Counter-Strike

Variables

filterban | Boolean
Toggles IP banning. Examples:
filterban 1   Enables IP banning
filterban 0   Disables IP banning.

hostname | String
This CVAR specifies your server's name. Example:
hostname "Counter-Strike 1.6 Server" (default)
Simply change Counter-Strike 1.6 Server to your server's name.

log | Boolean
Toggles logging of server events and chats between players. Example:
log 0   Wouldn't log events and chats. (default)
log 1   Would enable logging events and chats.

mapcyclefile | String
Specifies which file contains the map cycle. Example:
mapcyclefile mapcycle.txt   Defines the mapcycle to mapcycle.txt. (default)

maxplayers | Integer
Defines the maximum list of clients that can be connected to the server. Maximum 32 and sevrer
needs to be restarted to take effect. Examples:
maxplayers 32   Would set the maximum number of players to 32. (recommended for T1 and
above)
maxplayers 10   Would set the maximum number of players to 10. (recommended for Cable and
DSL)

mp_autocrosshair | Boolean
Enables or disables the autoaim function.
mp_autocrosshair 0   Disables the autoaim function. (default)
mp_autocrosshair 1   Enables the autoaim function.

mp_autokick | Boolean
Enables or diasables the auto kick feature in Counter-Strike. If enabled, your server will
automatically kick team killers and idle players. Examples:
mp_autokick 0   Disables the autokick feature.
mp_autokick 1   Enables the autokick feature. (default)

mp_autoteambalance| Boolean
Toggles the team auto-balancing feature. If enabled, your server will always make sure that teams
are balanced and that there is no advantaged team. Examples:
mp_autoteambalance 1   Enables automatic team balancing.
mp_autoteambalance 0   Disables automatic team balancing.

mp_buytime | Integer
Specifies the time, in minutes, that players are allowed to buy. Examples:
mp_buytime 1.5   Gives 90 seconds of buying time. (default)
mp_buytime 1   Allows to buy stuff for 60 seconds.

mp_c4timer | Integer
Specifies, in seconds, after how much time the C4 bomb will blow up. Examples:
mp_c4timer 45   C4 will explode in 45 seconds.
mp_c4timer 30   C4 will explode in 30 seconds.

mp_chasecam | Boolean

If enabled, it limits spectators and dead people to only the chase mode. Examples
mp_chasecam 0   Observers can use any mode. (default)
mp_chasecam 1   Observers can only watch other players in chase mode.

mp_fadetoblack | Boolean
If enabled, observer's screen will fade to black and won't be able to watch anybody. HUD and chat still works and this mode is ideal for LAN parties.
mp_fadetoblack 0   Observers can spectate. (default)
mp_fadetoblack 1   Observer's screen will be black and won't be able to spectate anyone.

mp_falldamage | Boolean
Enables or disables realistic fall damage.
mp_falldamage 1   Players will lose health if jumping from very high. (default)
mp_falldamage 0   Players will be able to jump from very high places without loosing any health.

mp_flashlight | Boolean
Let's you allow or disallow the use of the flashlight by pressing the F button in Counter-Strike. Examples:
mp_flashlight 0   Disallows the use of the flashlight. (default)
mp_flashlight 1   Allows the use of the flashlight.

mp_footsteps | Boolean
Toggles footstep sounds.
mp_footsteps 1   Players will generate footstep sounds. (default)
mp_footsteps 0   Players will run silently.

mp_forcechasecam | Boolean
Enables or disables team-only mode. Examples:
mp_forcechasecam 0   Observers can spectate anyone, any mode. (default)
mp_forcechasecam 1   Observers can only spectate his own team.
mp_forcechasecam 2   Observers can't spectate anyone and he'll only see his dead body.

mp_freezetime | Integer
Specifies the freezetime, in seconds. Examples:
mp_freezetime 2   Players will be frozen for 2 seconds at beginning of round. (default)
mp_freezetime 0   Players will be able to start instantly.

mp_friendlyfire | Boolean
Toggles friendly fire (teammates cause damage to other teammates). Examples:
mp_friendlyfire 0   No friendly fire. (default)
mp_friendlyfire 1   Friendly fire enabled.

mp_friendly_granades_damage | Boolean
Toggles granade damage for teammates. Examples:
mp_friendly_granades_damage 0   No damage caused by grenades to teammates. (default)
mp_friendly_granades_damage 1   Team granades attack teammates.

mp_hostagepenalty | Integer
Specifies how many hostages can be killed before players are kicked from the server. Examples:
mp_hostagepenalty 2   Allows players to kill 2 hostages before being kicked from server. (default)
mp_hostagepenalty 0   Allows players to kill an unlimited number of hostages.

mp_limitteams | Integer
Sets how many players can a team have over the opposite team. Examples:
mp_limitteams 2   Can have 2 players surplus. (default)
mp_limitteams 0   Can have unlimited players of surplus

mp_logdetails | Boolean
Sets what kind of attack information the log should contain. Examples:
mp_logdetails 0   Will only log ennemy attacks. (default)

mp_logdetails 1   Will log teammate attacks also.

mp_logmessages | Boolean
Enables or disables logging of chat. Examples:
mp_logmessages 0   Won't log chat messages.
mp_logmessages 1   Will log chat messages.

mp_mapvoteration | Integer
Sets the ratio of players that must vote for a map so that the new map would be accepted..
Examples:
mp_mapvoteratio 0.6   60% must vote for the map. (default)

mp_maxrounds | Boolean
Sets the maximum amount of rounds that one map can have. When the limit is reached, the map
will change Examples:
mp_limitteams 2   Can have 2 players surplus. (default)
mp_limitteams 0   Can have unlimited players of surplus

mp_timelimit 20 | Integer
Specifies the time limit for each map in minutes. After this timeelapses, the server will change the
map to the next map in the mapcycle.txt file. Examples:
mp_timelimit 0   Disables the timelimit, only one map will run on your server.
mp_timelimit 20   The maps will be changed after 20 minutes. (default)

pausable | Boolean
If enabled, players will be able to pause the game. Please note that enabling this feature isin't
recommended as anyone will have the ability to interrupt and pause the game. Examples:
pausable 0   Disables the pausing feature. (default)
pausable 1   Enables the pausing feature.

sv_aim | Boolean
Enables or disables the auto aim function of Counter-Strike which will act like a legal aimbot. To use
this fuction, the player must have the autoaim feature enabled in it's counter-Strike options.
Examples:
sv_aim 0   Doesn't allow the use of the auto aim feature. (default)
sv_aim 1   Allows the use of the auto aim feature.

sv_cheats | Boolean
This CVAR specifies if to enable cheats or not. Remember that if enabled, Half-Life cheats will be
legit but Hacking or unofficial cheats are still illegal on any Half-Life (and it's mods) server.
sv_cheats 0   Disables cheats. (default)
sv_cheats 1   Enables cheats.

sv_downloadurl | String
There is a whole page on this CVAR. Please click here.

Commands
addip *<minutes> <IP>*
Bans someone's IP from the server for a specified time. Examples:
addip 0 10.0.0.1   Would permanently ban players from the 10.0.0.1 IP address.
addip 10 127.0.0.1   Would ban local players for 10 minutes.

banid *<minutes> <SteamID>*
Bans someone's SteamID from the server for a specified time. Examples:
banid 0 STEAM_0:0:2913745   Would permanently ban players from the account which has the
"STEAM_0:0:2913745" SteamID.
banid 10 STEAM_0:0:1852958   Would ban players with the "STEAM_0:0:1852958" SteamID for
10 minutes.

banid *<minutes> <SteamID>* kick
Bans someone's SteamID from the server for a specified time and kicks him/her also. Examples:
banid 0 STEAM_0:0:2913745 kick   Would permanently ban players from the account which has the "STEAM_0:0:2913745" SteamID and kick him/her.
banid 10 STEAM_0:0:1852958 kick   Would ban players with the "STEAM_0:0:1852958" SteamID for 10 minutes and would kick him/her.

changelevel *<map>*
Changes the map to the specified map. Examples:
changelevel de_dust   Would change the map to de_dust.
changelevel de_aztec   Would change the map to de_aztec.

dropclient *<UserID>*
Drops (kicks) a client by using it's UserID which can be obtained from the *users* command. Examples:
dropclient 1   Would drop the client who has the "1" UserID

changelevel *<map>*
Changes the map to the specified map. Examples:
changelevel de_dust   Would change the map to de_dust.
changelevel de_aztec   Would change the map to de_aztec.

heartbeat
Manually sends a heartbeat to the master server to remind it that your server is online. Otherwise, this command is executed automatically. Examples:
heartbeat   Sends a heartbeat to the main server.

info *<SteamID>*
Displays information about the requested client. Examples:
info STEAM_0:0:2913745   Would display information about the "STEAM_0:0:2913745" client.

kick *<Player>* [or] *#<UserID>*
Kicks a clien by it's player's name or userid. Examples:
kick Paulius   Would kick the player named "Paulius". (Hey, that's my name!)
kick #3   Would kick the player who has the "3" UserID.

listid
Lists all the SteamIDs in the ban list.
listid   Would list all the banned SteamIDs.

listip
Lists all the IPs in the ban list.
listip   Would list all the banned IPs.

maps <String>
Lists all the maps containing the specified string. Use * to list all maps. Examples:
maps de_   Would list all the detonation maps
maps city   Would list all maps containing the word "City" in their name
maps *   Would list all installed maps on the server.