insurgency/mat_dynamiclightmaps/) "0"
* [mat\_dynamicPaintmaps](http://www.gamerconfig.eu/command/insurgency/mat_dynamicPaintmaps/) "0"
* [mat\_dynamic\_tonemapping](http://www.gamerconfig.eu/command/insurgency/mat_dynamic_tonemapping/) "1"
* [mat\_edit](http://www.gamerconfig.eu/command/insurgency/mat_edit/) // Bring up the material under the crosshair in the editor
* [mat\_envmapsize](http://www.gamerconfig.eu/command/insurgency/mat_envmapsize/) "128"
* [mat\_envmaptgasize](http://www.gamerconfig.eu/command/insurgency/mat_envmaptgasize/) "32"
* [mat\_excludetextures](http://www.gamerconfig.eu/command/insurgency/mat_excludetextures/) "0"
* [mat\_exclude\_async\_update](http://www.gamerconfig.eu/command/insurgency/mat_exclude_async_update/) "1"
* [mat\_exposure\_center\_region\_x](http://www.gamerconfig.eu/command/insurgency/mat_exposure_center_region_x/) "0"
* [mat\_exposure\_center\_region\_y](http://www.gamerconfig.eu/command/insurgency/mat_exposure_center_region_y/) "0"
* [mat\_fastclip](http://www.gamerconfig.eu/command/insurgency/mat_fastclip/) "0"
* [mat\_fastnobump](http://www.gamerconfig.eu/command/insurgency/mat_fastnobump/) "0"
* [mat\_fastspecular](http://www.gamerconfig.eu/command/insurgency/mat_fastspecular/) "1" // Enable/Disable specularity for visual testing. Will not reload materials and will not affect perf.
* [mat\_fillrate](http://www.gamerconfig.eu/command/insurgency/mat_fillrate/) "0"
* [mat\_filterlightmaps](http://www.gamerconfig.eu/command/insurgency/mat_filterlightmaps/) "1"
* [mat\_filtertextures](http://www.gamerconfig.eu/command/insurgency/mat_filtertextures/) "1"
* [mat\_forceaniso](http://www.gamerconfig.eu/command/insurgency/mat_forceaniso/) "1"
* [mat\_forcedynamic](http://www.gamerconfig.eu/command/insurgency/mat_forcedynamic/) "0"
* [mat\_forcehardwaresync](http://www.gamerconfig.eu/command/insurgency/mat_forcehardwaresync/) "1"
* [mat\_force\_bloom](http://www.gamerconfig.eu/command/insurgency/mat_force_bloom/) "0"
* [mat\_force\_tonemap\_min\_avglum](http://www.gamerconfig.eu/command/insurgency/mat_force_tonemap_min_avglum/) "-1" // Override. Old default was 3.0
* [mat\_force\_tonemap\_percent\_bright\_pixels](http://www.gamerconfig.eu/command/insurgency/mat_force_tonemap_percent_bright_pixels/) "-1" // Override. Old value was 2.0
* [mat\_force\_tonemap\_percent\_target](http://www.gamerconfig.eu/command/insurgency/mat_force_tonemap_percent_target/) "-1" // Override. Old default was 60.
* [mat\_force\_tonemap\_scale](http://www.gamerconfig.eu/command/insurgency/mat_force_tonemap_scale/) "0"
* [mat\_framebuffercopyoverlaysize](http://www.gamerconfig.eu/command/insurgency/mat_framebuffercopyoverlaysize/) "128"
* [mat\_frame\_sync\_enable](http://www.gamerconfig.eu/command/insurgency/mat_frame_sync_enable/) "1"
* [mat\_frame\_sync\_force\_texture](http://www.gamerconfig.eu/command/insurgency/mat_frame_sync_force_texture/) "0" // Force frame syncing to lock a managed texture.
* [mat\_fullbright](http://www.gamerconfig.eu/command/insurgency/mat_fullbright/) "0"
* [mat\_fxaa\_edge\_sharpness\_C](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_edge_sharpness_C/) "8" // 8)
* [mat\_fxaa\_edge\_threshold\_C](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_edge_threshold_C/) "0" // 1/8
* [mat\_fxaa\_edge\_threshold\_min\_C](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_edge_threshold_min_C/) "0" // Trims the algorithm from processing darks. Does not affect PS3 due to being ALU bound. (0.04 - slower and less aliasing in dark
* [mat\_fxaa\_edge\_threshold\_min\_Q](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_edge_threshold_min_Q/) "0" // (0.0833 - upper l
* [mat\_fxaa\_edge\_threshold\_Q](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_edge_threshold_Q/) "0" // (0.166 -
* [mat\_fxaa\_subpixel\_C](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_subpixel_C/) "0" // (0.5 - default)
* [mat\_fxaa\_subpixel\_Q](http://www.gamerconfig.eu/command/insurgency/mat_fxaa_subpixel_Q/) "0" // def
* [mat\_grain\_enable](http://www.gamerconfig.eu/command/insurgency/mat_grain_enable/) "1"
* [mat\_hdr\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_hdr_enabled/) // Report if HDR is enabled for debugging
* [mat\_hdr\_level](http://www.gamerconfig.eu/command/insurgency/mat_hdr_level/) "2" // and 2 for full HDR on HDR maps.
* [mat\_hdr\_uncapexposure](http://www.gamerconfig.eu/command/insurgency/mat_hdr_uncapexposure/) "0"
* [mat\_hsv](http://www.gamerconfig.eu/command/insurgency/mat_hsv/) "0"
* [mat\_info](http://www.gamerconfig.eu/command/insurgency/mat_info/) // Shows material system info
* [mat\_leafvis](http://www.gamerconfig.eu/command/insurgency/mat_leafvis/) "0" // or [3] entire PVS (see mat\_leafvis\_draw\_mask for what
* [mat\_leafvis\_draw\_mask](http://www.gamerconfig.eu/command/insurgency/mat_leafvis_draw_mask/) "3" // bit 1: render PVS- an
* [mat\_leafvis\_freeze](http://www.gamerconfig.eu/command/insurgency/mat_leafvis_freeze/) "0" // updates based on camera movement.
* [mat\_leafvis\_update\_every\_frame](http://www.gamerconfig.eu/command/insurgency/mat_leafvis_update_every_frame/) "0" // Updates leafvis debug render every frame (expensive)
* [mat\_levelflush](http://www.gamerconfig.eu/command/insurgency/mat_levelflush/) "1"
* [mat\_lightmap\_pfms](http://www.gamerconfig.eu/command/insurgency/mat_lightmap_pfms/) "0" // Outputs .pfm files containing lightmap data for each lightmap page when a level exits.
* [mat\_loadtextures](http://www.gamerconfig.eu/command/insurgency/mat_loadtextures/) "1"
* [mat\_local\_contrast\_edge\_scale\_override](http://www.gamerconfig.eu/command/insurgency/mat_local_contrast_edge_scale_override/) "-1000"
* [mat\_local\_contrast\_midtone\_mask\_override](http://www.gamerconfig.eu/command/insurgency/mat_local_contrast_midtone_mask_override/) "-1"
* [mat\_local\_contrast\_scale\_override](http://www.gamerconfig.eu/command/insurgency/mat_local_contrast_scale_override/) "0"
* [mat\_local\_contrast\_vignette\_end\_override](http://www.gamerconfig.eu/command/insurgency/mat_local_contrast_vignette_end_override/) "-1"
* [mat\_local\_contrast\_vignette\_start\_override](http://www.gamerconfig.eu/command/insurgency/mat_local_contrast_vignette_start_override/) "-1"
* [mat\_lpreview\_mode](http://www.gamerconfig.eu/command/insurgency/mat_lpreview_mode/) "-1"
* [mat\_luxels](http://www.gamerconfig.eu/command/insurgency/mat_luxels/) "0"
* [mat\_maxframelatency](http://www.gamerconfig.eu/command/insurgency/mat_maxframelatency/) "1"
* [mat\_max\_worldmesh\_vertices](http://www.gamerconfig.eu/command/insurgency/mat_max_worldmesh_vertices/) "65536"
* [mat\_measurefillrate](http://www.gamerconfig.eu/command/insurgency/mat_measurefillrate/) "0"
* [mat\_mipmaptextures](http://www.gamerconfig.eu/command/insurgency/mat_mipmaptextures/) "1"
* [mat\_monitorgamma](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma/) "2" // monitor gamma (typically 2.2 for CRT and 1.7 for LCD)
* [mat\_monitorgamma\_force\_480\_full\_tv\_range](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_force_480_full_tv_range/) "1"
* [mat\_monitorgamma\_pwl2srgb](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_pwl2srgb/) "0"
* [mat\_monitorgamma\_tv\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_tv_enabled/) "0"
* [mat\_monitorgamma\_tv\_exp](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_tv_exp/) "2"
* [mat\_monitorgamma\_tv\_range\_max](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_tv_range_max/) "235"
* [mat\_monitorgamma\_tv\_range\_min](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_tv_range_min/) "16"
* [mat\_monitorgamma\_vganonpwlgamma](http://www.gamerconfig.eu/command/insurgency/mat_monitorgamma_vganonpwlgamma/) "2"
* [mat\_morphstats](http://www.gamerconfig.eu/command/insurgency/mat_morphstats/) "0"
* [mat\_motion\_blur\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_enabled/) "0"
* [mat\_motion\_blur\_falling\_intensity](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_falling_intensity/) "1"
* [mat\_motion\_blur\_falling\_max](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_falling_max/) "20"
* [mat\_motion\_blur\_falling\_min](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_falling_min/) "10"
* [mat\_motion\_blur\_forward\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_forward_enabled/) "0"
* [mat\_motion\_blur\_percent\_of\_screen\_max](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_percent_of_screen_max/) "4"
* [mat\_motion\_blur\_rotation\_intensity](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_rotation_intensity/) "1"
* [mat\_motion\_blur\_strength](http://www.gamerconfig.eu/command/insurgency/mat_motion_blur_strength/) "1"
* [mat\_norendering](http://www.gamerconfig.eu/command/insurgency/mat_norendering/) "0"
* [mat\_normalmaps](http://www.gamerconfig.eu/command/insurgency/mat_normalmaps/) "0"
* [mat\_normals](http://www.gamerconfig.eu/command/insurgency/mat_normals/) "0"
* [mat\_object\_motion\_blur\_enable](http://www.gamerconfig.eu/command/insurgency/mat_object_motion_blur_enable/) "0"
* [mat\_object\_motion\_blur\_model\_scale](http://www.gamerconfig.eu/command/insurgency/mat_object_motion_blur_model_scale/) "1"
* [mat\_paint\_enabled](http://www.gamerconfig.eu/command/insurgency/mat_paint_enabled/) "0"
* [mat\_parallaxmap](http://www.gamerconfig.eu/command/insurgency/mat_parallaxmap/) "1"
* [mat\_parallaxmapsamplesmax](http://www.gamerconfig.eu/command/insurgency/mat_parallaxmapsamplesmax/) "50"
* [mat\_parallaxmapsamplesmin](http://www.gamerconfig.eu/command/insurgency/mat_parallaxmapsamplesmin/) "12"
* [mat\_phong](http://www.gamerconfig.eu/command/insurgency/mat_phong/) "1"
* [mat\_picmip](http://www.gamerconfig.eu/command/insurgency/mat_picmip/) "-1"
* [mat\_postprocess\_enable](http://www.gamerconfig.eu/command/insurgency/mat_postprocess_enable/) "1"
* [mat\_postprocess\_x](http://www.gamerconfig.eu/command/insurgency/mat_postprocess_x/) "4"
* [mat\_postprocess\_y](http://www.gamerconfig.eu/command/insurgency/mat_postprocess_y/) "1"
* [mat\_powersavingsmode](http://www.gamerconfig.eu/command/insurgency/mat_powersavingsmode/) "0" // Power Savings Mode
* [mat\_print\_top\_model\_vert\_counts](http://www.gamerconfig.eu/command/insurgency/mat_print_top_model_vert_counts/) "0" // Constantly print to screen the top N models as measured by total faces rendered this frame
* [mat\_processtoolvars](http://www.gamerconfig.eu/command/insurgency/mat_processtoolvars/) "0"
* [mat\_proxy](http://www.gamerconfig.eu/command/insurgency/mat_proxy/) "0"
* [mat\_queue\_mode](http://www.gamerconfig.eu/command/insurgency/mat_queue_mode/) "-1" // 2=queued
* [mat\_queue\_priority](http://www.gamerconfig.eu/command/insurgency/mat_queue_priority/) "1"
* [mat\_reducefillrate](http://www.gamerconfig.eu/command/insurgency/mat_reducefillrate/) "0"
* [mat\_reduceparticles](http://www.gamerconfig.eu/command/insurgency/mat_reduceparticles/) "0"
* [mat\_reloadallmaterials](http://www.gamerconfig.eu/command/insurgency/mat_reloadallmaterials/) // Reloads all materials
* [mat\_reloadmaterial](http://www.gamerconfig.eu/command/insurgency/mat_reloadmaterial/) // Reloads a single material
* [mat\_reloadtextures](http://www.gamerconfig.eu/command/insurgency/mat_reloadtextures/) // Reloads all textures
* [mat\_remoteshadercompile](http://www.gamerconfig.eu/command/insurgency/mat_remoteshadercompile/) "0"
* [mat\_rendered\_faces\_count](http://www.gamerconfig.eu/command/insurgency/mat_rendered_faces_count/) "0" // Set to N to count how many faces each model draws each frame and spew the top N offenders from the last 150 frames (use mat\_re
* [mat\_rendered\_faces\_spew](http://www.gamerconfig.eu/command/insurgency/mat_rendered_faces_spew/) // mat\_rendered\_faces\_spew <n> Spew the number of faces rendered for the top N models used this frame (mat\_rendered\_faces\_count
* [mat\_reporthwmorphmemory](http://www.gamerconfig.eu/command/insurgency/mat_reporthwmorphmemory/) // Reports the amount of size in bytes taken up by hardware morph textures.
* [mat\_report\_queue\_status](http://www.gamerconfig.eu/command/insurgency/mat_report_queue_status/) "0"
* [mat\_reversedepth](http://www.gamerconfig.eu/command/insurgency/mat_reversedepth/) "0"
* [mat\_savechanges](http://www.gamerconfig.eu/command/insurgency/mat_savechanges/) // saves current video configuration to the registry
* [mat\_scope\_render\_quality](http://www.gamerconfig.eu/command/insurgency/mat_scope_render_quality/) "3" // Scope render quality
* [mat\_setvideomode](http://www.gamerconfig.eu/command/insurgency/mat_setvideomode/) // windowed state of the material system
* [mat\_shadercount](http://www.gamerconfig.eu/command/insurgency/mat_shadercount/) // display count of all shaders and reset that count
* [mat\_shadowstate](http://www.gamerconfig.eu/command/insurgency/mat_shadowstate/) "1"
* [mat\_showcamerarendertarget](http://www.gamerconfig.eu/command/insurgency/mat_showcamerarendertarget/) "0"
* [mat\_showenvmapmask](http://www.gamerconfig.eu/command/insurgency/mat_showenvmapmask/) "0"
* [mat\_showframebuffertexture](http://www.gamerconfig.eu/command/insurgency/mat_showframebuffertexture/) "0"
* [mat\_showlightmappage](http://www.gamerconfig.eu/command/insurgency/mat_showlightmappage/) "-1"
* [mat\_showlowresimage](http://www.gamerconfig.eu/command/insurgency/mat_showlowresimage/) "0"
* [mat\_showmaterials](http://www.gamerconfig.eu/command/insurgency/mat_showmaterials/) // Show materials.
* [mat\_showmaterialsverbose](http://www.gamerconfig.eu/command/insurgency/mat_showmaterialsverbose/) // Show materials (verbose version).
* [mat\_showmiplevels](http://www.gamerconfig.eu/command/insurgency/mat_showmiplevels/) "0" // 1: everything else
* [mat\_showtextures](http://www.gamerconfig.eu/command/insurgency/mat_showtextures/) // Show used textures.
* [mat\_showwatertextures](http://www.gamerconfig.eu/command/insurgency/mat_showwatertextures/) "0"
* [mat\_show\_ab\_hdr\_hudelement](http://www.gamerconfig.eu/command/insurgency/mat_show_ab_hdr_hudelement/) "0" // HDR Demo HUD Element toggle.
* [mat\_show\_histogram](http://www.gamerconfig.eu/command/insurgency/mat_show_histogram/) "0"
* [mat\_show\_texture\_memory\_usage](http://www.gamerconfig.eu/command/insurgency/mat_show_texture_memory_usage/) "0" // Display the texture memory usage on the HUD.
* [mat\_slopescaledepthbias\_shadowmap](http://www.gamerconfig.eu/command/insurgency/mat_slopescaledepthbias_shadowmap/) "3"
* [mat\_softwarelighting](http://www.gamerconfig.eu/command/insurgency/mat_softwarelighting/) "0"
* [mat\_softwareskin](http://www.gamerconfig.eu/command/insurgency/mat_softwareskin/) "0"
* [mat\_software\_aa\_blur\_one\_pixel\_lines](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_blur_one_pixel_lines/) "0" // (1.0 - lots)
* [mat\_software\_aa\_debug](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_debug/) "0" // (2 - show anti-a
* [mat\_software\_aa\_edge\_threshold](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_edge_threshold/) "1" // Software AA - adjusts the sensitivity of the software AA shaders edge detection (default 1.0 - a lower value will soften more
* [mat\_software\_aa\_quality](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_quality/) "0" // (1 - 9-tap filter)
* [mat\_software\_aa\_strength](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_strength/) "1" // Software AA - perform a software anti-aliasing post-process (an alternative/supplement to MSAA). This value sets the strength o
* [mat\_software\_aa\_strength\_vgui](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_strength_vgui/) "-1" // but forced to this value when called by the post vgui AA pass.
* [mat\_software\_aa\_tap\_offset](http://www.gamerconfig.eu/command/insurgency/mat_software_aa_tap_offset/) "1" // Software AA - adjusts the displacement of the taps used by the software AA shader (default 1.0 - a lower value will make the im
* [mat\_specular](http://www.gamerconfig.eu/command/insurgency/mat_specular/) "1" // Enable/Disable specularity for perf testing. Will cause a material reload upon change.
* [mat\_spewalloc](http://www.gamerconfig.eu/command/insurgency/mat_spewalloc/) "0"
* [mat\_spewvertexandpixelshaders](http://www.gamerconfig.eu/command/insurgency/mat_spewvertexandpixelshaders/) // Print all vertex and pixel shaders currently loaded to the console
* [mat\_spew\_long\_frames](http://www.gamerconfig.eu/command/insurgency/mat_spew_long_frames/) "0" // warn about frames that go over 66ms for CERT purposes.
* [mat\_stub](http://www.gamerconfig.eu/command/insurgency/mat_stub/) "0"
* [mat\_surfaceid](http://www.gamerconfig.eu/command/insurgency/mat_surfaceid/) "0"
* [mat\_surfacemat](http://www.gamerconfig.eu/command/insurgency/mat_surfacemat/) "0"
* [mat\_tessellationlevel](http://www.gamerconfig.eu/command/insurgency/mat_tessellationlevel/) "6"
* [mat\_tessellation\_accgeometrytangents](http://www.gamerconfig.eu/command/insurgency/mat_tessellation_accgeometrytangents/) "0"
* [mat\_tessellation\_cornertangents](http://www.gamerconfig.eu/command/insurgency/mat_tessellation_cornertangents/) "1"
* [mat\_tessellation\_update\_buffers](http://www.gamerconfig.eu/command/insurgency/mat_tessellation_update_buffers/) "1"
* [mat\_texture\_limit](http://www.gamerconfig.eu/command/insurgency/mat_texture_limit/) "-1" // the material system will limit the amount of texture memory it uses in a frame. Useful for identifying
* [mat\_texture\_list](http://www.gamerconfig.eu/command/insurgency/mat_texture_list/) "0" // show a list of used textures per frame
* [mat\_texture\_list\_all](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_all/) "0" // then the texture list panel will show all currently-loaded textures.
* [mat\_texture\_list\_all\_frames](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_all_frames/) "2" // How many frames to sample texture memory for all textures.
* [mat\_texture\_list\_content\_path](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_content_path/) "0" // itll assume your content directory is next to the currently runn
* [mat\_texture\_list\_exclude](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_exclude/) // save - saves exclude list file
* [mat\_texture\_list\_exclude\_editing](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_exclude_editing/) "0"
* [mat\_texture\_list\_txlod](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_txlod/) // -1 to dec resolution
* [mat\_texture\_list\_txlod\_sync](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_txlod_sync/) // save - saves all changes to material content files
* [mat\_texture\_list\_view](http://www.gamerconfig.eu/command/insurgency/mat_texture_list_view/) "1" // then the texture list panel will render thumbnails of currently-loaded textures.
* [mat\_tonemap\_algorithm](http://www.gamerconfig.eu/command/insurgency/mat_tonemap_algorithm/) "1" // 0 = Original Algorithm 1 = New Algorithm
* [mat\_triplebuffered](http://www.gamerconfig.eu/command/insurgency/mat_triplebuffered/) "0" // This means we want triple buffering if we are fullscreen and vsyncd
* [mat\_updateconvars](http://www.gamerconfig.eu/command/insurgency/mat_updateconvars/) // updates the video config convars
* [mat\_use\_compressed\_hdr\_textures](http://www.gamerconfig.eu/command/insurgency/mat_use_compressed_hdr_textures/) "1"
* [mat\_viewportscale](http://www.gamerconfig.eu/command/insurgency/mat_viewportscale/) "1" // Scale down the main viewport (to reduce GPU impact on CPU profiling)
* [mat\_vignette\_blur](http://www.gamerconfig.eu/command/insurgency/mat_vignette_blur/) "0"
* [mat\_vignette\_enable](http://www.gamerconfig.eu/command/insurgency/mat_vignette_enable/) "1"
* [mat\_vignette\_end](http://www.gamerconfig.eu/command/insurgency/mat_vignette_end/) "1"
* [mat\_vignette\_start](http://www.gamerconfig.eu/command/insurgency/mat_vignette_start/) "0"
* [mat\_vsync](http://www.gamerconfig.eu/command/insurgency/mat_vsync/) "0" // Force sync to vertical retrace
* [mat\_wateroverlaysize](http://www.gamerconfig.eu/command/insurgency/mat_wateroverlaysize/) "128"
* [mat\_wireframe](http://www.gamerconfig.eu/command/insurgency/mat_wireframe/) "0"
* [mat\_yuv](http://www.gamerconfig.eu/command/insurgency/mat_yuv/) "0"
* [maxplayers](http://www.gamerconfig.eu/command/insurgency/maxplayers/) // Change the maximum number of players allowed on this server.
* [mc\_accel\_band\_size](http://www.gamerconfig.eu/command/insurgency/mc_accel_band_size/) "0" // Percentage of half the screen width or height.
* [mc\_dead\_zone\_radius](http://www.gamerconfig.eu/command/insurgency/mc_dead_zone_radius/) "0" // 0 to 0.9. 0 being just around the center of the screen and 1 being the edges of the screen.
* [mc\_max\_pitchrate](http://www.gamerconfig.eu/command/insurgency/mc_max_pitchrate/) "100" // (degrees/sec)
* [mc\_max\_yawrate](http://www.gamerconfig.eu/command/insurgency/mc_max_yawrate/) "230" // (degrees/sec)
* [melee\_combo\_reset\_time](http://www.gamerconfig.eu/command/insurgency/melee_combo_reset_time/) "1" // Seconds after a swing until we reset the combo activities
* [melee\_show\_swing](http://www.gamerconfig.eu/command/insurgency/melee_show_swing/) "0"
* [memory](http://www.gamerconfig.eu/command/insurgency/memory/) // Print memory stats.
* [mem\_compact](http://www.gamerconfig.eu/command/insurgency/mem_compact/)
* [mem\_dump](http://www.gamerconfig.eu/command/insurgency/mem_dump/) // Dump memory stats to text file.
* [mem\_dumpstats](http://www.gamerconfig.eu/command/insurgency/mem_dumpstats/) "0" // Dump current and max heap usage info to console at end of frame ( set to 2 for continuous output )
* [mem\_dumpvballocs](http://www.gamerconfig.eu/command/insurgency/mem_dumpvballocs/) // Dump VB memory allocation stats.
* [mem\_eat](http://www.gamerconfig.eu/command/insurgency/mem_eat/)
* [mem\_force\_flush](http://www.gamerconfig.eu/command/insurgency/mem_force_flush/) "0" // Force cache flush of unlocked resources on every alloc
* [mem\_force\_flush\_section](http://www.gamerconfig.eu/command/insurgency/mem_force_flush_section/) "0" // Cache section to restrict mem\_force\_flush
* [mem\_incremental\_compact](http://www.gamerconfig.eu/command/insurgency/mem_incremental_compact/)
* [mem\_incremental\_compact\_rate](http://www.gamerconfig.eu/command/insurgency/mem_incremental_compact_rate/) "0" // Rate at which to attempt internal heap compation
* [mem\_level](http://www.gamerconfig.eu/command/insurgency/mem_level/) "2" // Memory Level - Default: High
* [mem\_max\_heapsize](http://www.gamerconfig.eu/command/insurgency/mem_max_heapsize/) "256" // Maximum amount of memory to dedicate to engine hunk and datacache (in mb)
* [mem\_max\_heapsize\_dedicated](http://www.gamerconfig.eu/command/insurgency/mem_max_heapsize_dedicated/) "64" // for dedicated server (in mb)
* [mem\_min\_heapsize](http://www.gamerconfig.eu/command/insurgency/mem_min_heapsize/) "48" // Minimum amount of memory to dedicate to engine hunk and datacache (in mb)
* [mem\_periodicdumps](http://www.gamerconfig.eu/command/insurgency/mem_periodicdumps/) "0" // Write periodic memstats dumps every n seconds.
* [mem\_test](http://www.gamerconfig.eu/command/insurgency/mem_test/)
* [mem\_test\_each\_frame](http://www.gamerconfig.eu/command/insurgency/mem_test_each_frame/) "0" // Run heap check at end of every frame
* [mem\_test\_every\_n\_seconds](http://www.gamerconfig.eu/command/insurgency/mem_test_every_n_seconds/) "0" // Run heap check at a specified interval
* [mem\_test\_quiet](http://www.gamerconfig.eu/command/insurgency/mem_test_quiet/) "0" // Dont print stats when memtesting
* [mem\_vcollide](http://www.gamerconfig.eu/command/insurgency/mem_vcollide/) // Dumps the memory used by vcollides
* [mem\_verify](http://www.gamerconfig.eu/command/insurgency/mem_verify/) // Verify the validity of the heap
* [miniprofiler\_dump](http://www.gamerconfig.eu/command/insurgency/miniprofiler_dump/) "0"
* [minisave](http://www.gamerconfig.eu/command/insurgency/minisave/) // Saves game (for current level only!)
* [mm\_csgo\_community\_search\_players\_min](http://www.gamerconfig.eu/command/insurgency/mm_csgo_community_search_players_min/) "3" // When performing CSGO community matchmaking look for servers with at least so many human players
* [mm\_datacenter\_debugprint](http://www.gamerconfig.eu/command/insurgency/mm_datacenter_debugprint/) // Shows information retrieved from data center
* [mm\_debugprint](http://www.gamerconfig.eu/command/insurgency/mm_debugprint/) // Show debug information about current matchmaking session
* [mm\_dedicated\_force\_servers](http://www.gamerconfig.eu/command/insurgency/mm_dedicated_force_servers/) "0" // Comma delimited list of ip:port of servers used to search for dedicated servers instead of searching for public servers. Use sy
* [mm\_dedicated\_search\_maxping](http://www.gamerconfig.eu/command/insurgency/mm_dedicated_search_maxping/) "150" // Longest preferred ping to dedicated servers for games
* [mm\_dlc\_debugprint](http://www.gamerconfig.eu/command/insurgency/mm_dlc_debugprint/) // Shows information about dlc
* [mm\_heartbeat\_seconds](http://www.gamerconfig.eu/command/insurgency/mm_heartbeat_seconds/) "300"
* [mm\_heartbeat\_seconds\_xlsp](http://www.gamerconfig.eu/command/insurgency/mm_heartbeat_seconds_xlsp/) "60"
* [mm\_heartbeat\_timeout](http://www.gamerconfig.eu/command/insurgency/mm_heartbeat_timeout/) "10"
* [mm\_heartbeat\_timeout\_legacy](http://www.gamerconfig.eu/command/insurgency/mm_heartbeat_timeout_legacy/) "15"
* [mm\_server\_search\_lan\_ports](http://www.gamerconfig.eu/command/insurgency/mm_server_search_lan_ports/) "27015" // Ports to scan during LAN games discovery. Also used to discover and correctly connect to dedicated LAN servers behind NATs.
* [mm\_session\_search\_ping\_buckets](http://www.gamerconfig.eu/command/insurgency/mm_session_search_ping_buckets/) "4"
* [mm\_session\_search\_ping\_limit](http://www.gamerconfig.eu/command/insurgency/mm_session_search_ping_limit/) "200"
* [mm\_session\_search\_qos\_timeout](http://www.gamerconfig.eu/command/insurgency/mm_session_search_qos_timeout/) "15"
* [mm\_tu\_string](http://www.gamerconfig.eu/command/insurgency/mm_tu_string/) "0"
* [mod\_check\_vcollide](http://www.gamerconfig.eu/command/insurgency/mod_check_vcollide/) "0" // Check all vcollides on load
* [mod\_dont\_load\_vertices](http://www.gamerconfig.eu/command/insurgency/mod_dont_load_vertices/) "0" // supress loading model vertex data
* [mod\_DumpWeaponWiewModelCache](http://www.gamerconfig.eu/command/insurgency/mod_DumpWeaponWiewModelCache/) // Dumps the weapon view model cache contents
* [mod\_DumpWeaponWorldModelCache](http://www.gamerconfig.eu/command/insurgency/mod_DumpWeaponWorldModelCache/) // Dumps the weapon world model cache contents
* [mod\_forcedata](http://www.gamerconfig.eu/command/insurgency/mod_forcedata/) "1" // Forces all model file data into cache on model load.
* [mod\_forcetouchdata](http://www.gamerconfig.eu/command/insurgency/mod_forcetouchdata/) "1" // Forces all model file data into cache on model load.
* [mod\_load\_anims\_async](http://www.gamerconfig.eu/command/insurgency/mod_load_anims_async/) "0"
* [mod\_load\_fakestall](http://www.gamerconfig.eu/command/insurgency/mod_load_fakestall/) "0" // Forces all ANI file loading to stall for specified ms
* [mod\_load\_mesh\_async](http://www.gamerconfig.eu/command/insurgency/mod_load_mesh_async/) "0"
* [mod\_load\_preload](http://www.gamerconfig.eu/command/insurgency/mod_load_preload/) "1" // Indicates how far ahead in seconds to preload animations.
* [mod\_load\_showstall](http://www.gamerconfig.eu/command/insurgency/mod_load_showstall/) "0" // 2 - show stalls
* [mod\_load\_vcollide\_async](http://www.gamerconfig.eu/command/insurgency/mod_load_vcollide_async/) "0"
* [mod\_lock\_mdls\_on\_load](http://www.gamerconfig.eu/command/insurgency/mod_lock_mdls_on_load/) "1"
* [mod\_lock\_meshes\_on\_load](http://www.gamerconfig.eu/command/insurgency/mod_lock_meshes_on_load/) "1"
* [mod\_log\_filesystem](http://www.gamerconfig.eu/command/insurgency/mod_log_filesystem/) "0" // Log the filesystem type
* [mod\_test\_mesh\_not\_available](http://www.gamerconfig.eu/command/insurgency/mod_test_mesh_not_available/) "0"
* [mod\_test\_not\_available](http://www.gamerconfig.eu/command/insurgency/mod_test_not_available/) "0"
* [mod\_test\_verts\_not\_available](http://www.gamerconfig.eu/command/insurgency/mod_test_verts_not_available/) "0"
* [mod\_touchalldata](http://www.gamerconfig.eu/command/insurgency/mod_touchalldata/) "1" // Touch model data during level startup
* [mod\_trace\_load](http://www.gamerconfig.eu/command/insurgency/mod_trace_load/) "0"
* [mod\_WeaponViewModelCache](http://www.gamerconfig.eu/command/insurgency/mod_WeaponViewModelCache/) "8"
* [mod\_WeaponWorldModelCache](http://www.gamerconfig.eu/command/insurgency/mod_WeaponWorldModelCache/) "10"
* [mod\_WeaponWorldModelMinAge](http://www.gamerconfig.eu/command/insurgency/mod_WeaponWorldModelMinAge/) "3000"
* [morph\_debug](http://www.gamerconfig.eu/command/insurgency/morph_debug/) "0"
* [morph\_path](http://www.gamerconfig.eu/command/insurgency/morph_path/) "7"
* [mortar\_visualize](http://www.gamerconfig.eu/command/insurgency/mortar_visualize/) "0"
* [motdfile](http://www.gamerconfig.eu/command/insurgency/motdfile/) "0" // The MOTD file to load.
* [movement\_anim\_playback\_minrate](http://www.gamerconfig.eu/command/insurgency/movement_anim_playback_minrate/) "0"
* [movie\_fixwave](http://www.gamerconfig.eu/command/insurgency/movie_fixwave/) // etc.
* [movie\_volume\_scale](http://www.gamerconfig.eu/command/insurgency/movie_volume_scale/) "1"
* [mp\_allowNPCs](http://www.gamerconfig.eu/command/insurgency/mp_allowNPCs/) "1"
* [mp\_allowspectators](http://www.gamerconfig.eu/command/insurgency/mp_allowspectators/) "1" // toggles whether the server allows spectator mode or not
* [mp\_autocrosshair](http://www.gamerconfig.eu/command/insurgency/mp_autocrosshair/) "1"
* [mp\_autokick](http://www.gamerconfig.eu/command/insurgency/mp_autokick/) "1" // Kick team-killing players
* [mp\_autokick\_idlers](http://www.gamerconfig.eu/command/insurgency/mp_autokick_idlers/) "0" // Kick idlers players ( mins )
* [mp\_autoteambalance](http://www.gamerconfig.eu/command/insurgency/mp_autoteambalance/) "1"
* [mp\_checkpoint\_capture\_time\_extension](http://www.gamerconfig.eu/command/insurgency/mp_checkpoint_capture_time_extension/) "0" // How long (in seconds) the round should be extended for after a capture.
* [mp\_checkpoint\_counterattack\_always](http://www.gamerconfig.eu/command/insurgency/mp_checkpoint_counterattack_always/) "0" // Always have a counter-attack after each cap. Value represents number of human players needed.
* [mp\_checkpoint\_counterattack\_delay](http://www.gamerconfig.eu/command/insurgency/mp_checkpoint_counterattack_delay/) "12" // How long (in seconds) until the enemy counter-attack wave spawns.
* [mp\_checkpoint\_respawn\_frequency](http://www.gamerconfig.eu/command/insurgency/mp_checkpoint_respawn_frequency/) "1" // etc.
* [mp\_coop\_lobbysize](http://www.gamerconfig.eu/command/insurgency/mp_coop_lobbysize/) "6" // Size of coop lobby
* [mp\_coop\_max\_bots](http://www.gamerconfig.eu/command/insurgency/mp_coop_max_bots/) "18" // Maximum number of bots allowed on the server.
* [mp\_coop\_max\_bot\_difficulty](http://www.gamerconfig.eu/command/insurgency/mp_coop_max_bot_difficulty/) "2" // The max difficulty on the server.
* [mp\_coop\_min\_bots](http://www.gamerconfig.eu/command/insurgency/mp_coop_min_bots/) "6" // The number of bots used for 1 player.
* [mp\_coop\_min\_bot\_difficulty](http://www.gamerconfig.eu/command/insurgency/mp_coop_min_bot_difficulty/) "0" // The easiest difficulty on the server.
* [mp\_cp\_capture\_time](http://www.gamerconfig.eu/command/insurgency/mp_cp_capture_time/) "2" // capture time in seconds
* [mp\_cp\_deteriorate\_time](http://www.gamerconfig.eu/command/insurgency/mp_cp_deteriorate_time/) "8" // deteriorate time in seconds
* [mp\_cp\_speedup\_max](http://www.gamerconfig.eu/command/insurgency/mp_cp_speedup_max/) "2" // Maximum players to effect the speed-up.
* [mp\_cp\_speedup\_rate](http://www.gamerconfig.eu/command/insurgency/mp_cp_speedup_rate/) "0" // Speed-up rate per additional teammate in the cap zone.
* [mp\_defaultteam](http://www.gamerconfig.eu/command/insurgency/mp_defaultteam/) "0"
* [mp\_disable\_autokick](http://www.gamerconfig.eu/command/insurgency/mp_disable_autokick/) // Prevents a userid from being auto-kicked
* [mp\_fadetoblack](http://www.gamerconfig.eu/command/insurgency/mp_fadetoblack/) "0" // fade a players screen to black when he dies
* [mp\_falldamage](http://www.gamerconfig.eu/command/insurgency/mp_falldamage/) "0"
* [mp\_fall\_speed\_fatal](http://www.gamerconfig.eu/command/insurgency/mp_fall_speed_fatal/) "720" // sqrt( 2 \* gravity \* x \* 12 )
* [mp\_fall\_speed\_safe](http://www.gamerconfig.eu/command/insurgency/mp_fall_speed_safe/) "560" // sqrt( 2 \* gravity \* x \* 12 )
* [mp\_fall\_speed\_safe\_iron](http://www.gamerconfig.eu/command/insurgency/mp_fall_speed_safe_iron/) "250" // sqrt( 2 \* gravity \* x \* 12 )
* [mp\_flashlight](http://www.gamerconfig.eu/command/insurgency/mp_flashlight/) "0"
* [mp\_footsteps](http://www.gamerconfig.eu/command/insurgency/mp_footsteps/) "1"
* [mp\_forceactivityset](http://www.gamerconfig.eu/command/insurgency/mp_forceactivityset/) "-1" // SHORTRIFLE = 0 PISTOL = 1 KNIFE = 2 LMG = 3 LAUNCHER = 4 GRENADE = 5
* [mp\_forcecamera](http://www.gamerconfig.eu/command/insurgency/mp_forcecamera/) "1" // Restricts spectator modes for dead players. 0 = Any team. 1 = Only own team. 2 = No one; fade to black on death (previously mp\_
* [mp\_forcerespawn](http://www.gamerconfig.eu/command/insurgency/mp_forcerespawn/) "1"
* [mp\_freezetime](http://www.gamerconfig.eu/command/insurgency/mp_freezetime/) "15" // Round freeze time in seconds
* [mp\_friendlyfire](http://www.gamerconfig.eu/command/insurgency/mp_friendlyfire/) "1" // Allows team members to injure other members of their team
* [mp\_friendlyfire\_damage](http://www.gamerconfig.eu/command/insurgency/mp_friendlyfire_damage/) "0" // The frac value applied to friendly fire damage
* [mp\_friendlyfire\_damage\_spawnarea](http://www.gamerconfig.eu/command/insurgency/mp_friendlyfire_damage_spawnarea/) "0" // The frac value applied to friendly fire damage when either in a spawn area
* [mp\_friendlyfire\_explosives](http://www.gamerconfig.eu/command/insurgency/mp_friendlyfire_explosives/) "0" // friendlies can set off each others explosives if they are reactive.
* [mp\_joinwaittime](http://www.gamerconfig.eu/command/insurgency/mp_joinwaittime/) "20" // How long to wait for the first round once the minimum players requirement has been reached.
* [mp\_lobbytime](http://www.gamerconfig.eu/command/insurgency/mp_lobbytime/) "10" // Lobby time in seconds
* [mp\_maxgames](http://www.gamerconfig.eu/command/insurgency/mp_maxgames/) "1" // Max games before map change
* [mp\_maxrounds](http://www.gamerconfig.eu/command/insurgency/mp_maxrounds/) "10" // Max rounds before game ends
* [mp\_minteamplayers](http://www.gamerconfig.eu/command/insurgency/mp_minteamplayers/) "1" // min players on each team to start the match
* [mp\_push\_capture\_time\_extension](http://www.gamerconfig.eu/command/insurgency/mp_push_capture_time_extension/) "300" // How long (in seconds) the round should be extended for after a capture.
* [mp\_push\_counter\_round](http://www.gamerconfig.eu/command/insurgency/mp_push_counter_round/) "0" // flip the attacking team for a counter attack round.
* [mp\_push\_deferred\_advance](http://www.gamerconfig.eu/command/insurgency/mp_push_deferred_advance/) "0" // advanced spawns will be delayed by this number of seconds.
* [mp\_respawnwavetime\_max](http://www.gamerconfig.eu/command/insurgency/mp_respawnwavetime_max/) "0" // Min respawn wave interval.
* [mp\_respawnwavetime\_min](http://www.gamerconfig.eu/command/insurgency/mp_respawnwavetime_min/) "0" // Max respawn wave interval.
* [mp\_restartgame](http://www.gamerconfig.eu/command/insurgency/mp_restartgame/) "0" // game will restart in the specified number of seconds
* [mp\_restartround](http://www.gamerconfig.eu/command/insurgency/mp_restartround/) "0" // round will restart in the specified number of seconds
* [mp\_roundlives](http://www.gamerconfig.eu/command/insurgency/mp_roundlives/) "0" // Max lives in a round
* [mp\_roundtime](http://www.gamerconfig.eu/command/insurgency/mp_roundtime/) "210" // round time per map in seconds
* [mp\_scrambleteams](http://www.gamerconfig.eu/command/insurgency/mp_scrambleteams/) // Scramble the teams and restart the game
* [mp\_scrambleteams\_auto](http://www.gamerconfig.eu/command/insurgency/mp_scrambleteams_auto/) "0" // Server will automatically scramble the teams if criteria met. Only works on dedicated servers.
* [mp\_scrambleteams\_auto\_windifference](http://www.gamerconfig.eu/command/insurgency/mp_scrambleteams_auto_windifference/) "3" // Number of round wins a team must lead by in order to trigger an auto scramble.
* [mp\_searchdestroy\_capture\_time\_extension](http://www.gamerconfig.eu/command/insurgency/mp_searchdestroy_capture_time_extension/) "120" // How long (in seconds) the round should be extended for after a cache gets destroyed.
* [mp\_searchdestroy\_single\_cache\_max](http://www.gamerconfig.eu/command/insurgency/mp_searchdestroy_single_cache_max/) "12" // Max number of players where a single cache is used
* [mp\_showgestureslots](http://www.gamerconfig.eu/command/insurgency/mp_showgestureslots/) "-1" // Show multiplayer client/server gesture slot information for the specified player index (-1 for no one).
* [mp\_slammoveyaw](http://www.gamerconfig.eu/command/insurgency/mp_slammoveyaw/) "0" // Force movement yaw along an animation path.
* [mp\_spawnprotectontime](http://www.gamerconfig.eu/command/insurgency/mp_spawnprotectontime/) "30" // Spawn protection time in seconds
* [mp\_spectator\_allow\_chase](http://www.gamerconfig.eu/command/insurgency/mp_spectator_allow_chase/) "1" // chase camera in spectator mode is disabled
* [mp\_strike\_capture\_time\_extension](http://www.gamerconfig.eu/command/insurgency/mp_strike_capture_time_extension/) "120" // How long (in seconds) the round should be extended for after a cache gets destroyed.
* [mp\_strike\_four\_cache\_max](http://www.gamerconfig.eu/command/insurgency/mp_strike_four_cache_max/) "24" // Max number of players where a single cache is used
* [mp\_supply\_rate\_losing\_team\_high](http://www.gamerconfig.eu/command/insurgency/mp_supply_rate_losing_team_high/) "2" // Amount of supply the more skilled players on the losing team get
* [mp\_supply\_rate\_losing\_team\_low](http://www.gamerconfig.eu/command/insurgency/mp_supply_rate_losing_team_low/) "1" // Amount of supply the less skilled players on the losing team get
* [mp\_supply\_rate\_winning\_team\_high](http://www.gamerconfig.eu/command/insurgency/mp_supply_rate_winning_team_high/) "3" // Amount of supply the more skilled players on the winning team get
* [mp\_supply\_rate\_winning\_team\_low](http://www.gamerconfig.eu/command/insurgency/mp_supply_rate_winning_team_low/) "2" // Amount of supply the less skilled players on the winning team get
* [mp\_supply\_token\_base](http://www.gamerconfig.eu/command/insurgency/mp_supply_token_base/) "10" // The amount of supply players start with
* [mp\_supply\_token\_bot\_base](http://www.gamerconfig.eu/command/insurgency/mp_supply_token_bot_base/) "18" // The amount of supply bots start with
* [mp\_supply\_token\_max](http://www.gamerconfig.eu/command/insurgency/mp_supply_token_max/) "20" // The maximum amount of supply a player can get
* [mp\_switchteams](http://www.gamerconfig.eu/command/insurgency/mp_switchteams/) // Switch teams and restart the game
* [mp\_switchteams\_each\_game](http://www.gamerconfig.eu/command/insurgency/mp_switchteams_each_game/) "0" // Switch the teams after each game
* [mp\_switchteams\_each\_round](http://www.gamerconfig.eu/command/insurgency/mp_switchteams_each_round/) "0" // Switch the teams after each round
* [mp\_switchteams\_reset\_supply](http://www.gamerconfig.eu/command/insurgency/mp_switchteams_reset_supply/) "0" // Should supply be reset when teams are switched?
* [mp\_teamlist](http://www.gamerconfig.eu/command/insurgency/mp_teamlist/) "0"
* [mp\_teamoverride](http://www.gamerconfig.eu/command/insurgency/mp_teamoverride/) "1"
* [mp\_teamplay](http://www.gamerconfig.eu/command/insurgency/mp_teamplay/) "0"
* [mp\_teams\_auto\_join](http://www.gamerconfig.eu/command/insurgency/mp_teams_auto_join/) "1" // players are automatically assigned to a team on join.
* [mp\_teams\_unbalance\_limit](http://www.gamerconfig.eu/command/insurgency/mp_teams_unbalance_limit/) "1" // Teams are unbalanced when one team has this many more players than the other team. (0 disables check)
* [mp\_theater\_override](http://www.gamerconfig.eu/command/insurgency/mp_theater_override/) "0" // the given theater file is loaded instead.
* [mp\_timelimit\_waiting](http://www.gamerconfig.eu/command/insurgency/mp_timelimit_waiting/) "600" // Time to wait on an empty server before changing levels.
* [mp\_timer\_postgame](http://www.gamerconfig.eu/command/insurgency/mp_timer_postgame/) "15" // Postgame timer in seconds
* [mp\_timer\_postround](http://www.gamerconfig.eu/command/insurgency/mp_timer_postround/) "15" // Postround timer in seconds
* [mp\_timer\_pregame](http://www.gamerconfig.eu/command/insurgency/mp_timer_pregame/) "10" // Pregame timer in seconds
* [mp\_timer\_preround](http://www.gamerconfig.eu/command/insurgency/mp_timer_preround/) "15" // Preround timer in seconds
* [mp\_tkpunish](http://www.gamerconfig.eu/command/insurgency/mp_tkpunish/) "1" // 2=kill}
* [mp\_usehwmmodels](http://www.gamerconfig.eu/command/insurgency/mp_usehwmmodels/) "-1" // 0 = based upon GPU)
* [mp\_usehwmvcds](http://www.gamerconfig.eu/command/insurgency/mp_usehwmvcds/) "-1" // 0 = based upon GPU)
* [mp\_vip\_single\_point\_max](http://www.gamerconfig.eu/command/insurgency/mp_vip_single_point_max/) "10" // Max number of players where a single point is used
* [mp\_voice\_bias](http://www.gamerconfig.eu/command/insurgency/mp_voice_bias/) "0"
* [mp\_voice\_blocked\_lineofsight\_enemy\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_blocked_lineofsight_enemy_volume/) "0"
* [mp\_voice\_blocked\_lineofsight\_friendly\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_blocked_lineofsight_friendly_volume/) "0"
* [mp\_voice\_indirect\_listener\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_indirect_listener_volume/) "0"
* [mp\_voice\_indirect\_talker\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_indirect_talker_volume/) "0"
* [mp\_voice\_max\_distance\_enemy](http://www.gamerconfig.eu/command/insurgency/mp_voice_max_distance_enemy/) "360"
* [mp\_voice\_max\_distance\_friendly](http://www.gamerconfig.eu/command/insurgency/mp_voice_max_distance_friendly/) "1080"
* [mp\_voice\_max\_enemy\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_max_enemy_volume/) "0"
* [mp\_voice\_max\_friendly\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_max_friendly_volume/) "0"
* [mp\_voice\_min\_distance\_enemy](http://www.gamerconfig.eu/command/insurgency/mp_voice_min_distance_enemy/) "8"
* [mp\_voice\_min\_distance\_friendly](http://www.gamerconfig.eu/command/insurgency/mp_voice_min_distance_friendly/) "8"
* [mp\_voice\_min\_squad\_volume](http://www.gamerconfig.eu/command/insurgency/mp_voice_min_squad_volume/) "0"
* [mp\_voice\_use\_3d\_voip](http://www.gamerconfig.eu/command/insurgency/mp_voice_use_3d_voip/) "1" // Alive players use spatial audio for voice communications?
* [mp\_wave\_capture\_increment](http://www.gamerconfig.eu/command/insurgency/mp_wave_capture_increment/) "0" // Amount of waves awarded for capturing points
* [mp\_wave\_count\_attackers](http://www.gamerconfig.eu/command/insurgency/mp_wave_count_attackers/) "10" // Total waves for attackers
* [mp\_wave\_count\_defenders](http://www.gamerconfig.eu/command/insurgency/mp_wave_count_defenders/) "20" // Total waves for defenders
* [mp\_wave\_count\_perteam](http://www.gamerconfig.eu/command/insurgency/mp_wave_count_perteam/) "2" // Total waves per team
* [mp\_wave\_dpr\_attackers](http://www.gamerconfig.eu/command/insurgency/mp_wave_dpr_attackers/) "0" // Dead player ratio that triggers a reinforcement wave for attacking team
* [mp\_wave\_dpr\_defenders](http://www.gamerconfig.eu/command/insurgency/mp_wave_dpr_defenders/) "0" // Dead player ratio that triggers a reinforcement wave for defending team
* [mp\_wave\_dpr\_perteam](http://www.gamerconfig.eu/command/insurgency/mp_wave_dpr_perteam/) "0" // Dead player ratio that triggers a reinforcement wave for both teams
* [mp\_wave\_grace\_period](http://www.gamerconfig.eu/command/insurgency/mp_wave_grace_period/) "30" // Grace period where if a reinforcement wave occurs it does not get deducted from wave count
* [mp\_wave\_max\_wait\_attackers](http://www.gamerconfig.eu/command/insurgency/mp_wave_max_wait_attackers/) "30" // Max wave trigger time for attacking team
* [mp\_wave\_max\_wait\_defenders](http://www.gamerconfig.eu/command/insurgency/mp_wave_max_wait_defenders/) "30" // Max wave trigger time for defending team
* [mp\_wave\_max\_wait\_perteam](http://www.gamerconfig.eu/command/insurgency/mp_wave_max_wait_perteam/) "40" // Max wave trigger time for both teams
* [mp\_wave\_spawn\_instant](http://www.gamerconfig.eu/command/insurgency/mp_wave_spawn_instant/) "0" // Server side option to force instant spawning
* [mp\_weaponstay](http://www.gamerconfig.eu/command/insurgency/mp_weaponstay/) "0"
* [mp\_winlimit](http://www.gamerconfig.eu/command/insurgency/mp_winlimit/) "5" // win limit
* [mp\_winlimit\_coop](http://www.gamerconfig.eu/command/insurgency/mp_winlimit_coop/) "1" // win limit for coop
* [ms\_player\_dump\_properties](http://www.gamerconfig.eu/command/insurgency/ms_player_dump_properties/) // Prints a dump the current players property data
* [multvar](http://www.gamerconfig.eu/command/insurgency/multvar/) // Multiply specified convar value.
* [muzzleflash\_light](http://www.gamerconfig.eu/command/insurgency/muzzleflash_light/) "1"
* [m\_customaccel](http://www.gamerconfig.eu/command/insurgency/m_customaccel/) "0" // Custom mouse acceleration: 0: custom accelaration disabled 1: mouse\_acceleration = min(m\_customaccel\_max, pow(raw\_mouse\_delta,
* [m\_customaccel\_exponent](http://www.gamerconfig.eu/command/insurgency/m_customaccel_exponent/) "1" // Mouse move is raised to this power before being scaled by scale factor.
* [m\_customaccel\_max](http://www.gamerconfig.eu/command/insurgency/m_customaccel_max/) "0" // 0 for no limit
* [m\_customaccel\_scale](http://www.gamerconfig.eu/command/insurgency/m_customaccel_scale/) "0" // Custom mouse acceleration value.
* [m\_forward](http://www.gamerconfig.eu/command/insurgency/m_forward/) "1" // Mouse forward factor.
* [m\_mouseaccel1](http://www.gamerconfig.eu/command/insurgency/m_mouseaccel1/) "0" // Windows mouse acceleration initial threshold (2x movement).
* [m\_mouseaccel2](http://www.gamerconfig.eu/command/insurgency/m_mouseaccel2/) "0" // Windows mouse acceleration secondary threshold (4x movement).
* [m\_mousespeed](http://www.gamerconfig.eu/command/insurgency/m_mousespeed/) "1" // 2 to enable secondary threshold
* [m\_pitch](http://www.gamerconfig.eu/command/insurgency/m_pitch/) "0" // Mouse pitch factor.
* [m\_rawinput](http://www.gamerconfig.eu/command/insurgency/m_rawinput/) "1" // Use Raw Input for mouse input.
* [m\_side](http://www.gamerconfig.eu/command/insurgency/m_side/) "0" // Mouse side factor.
* [m\_yaw](http://www.gamerconfig.eu/command/insurgency/m_yaw/) "0" // Mouse yaw factor.
* [name](http://www.gamerconfig.eu/command/insurgency/name/) "0" // Current user name
* [nav\_add\_to\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_add_to_selected_set/) // Add current area to the selected set.
* [nav\_add\_to\_selected\_set\_by\_id](http://www.gamerconfig.eu/command/insurgency/nav_add_to_selected_set_by_id/) // Add specified area id to the selected set.
* [nav\_analyze](http://www.gamerconfig.eu/command/insurgency/nav_analyze/) // Re-analyze the current Navigation Mesh and save it to disk.
* [nav\_area\_bgcolor](http://www.gamerconfig.eu/command/insurgency/nav_area_bgcolor/) "503316480" // RGBA color to draw as the background color for nav areas while editing.
* [nav\_area\_max\_size](http://www.gamerconfig.eu/command/insurgency/nav_area_max_size/) "50" // Max area size created in nav generation
* [nav\_avoid](http://www.gamerconfig.eu/command/insurgency/nav_avoid/) // Toggles the avoid this area when possible flag used by the AI system.
* [nav\_begin\_area](http://www.gamerconfig.eu/command/insurgency/nav_begin_area/) // drag the opposite corner to the desired location and
* [nav\_begin\_deselecting](http://www.gamerconfig.eu/command/insurgency/nav_begin_deselecting/) // Start continuously removing from the selected set.
* [nav\_begin\_drag\_deselecting](http://www.gamerconfig.eu/command/insurgency/nav_begin_drag_deselecting/) // Start dragging a selection area.
* [nav\_begin\_drag\_selecting](http://www.gamerconfig.eu/command/insurgency/nav_begin_drag_selecting/) // Start dragging a selection area.
* [nav\_begin\_selecting](http://www.gamerconfig.eu/command/insurgency/nav_begin_selecting/) // Start continuously adding to the selected set.
* [nav\_begin\_shift\_xy](http://www.gamerconfig.eu/command/insurgency/nav_begin_shift_xy/) // Begin shifting the Selected Set.
* [nav\_build\_ladder](http://www.gamerconfig.eu/command/insurgency/nav_build_ladder/) // Attempts to build a nav ladder on the climbable surface under the cursor.
* [nav\_check\_file\_consistency](http://www.gamerconfig.eu/command/insurgency/nav_check_file_consistency/) // Scans the maps directory and reports any missing/out-of-date navigation files.
* [nav\_check\_floor](http://www.gamerconfig.eu/command/insurgency/nav_check_floor/) // Updates the blocked/unblocked status for every nav area.
* [nav\_check\_stairs](http://www.gamerconfig.eu/command/insurgency/nav_check_stairs/) // Update the nav mesh STAIRS attribute
* [nav\_chop\_selected](http://www.gamerconfig.eu/command/insurgency/nav_chop_selected/) // Chops all selected areas into their component 1x1 areas
* [nav\_clear\_attribute](http://www.gamerconfig.eu/command/insurgency/nav_clear_attribute/) // Remove given nav attribute from all areas in the selected set.
* [nav\_clear\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_clear_selected_set/) // Clear the selected set.
* [nav\_clear\_walkable\_marks](http://www.gamerconfig.eu/command/insurgency/nav_clear_walkable_marks/) // Erase any previously placed walkable positions.
* [nav\_compress\_id](http://www.gamerconfig.eu/command/insurgency/nav_compress_id/) // Re-orders area and ladder IDs so they are continuous.
* [nav\_connect](http://www.gamerconfig.eu/command/insurgency/nav_connect/) // then invoke the connect command. Note that this creates a
* [nav\_coplanar\_slope\_limit](http://www.gamerconfig.eu/command/insurgency/nav_coplanar_slope_limit/) "0"
* [nav\_coplanar\_slope\_limit\_displacement](http://www.gamerconfig.eu/command/insurgency/nav_coplanar_slope_limit_displacement/) "0"
* [nav\_corner\_adjust\_adjacent](http://www.gamerconfig.eu/command/insurgency/nav_corner_adjust_adjacent/) "18" // radius used to raise/lower corners in nearby areas when raising/lowering corners.
* [nav\_corner\_lower](http://www.gamerconfig.eu/command/insurgency/nav_corner_lower/) // Lower the selected corner of the currently marked Area.
* [nav\_corner\_place\_on\_ground](http://www.gamerconfig.eu/command/insurgency/nav_corner_place_on_ground/) // Places the selected corner of the currently marked Area on the ground.
* [nav\_corner\_raise](http://www.gamerconfig.eu/command/insurgency/nav_corner_raise/) // Raise the selected corner of the currently marked Area.
* [nav\_corner\_select](http://www.gamerconfig.eu/command/insurgency/nav_corner_select/) // Select a corner of the currently marked Area. Use multiple times to access all four corners.
* [nav\_create\_area\_at\_feet](http://www.gamerconfig.eu/command/insurgency/nav_create_area_at_feet/) "0" // Anchor nav\_begin\_area Z to editing players feet
* [nav\_create\_place\_on\_ground](http://www.gamerconfig.eu/command/insurgency/nav_create_place_on_ground/) "0" // nav areas will be placed flush with the ground when created by hand.
* [nav\_crouch](http://www.gamerconfig.eu/command/insurgency/nav_crouch/) // Toggles the must crouch in this area flag used by the AI system.
* [nav\_debug\_blocked](http://www.gamerconfig.eu/command/insurgency/nav_debug_blocked/) "0"
* [nav\_delete](http://www.gamerconfig.eu/command/insurgency/nav_delete/) // Deletes the currently highlighted Area.
* [nav\_delete\_marked](http://www.gamerconfig.eu/command/insurgency/nav_delete_marked/) // Deletes the currently marked Area (if any).
* [nav\_disconnect](http://www.gamerconfig.eu/command/insurgency/nav_disconnect/) // then invoke the disconnect command. This will remove all connec
* [nav\_disconnect\_outgoing\_oneways](http://www.gamerconfig.eu/command/insurgency/nav_disconnect_outgoing_oneways/) // disconnect all outgoing one-way connections.
* [nav\_displacement\_test](http://www.gamerconfig.eu/command/insurgency/nav_displacement_test/) "10000" // Checks for nodes embedded in displacements (useful for in-development maps)
* [nav\_dont\_hide](http://www.gamerconfig.eu/command/insurgency/nav_dont_hide/) // Toggles the area is not suitable for hiding spots flag used by the AI system.
* [nav\_drag\_selection\_volume\_zmax\_offset](http://www.gamerconfig.eu/command/insurgency/nav_drag_selection_volume_zmax_offset/) "32" // The offset of the nav drag volume top from center
* [nav\_drag\_selection\_volume\_zmin\_offset](http://www.gamerconfig.eu/command/insurgency/nav_drag_selection_volume_zmin_offset/) "32" // The offset of the nav drag volume bottom from center
* [nav\_draw\_limit](http://www.gamerconfig.eu/command/insurgency/nav_draw_limit/) "500" // The maximum number of areas to draw in edit mode
* [nav\_dump\_selected\_set\_positions](http://www.gamerconfig.eu/command/insurgency/nav_dump_selected_set_positions/) // z) coordinates of the centers of all selected nav areas to a file.
* [nav\_edit](http://www.gamerconfig.eu/command/insurgency/nav_edit/) "0" // Set to one to interactively edit the Navigation Mesh. Set to zero to leave edit mode.
* [nav\_end\_area](http://www.gamerconfig.eu/command/insurgency/nav_end_area/) // Defines the second corner of a new Area or Ladder and creates it.
* [nav\_end\_deselecting](http://www.gamerconfig.eu/command/insurgency/nav_end_deselecting/) // Stop continuously removing from the selected set.
* [nav\_end\_drag\_deselecting](http://www.gamerconfig.eu/command/insurgency/nav_end_drag_deselecting/) // Stop dragging a selection area.
* [nav\_end\_drag\_selecting](http://www.gamerconfig.eu/command/insurgency/nav_end_drag_selecting/) // Stop dragging a selection area.
* [nav\_end\_selecting](http://www.gamerconfig.eu/command/insurgency/nav_end_selecting/) // Stop continuously adding to the selected set.
* [nav\_end\_shift\_xy](http://www.gamerconfig.eu/command/insurgency/nav_end_shift_xy/) // Finish shifting the Selected Set.
* [nav\_flood\_select](http://www.gamerconfig.eu/command/insurgency/nav_flood_select/) // use this command again.
* [nav\_generate](http://www.gamerconfig.eu/command/insurgency/nav_generate/) // Generate a Navigation Mesh for the current map and save it to disk.
* [nav\_generate\_fencetops](http://www.gamerconfig.eu/command/insurgency/nav_generate_fencetops/) "1" // Autogenerate nav areas on fence and obstacle tops
* [nav\_generate\_fixup\_jump\_areas](http://www.gamerconfig.eu/command/insurgency/nav_generate_fixup_jump_areas/) "1" // Convert obsolete jump areas into 2-way connections
* [nav\_generate\_incremental](http://www.gamerconfig.eu/command/insurgency/nav_generate_incremental/) // Generate a Navigation Mesh for the current map and save it to disk.
* [nav\_generate\_incremental\_range](http://www.gamerconfig.eu/command/insurgency/nav_generate_incremental_range/) "2000"
* [nav\_generate\_incremental\_tolerance](http://www.gamerconfig.eu/command/insurgency/nav_generate_incremental_tolerance/) "0" // Z tolerance for adding new nav areas.
* [nav\_gen\_cliffs\_approx](http://www.gamerconfig.eu/command/insurgency/nav_gen_cliffs_approx/) // post-processing approximation
* [nav\_jump](http://www.gamerconfig.eu/command/insurgency/nav_jump/) // Toggles the traverse this area by jumping flag used by the AI system.
* [nav\_ladder\_flip](http://www.gamerconfig.eu/command/insurgency/nav_ladder_flip/) // Flips the selected ladders direction.
* [nav\_load](http://www.gamerconfig.eu/command/insurgency/nav_load/) // Loads the Navigation Mesh for the current map.
* [nav\_lower\_drag\_volume\_max](http://www.gamerconfig.eu/command/insurgency/nav_lower_drag_volume_max/) // Lower the top of the drag select volume.
* [nav\_lower\_drag\_volume\_min](http://www.gamerconfig.eu/command/insurgency/nav_lower_drag_volume_min/) // Lower the bottom of the drag select volume.
* [nav\_make\_sniper\_spots](http://www.gamerconfig.eu/command/insurgency/nav_make_sniper_spots/) // Chops the marked area into disconnected sub-areas suitable for sniper spots.
* [nav\_mark](http://www.gamerconfig.eu/command/insurgency/nav_mark/) // Marks the Area or Ladder under the cursor for manipulation by subsequent editing commands.
* [nav\_mark\_attribute](http://www.gamerconfig.eu/command/insurgency/nav_mark_attribute/) // Set nav attribute for all areas in the selected set.
* [nav\_mark\_unnamed](http://www.gamerconfig.eu/command/insurgency/nav_mark_unnamed/) // Mark an Area with no Place name. Useful for finding stray areas missed when Place Painting.
* [nav\_mark\_walkable](http://www.gamerconfig.eu/command/insurgency/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\_max\_view\_distance](http://www.gamerconfig.eu/command/insurgency/nav_max_view_distance/) "6000" // Maximum range for precomputed nav mesh visibility (0 = default 1500 units)
* [nav\_max\_vis\_delta\_list\_length](http://www.gamerconfig.eu/command/insurgency/nav_max_vis_delta_list_length/) "64"
* [nav\_merge](http://www.gamerconfig.eu/command/insurgency/nav_merge/) // and invoke the merge comm
* [nav\_merge\_mesh](http://www.gamerconfig.eu/command/insurgency/nav_merge_mesh/) // Merges a saved selected set into the current mesh.
* [nav\_no\_hostages](http://www.gamerconfig.eu/command/insurgency/nav_no_hostages/) // Toggles the hostages cannot use this area flag used by the AI system.
* [nav\_no\_jump](http://www.gamerconfig.eu/command/insurgency/nav_no_jump/) // Toggles the dont jump in this area flag used by the AI system.
* [nav\_place\_floodfill](http://www.gamerconfig.eu/command/insurgency/nav_place_floodfill/) // and flood-fills the Place to all adjacent Areas. Flood-filli
* [nav\_place\_list](http://www.gamerconfig.eu/command/insurgency/nav_place_list/) // Lists all place names used in the map.
* [nav\_place\_pick](http://www.gamerconfig.eu/command/insurgency/nav_place_pick/) // Sets the current Place to the Place of the Area under the cursor.
* [nav\_place\_replace](http://www.gamerconfig.eu/command/insurgency/nav_place_replace/) // Replaces all instances of the first place with the second place.
* [nav\_place\_set](http://www.gamerconfig.eu/command/insurgency/nav_place_set/) // Sets the Place of all selected areas to the current Place.
* [nav\_potentially\_visible\_dot\_tolerance](http://www.gamerconfig.eu/command/insurgency/nav_potentially_visible_dot_tolerance/) "0"
* [nav\_precise](http://www.gamerconfig.eu/command/insurgency/nav_precise/) // Toggles the dont avoid obstacles flag used by the AI system.
* [nav\_quicksave](http://www.gamerconfig.eu/command/insurgency/nav_quicksave/) "1" // Set to one to skip the time consuming phases of the analysis. Useful for data collection and testing.
* [nav\_raise\_drag\_volume\_max](http://www.gamerconfig.eu/command/insurgency/nav_raise_drag_volume_max/) // Raise the top of the drag select volume.
* [nav\_raise\_drag\_volume\_min](http://www.gamerconfig.eu/command/insurgency/nav_raise_drag_volume_min/) // Raise the bottom of the drag select volume.
* [nav\_recall\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_recall_selected_set/) // Re-selects the stored selected set.
* [nav\_remove\_from\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_remove_from_selected_set/) // Remove current area from the selected set.
* [nav\_remove\_jump\_areas](http://www.gamerconfig.eu/command/insurgency/nav_remove_jump_areas/) // replacing them with connections.
* [nav\_run](http://www.gamerconfig.eu/command/insurgency/nav_run/) // Toggles the traverse this area by running flag used by the AI system.
* [nav\_save](http://www.gamerconfig.eu/command/insurgency/nav_save/) // Saves the current Navigation Mesh to disk.
* [nav\_save\_selected](http://www.gamerconfig.eu/command/insurgency/nav_save_selected/) // Writes the selected set to disk for merging into another mesh via nav\_merge\_mesh.
* [nav\_selected\_set\_border\_color](http://www.gamerconfig.eu/command/insurgency/nav_selected_set_border_color/) "-16751516" // Color used to draw the selected set borders while editing.
* [nav\_selected\_set\_color](http://www.gamerconfig.eu/command/insurgency/nav_selected_set_color/) "1623785472.000" // Color used to draw the selected set background while editing.
* [nav\_select\_blocked\_areas](http://www.gamerconfig.eu/command/insurgency/nav_select_blocked_areas/) // Adds all blocked areas to the selected set
* [nav\_select\_damaging\_areas](http://www.gamerconfig.eu/command/insurgency/nav_select_damaging_areas/) // Adds all damaging areas to the selected set
* [nav\_select\_half\_space](http://www.gamerconfig.eu/command/insurgency/nav_select_half_space/) // Selects any areas that intersect the given half-space.
* [nav\_select\_invalid\_areas](http://www.gamerconfig.eu/command/insurgency/nav_select_invalid_areas/) // Adds all invalid areas to the Selected Set.
* [nav\_select\_larger\_than](http://www.gamerconfig.eu/command/insurgency/nav_select_larger_than/) // Select nav areas where both dimensions are larger than the given size.
* [nav\_select\_obstructed\_areas](http://www.gamerconfig.eu/command/insurgency/nav_select_obstructed_areas/) // Adds all obstructed areas to the selected set
* [nav\_select\_orphans](http://www.gamerconfig.eu/command/insurgency/nav_select_orphans/) // Adds all orphan areas to the selected set (highlight a valid area first).
* [nav\_select\_overlapping](http://www.gamerconfig.eu/command/insurgency/nav_select_overlapping/) // Selects nav areas that are overlapping others.
* [nav\_select\_radius](http://www.gamerconfig.eu/command/insurgency/nav_select_radius/) // Adds all areas in a radius to the selection set
* [nav\_select\_stairs](http://www.gamerconfig.eu/command/insurgency/nav_select_stairs/) // Adds all stairway areas to the selected set
* [nav\_set\_place\_mode](http://www.gamerconfig.eu/command/insurgency/nav_set_place_mode/) // Sets the editor into or out of Place mode. Place mode allows labelling of Area with Place names.
* [nav\_shift](http://www.gamerconfig.eu/command/insurgency/nav_shift/) // Shifts the selected areas by the specified amount
* [nav\_show\_approach\_points](http://www.gamerconfig.eu/command/insurgency/nav_show_approach_points/) "0" // Show Approach Points in the Navigation Mesh.
* [nav\_show\_area\_info](http://www.gamerconfig.eu/command/insurgency/nav_show_area_info/) "0" // Duration in seconds to show nav area ID and attributes while editing
* [nav\_show\_compass](http://www.gamerconfig.eu/command/insurgency/nav_show_compass/) "0"
* [nav\_show\_continguous](http://www.gamerconfig.eu/command/insurgency/nav_show_continguous/) "0" // Highlight non-contiguous connections
* [nav\_show\_danger](http://www.gamerconfig.eu/command/insurgency/nav_show_danger/) "0" // Show current danger levels.
* [nav\_show\_dumped\_positions](http://www.gamerconfig.eu/command/insurgency/nav_show_dumped_positions/) // z) coordinate positions of the given dump file.
* [nav\_show\_func\_nav\_avoid](http://www.gamerconfig.eu/command/insurgency/nav_show_func_nav_avoid/) "0" // Show areas of designer-placed bot avoidance due to func\_nav\_avoid entities
* [nav\_show\_func\_nav\_prefer](http://www.gamerconfig.eu/command/insurgency/nav_show_func_nav_prefer/) "0" // Show areas of designer-placed bot preference due to func\_nav\_prefer entities
* [nav\_show\_light\_intensity](http://www.gamerconfig.eu/command/insurgency/nav_show_light_intensity/) "0"
* [nav\_show\_nodes](http://www.gamerconfig.eu/command/insurgency/nav_show_nodes/) "0"
* [nav\_show\_node\_grid](http://www.gamerconfig.eu/command/insurgency/nav_show_node_grid/) "0"
* [nav\_show\_node\_id](http://www.gamerconfig.eu/command/insurgency/nav_show_node_id/) "0"
* [nav\_show\_player\_counts](http://www.gamerconfig.eu/command/insurgency/nav_show_player_counts/) "0" // Show current player counts in each area.
* [nav\_show\_potentially\_visible](http://www.gamerconfig.eu/command/insurgency/nav_show_potentially_visible/) "0" // Show areas that are potentially visible from the current nav area
* [nav\_simplify\_selected](http://www.gamerconfig.eu/command/insurgency/nav_simplify_selected/) // Chops all selected areas into their component 1x1 areas and re-merges them together into larger areas
* [nav\_slope\_limit](http://www.gamerconfig.eu/command/insurgency/nav_slope_limit/) "0" // The ground unit normals Z component must be greater than this for nav areas to be generated.
* [nav\_slope\_tolerance](http://www.gamerconfig.eu/command/insurgency/nav_slope_tolerance/) "0" // The ground unit normals Z component must be this close to the nav areas Z component to be generated.
* [nav\_snap\_to\_grid](http://www.gamerconfig.eu/command/insurgency/nav_snap_to_grid/) "0" // Snap to the nav generation grid when creating new nav areas
* [nav\_solid\_props](http://www.gamerconfig.eu/command/insurgency/nav_solid_props/) "0" // Make props solid to nav generation/editing
* [nav\_splice](http://www.gamerconfig.eu/command/insurgency/nav_splice/) // connected area between them.
* [nav\_split](http://www.gamerconfig.eu/command/insurgency/nav_split/) // align the split line using your cursor and invoke the split command.
* [nav\_split\_place\_on\_ground](http://www.gamerconfig.eu/command/insurgency/nav_split_place_on_ground/) "0" // nav areas will be placed flush with the ground when split.
* [nav\_stand](http://www.gamerconfig.eu/command/insurgency/nav_stand/) // Toggles the stand while hiding flag used by the AI system.
* [nav\_stop](http://www.gamerconfig.eu/command/insurgency/nav_stop/) // Toggles the must stop when entering this area flag used by the AI system.
* [nav\_store\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_store_selected_set/) // Stores the current selected set for later retrieval.
* [nav\_strip](http://www.gamerconfig.eu/command/insurgency/nav_strip/) // and Encounter Spots from the current Area.
* [nav\_subdivide](http://www.gamerconfig.eu/command/insurgency/nav_subdivide/) // Subdivides all selected areas.
* [nav\_test\_node](http://www.gamerconfig.eu/command/insurgency/nav_test_node/) "0"
* [nav\_test\_node\_crouch](http://www.gamerconfig.eu/command/insurgency/nav_test_node_crouch/) "0"
* [nav\_test\_node\_crouch\_dir](http://www.gamerconfig.eu/command/insurgency/nav_test_node_crouch_dir/) "4"
* [nav\_test\_stairs](http://www.gamerconfig.eu/command/insurgency/nav_test_stairs/) // Test the selected set for being on stairs
* [nav\_toggle\_deselecting](http://www.gamerconfig.eu/command/insurgency/nav_toggle_deselecting/) // Start or stop continuously removing from the selected set.
* [nav\_toggle\_in\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_toggle_in_selected_set/) // Remove current area from the selected set.
* [nav\_toggle\_place\_mode](http://www.gamerconfig.eu/command/insurgency/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](http://www.gamerconfig.eu/command/insurgency/nav_toggle_place_painting/) // pointing at an Area will paint it with the current Place.
* [nav\_toggle\_selected\_set](http://www.gamerconfig.eu/command/insurgency/nav_toggle_selected_set/) // Toggles all areas into/out of the selected set.
* [nav\_toggle\_selecting](http://www.gamerconfig.eu/command/insurgency/nav_toggle_selecting/) // Start or stop continuously adding to the selected set.
* [nav\_transient](http://www.gamerconfig.eu/command/insurgency/nav_transient/) // Toggles the area is transient and may become blocked flag used by the AI system.
* [nav\_unmark](http://www.gamerconfig.eu/command/insurgency/nav_unmark/) // Clears the marked Area or Ladder.
* [nav\_update\_blocked](http://www.gamerconfig.eu/command/insurgency/nav_update_blocked/) // Updates the blocked/unblocked status for every nav area.
* [nav\_update\_lighting](http://www.gamerconfig.eu/command/insurgency/nav_update_lighting/) // Recomputes lighting values
* [nav\_update\_visibility\_on\_edit](http://www.gamerconfig.eu/command/insurgency/nav_update_visibility_on_edit/) "0" // If nonzero editing the mesh will incrementally recompue visibility
* [nav\_use\_place](http://www.gamerconfig.eu/command/insurgency/nav_use_place/) // the current Place is set.
* [nav\_walk](http://www.gamerconfig.eu/command/insurgency/nav_walk/) // Toggles the traverse this area by walking flag used by the AI system.
* [nav\_warp\_to\_mark](http://www.gamerconfig.eu/command/insurgency/nav_warp_to_mark/) // Warps the player to the marked area.
* [nav\_world\_center](http://www.gamerconfig.eu/command/insurgency/nav_world_center/) // Centers the nav mesh in the world
* [nb\_allow\_avoiding](http://www.gamerconfig.eu/command/insurgency/nb_allow_avoiding/) "1"
* [nb\_allow\_climbing](http://www.gamerconfig.eu/command/insurgency/nb_allow_climbing/) "1"
* [nb\_allow\_gap\_jumping](http://www.gamerconfig.eu/command/insurgency/nb_allow_gap_jumping/) "1"
* [nb\_blind](http://www.gamerconfig.eu/command/insurgency/nb_blind/) "0" // Disable vision
* [nb\_command](http://www.gamerconfig.eu/command/insurgency/nb_command/) // Sends a command string to all bots
* [nb\_debug](http://www.gamerconfig.eu/command/insurgency/nb_debug/) // ERRORS.
* [nb\_debug\_climbing](http://www.gamerconfig.eu/command/insurgency/nb_debug_climbing/) "0"
* [nb\_debug\_filter](http://www.gamerconfig.eu/command/insurgency/nb_debug_filter/) // Add items to the NextBot debug filter. Items can be entindexes or part of the indentifier of one or more bots.
* [nb\_debug\_history](http://www.gamerconfig.eu/command/insurgency/nb_debug_history/) "1" // each bot keeps a history of debug output in memory
* [nb\_debug\_known\_entities](http://www.gamerconfig.eu/command/insurgency/nb_debug_known_entities/) "0" // Show the known entities for the bot that is the current spectator target
* [nb\_force\_look\_at](http://www.gamerconfig.eu/command/insurgency/nb_force_look_at/) // Force selected bot to look at the local players position
* [nb\_goal\_look\_ahead\_range](http://www.gamerconfig.eu/command/insurgency/nb_goal_look_ahead_range/) "50"
* [nb\_head\_aim\_resettle\_angle](http://www.gamerconfig.eu/command/insurgency/nb_head_aim_resettle_angle/) "100" // the bot pauses to recenter its virtual mouse on its virtual mousepad
* [nb\_head\_aim\_resettle\_time](http://www.gamerconfig.eu/command/insurgency/nb_head_aim_resettle_time/) "0" // How long the bot pauses to recenter its virtual mouse on its virtual mousepad
* [nb\_head\_aim\_settle\_duration](http://www.gamerconfig.eu/command/insurgency/nb_head_aim_settle_duration/) "0"
* [nb\_head\_aim\_steady\_max\_rate](http://www.gamerconfig.eu/command/insurgency/nb_head_aim_steady_max_rate/) "100"
* [nb\_ladder\_align\_range](http://www.gamerconfig.eu/command/insurgency/nb_ladder_align_range/) "50"
* [nb\_move\_to\_cursor](http://www.gamerconfig.eu/command/insurgency/nb_move_to_cursor/) // Tell all NextBots to move to the cursor position
* [nb\_nav\_combat\_build\_rate](http://www.gamerconfig.eu/command/insurgency/nb_nav_combat_build_rate/) "0" // Gunfire/second increase (combat caps at 1.0)
* [nb\_nav\_combat\_decay\_rate](http://www.gamerconfig.eu/command/insurgency/nb_nav_combat_decay_rate/) "0" // Decay/second toward zero
* [nb\_nav\_in\_combat\_duration](http://www.gamerconfig.eu/command/insurgency/nb_nav_in_combat_duration/) "30" // How long after gunfire occurs is this area still considered to be in combat
* [nb\_nav\_show\_actor\_potential\_visibility](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_actor_potential_visibility/) "0"
* [nb\_nav\_show\_blocked\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_blocked_areas/) "0" // Highlight areas that are considered blocked for TF-specific reasons
* [nb\_nav\_show\_bomb\_drop\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_bomb_drop_areas/) "0"
* [nb\_nav\_show\_bomb\_target\_distance](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_bomb_target_distance/) "0" // Display travel distances to bomb target
* [nb\_nav\_show\_control\_points](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_control_points/) "0"
* [nb\_nav\_show\_enemy\_invasion\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_enemy_invasion_areas/) "0" // Highlight areas where the enemy team enters the visible environment of the local player
* [nb\_nav\_show\_gate\_defense\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_gate_defense_areas/) "0"
* [nb\_nav\_show\_incursion\_distance](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_distance/) "0" // 2=blue)
* [nb\_nav\_show\_incursion\_flow](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_flow/) "0"
* [nb\_nav\_show\_incursion\_flow\_gradient](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_flow_gradient/) "0" // 2 = blue
* [nb\_nav\_show\_incursion\_flow\_range](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_flow_range/) "150" // 2 = blue
* [nb\_nav\_show\_incursion\_range](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_range/) "0" // 2 = blue
* [nb\_nav\_show\_incursion\_range\_max](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_range_max/) "0" // Highlight areas with incursion distances between min and max cvar values
* [nb\_nav\_show\_incursion\_range\_min](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_incursion_range_min/) "0" // Highlight areas with incursion distances between min and max cvar values
* [nb\_nav\_show\_in\_combat\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_in_combat_areas/) "0"
* [nb\_nav\_show\_mesh\_decoration](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_mesh_decoration/) "0" // Highlight special areas
* [nb\_nav\_show\_mesh\_decoration\_manual](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_mesh_decoration_manual/) "0" // Highlight special areas marked by hand
* [nb\_nav\_show\_point\_defense\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_point_defense_areas/) "0"
* [nb\_nav\_show\_sentry\_danger](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_sentry_danger/) "0"
* [nb\_nav\_show\_sniper\_areas](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_sniper_areas/) "0"
* [nb\_nav\_show\_sniper\_areas\_safety\_range](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_sniper_areas_safety_range/) "1000"
* [nb\_nav\_show\_turf\_ownership](http://www.gamerconfig.eu/command/insurgency/nb_nav_show_turf_ownership/) "0" // Color nav area by smallest incursion distance
* [nb\_path\_draw\_inc](http://www.gamerconfig.eu/command/insurgency/nb_path_draw_inc/) "100"
* [nb\_path\_draw\_segment\_count](http://www.gamerconfig.eu/command/insurgency/nb_path_draw_segment_count/) "100"
* [nb\_path\_segment\_influence\_radius](http://www.gamerconfig.eu/command/insurgency/nb_path_segment_influence_radius/) "100"
* [nb\_player\_crouch](http://www.gamerconfig.eu/command/insurgency/nb_player_crouch/) "0" // Force bots to crouch
* [nb\_player\_move](http://www.gamerconfig.eu/command/insurgency/nb_player_move/) "1" // Prevents bots from moving
* [nb\_player\_move\_direct](http://www.gamerconfig.eu/command/insurgency/nb_player_move_direct/) "0"
* [nb\_player\_stop](http://www.gamerconfig.eu/command/insurgency/nb_player_stop/) "0" // Stop all NextBotPlayers from updating
* [nb\_player\_walk](http://www.gamerconfig.eu/command/insurgency/nb_player_walk/) "0" // Force bots to walk
* [nb\_saccade\_speed](http://www.gamerconfig.eu/command/insurgency/nb_saccade_speed/) "1000"
* [nb\_saccade\_time](http://www.gamerconfig.eu/command/insurgency/nb_saccade_time/) "0"
* [nb\_select](http://www.gamerconfig.eu/command/insurgency/nb_select/) // Select the bot you are aiming at for further debug operations.
* [nb\_shadow\_dist](http://www.gamerconfig.eu/command/insurgency/nb_shadow_dist/) "400"
* [nb\_speed\_look\_ahead\_range](http://www.gamerconfig.eu/command/insurgency/nb_speed_look_ahead_range/) "150"
* [nb\_stop](http://www.gamerconfig.eu/command/insurgency/nb_stop/) "0" // Stop all NextBots
* [nb\_update\_debug](http://www.gamerconfig.eu/command/insurgency/nb_update_debug/) "0"
* [nb\_update\_framelimit](http://www.gamerconfig.eu/command/insurgency/nb_update_framelimit/) "15"
* [nb\_update\_frequency](http://www.gamerconfig.eu/command/insurgency/nb_update_frequency/) "0"
* [nb\_update\_maxslide](http://www.gamerconfig.eu/command/insurgency/nb_update_maxslide/) "2"
* [nb\_warp\_selected\_here](http://www.gamerconfig.eu/command/insurgency/nb_warp_selected_here/) // Teleport the selected bot to your cursor position
* [nearz\_player\_death](http://www.gamerconfig.eu/command/insurgency/nearz_player_death/) "1"
* [net\_allow\_multicast](http://www.gamerconfig.eu/command/insurgency/net_allow_multicast/) "1"
* [net\_blockmsg](http://www.gamerconfig.eu/command/insurgency/net_blockmsg/) "0" // Discards incoming message: <0|1|name>
* [net\_channels](http://www.gamerconfig.eu/command/insurgency/net_channels/) // Shows net channel info
* [net\_compressvoice](http://www.gamerconfig.eu/command/insurgency/net_compressvoice/) "0" // Attempt to compress out of band voice payloads (360 only).
* [net\_drawslider](http://www.gamerconfig.eu/command/insurgency/net_drawslider/) "0" // Draw completion slider during signon
* [net\_droppackets](http://www.gamerconfig.eu/command/insurgency/net_droppackets/) "0" // Drops next n packets on client
* [net\_dumpeventstats](http://www.gamerconfig.eu/command/insurgency/net_dumpeventstats/) // Dumps out a report of game event network usage
* [net\_dumptest](http://www.gamerconfig.eu/command/insurgency/net_dumptest/) "0"
* [net\_earliertempents](http://www.gamerconfig.eu/command/insurgency/net_earliertempents/) "0"
* [net\_fakejitter](http://www.gamerconfig.eu/command/insurgency/net_fakejitter/) "0" // Jitter fakelag packet time
* [net\_fakelag](http://www.gamerconfig.eu/command/insurgency/net_fakelag/) "0" // Lag all incoming network data (including loopback) by this many milliseconds.
* [net\_fakeloss](http://www.gamerconfig.eu/command/insurgency/net_fakeloss/) "0" // Simulate packet loss as a percentage (negative means drop 1/n packets)
* [net\_graph](http://www.gamerconfig.eu/command/insurgency/net_graph/) "0" // = 3 draws payload legend.
* [net\_graphheight](http://www.gamerconfig.eu/command/insurgency/net_graphheight/) "64" // Height of netgraph panel
* [net\_graphmsecs](http://www.gamerconfig.eu/command/insurgency/net_graphmsecs/) "400" // The latency graph represents this many milliseconds.
* [net\_graphpos](http://www.gamerconfig.eu/command/insurgency/net_graphpos/) "1"
* [net\_graphproportionalfont](http://www.gamerconfig.eu/command/insurgency/net_graphproportionalfont/) "1" // Determines whether netgraph font is proportional or not
* [net\_graphshowinterp](http://www.gamerconfig.eu/command/insurgency/net_graphshowinterp/) "1" // Draw the interpolation graph.
* [net\_graphshowlatency](http://www.gamerconfig.eu/command/insurgency/net_graphshowlatency/) "1" // Draw the ping/packet loss graph.
* [net\_graphshowsvframerate](http://www.gamerconfig.eu/command/insurgency/net_graphshowsvframerate/) "0" // Draw the server framerate graph.
* [net\_graphsolid](http://www.gamerconfig.eu/command/insurgency/net_graphsolid/) "1"
* [net\_graphtext](http://www.gamerconfig.eu/command/insurgency/net_graphtext/) "1" // Draw text fields
* [net\_maxcleartime](http://www.gamerconfig.eu/command/insurgency/net_maxcleartime/) "4" // Max # of seconds we can wait for next packets to be sent based on rate setting (0 == no limit).
* [net\_maxfilesize](http://www.gamerconfig.eu/command/insurgency/net_maxfilesize/) "16" // Maximum allowed file size for uploading in MB
* [net\_maxfragments](http://www.gamerconfig.eu/command/insurgency/net_maxfragments/) "1200" // Max fragment bytes per packet
* [net\_maxroutable](http://www.gamerconfig.eu/command/insurgency/net_maxroutable/) "1200" // Requested max packet size before packets are split.
* [net\_megasnapshot](http://www.gamerconfig.eu/command/insurgency/net_megasnapshot/) "1"
* [net\_paranoid](http://www.gamerconfig.eu/command/insurgency/net_paranoid/) "1"
* [net\_public\_adr](http://www.gamerconfig.eu/command/insurgency/net_public_adr/) "0" // this is the public facing ip address string: (x.x.x.x
* [net\_queued\_packet\_thread](http://www.gamerconfig.eu/command/insurgency/net_queued_packet_thread/) "1" // Use a high priority thread to send queued packets out instead of sending them each frame.
* [net\_queue\_trace](http://www.gamerconfig.eu/command/insurgency/net_queue_trace/) "0"
* [net\_scale](http://www.gamerconfig.eu/command/insurgency/net_scale/) "5"
* [net\_showeventlisteners](http://www.gamerconfig.eu/command/insurgency/net_showeventlisteners/) "0" // Show listening addition/removals
* [net\_showevents](http://www.gamerconfig.eu/command/insurgency/net_showevents/) "0" // 2=all).
* [net\_showfragments](http://www.gamerconfig.eu/command/insurgency/net_showfragments/) "0" // Show netchannel fragments
* [net\_showpeaks](http://www.gamerconfig.eu/command/insurgency/net_showpeaks/) "0" // Show messages for large packets only: <size>
* [net\_showreliablesounds](http://www.gamerconfig.eu/command/insurgency/net_showreliablesounds/) "0"
* [net\_showsplits](http://www.gamerconfig.eu/command/insurgency/net_showsplits/) "0" // Show info about packet splits
* [net\_showtcp](http://www.gamerconfig.eu/command/insurgency/net_showtcp/) "0" // Dump TCP stream summary to console
* [net\_showudp](http://www.gamerconfig.eu/command/insurgency/net_showudp/) "0" // Dump UDP packets summary to console
* [net\_showudp\_oob](http://www.gamerconfig.eu/command/insurgency/net_showudp_oob/) "0" // Dump OOB UDP packets summary to console
* [net\_showudp\_remoteonly](http://www.gamerconfig.eu/command/insurgency/net_showudp_remoteonly/) "0" // Dump non-loopback udp only
* [net\_showusercmd](http://www.gamerconfig.eu/command/insurgency/net_showusercmd/) "0" // Show user command encoding
* [net\_splitpacket\_maxrate](http://www.gamerconfig.eu/command/insurgency/net_splitpacket_maxrate/) "15000" // Max bytes per second when queueing splitpacket chunks
* [net\_splitrate](http://www.gamerconfig.eu/command/insurgency/net_splitrate/) "1" // Number of fragments for a splitpacket that can be sent per frame
* [net\_start](http://www.gamerconfig.eu/command/insurgency/net_start/) // Inits multiplayer network sockets
* [net\_status](http://www.gamerconfig.eu/command/insurgency/net_status/) // Shows current network status
* [net\_steamcnx\_allowrelay](http://www.gamerconfig.eu/command/insurgency/net_steamcnx_allowrelay/) "1" // Allow steam connections to attempt to use relay servers as fallback (best if specified on command line: +net\_steamcnx\_allowrel
* [net\_steamcnx\_debug](http://www.gamerconfig.eu/command/insurgency/net_steamcnx_debug/) "1" // 2 shows all network traffic for steam sockets.
* [net\_steamcnx\_enabled](http://www.gamerconfig.eu/command/insurgency/net_steamcnx_enabled/) "1" // 2 forces use of steam connections instead of raw UDP.
* [net\_steamcnx\_status](http://www.gamerconfig.eu/command/insurgency/net_steamcnx_status/) // Print status of steam connection sockets.
* [net\_usesocketsforloopback](http://www.gamerconfig.eu/command/insurgency/net_usesocketsforloopback/) "0" // Use network sockets layer even for listen server local players packets (multiplayer only).
* [next](http://www.gamerconfig.eu/command/insurgency/next/) "0" // Set to 1 to advance to next frame ( when singlestep == 1 )
* [nextdemo](http://www.gamerconfig.eu/command/insurgency/nextdemo/) // Play next demo in sequence.
* [nextlevel](http://www.gamerconfig.eu/command/insurgency/nextlevel/) "0" // will trigger a changelevel to the specified map at the end of the round
* [noclip](http://www.gamerconfig.eu/command/insurgency/noclip/) // Toggle. Player becomes non-solid and flies. Optional argument of 0 or 1 to force enable/disable
* [noclip\_fixup](http://www.gamerconfig.eu/command/insurgency/noclip_fixup/) "1"
* [notarget](http://www.gamerconfig.eu/command/insurgency/notarget/) // Toggle. Player becomes hidden to NPCs.
* [npc\_height\_adjust](http://www.gamerconfig.eu/command/insurgency/npc_height_adjust/) "1" // Enable test mode for ik height adjustment
* [npc\_vphysics](http://www.gamerconfig.eu/command/insurgency/npc_vphysics/) "0"
* [obj\_capture\_damage](http://www.gamerconfig.eu/command/insurgency/obj_capture_damage/) "0" // Captures all damage taken by objects for dumping later.
* [obj\_dump\_damage](http://www.gamerconfig.eu/command/insurgency/obj_dump_damage/)
* [obj\_show\_damage](http://www.gamerconfig.eu/command/insurgency/obj_show_damage/) "0" // Show all damage taken by objects.
* [old\_radiusdamage](http://www.gamerconfig.eu/command/insurgency/old_radiusdamage/) "0"
* [openserverbrowser](http://www.gamerconfig.eu/command/insurgency/openserverbrowser/) // Opens server browser

[option\_duck\_method](http://www.gamerconfig.eu/command/insurgency/option_duck_method/) "0"

[option\_speed\_method](http://www.gamerconfig.eu/command/insurgency/option_speed_method/) "0"

[overview\_alpha](http://www.gamerconfig.eu/command/insurgency/overview_alpha/) "1" // Overview map translucency.

[overview\_health](http://www.gamerconfig.eu/command/insurgency/overview_health/) "1" // Show players health in map overview.

[overview\_locked](http://www.gamerconfig.eu/command/insurgency/overview_locked/) "1" // doesnt follow view angle.

[overview\_mode](http://www.gamerconfig.eu/command/insurgency/overview_mode/) // large: <0|1|2>

[overview\_names](http://www.gamerconfig.eu/command/insurgency/overview_names/) "1" // Show players names in map overview.

[overview\_player\_size](http://www.gamerconfig.eu/command/insurgency/overview_player_size/) "100" // Icon size

[overview\_tracks](http://www.gamerconfig.eu/command/insurgency/overview_tracks/) "1" // Show players tracks in map overview.

[overview\_zoom](http://www.gamerconfig.eu/command/insurgency/overview_zoom/) // Sets overview map zoom: <zoom> [<time>] [rel]

[paintsplat\_bias](http://www.gamerconfig.eu/command/insurgency/paintsplat_bias/) "0" // Change bias value for computing circle buffer

[paintsplat\_max\_alpha\_noise](http://www.gamerconfig.eu/command/insurgency/paintsplat_max_alpha_noise/) "0" // Max noise value of circle alpha

[paintsplat\_noise\_enabled](http://www.gamerconfig.eu/command/insurgency/paintsplat_noise_enabled/) "1"

[panel\_test\_title\_safe](http://www.gamerconfig.eu/command/insurgency/panel_test_title_safe/) "0" // Test vgui panel positioning with title safe indentation

[particle\_simulateoverflow](http://www.gamerconfig.eu/command/insurgency/particle_simulateoverflow/) "0" // Used for stress-testing particle systems. Randomly denies creation of particles.

[particle\_sim\_alt\_cores](http://www.gamerconfig.eu/command/insurgency/particle_sim_alt_cores/) "2"

[particle\_test\_attach\_attachment](http://www.gamerconfig.eu/command/insurgency/particle_test_attach_attachment/) "0" // Attachment index for attachment mode

[particle\_test\_attach\_mode](http://www.gamerconfig.eu/command/insurgency/particle_test_attach_mode/) "0" // follow\_origin

[particle\_test\_file](http://www.gamerconfig.eu/command/insurgency/particle_test_file/) "0" // Name of the particle system to dynamically spawn

[particle\_test\_start](http://www.gamerconfig.eu/command/insurgency/particle_test_start/) // particle\_test\_attach\_mode and particl

[particle\_test\_stop](http://www.gamerconfig.eu/command/insurgency/particle_test_stop/) // Stops all particle systems on the selected entities. Arguments: {entity\_name} / {class\_name} / no argument picks what playe

[password](http://www.gamerconfig.eu/command/insurgency/password/) "0" // Current server access password

[path](http://www.gamerconfig.eu/command/insurgency/path/) // Show the engine filesystem path.

[pause](http://www.gamerconfig.eu/command/insurgency/pause/) // Toggle the server pause state.

[perfui](http://www.gamerconfig.eu/command/insurgency/perfui/) // Show/hide the level performance tools UI.

[perfvisualbenchmark](http://www.gamerconfig.eu/command/insurgency/perfvisualbenchmark/)

[perfvisualbenchmark\_abort](http://www.gamerconfig.eu/command/insurgency/perfvisualbenchmark_abort/)

[perf\_fire\_bullet\_firstpredictedonly](http://www.gamerconfig.eu/command/insurgency/perf_fire_bullet_firstpredictedonly/) "1" // first time a CUserCmd is predicted.

[perf\_fire\_bullet\_single](http://www.gamerconfig.eu/command/insurgency/perf_fire_bullet_single/) "0"

[phonemedelay](http://www.gamerconfig.eu/command/insurgency/phonemedelay/) "0" // Phoneme delay to account for sound system latency.

[phonemefilter](http://www.gamerconfig.eu/command/insurgency/phonemefilter/) "0" // Time duration of box filter to pass over phonemes.

[phonemesnap](http://www.gamerconfig.eu/command/insurgency/phonemesnap/) "2" // regardless of duration.

[physicsshadowupdate\_render](http://www.gamerconfig.eu/command/insurgency/physicsshadowupdate_render/) "0"

[physics\_budget](http://www.gamerconfig.eu/command/insurgency/physics_budget/) // Times the cost of each active object

[physics\_constraints](http://www.gamerconfig.eu/command/insurgency/physics_constraints/) // Highlights constraint system graph for an entity

[physics\_debug\_entity](http://www.gamerconfig.eu/command/insurgency/physics_debug_entity/) // Dumps debug info for an entity

[physics\_highlight\_active](http://www.gamerconfig.eu/command/insurgency/physics_highlight_active/) // Turns on the absbox for all active physics objects

[physics\_report\_active](http://www.gamerconfig.eu/command/insurgency/physics_report_active/) // Lists all active physics objects

[physics\_select](http://www.gamerconfig.eu/command/insurgency/physics_select/) // Dumps debug info for an entity

[phys\_debug\_check\_contacts](http://www.gamerconfig.eu/command/insurgency/phys_debug_check_contacts/) "0"

[phys\_impactforcescale](http://www.gamerconfig.eu/command/insurgency/phys_impactforcescale/) "1"

[phys\_penetration\_error\_time](http://www.gamerconfig.eu/command/insurgency/phys_penetration_error_time/) "10" // Controls the duration of vphysics penetration error boxes.

[phys\_pushscale](http://www.gamerconfig.eu/command/insurgency/phys_pushscale/) "1"

[phys\_show\_active](http://www.gamerconfig.eu/command/insurgency/phys_show_active/) "0"

[phys\_speeds](http://www.gamerconfig.eu/command/insurgency/phys_speeds/) "0"

[phys\_stressbodyweights](http://www.gamerconfig.eu/command/insurgency/phys_stressbodyweights/) "5"

[phys\_timescale](http://www.gamerconfig.eu/command/insurgency/phys_timescale/) "1" // Scale time for physics

[phys\_upimpactforcescale](http://www.gamerconfig.eu/command/insurgency/phys_upimpactforcescale/) "0"

[picker](http://www.gamerconfig.eu/command/insurgency/picker/) // pivot and debugging text is displayed for whatever entity the play

[ping](http://www.gamerconfig.eu/command/insurgency/ping/) // Display ping to server.

[pingserver](http://www.gamerconfig.eu/command/insurgency/pingserver/) // Ping a server for info

[pipeline\_static\_props](http://www.gamerconfig.eu/command/insurgency/pipeline_static_props/) "1"

[pixelvis\_debug](http://www.gamerconfig.eu/command/insurgency/pixelvis_debug/) // Dump debug info

[play](http://www.gamerconfig.eu/command/insurgency/play/) // Play a sound.

[playdemo](http://www.gamerconfig.eu/command/insurgency/playdemo/) // Play a recorded demo file (.dem ).

[player\_debug\_print\_damage](http://www.gamerconfig.eu/command/insurgency/player_debug_print_damage/) "0" // print amount and type of all damage received by player to console.

[player\_old\_armor](http://www.gamerconfig.eu/command/insurgency/player_old_armor/) "0"

[player\_slide\_cooldown](http://www.gamerconfig.eu/command/insurgency/player_slide_cooldown/) "3"

[player\_slide\_duration](http://www.gamerconfig.eu/command/insurgency/player_slide_duration/) "0"

[player\_slide\_impact\_epsilon](http://www.gamerconfig.eu/command/insurgency/player_slide_impact_epsilon/) "8"

[player\_slide\_probe\_distance](http://www.gamerconfig.eu/command/insurgency/player_slide_probe_distance/) "16"

[player\_slide\_probe\_dot](http://www.gamerconfig.eu/command/insurgency/player_slide_probe_dot/) "0"

[player\_slide\_sample\_period](http://www.gamerconfig.eu/command/insurgency/player_slide_sample_period/) "0"

[player\_slide\_speedfrac\_max](http://www.gamerconfig.eu/command/insurgency/player_slide_speedfrac_max/) "1"

[player\_slide\_speedfrac\_warmup](http://www.gamerconfig.eu/command/insurgency/player_slide_speedfrac_warmup/) "1"

[player\_slide\_speed\_acceleration](http://www.gamerconfig.eu/command/insurgency/player_slide_speed_acceleration/) "10"

[player\_slide\_warmup\_interval](http://www.gamerconfig.eu/command/insurgency/player_slide_warmup_interval/) "0"

[player\_use\_radius](http://www.gamerconfig.eu/command/insurgency/player_use_radius/) "96"

[player\_use\_tolerance](http://www.gamerconfig.eu/command/insurgency/player_use_tolerance/) "0"

[playflush](http://www.gamerconfig.eu/command/insurgency/playflush/) // reloading from disk in case of changes.

[playgamesound](http://www.gamerconfig.eu/command/insurgency/playgamesound/) // Play a sound from the game sounds txt file

[playsoundscape](http://www.gamerconfig.eu/command/insurgency/playsoundscape/) // Forces a soundscape to play

[playvideo](http://www.gamerconfig.eu/command/insurgency/playvideo/) // Plays a video: <filename> [width height]

[playvideo\_end\_level\_transition](http://www.gamerconfig.eu/command/insurgency/playvideo_end_level_transition/) // Plays a video fullscreen without ability to skip (unless dev 1) and fades in: <filename> <time>

[playvideo\_exitcommand](http://www.gamerconfig.eu/command/insurgency/playvideo_exitcommand/) // Plays a video and fires and exit command when it is stopped or finishes: <filename> <exit command>

[playvideo\_exitcommand\_nointerrupt](http://www.gamerconfig.eu/command/insurgency/playvideo_exitcommand_nointerrupt/) // Plays a video (without interruption) and fires and exit command when it is stopped or finishes: <filename> <exit command>

[playvideo\_nointerrupt](http://www.gamerconfig.eu/command/insurgency/playvideo_nointerrupt/) // Plays a video without ability to skip: <filename> [width height]

[playvol](http://www.gamerconfig.eu/command/insurgency/playvol/) // Play a sound at a specified volume.

[play\_distance](http://www.gamerconfig.eu/command/insurgency/play_distance/) "1" // Set to 1:2 foot or 2:10 foot presets.

[plr\_debug\_inventory](http://www.gamerconfig.eu/command/insurgency/plr_debug_inventory/) "0"

[plugin\_load](http://www.gamerconfig.eu/command/insurgency/plugin_load/) // plugin\_load <filename> : loads a plugin

[plugin\_pause](http://www.gamerconfig.eu/command/insurgency/plugin_pause/) // plugin\_pause <index> : pauses a loaded plugin

[plugin\_pause\_all](http://www.gamerconfig.eu/command/insurgency/plugin_pause_all/) // pauses all loaded plugins

[plugin\_print](http://www.gamerconfig.eu/command/insurgency/plugin_print/) // Prints details about loaded plugins

[plugin\_unload](http://www.gamerconfig.eu/command/insurgency/plugin_unload/) // plugin\_unload <index> : unloads a plugin

[plugin\_unpause](http://www.gamerconfig.eu/command/insurgency/plugin_unpause/) // plugin\_unpause <index> : unpauses a disabled plugin

[plugin\_unpause\_all](http://www.gamerconfig.eu/command/insurgency/plugin_unpause_all/) // unpauses all disabled plugins

[press\_x360\_button](http://www.gamerconfig.eu/command/insurgency/press_x360_button/) // d[own])

[print\_colorcorrection](http://www.gamerconfig.eu/command/insurgency/print_colorcorrection/) // Display the color correction layer information.

[progress\_enable](http://www.gamerconfig.eu/command/insurgency/progress_enable/)

[props\_break\_max\_pieces](http://www.gamerconfig.eu/command/insurgency/props_break_max_pieces/) "50" // Maximum prop breakable piece count (-1 = model default)

[props\_break\_max\_pieces\_perframe](http://www.gamerconfig.eu/command/insurgency/props_break_max_pieces_perframe/) "-1" // Maximum prop breakable piece count per frame (-1 = model default)

[prop\_active\_gib\_limit](http://www.gamerconfig.eu/command/insurgency/prop_active_gib_limit/) "64"

[prop\_active\_gib\_max\_fade\_time](http://www.gamerconfig.eu/command/insurgency/prop_active_gib_max_fade_time/) "12"

[prop\_break\_disable\_float](http://www.gamerconfig.eu/command/insurgency/prop_break_disable_float/) "0"

[prop\_crosshair](http://www.gamerconfig.eu/command/insurgency/prop_crosshair/) // Shows name for prop looking at

[prop\_debug](http://www.gamerconfig.eu/command/insurgency/prop_debug/) // props will show colorcoded bounding boxes. Red means ignore all damage. White means respond phys

[prop\_dynamic\_create](http://www.gamerconfig.eu/command/insurgency/prop_dynamic_create/) // Creates a dynamic prop with a specific .mdl aimed away from where the player is looking. Arguments: {.mdl name}

[prop\_physics\_create](http://www.gamerconfig.eu/command/insurgency/prop_physics_create/) // Creates a physics prop with a specific .mdl aimed away from where the player is looking. Arguments: {.mdl name}

[pwatchent](http://www.gamerconfig.eu/command/insurgency/pwatchent/) "-1" // Entity to watch for prediction system changes.

[pwatchvar](http://www.gamerconfig.eu/command/insurgency/pwatchvar/) "0" // Entity variable to watch in prediction system for changes.

[quit](http://www.gamerconfig.eu/command/insurgency/quit/) // Exit the engine.

[ragdoll\_sleepaftertime](http://www.gamerconfig.eu/command/insurgency/ragdoll_sleepaftertime/) "2" // the ragdoll will go to sleep.

[rate](http://www.gamerconfig.eu/command/insurgency/rate/) "10000" // Max bytes/sec the host can receive data

[rcon](http://www.gamerconfig.eu/command/insurgency/rcon/) // Issue an rcon command.

[rcon\_address](http://www.gamerconfig.eu/command/insurgency/rcon_address/) "0" // Address of remote server if sending unconnected rcon commands (format x.x.x.x:p)

[rcon\_password](http://www.gamerconfig.eu/command/insurgency/rcon_password/) "0" // remote console password.

[recompute\_speed](http://www.gamerconfig.eu/command/insurgency/recompute_speed/) // Recomputes clock speed (for debugging purposes).

[record](http://www.gamerconfig.eu/command/insurgency/record/) // Record a demo.

[reload](http://www.gamerconfig.eu/command/insurgency/reload/) // Reload the most recent saved game (add setpos to jump to current view position on reload).

[reload\_hud\_panels](http://www.gamerconfig.eu/command/insurgency/reload_hud_panels/) // Reloads each hud panel

[reload\_inventory](http://www.gamerconfig.eu/command/insurgency/reload_inventory/) // Reloads the inventory menu

[reload\_materials](http://www.gamerconfig.eu/command/insurgency/reload_materials/) "0"

[reload\_scoreboard](http://www.gamerconfig.eu/command/insurgency/reload_scoreboard/) // Reloads the scoreboard menu

[reload\_spectatorgui](http://www.gamerconfig.eu/command/insurgency/reload_spectatorgui/) // Reloads the scoreboard menu

[reload\_vjobs](http://www.gamerconfig.eu/command/insurgency/reload_vjobs/) // reload vjobs module

[remote\_bug](http://www.gamerconfig.eu/command/insurgency/remote_bug/) // Starts a bug report with data from the currently connected rcon machine

[removeid](http://www.gamerconfig.eu/command/insurgency/removeid/) // Remove a user ID from the ban list.

[removeip](http://www.gamerconfig.eu/command/insurgency/removeip/) // Remove an IP address from the ban list.

[remove\_upgrade](http://www.gamerconfig.eu/command/insurgency/remove_upgrade/) // Remove weapon upgrade for active weapon to the player

[render\_blanks](http://www.gamerconfig.eu/command/insurgency/render_blanks/) // render N blank frames

[report\_cliententitysim](http://www.gamerconfig.eu/command/insurgency/report_cliententitysim/) "0" // List all clientside simulations and time - will report and turn itself off.

[report\_clientthinklist](http://www.gamerconfig.eu/command/insurgency/report_clientthinklist/) "0" // List all clientside entities thinking and time - will report and turn itself off.

[report\_entities](http://www.gamerconfig.eu/command/insurgency/report_entities/) // Lists all entities

[report\_simthinklist](http://www.gamerconfig.eu/command/insurgency/report_simthinklist/) // Lists all simulating/thinking entities

[report\_soundpatch](http://www.gamerconfig.eu/command/insurgency/report_soundpatch/) // reports sound patch count

[report\_touchlinks](http://www.gamerconfig.eu/command/insurgency/report_touchlinks/) // Lists all touchlinks

[reset\_gameconvars](http://www.gamerconfig.eu/command/insurgency/reset_gameconvars/) // Reset a bunch of game convars to default values

[respawn\_entities](http://www.gamerconfig.eu/command/insurgency/respawn_entities/) // Respawn all the entities in the map.

[restart](http://www.gamerconfig.eu/command/insurgency/restart/) // Restart the game on the same level (add setpos to jump to current view position on restart).

[res\_restrict\_access](http://www.gamerconfig.eu/command/insurgency/res_restrict_access/) "0"

[retry](http://www.gamerconfig.eu/command/insurgency/retry/) // Retry connection to last server.

[room\_type](http://www.gamerconfig.eu/command/insurgency/room_type/) "0"

[rope\_averagelight](http://www.gamerconfig.eu/command/insurgency/rope_averagelight/) "1" // Makes ropes use average of cubemap lighting instead of max intensity.

[rope\_collide](http://www.gamerconfig.eu/command/insurgency/rope_collide/) "1" // Collide rope with the world

[rope\_min\_pixel\_diameter](http://www.gamerconfig.eu/command/insurgency/rope_min_pixel_diameter/) "2"

[rope\_rendersolid](http://www.gamerconfig.eu/command/insurgency/rope_rendersolid/) "1"

[rope\_shake](http://www.gamerconfig.eu/command/insurgency/rope_shake/) "0"

[rope\_smooth](http://www.gamerconfig.eu/command/insurgency/rope_smooth/) "1" // Do an antialiasing effect on ropes

[rope\_smooth\_enlarge](http://www.gamerconfig.eu/command/insurgency/rope_smooth_enlarge/) "1" // How much to enlarge ropes in screen space for antialiasing effect

[rope\_smooth\_maxalpha](http://www.gamerconfig.eu/command/insurgency/rope_smooth_maxalpha/) "0" // Alpha for rope antialiasing effect

[rope\_smooth\_maxalphawidth](http://www.gamerconfig.eu/command/insurgency/rope_smooth_maxalphawidth/) "1"

[rope\_smooth\_minalpha](http://www.gamerconfig.eu/command/insurgency/rope_smooth_minalpha/) "0" // Alpha for rope antialiasing effect

[rope\_smooth\_minwidth](http://www.gamerconfig.eu/command/insurgency/rope_smooth_minwidth/) "0" // this is the min screenspace width it lets a rope shrink to

[rope\_solid\_maxalpha](http://www.gamerconfig.eu/command/insurgency/rope_solid_maxalpha/) "1"

[rope\_solid\_maxwidth](http://www.gamerconfig.eu/command/insurgency/rope_solid_maxwidth/) "1"

[rope\_solid\_minalpha](http://www.gamerconfig.eu/command/insurgency/rope_solid_minalpha/) "0"

[rope\_solid\_minwidth](http://www.gamerconfig.eu/command/insurgency/rope_solid_minwidth/) "0"

[rope\_subdiv](http://www.gamerconfig.eu/command/insurgency/rope_subdiv/) "2" // Rope subdivision amount

[rope\_wind\_dist](http://www.gamerconfig.eu/command/insurgency/rope_wind_dist/) "1000" // Dont use CPU applying small wind gusts to ropes when theyre past this distance.

[round\_start\_reset\_duck](http://www.gamerconfig.eu/command/insurgency/round_start_reset_duck/) "0"

[round\_start\_reset\_speed](http://www.gamerconfig.eu/command/insurgency/round_start_reset_speed/) "0"

[rr\_debugresponseconcept](http://www.gamerconfig.eu/command/insurgency/rr_debugresponseconcept/) "0" // rr\_debugresponses will print only responses testing for the specified concept

[rr\_debugresponseconcept\_exclude](http://www.gamerconfig.eu/command/insurgency/rr_debugresponseconcept_exclude/) // Set a list of concepts to exclude from rr\_debugresponseconcept. Separate multiple concepts with spaces. Call with no arguments

[rr\_debugresponses](http://www.gamerconfig.eu/command/insurgency/rr_debugresponses/) "0" // it will only show response success/f

[rr\_debugrule](http://www.gamerconfig.eu/command/insurgency/rr_debugrule/) "0" // that rules score will be shown whenever a concept is passed into the response rules system.

[rr\_dumpresponses](http://www.gamerconfig.eu/command/insurgency/rr_dumpresponses/) "0" // Dump all response\_rules.txt and rules (requires restart)

[rr\_followup\_maxdist](http://www.gamerconfig.eu/command/insurgency/rr_followup_maxdist/) "1800" // then ANY or then ALL response followups will be dispatched only to characters within this distance.

[rr\_forceconcept](http://www.gamerconfig.eu/command/insurgency/rr_forceconcept/) // fire a response concept directly at a given character. USAGE: rr\_forceconcept <target> <concept> criteria1:value1,criteria2:va

[rr\_reloadresponsesystems](http://www.gamerconfig.eu/command/insurgency/rr_reloadresponsesystems/) // Reload all response system scripts.

[rr\_thenany\_score\_slop](http://www.gamerconfig.eu/command/insurgency/rr_thenany_score_slop/) "0" // all rule-matching scores within this much of the best score will be considere

[r\_3dsky](http://www.gamerconfig.eu/command/insurgency/r_3dsky/) "1" // Enable the rendering of 3d sky boxes

[r\_alphafade\_usefov](http://www.gamerconfig.eu/command/insurgency/r_alphafade_usefov/) "1" // Account for FOV when computing an entitys distance-based alpha fade

[r\_ambientboost](http://www.gamerconfig.eu/command/insurgency/r_ambientboost/) "1" // Set to boost ambient term if it is totally swamped by local lights

[r\_ambientfactor](http://www.gamerconfig.eu/command/insurgency/r_ambientfactor/) "5" // Boost ambient cube by no more than this factor

[r\_ambientfraction](http://www.gamerconfig.eu/command/insurgency/r_ambientfraction/) "0" // Fraction of direct lighting used to boost lighting when model requests

[r\_ambientlightingonly](http://www.gamerconfig.eu/command/insurgency/r_ambientlightingonly/) "0" // Set this to 1 to light models with only ambient lighting (and no static lighting).

[r\_ambientmin](http://www.gamerconfig.eu/command/insurgency/r_ambientmin/) "0" // Threshold above which ambient cube will not boost (i.e. its already sufficiently bright

[r\_aspectratio](http://www.gamerconfig.eu/command/insurgency/r_aspectratio/) "0"

[r\_avglight](http://www.gamerconfig.eu/command/insurgency/r_avglight/) "1"

[r\_avglightmap](http://www.gamerconfig.eu/command/insurgency/r_avglightmap/) "0"

[r\_bloomtintb](http://www.gamerconfig.eu/command/insurgency/r_bloomtintb/) "0"

[r\_bloomtintexponent](http://www.gamerconfig.eu/command/insurgency/r_bloomtintexponent/) "2"

[r\_bloomtintg](http://www.gamerconfig.eu/command/insurgency/r_bloomtintg/) "0"

[r\_bloomtintr](http://www.gamerconfig.eu/command/insurgency/r_bloomtintr/) "0"

[r\_brush\_queue\_mode](http://www.gamerconfig.eu/command/insurgency/r_brush_queue_mode/) "0"

[r\_buildingmapforworld](http://www.gamerconfig.eu/command/insurgency/r_buildingmapforworld/) "0"

[r\_cheapwaterend](http://www.gamerconfig.eu/command/insurgency/r_cheapwaterend/)

[r\_cheapwaterstart](http://www.gamerconfig.eu/command/insurgency/r_cheapwaterstart/)

[r\_cleardecals](http://www.gamerconfig.eu/command/insurgency/r_cleardecals/) // Usage r\_cleardecals <permanent>.

[r\_ClipAreaFrustums](http://www.gamerconfig.eu/command/insurgency/r_ClipAreaFrustums/) "1"

[r\_ClipAreaPortals](http://www.gamerconfig.eu/command/insurgency/r_ClipAreaPortals/) "1"

[r\_colorstaticprops](http://www.gamerconfig.eu/command/insurgency/r_colorstaticprops/) "0"

[r\_debugcheapwater](http://www.gamerconfig.eu/command/insurgency/r_debugcheapwater/) "0"

[r\_debugrandomstaticlighting](http://www.gamerconfig.eu/command/insurgency/r_debugrandomstaticlighting/) "0" // Set to 1 to randomize static lighting for debugging. Must restart for change to take affect.

[r\_debug\_ik](http://www.gamerconfig.eu/command/insurgency/r_debug_ik/) "0"

[r\_debug\_sequencesets](http://www.gamerconfig.eu/command/insurgency/r_debug_sequencesets/) "-2"

[r\_decals](http://www.gamerconfig.eu/command/insurgency/r_decals/) "1024"

[r\_decalstaticprops](http://www.gamerconfig.eu/command/insurgency/r_decalstaticprops/) "1" // Decal static props test

[r\_decal\_cover\_count](http://www.gamerconfig.eu/command/insurgency/r_decal_cover_count/) "4"

[r\_decal\_overlap\_area](http://www.gamerconfig.eu/command/insurgency/r_decal_overlap_area/) "0"

[r\_decal\_overlap\_count](http://www.gamerconfig.eu/command/insurgency/r_decal_overlap_count/) "3"

[r\_deferopaquefastclipped](http://www.gamerconfig.eu/command/insurgency/r_deferopaquefastclipped/) "1"

[r\_depthoverlay](http://www.gamerconfig.eu/command/insurgency/r_depthoverlay/) "0" // Replaces opaque objects with their grayscaled depth values. r\_showz\_power scales the output.

[r\_disable\_distance\_fade\_on\_big\_props](http://www.gamerconfig.eu/command/insurgency/r_disable_distance_fade_on_big_props/) "0" // Completely disable distance fading on large props

[r\_disable\_distance\_fade\_on\_big\_props\_thresh](http://www.gamerconfig.eu/command/insurgency/r_disable_distance_fade_on_big_props_thresh/) "48000" // Distance prop fade disable threshold size

[r\_disable\_update\_shadow](http://www.gamerconfig.eu/command/insurgency/r_disable_update_shadow/) "1"

[r\_DispBuildable](http://www.gamerconfig.eu/command/insurgency/r_DispBuildable/) "0"

[r\_DispWalkable](http://www.gamerconfig.eu/command/insurgency/r_DispWalkable/) "0"

[r\_dlightsenable](http://www.gamerconfig.eu/command/insurgency/r_dlightsenable/) "1"

[r\_dopixelvisibility](http://www.gamerconfig.eu/command/insurgency/r_dopixelvisibility/) "1"

[r\_drawallrenderables](http://www.gamerconfig.eu/command/insurgency/r_drawallrenderables/) "0" // even ones inside solid leaves.

[r\_drawbatchdecals](http://www.gamerconfig.eu/command/insurgency/r_drawbatchdecals/) "1" // Render decals batched.

[r\_DrawBeams](http://www.gamerconfig.eu/command/insurgency/r_DrawBeams/) "1" // 2=Wireframe

[r\_drawbrushmodels](http://www.gamerconfig.eu/command/insurgency/r_drawbrushmodels/) "1" // 2=Wireframe

[r\_drawclipbrushes](http://www.gamerconfig.eu/command/insurgency/r_drawclipbrushes/) "0" // purple=NPC)

[r\_drawdecals](http://www.gamerconfig.eu/command/insurgency/r_drawdecals/) "1" // Render decals.

[r\_DrawDisp](http://www.gamerconfig.eu/command/insurgency/r_DrawDisp/) "1" // Toggles rendering of displacment maps

[r\_drawentities](http://www.gamerconfig.eu/command/insurgency/r_drawentities/) "1"

[r\_drawflecks](http://www.gamerconfig.eu/command/insurgency/r_drawflecks/) "1"

[r\_drawfuncdetail](http://www.gamerconfig.eu/command/insurgency/r_drawfuncdetail/) "1" // Render func\_detail

[r\_drawleaf](http://www.gamerconfig.eu/command/insurgency/r_drawleaf/) "-1" // Draw the specified leaf.

[r\_drawlightcache](http://www.gamerconfig.eu/command/insurgency/r_drawlightcache/) "0" // 0: off 1: draw light cache entries 2: draw rays

[r\_drawlightinfo](http://www.gamerconfig.eu/command/insurgency/r_drawlightinfo/) "0"

[r\_drawlights](http://www.gamerconfig.eu/command/insurgency/r_drawlights/) "0"

[r\_drawmodeldecals](http://www.gamerconfig.eu/command/insurgency/r_drawmodeldecals/) "1"

[r\_DrawModelLightOrigin](http://www.gamerconfig.eu/command/insurgency/r_DrawModelLightOrigin/) "0"

[r\_drawmodelstatsoverlay](http://www.gamerconfig.eu/command/insurgency/r_drawmodelstatsoverlay/) "0"

[r\_drawmodelstatsoverlaydistance](http://www.gamerconfig.eu/command/insurgency/r_drawmodelstatsoverlaydistance/) "500"

[r\_drawmodelstatsoverlayfilter](http://www.gamerconfig.eu/command/insurgency/r_drawmodelstatsoverlayfilter/) "-1"

[r\_drawmodelstatsoverlaymax](http://www.gamerconfig.eu/command/insurgency/r_drawmodelstatsoverlaymax/) "1" // time in milliseconds beyond which a model overlay is fully red in r\_drawmodelstatsoverlay 2

[r\_drawmodelstatsoverlaymin](http://www.gamerconfig.eu/command/insurgency/r_drawmodelstatsoverlaymin/) "0" // time in milliseconds that a model must take to render before showing an overlay in r\_drawmodelstatsoverlay 2

[r\_drawopaquerenderables](http://www.gamerconfig.eu/command/insurgency/r_drawopaquerenderables/) "1"

[r\_drawopaqueworld](http://www.gamerconfig.eu/command/insurgency/r_drawopaqueworld/) "1"

[r\_drawothermodels](http://www.gamerconfig.eu/command/insurgency/r_drawothermodels/) "1" // 2=Wireframe

[r\_drawparticles](http://www.gamerconfig.eu/command/insurgency/r_drawparticles/) "1" // Enable/disable particle rendering

[r\_drawpixelvisibility](http://www.gamerconfig.eu/command/insurgency/r_drawpixelvisibility/) "0" // Show the occlusion proxies

[r\_DrawPortals](http://www.gamerconfig.eu/command/insurgency/r_DrawPortals/) "0"

[r\_DrawRain](http://www.gamerconfig.eu/command/insurgency/r_DrawRain/) "1" // Enable/disable rain rendering.

[r\_drawrenderboxes](http://www.gamerconfig.eu/command/insurgency/r_drawrenderboxes/) "0" // (0 - off) (1 - Draws the bounding box of entities) (2 - Draws the axis aligned bounding box used for culling) (3 - draws both b

[r\_drawropes](http://www.gamerconfig.eu/command/insurgency/r_drawropes/) "1"

[r\_drawscreenoverlay](http://www.gamerconfig.eu/command/insurgency/r_drawscreenoverlay/) "0"

[r\_drawskybox](http://www.gamerconfig.eu/command/insurgency/r_drawskybox/) "1"

[r\_DrawSpecificStaticProp](http://www.gamerconfig.eu/command/insurgency/r_DrawSpecificStaticProp/) "-1"

[r\_drawsprites](http://www.gamerconfig.eu/command/insurgency/r_drawsprites/) "1"

[r\_drawstaticprops](http://www.gamerconfig.eu/command/insurgency/r_drawstaticprops/) "1" // 2=Wireframe

[r\_drawtracers](http://www.gamerconfig.eu/command/insurgency/r_drawtracers/) "1"

[r\_drawtracers\_firstperson](http://www.gamerconfig.eu/command/insurgency/r_drawtracers_firstperson/) "0" // Toggle visibility of first person weapon tracers

[r\_drawtracers\_movetonotintersect](http://www.gamerconfig.eu/command/insurgency/r_drawtracers_movetonotintersect/) "1"

[r\_drawtranslucentrenderables](http://www.gamerconfig.eu/command/insurgency/r_drawtranslucentrenderables/) "1"

[r\_drawtranslucentworld](http://www.gamerconfig.eu/command/insurgency/r_drawtranslucentworld/) "1"

[r\_drawunderwateroverlay](http://www.gamerconfig.eu/command/insurgency/r_drawunderwateroverlay/) "0"

[r\_drawvgui](http://www.gamerconfig.eu/command/insurgency/r_drawvgui/) "1" // Enable the rendering of vgui panels

[r\_drawviewmodel](http://www.gamerconfig.eu/command/insurgency/r_drawviewmodel/) "1"

[r\_drawworld](http://www.gamerconfig.eu/command/insurgency/r_drawworld/) "1" // Render the world.

[r\_draw\_flashlight\_3rd\_person](http://www.gamerconfig.eu/command/insurgency/r_draw_flashlight_3rd_person/) "1" // Draw flashlight beams for other players

[r\_draw\_lasersight\_1st\_person](http://www.gamerconfig.eu/command/insurgency/r_draw_lasersight_1st_person/) "1" // Draw laser sight for the local player

[r\_draw\_lasersight\_3rd\_person](http://www.gamerconfig.eu/command/insurgency/r_draw_lasersight_3rd_person/) "1" // Draw laser sights for other players

[r\_dscale\_basefov](http://www.gamerconfig.eu/command/insurgency/r_dscale_basefov/) "90"

[r\_dscale\_fardist](http://www.gamerconfig.eu/command/insurgency/r_dscale_fardist/) "2000"

[r\_dscale\_farscale](http://www.gamerconfig.eu/command/insurgency/r_dscale_farscale/) "4"

[r\_dscale\_neardist](http://www.gamerconfig.eu/command/insurgency/r_dscale_neardist/) "100"

[r\_dscale\_nearscale](http://www.gamerconfig.eu/command/insurgency/r_dscale_nearscale/) "1"

[r\_dynamic](http://www.gamerconfig.eu/command/insurgency/r_dynamic/) "1"

[r\_dynamiclighting](http://www.gamerconfig.eu/command/insurgency/r_dynamiclighting/) "1"

[r\_emulategl](http://www.gamerconfig.eu/command/insurgency/r_emulategl/) "0"

[r\_entityclips](http://www.gamerconfig.eu/command/insurgency/r_entityclips/) "1"

[r\_eyeglintlodpixels](http://www.gamerconfig.eu/command/insurgency/r_eyeglintlodpixels/) "20" // The number of pixels wide an eyeball has to be before rendering an eyeglint. Is a floating point value.

[r\_eyegloss](http://www.gamerconfig.eu/command/insurgency/r_eyegloss/) "0"

[r\_eyemove](http://www.gamerconfig.eu/command/insurgency/r_eyemove/) "0"

[r\_eyes](http://www.gamerconfig.eu/command/insurgency/r_eyes/) "1"

[r\_eyeshift\_x](http://www.gamerconfig.eu/command/insurgency/r_eyeshift_x/) "0"

[r\_eyeshift\_y](http://www.gamerconfig.eu/command/insurgency/r_eyeshift_y/) "0"

[r\_eyeshift\_z](http://www.gamerconfig.eu/command/insurgency/r_eyeshift_z/) "0"

[r\_eyesize](http://www.gamerconfig.eu/command/insurgency/r_eyesize/) "0"

[r\_eyewaterepsilon](http://www.gamerconfig.eu/command/insurgency/r_eyewaterepsilon/) "7"

[r\_fade360style](http://www.gamerconfig.eu/command/insurgency/r_fade360style/) "1"

[r\_farz](http://www.gamerconfig.eu/command/insurgency/r_farz/) "-1" // Override the far clipping plane. -1 means to use the value in env\_fog\_controller.

[r\_fastreflectionfastpath](http://www.gamerconfig.eu/command/insurgency/r_fastreflectionfastpath/) "1"

[r\_fastzreject](http://www.gamerconfig.eu/command/insurgency/r_fastzreject/) "1" // Activate/deactivates a fast z-setting algorithm to take advantage of hardware with fast z reject. Use -1 to default to hardware

[r\_fastzrejectdisp](http://www.gamerconfig.eu/command/insurgency/r_fastzrejectdisp/) "0" // Activates/deactivates fast z rejection on displacements (360 only). Only active when r\_fastzreject is on.

[r\_flashlightambient](http://www.gamerconfig.eu/command/insurgency/r_flashlightambient/) "0"

[r\_flashlightbacktraceoffset](http://www.gamerconfig.eu/command/insurgency/r_flashlightbacktraceoffset/) "0"

[r\_flashlightbrightness](http://www.gamerconfig.eu/command/insurgency/r_flashlightbrightness/) "0"

[r\_flashlightclip](http://www.gamerconfig.eu/command/insurgency/r_flashlightclip/) "0"

[r\_flashlightconstant](http://www.gamerconfig.eu/command/insurgency/r_flashlightconstant/) "0"

[r\_flashlightculldepth](http://www.gamerconfig.eu/command/insurgency/r_flashlightculldepth/) "1"

[r\_flashlightdepthres](http://www.gamerconfig.eu/command/insurgency/r_flashlightdepthres/) "1024"

[r\_flashlightdepthreshigh](http://www.gamerconfig.eu/command/insurgency/r_flashlightdepthreshigh/) "1024"

[r\_flashlightdepthtexture](http://www.gamerconfig.eu/command/insurgency/r_flashlightdepthtexture/) "1"

[r\_flashlightdepth\_drawtranslucents](http://www.gamerconfig.eu/command/insurgency/r_flashlightdepth_drawtranslucents/) "0"

[r\_FlashlightDetailProps](http://www.gamerconfig.eu/command/insurgency/r_FlashlightDetailProps/) "1" // 2 = multipass (multipass is PC ONLY)

[r\_flashlightdrawclip](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawclip/) "0"

[r\_flashlightdrawdepth](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawdepth/) "0"

[r\_flashlightdrawdepthres](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawdepthres/) "256"

[r\_flashlightdrawfrustum](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawfrustum/) "0"

[r\_flashlightdrawfrustumbbox](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawfrustumbbox/) "0"

[r\_flashlightdrawsweptbbox](http://www.gamerconfig.eu/command/insurgency/r_flashlightdrawsweptbbox/) "0"

[r\_flashlightenableculling](http://www.gamerconfig.eu/command/insurgency/r_flashlightenableculling/) "1" // Enable frustum culling of flashlights

[r\_flashlightfar](http://www.gamerconfig.eu/command/insurgency/r_flashlightfar/) "2600"

[r\_flashlightfov](http://www.gamerconfig.eu/command/insurgency/r_flashlightfov/) "48"

[r\_flashlightladderdist](http://www.gamerconfig.eu/command/insurgency/r_flashlightladderdist/) "40"

[r\_flashlightlinear](http://www.gamerconfig.eu/command/insurgency/r_flashlightlinear/) "130"

[r\_flashlightlockposition](http://www.gamerconfig.eu/command/insurgency/r_flashlightlockposition/) "0"

[r\_flashlightmodels](http://www.gamerconfig.eu/command/insurgency/r_flashlightmodels/) "1"

[r\_flashlightmuzzleflashfov](http://www.gamerconfig.eu/command/insurgency/r_flashlightmuzzleflashfov/) "120"

[r\_flashlightnear](http://www.gamerconfig.eu/command/insurgency/r_flashlightnear/) "4"

[r\_flashlightnearoffsetscale](http://www.gamerconfig.eu/command/insurgency/r_flashlightnearoffsetscale/) "1"

[r\_flashlightnodraw](http://www.gamerconfig.eu/command/insurgency/r_flashlightnodraw/) "0"

[r\_flashlightoffsetforward](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetforward/) "0"

[r\_flashlightoffsetforward\_low](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetforward_low/) "0"

[r\_flashlightoffsetright](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetright/) "5"

[r\_flashlightoffsetright\_low](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetright_low/) "10"

[r\_flashlightoffsetup](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetup/) "-5"

[r\_flashlightoffsetup\_low](http://www.gamerconfig.eu/command/insurgency/r_flashlightoffsetup_low/) "-16"

[r\_flashlightquadratic](http://www.gamerconfig.eu/command/insurgency/r_flashlightquadratic/) "0"

[r\_flashlightrender](http://www.gamerconfig.eu/command/insurgency/r_flashlightrender/) "1"

[r\_flashlightrendermodels](http://www.gamerconfig.eu/command/insurgency/r_flashlightrendermodels/) "1"

[r\_flashlightrenderworld](http://www.gamerconfig.eu/command/insurgency/r_flashlightrenderworld/) "1"

[r\_flashlightscissor](http://www.gamerconfig.eu/command/insurgency/r_flashlightscissor/) "0"

[r\_flashlightshadowatten](http://www.gamerconfig.eu/command/insurgency/r_flashlightshadowatten/) "0"

[r\_flashlighttracedistcutoff](http://www.gamerconfig.eu/command/insurgency/r_flashlighttracedistcutoff/) "128"

[r\_flashlightupdatedepth](http://www.gamerconfig.eu/command/insurgency/r_flashlightupdatedepth/) "1"

[r\_flashlightvisualizetrace](http://www.gamerconfig.eu/command/insurgency/r_flashlightvisualizetrace/) "0"

[r\_flashlightvolumetrics](http://www.gamerconfig.eu/command/insurgency/r_flashlightvolumetrics/) "1"

[r\_flashlight\_3rd\_person\_range](http://www.gamerconfig.eu/command/insurgency/r_flashlight_3rd_person_range/) "200" // Distance to draw flashlight beams for other players

[r\_flashlight\_always\_cull\_for\_single\_pass](http://www.gamerconfig.eu/command/insurgency/r_flashlight_always_cull_for_single_pass/) "0"

[r\_flashlight\_attach\_to\_viewmodel](http://www.gamerconfig.eu/command/insurgency/r_flashlight_attach_to_viewmodel/) "1" // Attach the flashlight effect to the viewmodel

[r\_flashlight\_info](http://www.gamerconfig.eu/command/insurgency/r_flashlight_info/) "0" // Information about currently enabled flashlights

[r\_flashlight\_topdown](http://www.gamerconfig.eu/command/insurgency/r_flashlight_topdown/) "0"

[r\_flex](http://www.gamerconfig.eu/command/insurgency/r_flex/) "1"

[r\_flushlod](http://www.gamerconfig.eu/command/insurgency/r_flushlod/) // Flush and reload LODs.

[r\_ForceRestore](http://www.gamerconfig.eu/command/insurgency/r_ForceRestore/) "0"

[r\_ForceWaterLeaf](http://www.gamerconfig.eu/command/insurgency/r_ForceWaterLeaf/) "1" // Enable for optimization to water - considers view in leaf under water for purposes of culling

[r\_frustumcullworld](http://www.gamerconfig.eu/command/insurgency/r_frustumcullworld/) "1"

[r\_glint\_alwaysdraw](http://www.gamerconfig.eu/command/insurgency/r_glint_alwaysdraw/) "0"

[r\_glint\_procedural](http://www.gamerconfig.eu/command/insurgency/r_glint_procedural/) "0"

[r\_hidepaintedsurfaces](http://www.gamerconfig.eu/command/insurgency/r_hidepaintedsurfaces/) "0" // hides all surfaces which have been painted.

[r\_highlight\_translucent\_renderables](http://www.gamerconfig.eu/command/insurgency/r_highlight_translucent_renderables/) "0"

[r\_hunkalloclightmaps](http://www.gamerconfig.eu/command/insurgency/r_hunkalloclightmaps/) "1"

[r\_hwmorph](http://www.gamerconfig.eu/command/insurgency/r_hwmorph/) "0"

[r\_impacts\_alt\_orientation](http://www.gamerconfig.eu/command/insurgency/r_impacts_alt_orientation/) "1"

[r\_itemblinkmax](http://www.gamerconfig.eu/command/insurgency/r_itemblinkmax/) "0"

[r\_itemblinkrate](http://www.gamerconfig.eu/command/insurgency/r_itemblinkrate/) "4"

[r\_jiggle\_bones](http://www.gamerconfig.eu/command/insurgency/r_jiggle_bones/) "1"

[r\_keepstyledlightmapsonly](http://www.gamerconfig.eu/command/insurgency/r_keepstyledlightmapsonly/) "0"

[r\_lightaverage](http://www.gamerconfig.eu/command/insurgency/r_lightaverage/) "1" // Activates/deactivate light averaging

[r\_lightcachecenter](http://www.gamerconfig.eu/command/insurgency/r_lightcachecenter/) "1"

[r\_lightcachemodel](http://www.gamerconfig.eu/command/insurgency/r_lightcachemodel/) "-1"

[r\_lightcache\_invalidate](http://www.gamerconfig.eu/command/insurgency/r_lightcache_invalidate/)

[r\_lightcache\_numambientsamples](http://www.gamerconfig.eu/command/insurgency/r_lightcache_numambientsamples/) "162" // number of random directions to fire rays when computing ambient lighting

[r\_lightcache\_radiusfactor](http://www.gamerconfig.eu/command/insurgency/r_lightcache_radiusfactor/) "1000" // Allow lights to influence lightcaches beyond the lights radii

[r\_lightcache\_zbuffercache](http://www.gamerconfig.eu/command/insurgency/r_lightcache_zbuffercache/) "0"

[r\_lightinterp](http://www.gamerconfig.eu/command/insurgency/r_lightinterp/) "5" // 0 turns off interpolation

[r\_lightmap](http://www.gamerconfig.eu/command/insurgency/r_lightmap/) "-1"

[r\_lightstyle](http://www.gamerconfig.eu/command/insurgency/r_lightstyle/) "-1"

[r\_lightwarpidentity](http://www.gamerconfig.eu/command/insurgency/r_lightwarpidentity/) "0"

[r\_lockpvs](http://www.gamerconfig.eu/command/insurgency/r_lockpvs/) "0" // Lock the PVS so you can fly around and inspect what is being drawn.

[r\_lod](http://www.gamerconfig.eu/command/insurgency/r_lod/) "-1"

[r\_mapextents](http://www.gamerconfig.eu/command/insurgency/r_mapextents/) "16384" // Set the max dimension for the map. This determines the far clipping plane

[r\_maxdlights](http://www.gamerconfig.eu/command/insurgency/r_maxdlights/) "32"

[r\_maxmodeldecal](http://www.gamerconfig.eu/command/insurgency/r_maxmodeldecal/) "50"

[r\_maxnewsamples](http://www.gamerconfig.eu/command/insurgency/r_maxnewsamples/) "6"

[r\_maxsampledist](http://www.gamerconfig.eu/command/insurgency/r_maxsampledist/) "128"

[r\_minnewsamples](http://www.gamerconfig.eu/command/insurgency/r_minnewsamples/) "3"

[r\_modelAmbientMin](http://www.gamerconfig.eu/command/insurgency/r_modelAmbientMin/) "0" // Minimum value for the ambient lighting on dynamic models with more than one bone (like players and their guns).

[r\_modelwireframedecal](http://www.gamerconfig.eu/command/insurgency/r_modelwireframedecal/) "0"

[r\_nohw](http://www.gamerconfig.eu/command/insurgency/r_nohw/) "0"

[r\_norefresh](http://www.gamerconfig.eu/command/insurgency/r_norefresh/) "0"

[r\_nosw](http://www.gamerconfig.eu/command/insurgency/r_nosw/) "0"

[r\_novis](http://www.gamerconfig.eu/command/insurgency/r_novis/) "0" // Turn off the PVS.

[r\_occludeemaxarea](http://www.gamerconfig.eu/command/insurgency/r_occludeemaxarea/) "0" // Prevents occlusion testing for entities that take up more than X% of the screen. 0 means use whatever the level said to use.

[r\_occluderminarea](http://www.gamerconfig.eu/command/insurgency/r_occluderminarea/) "0" // Prevents this occluder from being used if it takes up less than X% of the screen. 0 means use whatever the level said to use.

[r\_occludermincount](http://www.gamerconfig.eu/command/insurgency/r_occludermincount/) "0" // no matter how big they are.

[r\_occlusion](http://www.gamerconfig.eu/command/insurgency/r_occlusion/) "1" // Activate/deactivate the occlusion system.

[r\_occlusionspew](http://www.gamerconfig.eu/command/insurgency/r_occlusionspew/) "0" // Activate/deactivates spew about what the occlusion system is doing.

[r\_oldlightselection](http://www.gamerconfig.eu/command/insurgency/r_oldlightselection/) "0" // Set this to revert to HL2s method of selecting lights

[r\_overlayfadeenable](http://www.gamerconfig.eu/command/insurgency/r_overlayfadeenable/) "0"

[r\_overlayfademax](http://www.gamerconfig.eu/command/insurgency/r_overlayfademax/) "2000"

[r\_overlayfademin](http://www.gamerconfig.eu/command/insurgency/r_overlayfademin/) "1750"

[r\_overlaywireframe](http://www.gamerconfig.eu/command/insurgency/r_overlaywireframe/) "0"

[r\_particle\_sim\_spike\_threshold\_ms](http://www.gamerconfig.eu/command/insurgency/r_particle_sim_spike_threshold_ms/) "0"

[r\_particle\_timescale](http://www.gamerconfig.eu/command/insurgency/r_particle_timescale/) "1"

[r\_partition\_level](http://www.gamerconfig.eu/command/insurgency/r_partition_level/) "-1" // Displays a particular level of the spatial partition system. Use -1 to disable it.

[r\_PhysPropStaticLighting](http://www.gamerconfig.eu/command/insurgency/r_PhysPropStaticLighting/) "0"

[r\_pixelfog](http://www.gamerconfig.eu/command/insurgency/r_pixelfog/) "1"

[r\_pixelvisibility\_partial](http://www.gamerconfig.eu/command/insurgency/r_pixelvisibility_partial/) "1"

[r\_pixelvisibility\_spew](http://www.gamerconfig.eu/command/insurgency/r_pixelvisibility_spew/) "0"

[r\_pix\_recordframes](http://www.gamerconfig.eu/command/insurgency/r_pix_recordframes/) "0"

[r\_pix\_start](http://www.gamerconfig.eu/command/insurgency/r_pix_start/) "0"

[r\_portalscloseall](http://www.gamerconfig.eu/command/insurgency/r_portalscloseall/) "0"

[r\_portalsopenall](http://www.gamerconfig.eu/command/insurgency/r_portalsopenall/) "0" // Open all portals

[r\_PortalTestEnts](http://www.gamerconfig.eu/command/insurgency/r_PortalTestEnts/) "1" // Clip entities against portal frustums.

[r\_portal\_use\_pvs\_optimization](http://www.gamerconfig.eu/command/insurgency/r_portal_use_pvs_optimization/) "1" // Enables an optimization that allows portals to be culled when outside of the PVS.

[r\_printdecalinfo](http://www.gamerconfig.eu/command/insurgency/r_printdecalinfo/)

[r\_proplightingfromdisk](http://www.gamerconfig.eu/command/insurgency/r_proplightingfromdisk/) "1" // 2=Show Errors

[r\_proplightingpooling](http://www.gamerconfig.eu/command/insurgency/r_proplightingpooling/) "-1" // 1 - static prop color meshes are allocated from a single shared vertex buffer (on hardware that supports stream offset

[r\_propsmaxdist](http://www.gamerconfig.eu/command/insurgency/r_propsmaxdist/) "1200" // Maximum visible distance

[r\_queued\_decals](http://www.gamerconfig.eu/command/insurgency/r_queued_decals/) "0" // Offloads a bit of decal rendering setup work to the material system queue when enabled.

[r\_queued\_post\_processing](http://www.gamerconfig.eu/command/insurgency/r_queued_post_processing/) "0"

[r\_queued\_ropes](http://www.gamerconfig.eu/command/insurgency/r_queued_ropes/) "1"

[r\_radiosity](http://www.gamerconfig.eu/command/insurgency/r_radiosity/) "4" // 0: no radiosity 1: radiosity with ambient cube (6 samples) 2: radiosity with 162 samples 3: 162 samples for static props, 6 sam

[r\_RainAllowInSplitScreen](http://www.gamerconfig.eu/command/insurgency/r_RainAllowInSplitScreen/) "0" // Allows rain in splitscreen

[r\_rainalpha](http://www.gamerconfig.eu/command/insurgency/r_rainalpha/) "0"

[r\_rainalphapow](http://www.gamerconfig.eu/command/insurgency/r_rainalphapow/) "0"

[r\_RainCheck](http://www.gamerconfig.eu/command/insurgency/r_RainCheck/) "0" // Enable/disable IsInAir() check for rain drops?

[r\_RainDebugDuration](http://www.gamerconfig.eu/command/insurgency/r_RainDebugDuration/) "0" // Shows rain tracelines for this many seconds (0 disables)

[r\_raindensity](http://www.gamerconfig.eu/command/insurgency/r_raindensity/) "0"

[r\_RainHack](http://www.gamerconfig.eu/command/insurgency/r_RainHack/) "0"

[r\_rainlength](http://www.gamerconfig.eu/command/insurgency/r_rainlength/) "0"

[r\_RainParticleDensity](http://www.gamerconfig.eu/command/insurgency/r_RainParticleDensity/) "0" // Density of Particle Rain 0-1

[r\_RainProfile](http://www.gamerconfig.eu/command/insurgency/r_RainProfile/) "0" // Enable/disable rain profiling.

[r\_RainRadius](http://www.gamerconfig.eu/command/insurgency/r_RainRadius/) "1500"

[r\_RainSideVel](http://www.gamerconfig.eu/command/insurgency/r_RainSideVel/) "130" // How much sideways velocity rain gets.

[r\_RainSimulate](http://www.gamerconfig.eu/command/insurgency/r_RainSimulate/) "1" // Enable/disable rain simulation.

[r\_rainspeed](http://www.gamerconfig.eu/command/insurgency/r_rainspeed/) "600"

[r\_RainSplashPercentage](http://www.gamerconfig.eu/command/insurgency/r_RainSplashPercentage/) "20"

[r\_rainwidth](http://www.gamerconfig.eu/command/insurgency/r_rainwidth/) "0"

[r\_randomflex](http://www.gamerconfig.eu/command/insurgency/r_randomflex/) "0"

[r\_renderoverlayfragment](http://www.gamerconfig.eu/command/insurgency/r_renderoverlayfragment/) "1"

[r\_rimlight](http://www.gamerconfig.eu/command/insurgency/r_rimlight/) "1"

[r\_rootlod](http://www.gamerconfig.eu/command/insurgency/r_rootlod/) "0" // Root LOD

[r\_ropetranslucent](http://www.gamerconfig.eu/command/insurgency/r_ropetranslucent/) "1"

[r\_screenoverlay](http://www.gamerconfig.eu/command/insurgency/r_screenoverlay/) // Draw specified material as an overlay

[r\_sequence\_debug](http://www.gamerconfig.eu/command/insurgency/r_sequence_debug/) "0"

[r\_shader\_srgb](http://www.gamerconfig.eu/command/insurgency/r_shader_srgb/) "0" // -1 = use hardware caps. 0 = use hardware srgb. 1 = use shader srgb(software lookup)

[r\_shader\_srgbread](http://www.gamerconfig.eu/command/insurgency/r_shader_srgbread/) "0" // 0 = use HW

[r\_shadowangles](http://www.gamerconfig.eu/command/insurgency/r_shadowangles/) // Set shadow angles

[r\_shadowblobbycutoff](http://www.gamerconfig.eu/command/insurgency/r_shadowblobbycutoff/) // some shadow stuff

[r\_shadowcolor](http://www.gamerconfig.eu/command/insurgency/r_shadowcolor/) // Set shadow color

[r\_shadowdir](http://www.gamerconfig.eu/command/insurgency/r_shadowdir/) // Set shadow direction

[r\_shadowdist](http://www.gamerconfig.eu/command/insurgency/r_shadowdist/) // Set shadow distance

[r\_shadowfromanyworldlight](http://www.gamerconfig.eu/command/insurgency/r_shadowfromanyworldlight/) "0"

[r\_shadowfromworldlights](http://www.gamerconfig.eu/command/insurgency/r_shadowfromworldlights/) "1" // Enable shadowing from world lights

[r\_shadowfromworldlights\_debug](http://www.gamerconfig.eu/command/insurgency/r_shadowfromworldlights_debug/) "0"

[r\_shadowids](http://www.gamerconfig.eu/command/insurgency/r_shadowids/) "0"

[r\_shadowlod](http://www.gamerconfig.eu/command/insurgency/r_shadowlod/) "-1"

[r\_shadowmaxrendered](http://www.gamerconfig.eu/command/insurgency/r_shadowmaxrendered/) "32"

[r\_shadowrendertotexture](http://www.gamerconfig.eu/command/insurgency/r_shadowrendertotexture/) "0"

[r\_shadows](http://www.gamerconfig.eu/command/insurgency/r_shadows/) "1"

[r\_shadows\_gamecontrol](http://www.gamerconfig.eu/command/insurgency/r_shadows_gamecontrol/) "-1"

[r\_shadows\_on\_renderables\_enable](http://www.gamerconfig.eu/command/insurgency/r_shadows_on_renderables_enable/) "0" // Support casting RTT shadows onto other renderables

[r\_shadowwireframe](http://www.gamerconfig.eu/command/insurgency/r_shadowwireframe/) "0"

[r\_shadow\_debug\_spew](http://www.gamerconfig.eu/command/insurgency/r_shadow_debug_spew/) "0"

[r\_shadow\_deferred](http://www.gamerconfig.eu/command/insurgency/r_shadow_deferred/) "0" // Toggle deferred shadow rendering

[r\_shadow\_deferred\_downsample](http://www.gamerconfig.eu/command/insurgency/r_shadow_deferred_downsample/) "0" // Toggle low-res deferred shadow rendering

[r\_shadow\_deferred\_simd](http://www.gamerconfig.eu/command/insurgency/r_shadow_deferred_simd/) "0"

[r\_shadow\_half\_update\_rate](http://www.gamerconfig.eu/command/insurgency/r_shadow_half_update_rate/) "1" // Updates shadows at half the framerate

[r\_shadow\_lightpos\_lerptime](http://www.gamerconfig.eu/command/insurgency/r_shadow_lightpos_lerptime/) "0"

[r\_shadow\_shortenfactor](http://www.gamerconfig.eu/command/insurgency/r_shadow_shortenfactor/) "2" // Makes shadows cast from local lights shorter

[r\_showenvcubemap](http://www.gamerconfig.eu/command/insurgency/r_showenvcubemap/) "0"

[r\_ShowViewerArea](http://www.gamerconfig.eu/command/insurgency/r_ShowViewerArea/) "0"

[r\_showz\_power](http://www.gamerconfig.eu/command/insurgency/r_showz_power/) "1"

[r\_simpleworldmodel\_drawbeyonddistance\_fullscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawbeyonddistance_fullscreen/) "-1"

[r\_simpleworldmodel\_drawbeyonddistance\_pip](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawbeyonddistance_pip/) "-1"

[r\_simpleworldmodel\_drawbeyonddistance\_splitscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawbeyonddistance_splitscreen/) "-1"

[r\_simpleworldmodel\_drawforrecursionlevel\_fullscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawforrecursionlevel_fullscreen/) "-1"

[r\_simpleworldmodel\_drawforrecursionlevel\_pip](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawforrecursionlevel_pip/) "-1"

[r\_simpleworldmodel\_drawforrecursionlevel\_splitscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_drawforrecursionlevel_splitscreen/) "-1"

[r\_simpleworldmodel\_waterreflections\_fullscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_waterreflections_fullscreen/) "0"

[r\_simpleworldmodel\_waterreflections\_pip](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_waterreflections_pip/) "0"

[r\_simpleworldmodel\_waterreflections\_splitscreen](http://www.gamerconfig.eu/command/insurgency/r_simpleworldmodel_waterreflections_splitscreen/) "0"

[r\_skin](http://www.gamerconfig.eu/command/insurgency/r_skin/) "0"

[r\_skybox](http://www.gamerconfig.eu/command/insurgency/r_skybox/) "1" // Enable the rendering of sky boxes

[r\_skybox\_draw\_last](http://www.gamerconfig.eu/command/insurgency/r_skybox_draw_last/) "0" // rather than before.

[r\_slowpathwireframe](http://www.gamerconfig.eu/command/insurgency/r_slowpathwireframe/) "0"

[r\_snapportal](http://www.gamerconfig.eu/command/insurgency/r_snapportal/) "-1"

[r\_SnowDebugBox](http://www.gamerconfig.eu/command/insurgency/r_SnowDebugBox/) "0" // Snow Debug Boxes.

[r\_SnowEnable](http://www.gamerconfig.eu/command/insurgency/r_SnowEnable/) "1" // Snow Enable

[r\_SnowEndAlpha](http://www.gamerconfig.eu/command/insurgency/r_SnowEndAlpha/) "255" // Snow.

[r\_SnowEndSize](http://www.gamerconfig.eu/command/insurgency/r_SnowEndSize/) "0" // Snow.

[r\_SnowFallSpeed](http://www.gamerconfig.eu/command/insurgency/r_SnowFallSpeed/) "1" // Snow fall speed scale.

[r\_SnowInsideRadius](http://www.gamerconfig.eu/command/insurgency/r_SnowInsideRadius/) "256" // Snow.

[r\_SnowOutsideRadius](http://www.gamerconfig.eu/command/insurgency/r_SnowOutsideRadius/) "1024" // Snow.

[r\_SnowParticles](http://www.gamerconfig.eu/command/insurgency/r_SnowParticles/) "500" // Snow.

[r\_SnowPosScale](http://www.gamerconfig.eu/command/insurgency/r_SnowPosScale/) "1" // Snow.

[r\_SnowRayEnable](http://www.gamerconfig.eu/command/insurgency/r_SnowRayEnable/) "1" // Snow.

[r\_SnowRayLength](http://www.gamerconfig.eu/command/insurgency/r_SnowRayLength/) "8192" // Snow.

[r\_SnowRayRadius](http://www.gamerconfig.eu/command/insurgency/r_SnowRayRadius/) "256" // Snow.

[r\_SnowSpeedScale](http://www.gamerconfig.eu/command/insurgency/r_SnowSpeedScale/) "1" // Snow.

[r\_SnowStartAlpha](http://www.gamerconfig.eu/command/insurgency/r_SnowStartAlpha/) "25" // Snow.

[r\_SnowStartSize](http://www.gamerconfig.eu/command/insurgency/r_SnowStartSize/) "1" // Snow.

[r\_SnowWindScale](http://www.gamerconfig.eu/command/insurgency/r_SnowWindScale/) "0" // Snow.

[r\_SnowZoomOffset](http://www.gamerconfig.eu/command/insurgency/r_SnowZoomOffset/) "384" // Snow.

[r\_SnowZoomRadius](http://www.gamerconfig.eu/command/insurgency/r_SnowZoomRadius/) "512" // Snow.

[r\_spray\_lifetime](http://www.gamerconfig.eu/command/insurgency/r_spray_lifetime/) "10" // Number of rounds player sprays are visible

[r\_sse\_s](http://www.gamerconfig.eu/command/insurgency/r_sse_s/) "1" // sse ins for particle sphere create

[r\_staticlight\_streams](http://www.gamerconfig.eu/command/insurgency/r_staticlight_streams/) "1"

[r\_staticpropinfo](http://www.gamerconfig.eu/command/insurgency/r_staticpropinfo/) "0"

[r\_swingflashlight](http://www.gamerconfig.eu/command/insurgency/r_swingflashlight/) "1"

[r\_teeth](http://www.gamerconfig.eu/command/insurgency/r_teeth/) "1"

[r\_threadeddetailprops](http://www.gamerconfig.eu/command/insurgency/r_threadeddetailprops/) "1" // enable threading of detail prop drawing

[r\_threaded\_particles](http://www.gamerconfig.eu/command/insurgency/r_threaded_particles/) "1"

[r\_threaded\_shadow\_clip](http://www.gamerconfig.eu/command/insurgency/r_threaded_shadow_clip/) "0"

[r\_unlimitedrefract](http://www.gamerconfig.eu/command/insurgency/r_unlimitedrefract/) "0"

[r\_unloadlightmaps](http://www.gamerconfig.eu/command/insurgency/r_unloadlightmaps/) "0"

[r\_updaterefracttexture](http://www.gamerconfig.eu/command/insurgency/r_updaterefracttexture/) "1"

[r\_VehicleViewDampen](http://www.gamerconfig.eu/command/insurgency/r_VehicleViewDampen/) "1"

[r\_visambient](http://www.gamerconfig.eu/command/insurgency/r_visambient/) "0" // Draw leaf ambient lighting samples. Needs mat\_leafvis 1 to work

[r\_visocclusion](http://www.gamerconfig.eu/command/insurgency/r_visocclusion/) "0" // Activate/deactivate wireframe rendering of what the occlusion system is doing.

[r\_visualizelighttraces](http://www.gamerconfig.eu/command/insurgency/r_visualizelighttraces/) "0"

[r\_visualizelighttracesshowfulltrace](http://www.gamerconfig.eu/command/insurgency/r_visualizelighttracesshowfulltrace/) "0"

[r\_visualizeproplightcaching](http://www.gamerconfig.eu/command/insurgency/r_visualizeproplightcaching/) "0"

[r\_visualizetraces](http://www.gamerconfig.eu/command/insurgency/r_visualizetraces/) "0"

[r\_WaterDrawReflection](http://www.gamerconfig.eu/command/insurgency/r_WaterDrawReflection/) "1" // Enable water reflection

[r\_WaterDrawRefraction](http://www.gamerconfig.eu/command/insurgency/r_WaterDrawRefraction/) "1" // Enable water refraction

[r\_waterforceexpensive](http://www.gamerconfig.eu/command/insurgency/r_waterforceexpensive/) "0"

[r\_waterforcereflectentities](http://www.gamerconfig.eu/command/insurgency/r_waterforcereflectentities/) "0"

[r\_worldlightmin](http://www.gamerconfig.eu/command/insurgency/r_worldlightmin/) "0"

[r\_worldlights](http://www.gamerconfig.eu/command/insurgency/r_worldlights/) "3" // number of world lights to use per vertex

[r\_worldlistcache](http://www.gamerconfig.eu/command/insurgency/r_worldlistcache/) "1"

[save](http://www.gamerconfig.eu/command/insurgency/save/) // Saves current game.

[save\_async](http://www.gamerconfig.eu/command/insurgency/save_async/) "1"

[save\_asyncdelay](http://www.gamerconfig.eu/command/insurgency/save_asyncdelay/) "0" // adds this many milliseconds of delay to the save operation.

[save\_console](http://www.gamerconfig.eu/command/insurgency/save_console/) "0" // Autosave on the PC behaves like it does on the consoles.

[save\_disable](http://www.gamerconfig.eu/command/insurgency/save_disable/) "0"

[save\_finish\_async](http://www.gamerconfig.eu/command/insurgency/save_finish_async/)

[save\_history\_count](http://www.gamerconfig.eu/command/insurgency/save_history_count/) "1" // Keep this many old copies in history of autosaves and quicksaves.

[save\_huddelayframes](http://www.gamerconfig.eu/command/insurgency/save_huddelayframes/) "1" // Number of frames to defer for drawing the Saving message.

[save\_in\_memory](http://www.gamerconfig.eu/command/insurgency/save_in_memory/) "0" // Set to 1 to save to memory instead of disk (Xbox 360)

[save\_noxsave](http://www.gamerconfig.eu/command/insurgency/save_noxsave/) "0"

[save\_screenshot](http://www.gamerconfig.eu/command/insurgency/save_screenshot/) "1" // 2 = always

[save\_spew](http://www.gamerconfig.eu/command/insurgency/save_spew/) "0"

[say](http://www.gamerconfig.eu/command/insurgency/say/) // Display player message

[say\_team](http://www.gamerconfig.eu/command/insurgency/say_team/) // Display player message to team

[sb\_quick\_list\_bit\_field](http://www.gamerconfig.eu/command/insurgency/sb_quick_list_bit_field/) "-1"

[sb\_showblacklists](http://www.gamerconfig.eu/command/insurgency/sb_showblacklists/) "0" // blacklist rules will be printed to the console as theyre applied.

[scene\_async\_prefetch\_spew](http://www.gamerconfig.eu/command/insurgency/scene_async_prefetch_spew/) "0" // Display async .ani file loading info.

[scene\_clientflex](http://www.gamerconfig.eu/command/insurgency/scene_clientflex/) "1" // Do client side flex animation.

[scene\_clientplayback](http://www.gamerconfig.eu/command/insurgency/scene_clientplayback/) "1" // Play all vcds on the clients.

[scene\_flush](http://www.gamerconfig.eu/command/insurgency/scene_flush/) // Flush all .vcds from the cache and reload from disk.

[scene\_forcecombined](http://www.gamerconfig.eu/command/insurgency/scene_forcecombined/) "0" // force use of combined .wav files even in english.

[scene\_maxcaptionradius](http://www.gamerconfig.eu/command/insurgency/scene_maxcaptionradius/) "1200" // Only show closed captions if recipient is within this many units of speaking actor (0==disabled).

[scene\_playvcd](http://www.gamerconfig.eu/command/insurgency/scene_playvcd/) // Play the given VCD as an instanced scripted scene.

[scene\_print](http://www.gamerconfig.eu/command/insurgency/scene_print/) "0" // print timing and event info to console.

[scene\_showlook](http://www.gamerconfig.eu/command/insurgency/scene_showlook/) "0" // show the directions of look events.

[scene\_showmoveto](http://www.gamerconfig.eu/command/insurgency/scene_showmoveto/) "0" // show the end location.

[scene\_showunlock](http://www.gamerconfig.eu/command/insurgency/scene_showunlock/) "0" // Show when a vcd is playing but normal AI is running.

[scene\_vcdautosave](http://www.gamerconfig.eu/command/insurgency/scene_vcdautosave/) "0" // Create a savegame before VCD playback

[screenshot](http://www.gamerconfig.eu/command/insurgency/screenshot/) // Take a screenshot.

[scrolldown](http://www.gamerconfig.eu/command/insurgency/scrolldown/)

[scrollup](http://www.gamerconfig.eu/command/insurgency/scrollup/)

[scr\_centertime](http://www.gamerconfig.eu/command/insurgency/scr_centertime/) "2"

[sensitivity](http://www.gamerconfig.eu/command/insurgency/sensitivity/) "6" // Mouse sensitivity.

[servercfgfile](http://www.gamerconfig.eu/command/insurgency/servercfgfile/) "0"

[server\_game\_time](http://www.gamerconfig.eu/command/insurgency/server_game_time/) // Gives the game time in seconds (servers curtime)

[setang](http://www.gamerconfig.eu/command/insurgency/setang/) // Snap player eyes to specified pitch yaw <roll:optional> (must have sv\_cheats).

[setang\_exact](http://www.gamerconfig.eu/command/insurgency/setang_exact/) // Snap player eyes and orientation to specified pitch yaw <roll:optional> (must have sv\_cheats).

[setinfo](http://www.gamerconfig.eu/command/insurgency/setinfo/) // Adds a new user info value

[setmaster](http://www.gamerconfig.eu/command/insurgency/setmaster/) // add/remove/enable/disable master servers

[setmodel](http://www.gamerconfig.eu/command/insurgency/setmodel/) // Changess players model

[setpause](http://www.gamerconfig.eu/command/insurgency/setpause/) // Set the pause state of the server.

[setpos](http://www.gamerconfig.eu/command/insurgency/setpos/) // Move player to specified origin (must have sv\_cheats).

[setpos\_exact](http://www.gamerconfig.eu/command/insurgency/setpos_exact/) // Move player to an exact specified origin (must have sv\_cheats).

[setpos\_player](http://www.gamerconfig.eu/command/insurgency/setpos_player/) // Move specified player to specified origin (must have sv\_cheats).

[sfm\_record\_hz](http://www.gamerconfig.eu/command/insurgency/sfm_record_hz/) "30"

[shake](http://www.gamerconfig.eu/command/insurgency/shake/) // Shake the screen.

[shake\_show](http://www.gamerconfig.eu/command/insurgency/shake_show/) "0" // Displays a list of the active screen shakes.

[shake\_stop](http://www.gamerconfig.eu/command/insurgency/shake_stop/) // Stops all active screen shakes.

[shake\_testpunch](http://www.gamerconfig.eu/command/insurgency/shake_testpunch/) // Test a punch-style screen shake.

[showbudget\_texture](http://www.gamerconfig.eu/command/insurgency/showbudget_texture/) "0" // Enable the texture budget panel.

[showbudget\_texture\_global\_dumpstats](http://www.gamerconfig.eu/command/insurgency/showbudget_texture_global_dumpstats/) // Dump all items in +showbudget\_texture\_global in a text form

[showbudget\_texture\_global\_sum](http://www.gamerconfig.eu/command/insurgency/showbudget_texture_global_sum/) "0"

[showconsole](http://www.gamerconfig.eu/command/insurgency/showconsole/) // Show the console.

[showinfo](http://www.gamerconfig.eu/command/insurgency/showinfo/) // Shows a info panel: <type> <title> <message> [<command number>]

[showpanel](http://www.gamerconfig.eu/command/insurgency/showpanel/) // Shows a viewport panel <name>

[showparticlecounts](http://www.gamerconfig.eu/command/insurgency/showparticlecounts/) "0" // Display number of particles drawn per frame

[showtriggers](http://www.gamerconfig.eu/command/insurgency/showtriggers/) "0" // Shows trigger brushes

[showtriggers\_toggle](http://www.gamerconfig.eu/command/insurgency/showtriggers_toggle/) // Toggle show triggers

[simple\_bot\_add](http://www.gamerconfig.eu/command/insurgency/simple_bot_add/) // Add a simple bot.

[simulate\_capturezone\_pointindex](http://www.gamerconfig.eu/command/insurgency/simulate_capturezone_pointindex/) "-1"

[simulate\_capturezone\_team0](http://www.gamerconfig.eu/command/insurgency/simulate_capturezone_team0/) "0"

[simulate\_capturezone\_team1](http://www.gamerconfig.eu/command/insurgency/simulate_capturezone_team1/) "0"

[singlestep](http://www.gamerconfig.eu/command/insurgency/singlestep/) "0" // Run engine in single step mode ( set next to 1 to advance a frame )

[skill](http://www.gamerconfig.eu/command/insurgency/skill/) "1" // Game skill level (1-3).

[sk\_autoaim\_mode](http://www.gamerconfig.eu/command/insurgency/sk_autoaim_mode/) "1"

[sk\_player\_arm](http://www.gamerconfig.eu/command/insurgency/sk_player_arm/) "1"

[sk\_player\_chest](http://www.gamerconfig.eu/command/insurgency/sk_player_chest/) "1"

[sk\_player\_head](http://www.gamerconfig.eu/command/insurgency/sk_player_head/) "2"

[sk\_player\_leg](http://www.gamerconfig.eu/command/insurgency/sk_player_leg/) "1"

[sk\_player\_stomach](http://www.gamerconfig.eu/command/insurgency/sk_player_stomach/) "1"

[sleep\_when\_meeting\_framerate](http://www.gamerconfig.eu/command/insurgency/sleep_when_meeting_framerate/) "1" // Sleep instead of spinning if were meeting the desired framerate.

[sleep\_when\_meeting\_framerate\_headroom\_ms](http://www.gamerconfig.eu/command/insurgency/sleep_when_meeting_framerate_headroom_ms/) "2" // otherwise spin.

[slot0](http://www.gamerconfig.eu/command/insurgency/slot0/)

[slot1](http://www.gamerconfig.eu/command/insurgency/slot1/)

[slot2](http://www.gamerconfig.eu/command/insurgency/slot2/)

[slot3](http://www.gamerconfig.eu/command/insurgency/slot3/)

[slot4](http://www.gamerconfig.eu/command/insurgency/slot4/)

[slot5](http://www.gamerconfig.eu/command/insurgency/slot5/)

[slot6](http://www.gamerconfig.eu/command/insurgency/slot6/)

[slot7](http://www.gamerconfig.eu/command/insurgency/slot7/)

[slot8](http://www.gamerconfig.eu/command/insurgency/slot8/)

[slot9](http://www.gamerconfig.eu/command/insurgency/slot9/)

[smoothstairs](http://www.gamerconfig.eu/command/insurgency/smoothstairs/) "1" // Smooth player eye z coordinate when traversing stairs.

[snapto](http://www.gamerconfig.eu/command/insurgency/snapto/)

[sndplaydelay](http://www.gamerconfig.eu/command/insurgency/sndplaydelay/)

[snd\_async\_flush](http://www.gamerconfig.eu/command/insurgency/snd_async_flush/) // Flush all unlocked async audio data

[snd\_async\_fullyasync](http://www.gamerconfig.eu/command/insurgency/snd_async_fullyasync/) "1" // All playback is fully async (sound doesnt play until data arrives).

[snd\_async\_minsize](http://www.gamerconfig.eu/command/insurgency/snd_async_minsize/) "262144"

[snd\_async\_showmem](http://www.gamerconfig.eu/command/insurgency/snd_async_showmem/) // Show async memory stats

[snd\_async\_showmem\_music](http://www.gamerconfig.eu/command/insurgency/snd_async_showmem_music/) // Show async memory stats for just non-streamed music

[snd\_async\_showmem\_summary](http://www.gamerconfig.eu/command/insurgency/snd_async_showmem_summary/) // Show brief async memory stats

[snd\_async\_spew\_blocking](http://www.gamerconfig.eu/command/insurgency/snd_async_spew_blocking/) "0" // Spew message to console any time async sound loading blocks on file i/o.

[snd\_async\_stream\_fail](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_fail/) "0" // Spew stream pool failures.

[snd\_async\_stream\_purges](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_purges/) "0" // Spew stream pool purges.

[snd\_async\_stream\_recover\_from\_exhausted\_stream](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_recover_from_exhausted_stream/) "1" // recovers when the stream is exhausted when playing PCM sounds (prevents music or ambiance sounds to stop if too many soun

[snd\_async\_stream\_spew](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_spew/) "0" // 2=buffers

[snd\_async\_stream\_spew\_delayed\_start\_filter](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_spew_delayed_start_filter/) "0" // Filter used to spew sounds that starts late. Use an empty string to display all sounds. By default only the VO are displayed

[snd\_async\_stream\_spew\_delayed\_start\_time](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_spew_delayed_start_time/) "500" // Spew any asynchronous sound that starts with more than N milliseconds delay. By default spew when there is more than 500 ms del

[snd\_async\_stream\_spew\_exhausted\_buffer](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_spew_exhausted_buffer/) "1" // spews warnings when the buffer is exhausted (recommended). Set to 0 for no spew (for debugging purpose only).

[snd\_async\_stream\_spew\_exhausted\_buffer\_time](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_spew_exhausted_buffer_time/) "1000" // Number of milliseconds between each exhausted buffer spew.

[snd\_async\_stream\_static\_alloc](http://www.gamerconfig.eu/command/insurgency/snd_async_stream_static_alloc/) "0" // spews allocations on the static alloc pool. Set to 0 for no spew.

[snd\_cull\_duplicates](http://www.gamerconfig.eu/command/insurgency/snd_cull_duplicates/) "0" // aggressively cull duplicate sounds during mixing. The number specifies the number of duplicates allowed to be playe

[snd\_debug\_gaincurve](http://www.gamerconfig.eu/command/insurgency/snd_debug_gaincurve/) "0" // Visualize sound gain fall off

[snd\_debug\_gaincurvevol](http://www.gamerconfig.eu/command/insurgency/snd_debug_gaincurvevol/) "1" // Visualize sound gain fall off

[snd\_debug\_panlaw](http://www.gamerconfig.eu/command/insurgency/snd_debug_panlaw/) "0" // Visualize panning crossfade curves

[snd\_defer\_trace](http://www.gamerconfig.eu/command/insurgency/snd_defer_trace/) "1"

[snd\_delay\_for\_choreo\_enabled](http://www.gamerconfig.eu/command/insurgency/snd_delay_for_choreo_enabled/) "1" // Enables update of delay for choreo to compensate for IO latency.

[snd\_delay\_for\_choreo\_reset\_after\_N\_milliseconds](http://www.gamerconfig.eu/command/insurgency/snd_delay_for_choreo_reset_after_N_milliseconds/) "500" // Resets the choreo latency after N milliseconds of VO not playing. Default is 500 ms.

[snd\_delay\_sound\_shift](http://www.gamerconfig.eu/command/insurgency/snd_delay_sound_shift/) "0"

[snd\_disable\_mixer\_duck](http://www.gamerconfig.eu/command/insurgency/snd_disable_mixer_duck/) "0"

[snd\_disable\_mixer\_solo](http://www.gamerconfig.eu/command/insurgency/snd_disable_mixer_solo/) "0"

[snd\_dsp\_cancel\_old\_preset\_after\_N\_milliseconds](http://www.gamerconfig.eu/command/insurgency/snd_dsp_cancel_old_preset_after_N_milliseconds/) "1000" // Number of milliseconds after an unused previous preset is not considered valid for the start of a cross-fade.

[snd\_dsp\_optimization](http://www.gamerconfig.eu/command/insurgency/snd_dsp_optimization/) "0" // Turns optimization on for DSP effects if set to 1 (default). 0 to turn the optimization off.

[snd\_dsp\_spew\_changes](http://www.gamerconfig.eu/command/insurgency/snd_dsp_spew_changes/) "0" // Spews major changes to the dsp or presets if set to 1. 0 to turn the spew off (default).

[snd\_dsp\_test1](http://www.gamerconfig.eu/command/insurgency/snd_dsp_test1/) "1"

[snd\_dsp\_test2](http://www.gamerconfig.eu/command/insurgency/snd_dsp_test2/) "1"

[snd\_duckerattacktime](http://www.gamerconfig.eu/command/insurgency/snd_duckerattacktime/) "0"

[snd\_duckerreleasetime](http://www.gamerconfig.eu/command/insurgency/snd_duckerreleasetime/) "2"

[snd\_duckerthreshold](http://www.gamerconfig.eu/command/insurgency/snd_duckerthreshold/) "0"

[snd\_ducking\_off](http://www.gamerconfig.eu/command/insurgency/snd_ducking_off/) "1"

[snd\_ducktovolume](http://www.gamerconfig.eu/command/insurgency/snd_ducktovolume/) "0"

[snd\_dumpclientsounds](http://www.gamerconfig.eu/command/insurgency/snd_dumpclientsounds/) // Dump sounds to console

[snd\_dump\_filepaths](http://www.gamerconfig.eu/command/insurgency/snd_dump_filepaths/)

[snd\_dvar\_dist\_max](http://www.gamerconfig.eu/command/insurgency/snd_dvar_dist_max/) "1320" // Play full far sound at this distance

[snd\_dvar\_dist\_min](http://www.gamerconfig.eu/command/insurgency/snd_dvar_dist_min/) "240" // Play full near sound at this distance

[snd\_filter](http://www.gamerconfig.eu/command/insurgency/snd_filter/) "0"

[snd\_find\_channel](http://www.gamerconfig.eu/command/insurgency/snd_find_channel/) "0" // Scan every channel to find the corresponding sound.

[snd\_foliage\_db\_loss](http://www.gamerconfig.eu/command/insurgency/snd_foliage_db_loss/) "4" // foliage dB loss per 1200 units

[snd\_front\_headphone\_position](http://www.gamerconfig.eu/command/insurgency/snd_front_headphone_position/) // Specifies the position (in degrees) of the virtual front left/right headphones.

[snd\_front\_stereo\_speaker\_position](http://www.gamerconfig.eu/command/insurgency/snd_front_stereo_speaker_position/) // Specifies the position (in degrees) of the virtual front left/right speakers.

[snd\_front\_surround\_speaker\_position](http://www.gamerconfig.eu/command/insurgency/snd_front_surround_speaker_position/) // Specifies the position (in degrees) of the virtual front left/right speakers.

[snd\_gain](http://www.gamerconfig.eu/command/insurgency/snd_gain/) "1"

[snd\_gain\_max](http://www.gamerconfig.eu/command/insurgency/snd_gain_max/) "1"

[snd\_gain\_min](http://www.gamerconfig.eu/command/insurgency/snd_gain_min/) "0"

[snd\_getmixer](http://www.gamerconfig.eu/command/insurgency/snd_getmixer/) // Get data related to mix group matching string

[snd\_headphone\_pan\_exponent](http://www.gamerconfig.eu/command/insurgency/snd_headphone_pan_exponent/) // Specifies the exponent for the pan xfade from phone to phone if the exp pan law is being used.

[snd\_headphone\_pan\_radial\_weight](http://www.gamerconfig.eu/command/insurgency/snd_headphone_pan_radial_weight/) // Apply cos(angle) \* weight before pan law

[snd\_legacy\_surround](http://www.gamerconfig.eu/command/insurgency/snd_legacy_surround/) "0"

[snd\_list](http://www.gamerconfig.eu/command/insurgency/snd_list/) "0"

[snd\_lockpartial](http://www.gamerconfig.eu/command/insurgency/snd_lockpartial/) "1"

[snd\_max\_same\_sounds](http://www.gamerconfig.eu/command/insurgency/snd_max_same_sounds/) "4"

[snd\_max\_same\_weapon\_sounds](http://www.gamerconfig.eu/command/insurgency/snd_max_same_weapon_sounds/) "3"

[snd\_mergemethod](http://www.gamerconfig.eu/command/insurgency/snd_mergemethod/) "1" // 2 == avg).

[snd\_mixahead](http://www.gamerconfig.eu/command/insurgency/snd_mixahead/) "0"

[snd\_mixer\_master\_dsp](http://www.gamerconfig.eu/command/insurgency/snd_mixer_master_dsp/) "1"

[snd\_mixer\_master\_level](http://www.gamerconfig.eu/command/insurgency/snd_mixer_master_level/) "1"

[snd\_mix\_async](http://www.gamerconfig.eu/command/insurgency/snd_mix_async/) "0"

[snd\_mix\_dry\_volume](http://www.gamerconfig.eu/command/insurgency/snd_mix_dry_volume/) "1"

[snd\_mix\_optimization](http://www.gamerconfig.eu/command/insurgency/snd_mix_optimization/) "0" // Turns optimization on for mixing if set to 1 (default). 0 to turn the optimization off.

[snd\_mix\_soundchar\_enabled](http://www.gamerconfig.eu/command/insurgency/snd_mix_soundchar_enabled/) "1" // Turns sound char on for mixing if set to 1 (default). 0 to turn the sound char off and use default behavior (spatial instead of

[snd\_mix\_test1](http://www.gamerconfig.eu/command/insurgency/snd_mix_test1/) "1"

[snd\_mix\_test2](http://www.gamerconfig.eu/command/insurgency/snd_mix_test2/) "1"

[snd\_moviefix](http://www.gamerconfig.eu/command/insurgency/snd_moviefix/) "1" // Defer sound recording until next tick when laying off movies.

[snd\_musicvolume](http://www.gamerconfig.eu/command/insurgency/snd_musicvolume/) "0" // Music volume

[snd\_mute\_losefocus](http://www.gamerconfig.eu/command/insurgency/snd_mute_losefocus/) "1"

[snd\_noextraupdate](http://www.gamerconfig.eu/command/insurgency/snd_noextraupdate/) "0"

[snd\_obscured\_gain\_dB](http://www.gamerconfig.eu/command/insurgency/snd_obscured_gain_dB/) "-2"

[snd\_op\_test\_convar](http://www.gamerconfig.eu/command/insurgency/snd_op_test_convar/) "1"

[snd\_pause\_all](http://www.gamerconfig.eu/command/insurgency/snd_pause_all/) "1" // Specifies to pause all sounds and not just voice

[snd\_pitchquality](http://www.gamerconfig.eu/command/insurgency/snd_pitchquality/) "1"

[snd\_playsounds](http://www.gamerconfig.eu/command/insurgency/snd_playsounds/) // Play sounds from the game sounds txt file at a given location

[snd\_prefetch\_common](http://www.gamerconfig.eu/command/insurgency/snd_prefetch_common/) "1" // Prefetch common sounds from directories specified in scripts/sound\_prefetch.txt

[snd\_pre\_gain\_dist\_falloff](http://www.gamerconfig.eu/command/insurgency/snd_pre_gain_dist_falloff/) "1"

[snd\_print\_channels](http://www.gamerconfig.eu/command/insurgency/snd_print_channels/) // Prints all the active channel.

[snd\_print\_channel\_by\_guid](http://www.gamerconfig.eu/command/insurgency/snd_print_channel_by_guid/) // Prints the content of a channel from its guid. snd\_print\_channel\_by\_guid <guid>.

[snd\_print\_channel\_by\_index](http://www.gamerconfig.eu/command/insurgency/snd_print_channel_by_index/) // Prints the content of a channel from its index. snd\_print\_channel\_by\_index <index>.

[snd\_print\_dsp\_effect](http://www.gamerconfig.eu/command/insurgency/snd_print_dsp_effect/) // Prints the content of a dsp effect.

[snd\_profile](http://www.gamerconfig.eu/command/insurgency/snd_profile/) "0"

[snd\_rear\_headphone\_position](http://www.gamerconfig.eu/command/insurgency/snd_rear_headphone_position/) // Specifies the position (in degrees) of the virtual rear left/right headphones.

[snd\_rear\_speaker\_scale](http://www.gamerconfig.eu/command/insurgency/snd_rear_speaker_scale/) "1" // How much to scale rear speaker contribution to front stereo output

[snd\_rear\_stereo\_speaker\_position](http://www.gamerconfig.eu/command/insurgency/snd_rear_stereo_speaker_position/) // Specifies the position (in degrees) of the virtual rear left/right speakers.

[snd\_rear\_surround\_speaker\_position](http://www.gamerconfig.eu/command/insurgency/snd_rear_surround_speaker_position/) // Specifies the position (in degrees) of the virtual rear left/right speakers.

[snd\_rebuildaudiocache](http://www.gamerconfig.eu/command/insurgency/snd_rebuildaudiocache/) // rebuild audio cache for current language

[snd\_refdb](http://www.gamerconfig.eu/command/insurgency/snd_refdb/) "60" // Reference dB at snd\_refdist

[snd\_refdist](http://www.gamerconfig.eu/command/insurgency/snd_refdist/) "36" // Reference distance for snd\_refdb

[snd\_report\_format\_sound](http://www.gamerconfig.eu/command/insurgency/snd_report_format_sound/) "0" // report all sound formats.

[snd\_report\_loop\_sound](http://www.gamerconfig.eu/command/insurgency/snd_report_loop_sound/) "0" // report all sounds that just looped.

[snd\_report\_start\_sound](http://www.gamerconfig.eu/command/insurgency/snd_report_start_sound/) "0" // report all sounds played with S\_StartSound(). The sound may not end up being played (if error occurred for example

[snd\_report\_stop\_sound](http://www.gamerconfig.eu/command/insurgency/snd_report_stop_sound/) "0" // report all sounds stopped with S\_StopSound().

[snd\_report\_verbose\_error](http://www.gamerconfig.eu/command/insurgency/snd_report_verbose_error/) "0" // report more error found when playing sounds.

[snd\_restart](http://www.gamerconfig.eu/command/insurgency/snd_restart/) // Restart sound system.

[snd\_setmixer](http://www.gamerconfig.eu/command/insurgency/snd_setmixer/) // solo.

[snd\_setmixlayer](http://www.gamerconfig.eu/command/insurgency/snd_setmixlayer/) // solo.

[snd\_setmixlayer\_amount](http://www.gamerconfig.eu/command/insurgency/snd_setmixlayer_amount/) // Set named mix layer mix amount.

[snd\_setsoundparam](http://www.gamerconfig.eu/command/insurgency/snd_setsoundparam/) // Set a sound paramater

[snd\_set\_master\_volume](http://www.gamerconfig.eu/command/insurgency/snd_set_master_volume/) // Sets the master volume for a channel. snd\_set\_master\_volume <guid> <mastervolume>.

[snd\_show](http://www.gamerconfig.eu/command/insurgency/snd_show/) "0" // Show sounds info

[snd\_showclassname](http://www.gamerconfig.eu/command/insurgency/snd_showclassname/) "0"

[snd\_showmixer](http://www.gamerconfig.eu/command/insurgency/snd_showmixer/) "0"

[snd\_showstart](http://www.gamerconfig.eu/command/insurgency/snd_showstart/) "0"

[snd\_ShowThreadFrameTime](http://www.gamerconfig.eu/command/insurgency/snd_ShowThreadFrameTime/) "0"

[snd\_show\_channel\_count](http://www.gamerconfig.eu/command/insurgency/snd_show_channel_count/) "0" // Show the current count of channel types.

[snd\_sos\_allow\_dynamic\_chantype](http://www.gamerconfig.eu/command/insurgency/snd_sos_allow_dynamic_chantype/) "1"

[snd\_sos\_exec\_when\_paused](http://www.gamerconfig.eu/command/insurgency/snd_sos_exec_when_paused/) "1"

[snd\_sos\_flush\_operators](http://www.gamerconfig.eu/command/insurgency/snd_sos_flush_operators/) // Flush and re-parse the sound operator system

[snd\_sos\_list\_operator\_updates](http://www.gamerconfig.eu/command/insurgency/snd_sos_list_operator_updates/) "0"

[snd\_sos\_print\_operators](http://www.gamerconfig.eu/command/insurgency/snd_sos_print_operators/) // Prints a list of currently available operators

[snd\_sos\_show\_block\_debug](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_block_debug/) "0" // Spew data about the list of block entries.

[snd\_sos\_show\_client\_rcv](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_client_rcv/) "0"

[snd\_sos\_show\_client\_xmit](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_client_xmit/) "0"

[snd\_sos\_show\_entry\_match\_free](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_entry_match_free/) "0"

[snd\_sos\_show\_operator\_entry\_filter](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_entry_filter/) "0"

[snd\_sos\_show\_operator\_init](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_init/) "0"

[snd\_sos\_show\_operator\_parse](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_parse/) "0"

[snd\_sos\_show\_operator\_prestart](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_prestart/) "0"

[snd\_sos\_show\_operator\_shutdown](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_shutdown/) "0"

[snd\_sos\_show\_operator\_start](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_start/) "0"

[snd\_sos\_show\_operator\_stop\_entry](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_stop_entry/) "0"

[snd\_sos\_show\_operator\_updates](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_operator_updates/) "0"

[snd\_sos\_show\_opvar\_list](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_opvar_list/) "0"

[snd\_sos\_show\_queuetotrack](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_queuetotrack/) "0"

[snd\_sos\_show\_server\_xmit](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_server_xmit/) "0"

[snd\_sos\_show\_source\_info](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_source_info/) "0"

[snd\_sos\_show\_startqueue](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_startqueue/) "0"

[snd\_sos\_show\_track\_list](http://www.gamerconfig.eu/command/insurgency/snd_sos_show_track_list/) "0"

[snd\_soundmixer](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer/) "0"

[snd\_soundmixer\_flush](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_flush/) // Reload soundmixers.txt file.

[snd\_soundmixer\_list\_mixers](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_list_mixers/) // List all mixers to dev console.

[snd\_soundmixer\_list\_mix\_groups](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_list_mix_groups/) // List all mix groups to dev console.

[snd\_soundmixer\_list\_mix\_layers](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_list_mix_layers/) // List all mix layers to dev console.

[snd\_soundmixer\_parse\_debug](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_parse_debug/) "0"

[snd\_soundmixer\_set\_trigger\_factor](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_set_trigger_factor/) // trigger amount.

[snd\_soundmixer\_version](http://www.gamerconfig.eu/command/insurgency/snd_soundmixer_version/) "2"

[snd\_spatialize\_roundrobin](http://www.gamerconfig.eu/command/insurgency/snd_spatialize_roundrobin/) "0" // spatialize only a fraction of sound channels each frame. 1/2^x of channels will be spatialized

[snd\_spew\_dsp\_process](http://www.gamerconfig.eu/command/insurgency/snd_spew_dsp_process/) "0" // Spews text every time a DSP effect is applied if set to 1. 0 to turn the spew off (default).

[snd\_stereo\_speaker\_pan\_exponent](http://www.gamerconfig.eu/command/insurgency/snd_stereo_speaker_pan_exponent/) // Specifies the exponent for the pan xfade from speaker to speaker if the exp pan law is being used.

[snd\_stereo\_speaker\_pan\_radial\_weight](http://www.gamerconfig.eu/command/insurgency/snd_stereo_speaker_pan_radial_weight/) // Apply cos(angle) \* weight before pan law

[snd\_store\_filepaths](http://www.gamerconfig.eu/command/insurgency/snd_store_filepaths/) "0"

[snd\_surround\_speakers](http://www.gamerconfig.eu/command/insurgency/snd_surround_speakers/) "0"

[snd\_surround\_speaker\_pan\_exponent](http://www.gamerconfig.eu/command/insurgency/snd_surround_speaker_pan_exponent/) // Specifies the exponent for the pan xfade from speaker to speaker if the exp pan law is being used.

[snd\_surround\_speaker\_pan\_radial\_weight](http://www.gamerconfig.eu/command/insurgency/snd_surround_speaker_pan_radial_weight/) // Apply cos(angle) \* weight before pan law

[snd\_updateaudiocache](http://www.gamerconfig.eu/command/insurgency/snd_updateaudiocache/) // checks \_master.cache based on file sizes and rebuilds any change/new entries

[snd\_visualize](http://www.gamerconfig.eu/command/insurgency/snd_visualize/) "0" // Show sounds location in world

[snd\_vol\_no\_xfade](http://www.gamerconfig.eu/command/insurgency/snd_vol_no_xfade/) "5" // dont cross-fade.

[snd\_vol\_xfade\_incr\_max](http://www.gamerconfig.eu/command/insurgency/snd_vol_xfade_incr_max/) "20" // Never change volume by more than +/-N units per frame during cross-fade.

[snd\_vol\_xfade\_speed\_multiplier\_for\_doppler](http://www.gamerconfig.eu/command/insurgency/snd_vol_xfade_speed_multiplier_for_doppler/) "1" // the cross-fade has to be very slow.

[snd\_vol\_xfade\_time](http://www.gamerconfig.eu/command/insurgency/snd_vol_xfade_time/) "0" // Channel volume cross-fade time in seconds.

[snd\_vox\_captiontrace](http://www.gamerconfig.eu/command/insurgency/snd_vox_captiontrace/) "0" // Shows sentence name for sentences which are set not to show captions.

[snd\_vox\_globaltimeout](http://www.gamerconfig.eu/command/insurgency/snd_vox_globaltimeout/) "300"

[snd\_vox\_sectimetout](http://www.gamerconfig.eu/command/insurgency/snd_vox_sectimetout/) "300"

[snd\_vox\_seqtimetout](http://www.gamerconfig.eu/command/insurgency/snd_vox_seqtimetout/) "300"

[snd\_writemanifest](http://www.gamerconfig.eu/command/insurgency/snd_writemanifest/) // outputs the precache manifest for the current level

[soundfade](http://www.gamerconfig.eu/command/insurgency/soundfade/) // Fade client volume.

[soundinfo](http://www.gamerconfig.eu/command/insurgency/soundinfo/) // Describe the current sound device.

[soundlist](http://www.gamerconfig.eu/command/insurgency/soundlist/) // List all known sounds.

[soundpatch\_captionlength](http://www.gamerconfig.eu/command/insurgency/soundpatch_captionlength/) "2" // How long looping soundpatch captions should display for.

[soundscape\_debug](http://www.gamerconfig.eu/command/insurgency/soundscape_debug/) "0" // red lines show soundscapes that ar

[soundscape\_dumpclient](http://www.gamerconfig.eu/command/insurgency/soundscape_dumpclient/) // Dumps the clients soundscape data.

[soundscape\_fadetime](http://www.gamerconfig.eu/command/insurgency/soundscape_fadetime/) "3" // Time to crossfade sound effects between soundscapes

[soundscape\_flush](http://www.gamerconfig.eu/command/insurgency/soundscape_flush/) // Flushes the server & client side soundscapes

[soundscape\_message](http://www.gamerconfig.eu/command/insurgency/soundscape_message/) "0"

[soundscape\_radius\_debug](http://www.gamerconfig.eu/command/insurgency/soundscape_radius_debug/) "0" // Prints current volume of radius sounds

[spawnpoint\_debug](http://www.gamerconfig.eu/command/insurgency/spawnpoint_debug/) "0" // Display debugging information on each spawn point. You must active this cvar before loading a level!

[speak](http://www.gamerconfig.eu/command/insurgency/speak/) // Play a constructed sentence.

[spec\_autodirector](http://www.gamerconfig.eu/command/insurgency/spec_autodirector/) "1" // Auto-director chooses best view modes while spectating

[spec\_death\_fade\_in\_duration](http://www.gamerconfig.eu/command/insurgency/spec_death_fade_in_duration/) "3" // Duration of fades in when dying.

[spec\_death\_fade\_out\_duration](http://www.gamerconfig.eu/command/insurgency/spec_death_fade_out_duration/) "3" // Duration of fades out when dying.

[spec\_freeze\_deathanim\_time](http://www.gamerconfig.eu/command/insurgency/spec_freeze_deathanim_time/) "2" // The time that the death cam will spend watching the players ragdoll before going into freeze cam

[spec\_freeze\_distance\_max](http://www.gamerconfig.eu/command/insurgency/spec_freeze_distance_max/) "80" // Maximum random distance from the target to stop when framing them in observer freeze cam when t hey are far away from the camer

[spec\_freeze\_distance\_min](http://www.gamerconfig.eu/command/insurgency/spec_freeze_distance_min/) "60" // Minimum random distance from the target to stop when framing them in observer freeze cam.

[spec\_freeze\_enable](http://www.gamerconfig.eu/command/insurgency/spec_freeze_enable/) "0" // Toggle FreezeCam

[spec\_freeze\_fov](http://www.gamerconfig.eu/command/insurgency/spec_freeze_fov/) "65" // FOV while in FreezeCam

[spec\_freeze\_roll](http://www.gamerconfig.eu/command/insurgency/spec_freeze_roll/) "-15" // Camera roll tilt while freeze cam is active.

[spec\_freeze\_time](http://www.gamerconfig.eu/command/insurgency/spec_freeze_time/) "4" // Time spend frozen in observer freeze cam.

[spec\_freeze\_traveltime](http://www.gamerconfig.eu/command/insurgency/spec_freeze_traveltime/) "0" // Time taken to zoom in to frame a target in observer freeze cam.

[spec\_freeze\_zoffset\_max](http://www.gamerconfig.eu/command/insurgency/spec_freeze_zoffset_max/) "-10" // Maximum random z distance from the target to stop when framing them in observer freeze cam.

[spec\_freeze\_zoffset\_min](http://www.gamerconfig.eu/command/insurgency/spec_freeze_zoffset_min/) "-20" // Minimum random z distance from the target to stop when framing them in observer freeze cam.

[spec\_mode](http://www.gamerconfig.eu/command/insurgency/spec_mode/) // Set spectator mode

[spec\_next](http://www.gamerconfig.eu/command/insurgency/spec_next/) // Spectate next player

[spec\_player](http://www.gamerconfig.eu/command/insurgency/spec_player/) // Spectate player by name

[spec\_pos](http://www.gamerconfig.eu/command/insurgency/spec_pos/) // dump position and angles to the console

[spec\_prev](http://www.gamerconfig.eu/command/insurgency/spec_prev/) // Spectate previous player

[spec\_scoreboard](http://www.gamerconfig.eu/command/insurgency/spec_scoreboard/) "0"

[spec\_track](http://www.gamerconfig.eu/command/insurgency/spec_track/) "0" // Tracks an entity in spec mode

[spike](http://www.gamerconfig.eu/command/insurgency/spike/) // generates a fake spike

[ss\_map](http://www.gamerconfig.eu/command/insurgency/ss_map/) // Start playing on specified map with max allowed splitscreen players.

[ss\_voice\_hearpartner](http://www.gamerconfig.eu/command/insurgency/ss_voice_hearpartner/) "0" // Route voice between splitscreen players on same system.

[startdemos](http://www.gamerconfig.eu/command/insurgency/startdemos/) // Play demos in demo sequence.

[startmovie](http://www.gamerconfig.eu/command/insurgency/startmovie/) // Start recording movie frames.

[startupmenu](http://www.gamerconfig.eu/command/insurgency/startupmenu/) // and were not in developer

[star\_memory](http://www.gamerconfig.eu/command/insurgency/star_memory/) // Dump memory stats

[stats](http://www.gamerconfig.eu/command/insurgency/stats/) // Prints server performance variables

[status](http://www.gamerconfig.eu/command/insurgency/status/) // Display map and connection status.

[stat\_dump](http://www.gamerconfig.eu/command/insurgency/stat_dump/)

[stat\_save](http://www.gamerconfig.eu/command/insurgency/stat_save/)

[step\_spline](http://www.gamerconfig.eu/command/insurgency/step_spline/) "0"

[stop](http://www.gamerconfig.eu/command/insurgency/stop/) // Finish recording demo.

[stopdemo](http://www.gamerconfig.eu/command/insurgency/stopdemo/) // Stop playing back a demo.

[stopsound](http://www.gamerconfig.eu/command/insurgency/stopsound/)

[stopsoundscape](http://www.gamerconfig.eu/command/insurgency/stopsoundscape/) // Stops all soundscape processing and fades current looping sounds

[stopvideos](http://www.gamerconfig.eu/command/insurgency/stopvideos/) // Stops all videos playing to the screen

[stopvideos\_fadeout](http://www.gamerconfig.eu/command/insurgency/stopvideos_fadeout/) // Fades out all videos playing to the screen: <time>

[stop\_transition\_videos\_fadeout](http://www.gamerconfig.eu/command/insurgency/stop_transition_videos_fadeout/) // Fades out all transition videos playing to the screen: <time>

[stringtabledictionary](http://www.gamerconfig.eu/command/insurgency/stringtabledictionary/) // Create dictionary for current strings.

[stringtable\_alwaysrebuilddictionaries](http://www.gamerconfig.eu/command/insurgency/stringtable_alwaysrebuilddictionaries/) "0" // Rebuild dictionary file on every level load

[stringtable\_compress](http://www.gamerconfig.eu/command/insurgency/stringtable_compress/) "1" // Compress string table for networking

[stringtable\_showsizes](http://www.gamerconfig.eu/command/insurgency/stringtable_showsizes/) "0" // Show sizes of string tables when building for signon

[stringtable\_usedictionaries](http://www.gamerconfig.eu/command/insurgency/stringtable_usedictionaries/) "1" // Use dictionaries for string table networking

[studio\_queue\_mode](http://www.gamerconfig.eu/command/insurgency/studio_queue_mode/) "1"

[stuffcmds](http://www.gamerconfig.eu/command/insurgency/stuffcmds/) // Parses and stuffs command line + commands to command buffer.

[suitvolume](http://www.gamerconfig.eu/command/insurgency/suitvolume/) "0"

[surfaceprop](http://www.gamerconfig.eu/command/insurgency/surfaceprop/) // Reports the surface properties at the cursor

[sv\_accelerate](http://www.gamerconfig.eu/command/insurgency/sv_accelerate/) "10"

[sv\_airaccelerate](http://www.gamerconfig.eu/command/insurgency/sv_airaccelerate/) "10"

[sv\_allowdownload](http://www.gamerconfig.eu/command/insurgency/sv_allowdownload/) "1" // Allow clients to download files

[sv\_allowupload](http://www.gamerconfig.eu/command/insurgency/sv_allowupload/) "1" // Allow clients to upload customizations files

[sv\_allow\_suppression](http://www.gamerconfig.eu/command/insurgency/sv_allow_suppression/) "1"

[sv\_allow\_votes](http://www.gamerconfig.eu/command/insurgency/sv_allow_votes/) "1" // Allow voting?

[sv\_allow\_wait\_command](http://www.gamerconfig.eu/command/insurgency/sv_allow_wait_command/) "1" // Allow or disallow the wait command on clients connected to this server.

[sv\_alltalk](http://www.gamerconfig.eu/command/insurgency/sv_alltalk/) "1" // no team restrictions

[sv\_alltalk\_dead](http://www.gamerconfig.eu/command/insurgency/sv_alltalk_dead/) "0" // Dead players broadcast their voice to enemies?

[sv\_alternateticks](http://www.gamerconfig.eu/command/insurgency/sv_alternateticks/) "0" // server only simulates entities on even numbered ticks.

[sv\_autosave](http://www.gamerconfig.eu/command/insurgency/sv_autosave/) "1" // Set to 1 to autosave game on level transition. Does not affect autosave triggers.

[sv\_benchmark\_autovprofrecord](http://www.gamerconfig.eu/command/insurgency/sv_benchmark_autovprofrecord/) "0" // it will record a vprof file over the duration of the benchmark with filename benchmark.

[sv\_benchmark\_force\_start](http://www.gamerconfig.eu/command/insurgency/sv_benchmark_force_start/) // Force start the benchmark. This is only for debugging. Its better to set sv\_benchmark to 1 and restart the level.

[sv\_benchmark\_numticks](http://www.gamerconfig.eu/command/insurgency/sv_benchmark_numticks/) "3300" // then it only runs the benchmark for this # of ticks.

[sv\_bonus\_challenge](http://www.gamerconfig.eu/command/insurgency/sv_bonus_challenge/) "0" // Set to values other than 0 to select a bonus map challenge type.

[sv\_cacheencodedents](http://www.gamerconfig.eu/command/insurgency/sv_cacheencodedents/) "1" // does an optimization to prevent extra SendTable\_Encode calls.

[sv\_cheats](http://www.gamerconfig.eu/command/insurgency/sv_cheats/) "0" // Allow cheats on server

[sv\_clearhinthistory](http://www.gamerconfig.eu/command/insurgency/sv_clearhinthistory/) // Clear memory of server side hints displayed to the player.

[sv\_client\_cmdrate\_difference](http://www.gamerconfig.eu/command/insurgency/sv_client_cmdrate_difference/) "20" // cl\_cmdrate is moved to within sv\_client\_cmdrate\_difference units of cl\_updaterate before it is clamped between sv\_mincmdrate an

[sv\_client\_max\_interp\_ratio](http://www.gamerconfig.eu/command/insurgency/sv_client_max_interp_ratio/) "5" // This can be used to limit the value of cl\_interp\_ratio for connected clients (only while they are connected). If sv\_client\_min\_

[sv\_client\_min\_interp\_ratio](http://www.gamerconfig.eu/command/insurgency/sv_client_min_interp_ratio/) "1" // This can be used to limit the value of cl\_interp\_ratio for connected clients (only while they are connected). -1

[sv\_client\_predict](http://www.gamerconfig.eu/command/insurgency/sv_client_predict/) "-1" // This can be used to force the value of cl\_predict for connected clients (only while they are connected). -1 = let clients se

[sv\_clockcorrection\_msecs](http://www.gamerconfig.eu/command/insurgency/sv_clockcorrection_msecs/) "60" // The server tries to keep each players m\_nTickBase withing this many msecs of the server absolute tickcount

[sv\_consistency](http://www.gamerconfig.eu/command/insurgency/sv_consistency/) "0" // Whether the server enforces file consistency for critical files

[sv\_contact](http://www.gamerconfig.eu/command/insurgency/sv_contact/) "0" // Contact email for server sysop

[sv\_dc\_friends\_reqd](http://www.gamerconfig.eu/command/insurgency/sv_dc_friends_reqd/) "0" // Set this to 0 to allow direct connects to a game in progress even if no presents are present

[sv\_deadchat](http://www.gamerconfig.eu/command/insurgency/sv_deadchat/) "0" // Can alive players see text chat messages from dead players?

[sv\_deadchat\_team](http://www.gamerconfig.eu/command/insurgency/sv_deadchat_team/) "1" // Can dead players use team text chat to speak to living?

[sv\_deadvoice](http://www.gamerconfig.eu/command/insurgency/sv_deadvoice/) "0" // Can dead players speak to the living?

[sv\_debugmanualmode](http://www.gamerconfig.eu/command/insurgency/sv_debugmanualmode/) "0" // Make sure entities correctly report whether or not their network data has changed.

[sv\_debugtempentities](http://www.gamerconfig.eu/command/insurgency/sv_debugtempentities/) "0" // Show temp entity bandwidth usage.

[sv\_debug\_player\_use](http://www.gamerconfig.eu/command/insurgency/sv_debug_player_use/) "0" // Green box=radius success

[sv\_debug\_stamina](http://www.gamerconfig.eu/command/insurgency/sv_debug_stamina/) "0"

[sv\_deltaprint](http://www.gamerconfig.eu/command/insurgency/sv_deltaprint/) "0" // Print accumulated CalcDelta profiling data (only if sv\_deltatime is on)

[sv\_deltatime](http://www.gamerconfig.eu/command/insurgency/sv_deltatime/) "0" // Enable profiling of CalcDelta calls

[sv\_downloadurl](http://www.gamerconfig.eu/command/insurgency/sv_downloadurl/) "0" // Location from which clients can download missing files

[sv\_dumpstringtables](http://www.gamerconfig.eu/command/insurgency/sv_dumpstringtables/) "0"

[sv\_dump\_serialized\_entities\_mem](http://www.gamerconfig.eu/command/insurgency/sv_dump_serialized_entities_mem/) // Dump serialized entity allocations stats.

[sv\_enableoldqueries](http://www.gamerconfig.eu/command/insurgency/sv_enableoldqueries/) "0" // Enable support for old style (HL1) server queries

[sv\_enable\_delta\_packing](http://www.gamerconfig.eu/command/insurgency/sv_enable_delta_packing/) "0" // b

[sv\_extra\_client\_connect\_time](http://www.gamerconfig.eu/command/insurgency/sv_extra_client_connect_time/) "15" // Seconds after client connect during which extra frames are buffered to prevent non-deltad update

[sv\_filterban](http://www.gamerconfig.eu/command/insurgency/sv_filterban/) "1" // Set packet filtering by IP mode

[sv\_footstepinterval](http://www.gamerconfig.eu/command/insurgency/sv_footstepinterval/) "0"

[sv\_footstep\_low\_time\_sound](http://www.gamerconfig.eu/command/insurgency/sv_footstep_low_time_sound/) "900" // How frequent to hear the players step sound or how fast they appear to be running from first person.

[sv\_footstep\_run\_time\_sound](http://www.gamerconfig.eu/command/insurgency/sv_footstep_run_time_sound/) "740" // How frequent to hear the players step sound or how fast they appear to be running from first person.

[sv\_footstep\_sound\_frequency](http://www.gamerconfig.eu/command/insurgency/sv_footstep_sound_frequency/) "0" // How frequent to hear the players step sound or how fast they appear to be running from first person.

[sv\_footstep\_sprint\_time\_sound](http://www.gamerconfig.eu/command/insurgency/sv_footstep_sprint_time_sound/) "340" // How frequent to hear the players step sound or how fast they appear to be running from first person.

[sv\_forcepreload](http://www.gamerconfig.eu/command/insurgency/sv_forcepreload/) "0" // Force server side preloading.

[sv\_friction](http://www.gamerconfig.eu/command/insurgency/sv_friction/) "4" // World friction.

[sv\_gameinstructor\_disable](http://www.gamerconfig.eu/command/insurgency/sv_gameinstructor_disable/) "0" // Force all clients to disable their game instructors.

[sv\_gravity](http://www.gamerconfig.eu/command/insurgency/sv_gravity/) "800" // World gravity.

[sv\_health\_bonus\_enable](http://www.gamerconfig.eu/command/insurgency/sv_health_bonus_enable/) "0"

[sv\_health\_bonus\_per\_outnumbered\_player](http://www.gamerconfig.eu/command/insurgency/sv_health_bonus_per_outnumbered_player/) "5"

[sv\_hibernate\_ms](http://www.gamerconfig.eu/command/insurgency/sv_hibernate_ms/) "20" // # of milliseconds to sleep per frame while hibernating

[sv\_hibernate\_ms\_vgui](http://www.gamerconfig.eu/command/insurgency/sv_hibernate_ms_vgui/) "20" // # of milliseconds to sleep per frame while hibernating but running the vgui dedicated server frontend

[sv\_hibernate\_postgame\_delay](http://www.gamerconfig.eu/command/insurgency/sv_hibernate_postgame_delay/) "5" // # of seconds to wait after final client leaves before hibernating.

[sv\_hibernate\_when\_empty](http://www.gamerconfig.eu/command/insurgency/sv_hibernate_when_empty/) "1" // Puts the server into extremely low CPU usage mode when no clients connected

[sv\_hudhint\_sound](http://www.gamerconfig.eu/command/insurgency/sv_hudhint_sound/) "1"

[sv\_hud\_deathmessages](http://www.gamerconfig.eu/command/insurgency/sv_hud_deathmessages/) "0"

[sv\_hud\_scoreboard\_show\_kd](http://www.gamerconfig.eu/command/insurgency/sv_hud_scoreboard_show_kd/) "1"

[sv\_hud\_targetindicator](http://www.gamerconfig.eu/command/insurgency/sv_hud_targetindicator/) "1"

[sv\_infected\_damage\_cutouts](http://www.gamerconfig.eu/command/insurgency/sv_infected_damage_cutouts/) "1"

[sv\_infinite\_ammo](http://www.gamerconfig.eu/command/insurgency/sv_infinite_ammo/) "0" // Players active weapon will never run out of ammo

[sv\_lagcompensationforcerestore](http://www.gamerconfig.eu/command/insurgency/sv_lagcompensationforcerestore/) "1" // just do it.

[sv\_lan](http://www.gamerconfig.eu/command/insurgency/sv_lan/) "0" // no non-class C addresses )

[sv\_logbans](http://www.gamerconfig.eu/command/insurgency/sv_logbans/) "0" // Log server bans in the server logs.

[sv\_logblocks](http://www.gamerconfig.eu/command/insurgency/sv_logblocks/) "0" // If true when log when a query is blocked (can cause very large log files)

[sv\_logdownloadlist](http://www.gamerconfig.eu/command/insurgency/sv_logdownloadlist/) "0"

[sv\_logecho](http://www.gamerconfig.eu/command/insurgency/sv_logecho/) "1" // Echo log information to the console.

[sv\_logfile](http://www.gamerconfig.eu/command/insurgency/sv_logfile/) "1" // Log server information in the log file.

[sv\_logflush](http://www.gamerconfig.eu/command/insurgency/sv_logflush/) "0" // Flush the log file to disk on each write (slow).

[sv\_logsdir](http://www.gamerconfig.eu/command/insurgency/sv_logsdir/) "0" // Folder in the game directory where server logs will be stored.

[sv\_logsecret](http://www.gamerconfig.eu/command/insurgency/sv_logsecret/) "0" // not usual 0x52)

[sv\_log\_onefile](http://www.gamerconfig.eu/command/insurgency/sv_log_onefile/) "0" // Log server information to only one file.

[sv\_massreport](http://www.gamerconfig.eu/command/insurgency/sv_massreport/) "0"

[sv\_master\_legacy\_mode](http://www.gamerconfig.eu/command/insurgency/sv_master_legacy_mode/) "1" // Use (outside-of-Steam) code to communicate with master servers.

[sv\_master\_share\_game\_socket](http://www.gamerconfig.eu/command/insurgency/sv_master_share_game_socket/) "1" // then it will create a socket on -steamport + 1 to comm

[sv\_maxclientframes](http://www.gamerconfig.eu/command/insurgency/sv_maxclientframes/) "128"

[sv\_maxcmdrate](http://www.gamerconfig.eu/command/insurgency/sv_maxcmdrate/) "64" // this sets the maximum value for cl\_cmdrate.

[sv\_maxrate](http://www.gamerconfig.eu/command/insurgency/sv_maxrate/) "0" // 0 == unlimited

[sv\_maxreplay](http://www.gamerconfig.eu/command/insurgency/sv_maxreplay/) "0" // Maximum replay time in seconds

[sv\_maxroutable](http://www.gamerconfig.eu/command/insurgency/sv_maxroutable/) "1200" // Server upper bound on net\_maxroutable that a client can use.

[sv\_maxupdaterate](http://www.gamerconfig.eu/command/insurgency/sv_maxupdaterate/) "64" // Maximum updates per second that the server will allow

[sv\_max\_queries\_sec](http://www.gamerconfig.eu/command/insurgency/sv_max_queries_sec/) "3" // Maximum queries per second to respond to from a single IP address.

[sv\_max\_queries\_sec\_global](http://www.gamerconfig.eu/command/insurgency/sv_max_queries_sec_global/) "60" // Maximum queries per second to respond to from anywhere.

[sv\_max\_queries\_window](http://www.gamerconfig.eu/command/insurgency/sv_max_queries_window/) "30" // Window over which to average queries per second averages.

[sv\_max\_usercmd\_future\_ticks](http://www.gamerconfig.eu/command/insurgency/sv_max_usercmd_future_ticks/) "8" // Prevents clients from running usercmds too far in the future. Prevents speed hacks.

[sv\_memlimit](http://www.gamerconfig.eu/command/insurgency/sv_memlimit/) "0" // the server will exit.

[sv\_mincmdrate](http://www.gamerconfig.eu/command/insurgency/sv_mincmdrate/) "10" // This sets the minimum value for cl\_cmdrate. 0 == unlimited.

[sv\_minrate](http://www.gamerconfig.eu/command/insurgency/sv_minrate/) "5000" // 0 == unlimited

[sv\_minupdaterate](http://www.gamerconfig.eu/command/insurgency/sv_minupdaterate/) "10" // Minimum updates per second that the server will allow

[sv\_multiplayer\_maxtempentities](http://www.gamerconfig.eu/command/insurgency/sv_multiplayer_maxtempentities/) "32"

[sv\_multiplayer\_sounds](http://www.gamerconfig.eu/command/insurgency/sv_multiplayer_sounds/) "20"

[sv\_mumble\_positionalaudio](http://www.gamerconfig.eu/command/insurgency/sv_mumble_positionalaudio/) "1" // Allows players using Mumble to have support for positional audio.

[sv\_name\_change\_limit](http://www.gamerconfig.eu/command/insurgency/sv_name_change_limit/) "10"

[sv\_new\_delta\_bits](http://www.gamerconfig.eu/command/insurgency/sv_new_delta_bits/) "1"

[sv\_noclipaccelerate](http://www.gamerconfig.eu/command/insurgency/sv_noclipaccelerate/) "5"

[sv\_noclipduringpause](http://www.gamerconfig.eu/command/insurgency/sv_noclipduringpause/) "0" // etc.).

[sv\_noclipspeed](http://www.gamerconfig.eu/command/insurgency/sv_noclipspeed/) "5"

[sv\_nwi\_banlist](http://www.gamerconfig.eu/command/insurgency/sv_nwi_banlist/) "0"

[sv\_parallel\_packentities](http://www.gamerconfig.eu/command/insurgency/sv_parallel_packentities/) "1"

[sv\_parallel\_sendsnapshot](http://www.gamerconfig.eu/command/insurgency/sv_parallel_sendsnapshot/) "1"

[sv\_password](http://www.gamerconfig.eu/command/insurgency/sv_password/) "0" // Server password for entry into multiplayer games

[sv\_pausable](http://www.gamerconfig.eu/command/insurgency/sv_pausable/) "0" // Is the server pausable.

[sv\_playerperfhistorycount](http://www.gamerconfig.eu/command/insurgency/sv_playerperfhistorycount/) "20" // Number of samples to maintain in player perf history

[sv\_player\_death\_time](http://www.gamerconfig.eu/command/insurgency/sv_player_death_time/) "2"

[sv\_player\_stuck\_tolerance](http://www.gamerconfig.eu/command/insurgency/sv_player_stuck_tolerance/) "10"

[sv\_playlist](http://www.gamerconfig.eu/command/insurgency/sv_playlist/) "0" // Matchmaking playlist

[sv\_precacheinfo](http://www.gamerconfig.eu/command/insurgency/sv_precacheinfo/) // Show precache info.

[sv\_pure](http://www.gamerconfig.eu/command/insurgency/sv_pure/) // Show user data.

[sv\_pure\_consensus](http://www.gamerconfig.eu/command/insurgency/sv_pure_consensus/) "100000000" // Minimum number of file hashes to agree to form a consensus.

[sv\_pure\_kick\_clients](http://www.gamerconfig.eu/command/insurgency/sv_pure_kick_clients/) "1" // it will issue a warning to the client.

[sv\_pure\_retiretime](http://www.gamerconfig.eu/command/insurgency/sv_pure_retiretime/) "900" // Seconds of server idle time to flush the sv\_pure file hash cache.

[sv\_pure\_trace](http://www.gamerconfig.eu/command/insurgency/sv_pure_trace/) "0" // the server will print a message whenever a client is verifying a CRC for a file.

[sv\_pvsskipanimation](http://www.gamerconfig.eu/command/insurgency/sv_pvsskipanimation/) "1" // Skips SetupBones when npcs are outside the PVS

[sv\_querycache\_stats](http://www.gamerconfig.eu/command/insurgency/sv_querycache_stats/) // Display status of the query cache (client only)

[sv\_radial\_cooldown](http://www.gamerconfig.eu/command/insurgency/sv_radial_cooldown/) "1" // Wait time between radial commands

[sv\_radial\_marker\_duration](http://www.gamerconfig.eu/command/insurgency/sv_radial_marker_duration/) "15" // How long do radial markers persist in the world.

[sv\_radial\_marker\_duration\_attack](http://www.gamerconfig.eu/command/insurgency/sv_radial_marker_duration_attack/) "7" // How long does the waypoint marker persist.

[sv\_radial\_marker\_duration\_waypoint](http://www.gamerconfig.eu/command/insurgency/sv_radial_marker_duration_waypoint/) "120" // How long does the waypoint marker persist.

[sv\_radial\_viewcone\_enemy](http://www.gamerconfig.eu/command/insurgency/sv_radial_viewcone_enemy/) "0" // Viewcone for radial menu FoV enemy check

[sv\_radial\_viewcone\_objective](http://www.gamerconfig.eu/command/insurgency/sv_radial_viewcone_objective/) "0" // Viewcone for radial menu FoV objective check

[sv\_ragdoll\_maxcount](http://www.gamerconfig.eu/command/insurgency/sv_ragdoll_maxcount/) "8" // Server will only show this many ragdolls

[sv\_ragdoll\_max\_fps](http://www.gamerconfig.eu/command/insurgency/sv_ragdoll_max_fps/) "30" // Clients with framerates less than this will reduce the ideal number of ragdolls to display

[sv\_ragdoll\_max\_remove\_per\_frame](http://www.gamerconfig.eu/command/insurgency/sv_ragdoll_max_remove_per_frame/) "1"

[sv\_ragdoll\_min\_fps](http://www.gamerconfig.eu/command/insurgency/sv_ragdoll_min_fps/) "10" // Clients with framerates less than this will only show 1 ragdoll of each type

[sv\_rcon\_banpenalty](http://www.gamerconfig.eu/command/insurgency/sv_rcon_banpenalty/) "0" // Number of minutes to ban users who fail rcon authentication

[sv\_rcon\_log](http://www.gamerconfig.eu/command/insurgency/sv_rcon_log/) "1" // Enable/disable rcon logging.

[sv\_rcon\_maxfailures](http://www.gamerconfig.eu/command/insurgency/sv_rcon_maxfailures/) "10" // Max number of times a user can fail rcon authentication before being banned

[sv\_rcon\_minfailures](http://www.gamerconfig.eu/command/insurgency/sv_rcon_minfailures/) "5" // Number of times a user can fail rcon authentication in sv\_rcon\_minfailuretime before being banned

[sv\_rcon\_minfailuretime](http://www.gamerconfig.eu/command/insurgency/sv_rcon_minfailuretime/) "30" // Number of seconds to track failed rcon authentications

[sv\_recoil\_aim\_frac](http://www.gamerconfig.eu/command/insurgency/sv_recoil_aim_frac/) "0"

[sv\_recoil\_freeaim\_scale](http://www.gamerconfig.eu/command/insurgency/sv_recoil_freeaim_scale/) "0"

[sv\_regeneration\_wait\_time](http://www.gamerconfig.eu/command/insurgency/sv_regeneration_wait_time/) "1"

[sv\_region](http://www.gamerconfig.eu/command/insurgency/sv_region/) "-1" // The region of the world to report this server in.

[sv\_reservation\_grace](http://www.gamerconfig.eu/command/insurgency/sv_reservation_grace/) "5" // Time in seconds given for a lobby reservation.

[sv\_reservation\_timeout](http://www.gamerconfig.eu/command/insurgency/sv_reservation_timeout/) "45" // Time in seconds before lobby reservation expires.

[sv\_runcmds](http://www.gamerconfig.eu/command/insurgency/sv_runcmds/) "1"

[sv\_script\_think\_interval](http://www.gamerconfig.eu/command/insurgency/sv_script_think_interval/) "0"

[sv\_search\_key](http://www.gamerconfig.eu/command/insurgency/sv_search_key/) "0" // restrict search to only dedicated servers having the same sv\_search\_key.

[sv\_search\_team\_key](http://www.gamerconfig.eu/command/insurgency/sv_search_team_key/) "0" // set this key to match with known opponents team

[sv\_showdamage](http://www.gamerconfig.eu/command/insurgency/sv_showdamage/) "0" // and if a player was hit hell show the damage he took above it (as heal

[sv\_showdebugtracers](http://www.gamerconfig.eu/command/insurgency/sv_showdebugtracers/) "0" // red on server. (They should always match.) 2:Show autoaim candidates.

[sv\_showfootsteps](http://www.gamerconfig.eu/command/insurgency/sv_showfootsteps/) "0" // 3=both)

[sv\_showhitboxes](http://www.gamerconfig.eu/command/insurgency/sv_showhitboxes/) "-1" // use on listen server only).

[sv\_showimpacts](http://www.gamerconfig.eu/command/insurgency/sv_showimpacts/) "0" // 3=server-only)

[sv\_showimpacts\_time](http://www.gamerconfig.eu/command/insurgency/sv_showimpacts_time/) "4" // Time that impacts are shown for.

[sv\_showladders](http://www.gamerconfig.eu/command/insurgency/sv_showladders/) "0" // Show bbox and dismount points for all ladders (must be set before level load.)

[sv\_showlagcompensation](http://www.gamerconfig.eu/command/insurgency/sv_showlagcompensation/) "0" // Show lag compensated hitboxes whenever a player is lag compensated.

[sv\_showplayerhitboxes](http://www.gamerconfig.eu/command/insurgency/sv_showplayerhitboxes/) "0" // Show lag compensated hitboxes for the specified player index whenever a player fires.

[sv\_showplayerpositions](http://www.gamerconfig.eu/command/insurgency/sv_showplayerpositions/) "0"

[sv\_showtags](http://www.gamerconfig.eu/command/insurgency/sv_showtags/) // Describe current gametags.

[sv\_shutdown](http://www.gamerconfig.eu/command/insurgency/sv_shutdown/) // Sets the server to shutdown when all games have completed

[sv\_skip\_wounds](http://www.gamerconfig.eu/command/insurgency/sv_skip_wounds/) "1"

[sv\_skyname](http://www.gamerconfig.eu/command/insurgency/sv_skyname/) "0" // Current name of the skybox texture

[sv\_SlowOnHit](http://www.gamerconfig.eu/command/insurgency/sv_SlowOnHit/) "1"

[sv\_soundemitter\_reload](http://www.gamerconfig.eu/command/insurgency/sv_soundemitter_reload/) // Flushes the sounds.txt system

[sv\_soundemitter\_trace](http://www.gamerconfig.eu/command/insurgency/sv_soundemitter_trace/) "-1" // 0 = for eve

[sv\_soundscape\_printdebuginfo](http://www.gamerconfig.eu/command/insurgency/sv_soundscape_printdebuginfo/) // print soundscapes

[sv\_sound\_discardextraunreliable](http://www.gamerconfig.eu/command/insurgency/sv_sound_discardextraunreliable/) "1"

[sv\_specaccelerate](http://www.gamerconfig.eu/command/insurgency/sv_specaccelerate/) "5"

[sv\_specnoclip](http://www.gamerconfig.eu/command/insurgency/sv_specnoclip/) "1"

[sv\_specspeed](http://www.gamerconfig.eu/command/insurgency/sv_specspeed/) "3"

[sv\_stats](http://www.gamerconfig.eu/command/insurgency/sv_stats/) "1" // Collect CPU usage stats

[sv\_steamgroup](http://www.gamerconfig.eu/command/insurgency/sv_steamgroup/) "0" // The ID of the steam group that this server belongs to. You can find your groups ID on the admin profile page in the steam comm

[sv\_steamgroup\_exclusive](http://www.gamerconfig.eu/command/insurgency/sv_steamgroup_exclusive/) "0" // public people will be able to join the ser

[sv\_stickysprint\_default](http://www.gamerconfig.eu/command/insurgency/sv_stickysprint_default/) "0"

[sv\_stopspeed](http://www.gamerconfig.eu/command/insurgency/sv_stopspeed/) "100" // Minimum stopping speed when on ground.

[sv\_stopspeed\_prone](http://www.gamerconfig.eu/command/insurgency/sv_stopspeed_prone/) "45" // Minimum stopping speed when on ground and prone.

[sv\_strict\_notarget](http://www.gamerconfig.eu/command/insurgency/sv_strict_notarget/) "0" // notarget will cause entities to never think they are in the pvs

[sv\_tags](http://www.gamerconfig.eu/command/insurgency/sv_tags/) "0" // Server tags. Used to provide extra information to clients when theyre browsing for servers. Separate tags with a comma.

[sv\_teststepsimulation](http://www.gamerconfig.eu/command/insurgency/sv_teststepsimulation/) "1"

[sv\_thinktimecheck](http://www.gamerconfig.eu/command/insurgency/sv_thinktimecheck/) "0" // Check for thinktimes all on same timestamp.

[sv\_threaded\_init](http://www.gamerconfig.eu/command/insurgency/sv_threaded_init/) "0"

[sv\_timeout](http://www.gamerconfig.eu/command/insurgency/sv_timeout/) "65" // the client is dropped

[sv\_turbophysics](http://www.gamerconfig.eu/command/insurgency/sv_turbophysics/) "0" // Turns on turbo physics

[sv\_unlockedchapters](http://www.gamerconfig.eu/command/insurgency/sv_unlockedchapters/) "1" // Highest unlocked game chapter.

[sv\_validate\_edict\_change\_infos](http://www.gamerconfig.eu/command/insurgency/sv_validate_edict_change_infos/) "0" // Verify that edict changeinfos are being calculated properly (used to debug local network backdoor mode).

[sv\_visiblemaxplayers](http://www.gamerconfig.eu/command/insurgency/sv_visiblemaxplayers/) "-1" // Overrides the max players reported to prospective clients

[sv\_voicecodec](http://www.gamerconfig.eu/command/insurgency/sv_voicecodec/) "0" // Specifies which voice codec DLL to use in a game. Set to the name of the DLL without the extension.

[sv\_voiceenable](http://www.gamerconfig.eu/command/insurgency/sv_voiceenable/) "1"

[sv\_vote\_allow\_spectators](http://www.gamerconfig.eu/command/insurgency/sv_vote_allow_spectators/) "0" // Allow spectators to vote?

[sv\_vote\_failure\_timer](http://www.gamerconfig.eu/command/insurgency/sv_vote_failure_timer/) "300" // A vote that fails cannot be re-submitted for this long

[sv\_vote\_issue\_changegamemode\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_changegamemode_allowed/) "0" // Can people hold votes to change the gamemode?

[sv\_vote\_issue\_changelevel\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_changelevel_allowed/) "0" // Can people hold votes to change levels?

[sv\_vote\_issue\_kick\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_kick_allowed/) "1" // Can people hold votes to kick players from the server?

[sv\_vote\_issue\_nextlevel\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_nextlevel_allowed/) "1" // Can people hold votes to set the next level?

[sv\_vote\_issue\_nextlevel\_allowextend](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_nextlevel_allowextend/) "0" // Allow players to extend the current map?

[sv\_vote\_issue\_nextlevel\_prevent\_change](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_nextlevel_prevent_change/) "1" // Not allowed to vote for a nextlevel if one has already been set.

[sv\_vote\_issue\_nextlevel\_round\_count\_delay](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_nextlevel_round_count_delay/) "1" // How many rounds before map voting can begin.

[sv\_vote\_issue\_restart\_game\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_restart_game_allowed/) "1" // Can people hold votes to restart the game?

[sv\_vote\_issue\_restart\_round\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_restart_round_allowed/) "1" // Can people hold votes to restart the round?

[sv\_vote\_issue\_scramble\_teams\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_scramble_teams_allowed/) "1" // Can people hold votes to scramble the teams?

[sv\_vote\_issue\_switch\_teams\_allowed](http://www.gamerconfig.eu/command/insurgency/sv_vote_issue_switch_teams_allowed/) "1" // Can people hold votes to switch the teams?

[sv\_vote\_kick\_ban\_duration\_cheating](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_ban_duration_cheating/) "240" // How long should a kick ban last for if a player is kicked for hacking? (minutes)

[sv\_vote\_kick\_ban\_duration\_idle](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_ban_duration_idle/) "0" // How long should a kick vote ban someone from the server? (in minutes)

[sv\_vote\_kick\_ban\_duration\_teamkilling](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_ban_duration_teamkilling/) "10" // How long should a kick ban last for if a player is kicked for team killing? (minutes)

[sv\_vote\_kick\_ban\_duration\_trolling](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_ban_duration_trolling/) "60" // How long should a kick ban last for if a player is kicked for trolling? (minutes)

[sv\_vote\_kick\_min\_players](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_min_players/) "4" // The minimum number of players needed on the server to start a vote kick.

[sv\_vote\_kick\_min\_voters](http://www.gamerconfig.eu/command/insurgency/sv_vote_kick_min_voters/) "2" // Minimum number of vote attempts required to start an actual vote.

[sv\_vote\_ui\_hide\_disabled\_issues](http://www.gamerconfig.eu/command/insurgency/sv_vote_ui_hide_disabled_issues/) "1" // Suppress listing of disabled issues in the vote setup screen.

[sv\_weapon\_manager\_cleanup](http://www.gamerconfig.eu/command/insurgency/sv_weapon_manager_cleanup/) "1"

[sv\_weapon\_manager\_drop\_timer](http://www.gamerconfig.eu/command/insurgency/sv_weapon_manager_drop_timer/) "30"

[sv\_weapon\_manager\_max\_count](http://www.gamerconfig.eu/command/insurgency/sv_weapon_manager_max_count/) "10"

[sys\_minidumpexpandedspew](http://www.gamerconfig.eu/command/insurgency/sys_minidumpexpandedspew/) "1"

[sys\_minidumpspewlines](http://www.gamerconfig.eu/command/insurgency/sys_minidumpspewlines/) "500" // Lines of crash dump console spew to keep.

[template\_debug](http://www.gamerconfig.eu/command/insurgency/template_debug/) "0"

[testhudanim](http://www.gamerconfig.eu/command/insurgency/testhudanim/) // Test a hud element animation. Arguments: <anim name>

[testscript\_debug](http://www.gamerconfig.eu/command/insurgency/testscript_debug/) "0" // Debug test scripts.

[testscript\_running](http://www.gamerconfig.eu/command/insurgency/testscript_running/) "0" // Set to true when test scripts are running

[test\_bans](http://www.gamerconfig.eu/command/insurgency/test_bans/)

[Test\_CreateEntity](http://www.gamerconfig.eu/command/insurgency/Test_CreateEntity/)

[test\_dispatcheffect](http://www.gamerconfig.eu/command/insurgency/test_dispatcheffect/) // Test a clientside dispatch effect. Usage: test\_dispatcheffect <effect name> <distance away> <flags> <magnitude> <scale> Defau

[Test\_EHandle](http://www.gamerconfig.eu/command/insurgency/Test_EHandle/)

[test\_entity\_blocker](http://www.gamerconfig.eu/command/insurgency/test_entity_blocker/) // Test command that drops an entity blocker out in front of the player.

[test\_freezeframe](http://www.gamerconfig.eu/command/insurgency/test_freezeframe/) // Test the freeze frame code.

[Test\_InitRandomEntitySpawner](http://www.gamerconfig.eu/command/insurgency/Test_InitRandomEntitySpawner/)

[Test\_Loop](http://www.gamerconfig.eu/command/insurgency/Test_Loop/) // Test\_Loop <loop name> - loop back to the specified loop start point unconditionally.

[Test\_LoopCount](http://www.gamerconfig.eu/command/insurgency/Test_LoopCount/) // Test\_LoopCount <loop name> <count> - loop back to the specified loop start point the specified # of times.

[Test\_LoopForNumSeconds](http://www.gamerconfig.eu/command/insurgency/Test_LoopForNumSeconds/) // Test\_LoopForNumSeconds <loop name> <time> - loop back to the specified start point for the specified # of seconds.

[test\_outtro\_stats](http://www.gamerconfig.eu/command/insurgency/test_outtro_stats/)

[Test\_ProxyToggle\_EnableProxy](http://www.gamerconfig.eu/command/insurgency/Test_ProxyToggle_EnableProxy/)

[Test\_ProxyToggle\_EnsureValue](http://www.gamerconfig.eu/command/insurgency/Test_ProxyToggle_EnsureValue/) // Test\_ProxyToggle\_EnsureValue

[Test\_ProxyToggle\_SetValue](http://www.gamerconfig.eu/command/insurgency/Test_ProxyToggle_SetValue/)

[Test\_RandomChance](http://www.gamerconfig.eu/command/insurgency/Test_RandomChance/) // 0-100> <token1> <token2...> - Roll the dice and maybe run the command following the percenta

[Test\_RandomizeInPVS](http://www.gamerconfig.eu/command/insurgency/Test_RandomizeInPVS/)

[Test\_RandomPlayerPosition](http://www.gamerconfig.eu/command/insurgency/Test_RandomPlayerPosition/)

[Test\_RemoveAllRandomEntities](http://www.gamerconfig.eu/command/insurgency/Test_RemoveAllRandomEntities/)

[Test\_RunFrame](http://www.gamerconfig.eu/command/insurgency/Test_RunFrame/)

[Test\_SendKey](http://www.gamerconfig.eu/command/insurgency/Test_SendKey/)

[Test\_SpawnRandomEntities](http://www.gamerconfig.eu/command/insurgency/Test_SpawnRandomEntities/)

[Test\_StartLoop](http://www.gamerconfig.eu/command/insurgency/Test_StartLoop/) // Test\_StartLoop <loop name> - Denote the start of a loop. Really just defines a named point you can jump to.

[Test\_StartScript](http://www.gamerconfig.eu/command/insurgency/Test_StartScript/) // Start a test script running..

[Test\_Wait](http://www.gamerconfig.eu/command/insurgency/Test_Wait/)

[Test\_WaitForCheckPoint](http://www.gamerconfig.eu/command/insurgency/Test_WaitForCheckPoint/)

[texture\_budget\_background\_alpha](http://www.gamerconfig.eu/command/insurgency/texture_budget_background_alpha/) "128" // how translucent the budget panel is

[texture\_budget\_panel\_bottom\_of\_history\_fraction](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_bottom_of_history_fraction/) "0" // number between 0 and 1

[texture\_budget\_panel\_global](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_global/) "0" // Show global times in the texture budget panel.

[texture\_budget\_panel\_height](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_height/) "284" // height in pixels of the budget panel

[texture\_budget\_panel\_width](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_width/) "512" // width in pixels of the budget panel

[texture\_budget\_panel\_x](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_x/) "0" // number of pixels from the left side of the game screen to draw the budget panel

[texture\_budget\_panel\_y](http://www.gamerconfig.eu/command/insurgency/texture_budget_panel_y/) "450" // number of pixels from the top side of the game screen to draw the budget panel

[tf\_bot\_debug\_stuck\_log\_clear](http://www.gamerconfig.eu/command/insurgency/tf_bot_debug_stuck_log_clear/) // Clear currently loaded bot stuck data

[think\_limit](http://www.gamerconfig.eu/command/insurgency/think_limit/) "10" // warning is printed if this is exceeded.

[thirdperson](http://www.gamerconfig.eu/command/insurgency/thirdperson/) // Switch to thirdperson camera.

[thirdperson\_mayamode](http://www.gamerconfig.eu/command/insurgency/thirdperson_mayamode/) // Switch to thirdperson Maya-like camera controls.

[thirdperson\_platformer](http://www.gamerconfig.eu/command/insurgency/thirdperson_platformer/) "0" // Player will aim in the direction they are moving.

[thirdperson\_screenspace](http://www.gamerconfig.eu/command/insurgency/thirdperson_screenspace/) "0" // eg: left means screen-left

[threadpool\_affinity](http://www.gamerconfig.eu/command/insurgency/threadpool_affinity/) "1" // Enable setting affinity

[threadpool\_cycle\_reserve](http://www.gamerconfig.eu/command/insurgency/threadpool_cycle_reserve/) // Cycles threadpool reservation by powers of 2

[threadpool\_reserve](http://www.gamerconfig.eu/command/insurgency/threadpool_reserve/) "0" // Consume the specified number of threads in the thread pool

[threadpool\_run\_tests](http://www.gamerconfig.eu/command/insurgency/threadpool_run_tests/)

[thread\_test\_tslist](http://www.gamerconfig.eu/command/insurgency/thread_test_tslist/)

[thread\_test\_tsqueue](http://www.gamerconfig.eu/command/insurgency/thread_test_tsqueue/)

[timedemo](http://www.gamerconfig.eu/command/insurgency/timedemo/) // Play a demo and report performance info.

[timedemoquit](http://www.gamerconfig.eu/command/insurgency/timedemoquit/) // and then exit

[timedemo\_vprofrecord](http://www.gamerconfig.eu/command/insurgency/timedemo_vprofrecord/) // Play a demo and report performance info. Also record vprof data for the span of the demo

[timerefresh](http://www.gamerconfig.eu/command/insurgency/timerefresh/) // Profile the renderer.

[toggle](http://www.gamerconfig.eu/command/insurgency/toggle/) // or cycles through a set of values.

[toggleconsole](http://www.gamerconfig.eu/command/insurgency/toggleconsole/) // Show/hide the console.

[toolload](http://www.gamerconfig.eu/command/insurgency/toolload/) // Load a tool.

[toolunload](http://www.gamerconfig.eu/command/insurgency/toolunload/) // Unload a tool.

[tracer\_extra](http://www.gamerconfig.eu/command/insurgency/tracer_extra/) "1"

[trace\_report](http://www.gamerconfig.eu/command/insurgency/trace_report/) "0"

[tv\_allow\_camera\_man](http://www.gamerconfig.eu/command/insurgency/tv_allow_camera_man/) "1" // Auto director allows spectators to become camera man

[tv\_allow\_static\_shots](http://www.gamerconfig.eu/command/insurgency/tv_allow_static_shots/) "1" // Auto director uses fixed level cameras for shots

[tv\_autorecord](http://www.gamerconfig.eu/command/insurgency/tv_autorecord/) "0" // Automatically records all games as SourceTV demos.

[tv\_autoretry](http://www.gamerconfig.eu/command/insurgency/tv_autoretry/) "1" // Relay proxies retry connection after network timeout

[tv\_chatgroupsize](http://www.gamerconfig.eu/command/insurgency/tv_chatgroupsize/) "0" // Set the default chat group size

[tv\_chattimelimit](http://www.gamerconfig.eu/command/insurgency/tv_chattimelimit/) "8" // Limits spectators to chat only every n seconds

[tv\_clients](http://www.gamerconfig.eu/command/insurgency/tv_clients/) // Shows list of connected SourceTV clients.

[tv\_debug](http://www.gamerconfig.eu/command/insurgency/tv_debug/) "0" // SourceTV debug info.

[tv\_delay](http://www.gamerconfig.eu/command/insurgency/tv_delay/) "30" // SourceTV broadcast delay in seconds

[tv\_deltacache](http://www.gamerconfig.eu/command/insurgency/tv_deltacache/) "2" // Enable delta entity bit stream cache

[tv\_dispatchmode](http://www.gamerconfig.eu/command/insurgency/tv_dispatchmode/) "1" // 2=always

[tv\_enable](http://www.gamerconfig.eu/command/insurgency/tv_enable/) "0" // Activates SourceTV on server.

[tv\_maxclients](http://www.gamerconfig.eu/command/insurgency/tv_maxclients/) "128" // Maximum client number on SourceTV server.

[tv\_maxrate](http://www.gamerconfig.eu/command/insurgency/tv_maxrate/) "8000" // 0 == unlimited

[tv\_msg](http://www.gamerconfig.eu/command/insurgency/tv_msg/) // Send a screen message to all clients.

[tv\_name](http://www.gamerconfig.eu/command/insurgency/tv_name/) "0" // SourceTV host name

[tv\_nochat](http://www.gamerconfig.eu/command/insurgency/tv_nochat/) "0" // Dont receive chat messages from other SourceTV spectators

[tv\_overridemaster](http://www.gamerconfig.eu/command/insurgency/tv_overridemaster/) "0" // Overrides the SourceTV master root address.

[tv\_password](http://www.gamerconfig.eu/command/insurgency/tv_password/) "0" // SourceTV password for all clients

[tv\_port](http://www.gamerconfig.eu/command/insurgency/tv_port/) "27020" // Host SourceTV port

[tv\_record](http://www.gamerconfig.eu/command/insurgency/tv_record/) // Starts SourceTV demo recording.

[tv\_relay](http://www.gamerconfig.eu/command/insurgency/tv_relay/) // Connect to SourceTV server and relay broadcast.

[tv\_relaypassword](http://www.gamerconfig.eu/command/insurgency/tv_relaypassword/) "0" // SourceTV password for relay proxies

[tv\_relayvoice](http://www.gamerconfig.eu/command/insurgency/tv_relayvoice/) "1" // 1=on

[tv\_retry](http://www.gamerconfig.eu/command/insurgency/tv_retry/) // Reconnects the SourceTV relay proxy.

[tv\_snapshotrate](http://www.gamerconfig.eu/command/insurgency/tv_snapshotrate/) "16" // Snapshots broadcasted per second

[tv\_status](http://www.gamerconfig.eu/command/insurgency/tv_status/) // Show SourceTV server status.

[tv\_stop](http://www.gamerconfig.eu/command/insurgency/tv_stop/) // Stops the SourceTV broadcast.

[tv\_stoprecord](http://www.gamerconfig.eu/command/insurgency/tv_stoprecord/) // Stops SourceTV demo recording.

[tv\_timeout](http://www.gamerconfig.eu/command/insurgency/tv_timeout/) "30" // SourceTV connection timeout in seconds.

[tv\_title](http://www.gamerconfig.eu/command/insurgency/tv_title/) "0" // Set title for SourceTV spectator UI

[tv\_transmitall](http://www.gamerconfig.eu/command/insurgency/tv_transmitall/) "0" // Transmit all entities (not only director view)

[ui\_posedebug\_fade\_in\_time](http://www.gamerconfig.eu/command/insurgency/ui_posedebug_fade_in_time/) "0" // Time during which a new pose activity layer is shown in green in +posedebug UI

[ui\_posedebug\_fade\_out\_time](http://www.gamerconfig.eu/command/insurgency/ui_posedebug_fade_out_time/) "0" // Time to keep a no longer active pose activity layer in red until removing it from +posedebug UI

[ui\_reloadscheme](http://www.gamerconfig.eu/command/insurgency/ui_reloadscheme/) // Reloads the resource files for the active UI window

[ui\_volume\_scale](http://www.gamerconfig.eu/command/insurgency/ui_volume_scale/) "1"

[unbind](http://www.gamerconfig.eu/command/insurgency/unbind/) // Unbind a key.

[unbindall](http://www.gamerconfig.eu/command/insurgency/unbindall/) // Unbind all keys.

[unbindalljoystick](http://www.gamerconfig.eu/command/insurgency/unbindalljoystick/) // Unbind all joystick keys.

[unbindallmousekeyboard](http://www.gamerconfig.eu/command/insurgency/unbindallmousekeyboard/) // Unbind all mouse / keyboard keys.

[unpause](http://www.gamerconfig.eu/command/insurgency/unpause/) // Unpause the game.

[use](http://www.gamerconfig.eu/command/insurgency/use/) // Use a particular weapon Arguments: <weapon\_name>

[user](http://www.gamerconfig.eu/command/insurgency/user/) // Show user data.

[users](http://www.gamerconfig.eu/command/insurgency/users/) // Show user info for players on server.

[vcollide\_wireframe](http://www.gamerconfig.eu/command/insurgency/vcollide_wireframe/) "0" // Render physics collision models in wireframe

[version](http://www.gamerconfig.eu/command/insurgency/version/) // Print version info string.

[vgui\_drawfocus](http://www.gamerconfig.eu/command/insurgency/vgui_drawfocus/) "0" // Report which panel is under the mouse.

[vgui\_drawkeyfocus](http://www.gamerconfig.eu/command/insurgency/vgui_drawkeyfocus/) "0" // Report which panel has keyboard focus.

[vgui\_drawtree](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree/) "0" // Draws the vgui panel hiearchy to the specified depth level.

[vgui\_drawtree\_bounds](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_bounds/) "0" // Show panel bounds.

[vgui\_drawtree\_clear](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_clear/)

[vgui\_drawtree\_draw\_selected](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_draw_selected/) "0" // Highlight the selected panel

[vgui\_drawtree\_freeze](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_freeze/) "0" // Set to 1 to stop updating the vgui\_drawtree view.

[vgui\_drawtree\_hidden](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_hidden/) "0" // Draw the hidden panels.

[vgui\_drawtree\_panelalpha](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_panelalpha/) "0" // Show the panel alpha values in the vgui\_drawtree view.

[vgui\_drawtree\_panelptr](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_panelptr/) "0" // Show the panel pointer values in the vgui\_drawtree view.

[vgui\_drawtree\_popupsonly](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_popupsonly/) "0" // Draws the vgui popup list in hierarchy(1) or most recently used(2) order.

[vgui\_drawtree\_render\_order](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_render_order/) "0" // List the vgui\_drawtree panels in render order.

[vgui\_drawtree\_scheme](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_scheme/) "0" // Show scheme file for each panel

[vgui\_drawtree\_visible](http://www.gamerconfig.eu/command/insurgency/vgui_drawtree_visible/) "1" // Draw the visible panels.

[vgui\_dump\_panels](http://www.gamerconfig.eu/command/insurgency/vgui_dump_panels/) // vgui\_dump\_panels [visible]

[vgui\_spew\_fonts](http://www.gamerconfig.eu/command/insurgency/vgui_spew_fonts/)

[vgui\_togglepanel](http://www.gamerconfig.eu/command/insurgency/vgui_togglepanel/) // show/hide vgui panel by name.

[viewanim\_addkeyframe](http://www.gamerconfig.eu/command/insurgency/viewanim_addkeyframe/)

[viewanim\_create](http://www.gamerconfig.eu/command/insurgency/viewanim_create/) // viewanim\_create

[viewanim\_load](http://www.gamerconfig.eu/command/insurgency/viewanim_load/) // load animation from file

[viewanim\_reset](http://www.gamerconfig.eu/command/insurgency/viewanim_reset/) // reset view angles!

[viewanim\_save](http://www.gamerconfig.eu/command/insurgency/viewanim_save/) // Save current animation to file

[viewanim\_test](http://www.gamerconfig.eu/command/insurgency/viewanim_test/) // test view animation

[viewmodel\_fov](http://www.gamerconfig.eu/command/insurgency/viewmodel_fov/) "56"

[viewmodel\_offset\_x](http://www.gamerconfig.eu/command/insurgency/viewmodel_offset_x/) "0"

[viewmodel\_offset\_y](http://www.gamerconfig.eu/command/insurgency/viewmodel_offset_y/) "0"

[viewmodel\_offset\_z](http://www.gamerconfig.eu/command/insurgency/viewmodel_offset_z/) "0"

[view\_punch\_decay](http://www.gamerconfig.eu/command/insurgency/view_punch_decay/) "11" // Decay factor exponent for view punch

[view\_recoil\_tracking](http://www.gamerconfig.eu/command/insurgency/view_recoil_tracking/) "0" // How closely the view tracks with the aim punch from weapon recoil

[violence\_ablood](http://www.gamerconfig.eu/command/insurgency/violence_ablood/) "1" // Draw alien blood

[violence\_agibs](http://www.gamerconfig.eu/command/insurgency/violence_agibs/) "1" // Show alien gib entities

[violence\_hblood](http://www.gamerconfig.eu/command/insurgency/violence_hblood/) "1" // Draw human blood

[violence\_hgibs](http://www.gamerconfig.eu/command/insurgency/violence_hgibs/) "1" // Show human gib entities

[vismon\_poll\_frequency](http://www.gamerconfig.eu/command/insurgency/vismon_poll_frequency/) "0"

[vismon\_trace\_limit](http://www.gamerconfig.eu/command/insurgency/vismon_trace_limit/) "12"

[vis\_force](http://www.gamerconfig.eu/command/insurgency/vis_force/) "0"

[vm\_debug](http://www.gamerconfig.eu/command/insurgency/vm_debug/) "0"

[vm\_draw\_always](http://www.gamerconfig.eu/command/insurgency/vm_draw_always/) "0" // 2 - Never draw view models. Should be done before map launches.

[voicerecord\_toggle](http://www.gamerconfig.eu/command/insurgency/voicerecord_toggle/)

[voice\_all\_icons](http://www.gamerconfig.eu/command/insurgency/voice_all_icons/) "0" // Draw all players voice icons

[voice\_avggain](http://www.gamerconfig.eu/command/insurgency/voice_avggain/) "0"

[voice\_clientdebug](http://www.gamerconfig.eu/command/insurgency/voice_clientdebug/) "0"

[voice\_debugfeedback](http://www.gamerconfig.eu/command/insurgency/voice_debugfeedback/) "0"

[voice\_debugfeedbackfrom](http://www.gamerconfig.eu/command/insurgency/voice_debugfeedbackfrom/) "0"

[voice\_enable](http://www.gamerconfig.eu/command/insurgency/voice_enable/) "1" // Toggle voice transmit and receive.

[voice\_fadeouttime](http://www.gamerconfig.eu/command/insurgency/voice_fadeouttime/) "0"

[voice\_forcemicrecord](http://www.gamerconfig.eu/command/insurgency/voice_forcemicrecord/) "1"

[voice\_head\_icon\_height](http://www.gamerconfig.eu/command/insurgency/voice_head_icon_height/) "20" // Voice icons are this many inches over player eye positions

[voice\_head\_icon\_size](http://www.gamerconfig.eu/command/insurgency/voice_head_icon_size/) "6" // Size of voice icon over player heads in inches

[voice\_icons\_method](http://www.gamerconfig.eu/command/insurgency/voice_icons_method/) "2" // 2 = integrated into target ID

[voice\_inputfromfile](http://www.gamerconfig.eu/command/insurgency/voice_inputfromfile/) "0" // Get voice input from voice\_input.wav rather than from the microphone.

[voice\_local\_icon](http://www.gamerconfig.eu/command/insurgency/voice_local_icon/) "0" // Draw local players voice icon

[voice\_loopback](http://www.gamerconfig.eu/command/insurgency/voice_loopback/) "0"

[voice\_maxgain](http://www.gamerconfig.eu/command/insurgency/voice_maxgain/) "10"

[voice\_minimum\_gain](http://www.gamerconfig.eu/command/insurgency/voice_minimum_gain/) "0"

[voice\_mixer\_boost](http://www.gamerconfig.eu/command/insurgency/voice_mixer_boost/) "0"

[voice\_mixer\_mute](http://www.gamerconfig.eu/command/insurgency/voice_mixer_mute/) "0"

[voice\_mixer\_volume](http://www.gamerconfig.eu/command/insurgency/voice_mixer_volume/) "1"

[voice\_modenable](http://www.gamerconfig.eu/command/insurgency/voice_modenable/) "1" // Enable/disable voice in this mod.

[voice\_mute](http://www.gamerconfig.eu/command/insurgency/voice_mute/) // Mute a specific Steam user

[voice\_overdrive](http://www.gamerconfig.eu/command/insurgency/voice_overdrive/) "2"

[voice\_overdrivefadetime](http://www.gamerconfig.eu/command/insurgency/voice_overdrivefadetime/) "0"

[voice\_player\_speaking\_delay\_threshold](http://www.gamerconfig.eu/command/insurgency/voice_player_speaking_delay_threshold/) "0"

[voice\_profile](http://www.gamerconfig.eu/command/insurgency/voice_profile/) "0"

[voice\_recordtofile](http://www.gamerconfig.eu/command/insurgency/voice_recordtofile/) "0" // Record mic data and decompressed voice data into voice\_micdata.wav and voice\_decompressed.wav

[voice\_reset\_mutelist](http://www.gamerconfig.eu/command/insurgency/voice_reset_mutelist/) // Reset all mute information for all players who were ever muted.

[voice\_scale](http://www.gamerconfig.eu/command/insurgency/voice_scale/) "1"

[voice\_serverdebug](http://www.gamerconfig.eu/command/insurgency/voice_serverdebug/) "0"

[voice\_showchannels](http://www.gamerconfig.eu/command/insurgency/voice_showchannels/) "0"

[voice\_showincoming](http://www.gamerconfig.eu/command/insurgency/voice_showincoming/) "0"

[voice\_show\_mute](http://www.gamerconfig.eu/command/insurgency/voice_show_mute/) // Show whether current players are muted.

[voice\_steal](http://www.gamerconfig.eu/command/insurgency/voice_steal/) "2"

[voice\_threshold](http://www.gamerconfig.eu/command/insurgency/voice_threshold/) "2000"

[voice\_thresold\_delay](http://www.gamerconfig.eu/command/insurgency/voice_thresold_delay/) "0"

[voice\_unmute](http://www.gamerconfig.eu/command/insurgency/voice_unmute/) // or `all` to unmute all connected players.

[voice\_writevoices](http://www.gamerconfig.eu/command/insurgency/voice_writevoices/) "0" // Saves each speakers voice data into separate .wav files

[voice\_xsend\_debug](http://www.gamerconfig.eu/command/insurgency/voice_xsend_debug/) "0"

[volume](http://www.gamerconfig.eu/command/insurgency/volume/) "0" // Sound volume

[voxeltree\_box](http://www.gamerconfig.eu/command/insurgency/voxeltree_box/) // Vector(max)>.

[voxeltree\_playerview](http://www.gamerconfig.eu/command/insurgency/voxeltree_playerview/) // View entities in the voxel-tree at the player position.

[voxeltree\_sphere](http://www.gamerconfig.eu/command/insurgency/voxeltree_sphere/) // float(radius)>.

[voxeltree\_view](http://www.gamerconfig.eu/command/insurgency/voxeltree_view/) // View entities in the voxel-tree.

[vox\_reload](http://www.gamerconfig.eu/command/insurgency/vox_reload/) // Reload sentences.txt file

[vphys\_sleep\_timeout](http://www.gamerconfig.eu/command/insurgency/vphys_sleep_timeout/) // set sleep timeout: large values mean stuff wont ever sleep

[vprof](http://www.gamerconfig.eu/command/insurgency/vprof/) // Toggle VProf profiler

[vprof\_adddebuggroup1](http://www.gamerconfig.eu/command/insurgency/vprof_adddebuggroup1/) // add a new budget group dynamically for debugging

[vprof\_cachemiss](http://www.gamerconfig.eu/command/insurgency/vprof_cachemiss/) // Toggle VProf cache miss checking

[vprof\_cachemiss\_off](http://www.gamerconfig.eu/command/insurgency/vprof_cachemiss_off/) // Turn off VProf cache miss checking

[vprof\_cachemiss\_on](http://www.gamerconfig.eu/command/insurgency/vprof_cachemiss_on/) // Turn on VProf cache miss checking

[vprof\_child](http://www.gamerconfig.eu/command/insurgency/vprof_child/)

[vprof\_collapse\_all](http://www.gamerconfig.eu/command/insurgency/vprof_collapse_all/) // Collapse the whole vprof tree

[vprof\_counters](http://www.gamerconfig.eu/command/insurgency/vprof_counters/) "0"

[vprof\_counters\_show\_minmax](http://www.gamerconfig.eu/command/insurgency/vprof_counters_show_minmax/) "0"

[vprof\_dump\_counters](http://www.gamerconfig.eu/command/insurgency/vprof_dump_counters/) // Dump vprof counters to the console

[vprof\_dump\_groupnames](http://www.gamerconfig.eu/command/insurgency/vprof_dump_groupnames/) // Write the names of all of the vprof groups to the console.

[vprof\_dump\_oninterval](http://www.gamerconfig.eu/command/insurgency/vprof_dump_oninterval/) "0" // Interval (in seconds) at which vprof will batch up data and dump it to the console.

[vprof\_dump\_spikes](http://www.gamerconfig.eu/command/insurgency/vprof_dump_spikes/) "0" // negative to reset after dump

[vprof\_dump\_spikes\_budget\_group](http://www.gamerconfig.eu/command/insurgency/vprof_dump_spikes_budget_group/) "0" // Budget gtNode to start report from when doing a dump spikes

[vprof\_dump\_spikes\_hiearchy](http://www.gamerconfig.eu/command/insurgency/vprof_dump_spikes_hiearchy/) "0" // Set to 1 to get a hierarchy report whith vprof\_dump\_spikes

[vprof\_dump\_spikes\_node](http://www.gamerconfig.eu/command/insurgency/vprof_dump_spikes_node/) "0" // Node to start report from when doing a dump spikes

[vprof\_dump\_spikes\_terse](http://www.gamerconfig.eu/command/insurgency/vprof_dump_spikes_terse/) "0" // Whether to use most terse output

[vprof\_expand\_all](http://www.gamerconfig.eu/command/insurgency/vprof_expand_all/) // Expand the whole vprof tree

[vprof\_expand\_group](http://www.gamerconfig.eu/command/insurgency/vprof_expand_group/) // Expand a budget group in the vprof tree by name

[vprof\_generate\_report](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report/) // Generate a report to the console.

[vprof\_generate\_report\_AI](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_AI/) // Generate a report to the console.

[vprof\_generate\_report\_AI\_only](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_AI_only/) // Generate a report to the console.

[vprof\_generate\_report\_budget](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_budget/) // Generate a report to the console based on budget group.

[vprof\_generate\_report\_hierarchy](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_hierarchy/) // Generate a report to the console.

[vprof\_generate\_report\_hierarchy\_per\_frame\_and\_count\_only](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_hierarchy_per_frame_and_count_only/) // Generate a minimal hiearchical report to the console.

[vprof\_generate\_report\_map\_load](http://www.gamerconfig.eu/command/insurgency/vprof_generate_report_map_load/) // Generate a report to the console.

[vprof\_graph](http://www.gamerconfig.eu/command/insurgency/vprof_graph/) "0" // Draw the vprof graph.

[vprof\_graphheight](http://www.gamerconfig.eu/command/insurgency/vprof_graphheight/) "256"

[vprof\_graphwidth](http://www.gamerconfig.eu/command/insurgency/vprof_graphwidth/) "512"

[vprof\_nextsibling](http://www.gamerconfig.eu/command/insurgency/vprof_nextsibling/)

[vprof\_off](http://www.gamerconfig.eu/command/insurgency/vprof_off/) // Turn off VProf profiler

[vprof\_on](http://www.gamerconfig.eu/command/insurgency/vprof_on/) // Turn on VProf profiler

[vprof\_parent](http://www.gamerconfig.eu/command/insurgency/vprof_parent/)

[vprof\_playback\_average](http://www.gamerconfig.eu/command/insurgency/vprof_playback_average/) // Average the next N frames.

[vprof\_playback\_start](http://www.gamerconfig.eu/command/insurgency/vprof_playback_start/) // Start playing back a recorded .vprof file.

[vprof\_playback\_step](http://www.gamerconfig.eu/command/insurgency/vprof_playback_step/) // step to the next tick.

[vprof\_playback\_stepback](http://www.gamerconfig.eu/command/insurgency/vprof_playback_stepback/) // step to the previous tick.

[vprof\_playback\_stop](http://www.gamerconfig.eu/command/insurgency/vprof_playback_stop/) // Stop playing back a recorded .vprof file.

[vprof\_prevsibling](http://www.gamerconfig.eu/command/insurgency/vprof_prevsibling/)

[vprof\_record\_start](http://www.gamerconfig.eu/command/insurgency/vprof_record_start/) // Start recording vprof data for playback later.

[vprof\_record\_stop](http://www.gamerconfig.eu/command/insurgency/vprof_record_stop/) // Stop recording vprof data

[vprof\_remote\_start](http://www.gamerconfig.eu/command/insurgency/vprof_remote_start/) // Request a VProf data stream from the remote server (requires authentication)

[vprof\_remote\_stop](http://www.gamerconfig.eu/command/insurgency/vprof_remote_stop/) // Stop an existing remote VProf data request

[vprof\_reset](http://www.gamerconfig.eu/command/insurgency/vprof_reset/) // Reset the stats in VProf profiler

[vprof\_reset\_peaks](http://www.gamerconfig.eu/command/insurgency/vprof_reset_peaks/) // Reset just the peak time in VProf profiler

[vprof\_scope](http://www.gamerconfig.eu/command/insurgency/vprof_scope/) "0" // Set a specific scope to start showing vprof tree

[vprof\_scope\_entity\_gamephys](http://www.gamerconfig.eu/command/insurgency/vprof_scope_entity_gamephys/) "0"

[vprof\_scope\_entity\_thinks](http://www.gamerconfig.eu/command/insurgency/vprof_scope_entity_thinks/) "0"

[vprof\_server\_spike\_threshold](http://www.gamerconfig.eu/command/insurgency/vprof_server_spike_threshold/) "999"

[vprof\_server\_thread](http://www.gamerconfig.eu/command/insurgency/vprof_server_thread/) "0"

[vprof\_think\_limit](http://www.gamerconfig.eu/command/insurgency/vprof_think_limit/) "0"

[vprof\_to\_csv](http://www.gamerconfig.eu/command/insurgency/vprof_to_csv/) // Convert a recorded .vprof file to .csv.

[vprof\_unaccounted\_limit](http://www.gamerconfig.eu/command/insurgency/vprof_unaccounted_limit/) "0" // number of milliseconds that a node must exceed to turn red in the vprof panel

[vprof\_verbose](http://www.gamerconfig.eu/command/insurgency/vprof_verbose/) "1" // Set to one to show average and peak times

[vprof\_vtune\_group](http://www.gamerconfig.eu/command/insurgency/vprof_vtune_group/) // enable vtune for a particular vprof group (disable to disable)

[vprof\_warningmsec](http://www.gamerconfig.eu/command/insurgency/vprof_warningmsec/) "10" // Above this many milliseconds render the label red to indicate slow code.

[vtune](http://www.gamerconfig.eu/command/insurgency/vtune/) // Controls VTunes sampling.

[vx\_do\_not\_throttle\_events](http://www.gamerconfig.eu/command/insurgency/vx_do_not_throttle_events/) "0" // Force VXConsole updates every frame; smoother vprof data on PS3 but at a slight (~0.2ms) perf cost.

[vx\_model\_list](http://www.gamerconfig.eu/command/insurgency/vx_model_list/) // Dump models to VXConsole

[v\_centermove](http://www.gamerconfig.eu/command/insurgency/v_centermove/) "0"

[v\_centerspeed](http://www.gamerconfig.eu/command/insurgency/v_centerspeed/) "500"

[weapon\_showproficiency](http://www.gamerconfig.eu/command/insurgency/weapon_showproficiency/) "0"

[weapon\_throw\_force](http://www.gamerconfig.eu/command/insurgency/weapon_throw_force/) "2000"

[windows\_speaker\_config](http://www.gamerconfig.eu/command/insurgency/windows_speaker_config/) "1"

[wipe\_nav\_attributes](http://www.gamerconfig.eu/command/insurgency/wipe_nav_attributes/) // Clear all nav attributes of selected area.

[wpn\_debug\_active\_weapon](http://www.gamerconfig.eu/command/insurgency/wpn_debug_active_weapon/) "0"

[wpn\_shot\_bias\_max](http://www.gamerconfig.eu/command/insurgency/wpn_shot_bias_max/) "1"

[wpn\_shot\_bias\_min](http://www.gamerconfig.eu/command/insurgency/wpn_shot_bias_min/) "-1"

[writeid](http://www.gamerconfig.eu/command/insurgency/writeid/) // Writes a list of permanently-banned user IDs to banned\_user.cfg.

[writeip](http://www.gamerconfig.eu/command/insurgency/writeip/) // Save the ban list to banned\_ip.cfg.

[xc\_crouch\_debounce](http://www.gamerconfig.eu/command/insurgency/xc_crouch_debounce/) "0"

[xload](http://www.gamerconfig.eu/command/insurgency/xload/) // Load a saved game from a console storage device.

[xlook](http://www.gamerconfig.eu/command/insurgency/xlook/)

[xlsp\_force\_dc\_name](http://www.gamerconfig.eu/command/insurgency/xlsp_force_dc_name/) "0" // Restrict to xlsp datacenter by name.

[xmove](http://www.gamerconfig.eu/command/insurgency/xmove/)

[xsave](http://www.gamerconfig.eu/command/insurgency/xsave/) // Saves current game to a console storage device.

[zoom\_sensitivity\_ratio\_joystick](http://www.gamerconfig.eu/command/insurgency/zoom_sensitivity_ratio_joystick/) "1" // Additional controller sensitivity scale factor applied when FOV is zoomed in.

[zoom\_sensitivity\_ratio\_mouse](http://www.gamerconfig.eu/command/insurgency/zoom_sensitivity_ratio_mouse/) "1" // Additional mouse sensitivity scale factor applied when FOV is zoomed in.

[z\_ragdoll\_impact\_strength](http://www.gamerconfig.eu/command/insurgency/z_ragdoll_impact_strength/) "500"

[\_autosave](http://www.gamerconfig.eu/command/insurgency/_autosave/) // Autosave

[\_autosavedangerous](http://www.gamerconfig.eu/command/insurgency/_autosavedangerous/) // AutoSaveDangerous

[\_bugreporter\_restart](http://www.gamerconfig.eu/command/insurgency/_bugreporter_restart/) // Restarts bug reporter .dll

[\_fov](http://www.gamerconfig.eu/command/insurgency/_fov/) "0" // Automates fov command to server.

[\_record](http://www.gamerconfig.eu/command/insurgency/_record/) // Record a demo incrementally.

[\_resetgamestats](http://www.gamerconfig.eu/command/insurgency/_resetgamestats/) // Erases current game stats and writes out a blank stats file

[\_restart](http://www.gamerconfig.eu/command/insurgency/_restart/) // Shutdown and restart the engine.