

## Список команд и параметров Left 4 Dead 2

1. -----				
2. _autosave	: cmd	:	:	: Autosave
3. _autosavedangerous	: cmd	:	:	: AutoSaveDangerous
4. _bugreporter_restart	: cmd	:	:	: Restarts bug reporter .dll
5. _record	: cmd	:	:	: Record a demo incrementally.
6. _resetgamestats	: cmd	:	:	: Erases current game stats and writes out a
blank stats file				
7. _restart	: cmd	:	:	: Shutdown and restart the engine.
8. achievement_debug	: 0	:	:	: , "sv", "cheat", "rep" : Turn on achievement debug msgs.
9. achievement_disable	: 0	:	:	: , "sv", "cheat", "rep" : Turn off achievements.
10. action_progress_reset_interval	: 1	:	:	: , "sv", "cheat" :
11. addip	: cmd	:	:	: Add an IP address to the ban list.
12. adrenaline_backpack_speedup	: 0	:	:	: , "sv", "cheat", "rep" : Percent of normal backpack item use
duration to use when affected by Adrenaline				
13. adrenaline_duration	: 15	:	:	: , "sv", "cheat", "rep" :
14. adrenaline_health_buffer	: 25	:	:	: , "sv", "cheat", "rep" :
15. adrenaline_revive_speedup	: 0	:	:	: , "sv", "cheat" : Percent of normal revive duration to use
when affected by Adrenaline				
16. adrenaline_run_speed	: 260	:	:	: , "sv", "cheat", "rep" :
17. adsp_debug	: 0	:	:	: , "a" :
18. ai_debug_los	: 0	:	:	: , "sv", "cheat" : NPC Line-Of-Sight debug mode. If 1, solid
entities that block NPC LOC will be highlighted with white bounding boxes. If 2, it'll				
19. ai_debug_shoot_positions	: 0	:	:	: , "sv", "cheat", "rep" :
20. ai_talk_idle_enabled	: 1	:	:	: , "sv", "cheat" : Set to 0 to disable TLK_IDLEs on survivors
computations.				
22. alias	: cmd	:	:	: Alias a command.
23. allow_weapon_fire_to_use	: 0	:	:	: , "sv", "cheat", "rep" :
24. ammo_pack_use_duration	: 3	:	:	: , "sv", "cheat", "rep" :
25. askconnect_accept	: cmd	:	:	: Accept a redirect request by the server.
26. async_resume	: cmd	:	:	:
27. async_suspend	: cmd	:	:	:
28. audit_save_in_memory	: cmd	:	:	: Audit the memory usage and files in the save-
to-memory system				
29. autosave	: cmd	:	:	: Autosave
30. autosavedangerous	: cmd	:	:	: AutoSaveDangerous
31. autosavedangerousissafe	: cmd	:	:	:
32. banid	: cmd	:	:	: Add a user ID to the ban list.
33. banip	: cmd	:	:	: Add an IP address to the ban list.
34. bench_end	: cmd	:	:	: Ends gathering of info.
35. bench_start	: cmd	:	:	: Starts gathering of info. Arguments:
filename to write results into				
36. bench_upload	: cmd	:	:	: Uploads most recent benchmark stats to the
Valve servers.				
time demo.				
38. bind	: cmd	:	:	: Bind a key.
0 1 1'				
40. blackbox_dump	: cmd	:	:	: Dump the contents of the blackbox
41. blackbox_record	: cmd	:	:	: Record an entry into the blackbox
42. boomer_exposed_time_tolerance	: 1	:	:	: , "sv", "cheat" : How long an out-of-range Boomer will
tolerate being visible before fleeing				
43. boomer_leaker_chance	: 0	:	:	: , "sv", "cheat" :
44. boomer_pz_claw_dmg	: 4	:	:	: , "sv", "cheat", "rep" : Amount of damage done by a PZ boomer's
regular melee attack				
45. boomer_vomit_delay	: 1	:	:	: , "sv", "cheat" : How long the Boomer waits before he vomits
on his target on Normal difficulty				
46. bot_crouch	: 0	:	:	: , "sv", "cheat" :
47. bot_freeze	: 0	:	:	: , "sv", "cheat" :
48. bot_mimic	: 0	:	:	: , "sv", "cheat", "rep" :
49. bot_mimic_yaw_offset	: 180	:	:	: , "sv", "cheat" :
50. box	: cmd	:	:	: Draw a debug box.
51. buddha	: 0	:	:	: , "sv", "cheat", "nf" : Survivors take damage but won't die
52. budget_averages_window	: 30	:	:	: , "a" : number of frames to look at when figuring
out average frametimes				
53. budget_background_alpha	: 128	:	:	: , "a" : how translucent the budget panel is
54. budget_bargraph_background_alpha	: 128	:	:	: , "a" : how translucent the budget panel is
55. budget_bargraph_range_ms	: 16	:	:	: , "a" : budget bargraph range in milliseconds
56. budget_history_numsamplesvisible	: 100	:	:	: , "a" : number of samples to draw in the budget
history window. The lower the better as far as rendering overhead of the budget panel				
57. budget_history_range_ms	: 66	:	:	: , "a" : budget history range in milliseconds
58. budget_panel_bottom_of_history_fraction	: 0	:	:	: , "a" : number between 0 and 1
59. budget_panel_height	: 384	:	:	: , "a" : height in pixels of the budget panel
60. budget_panel_width	: 512	:	:	: , "a" : width in pixels of the budget panel
61. budget_panel_x	: 0	:	:	: , "a" : number of pixels from the left side of the
game screen to draw the budget panel				
62. budget_panel_y	: 50	:	:	: , "a" : number of pixels from the top side of the
game screen to draw the budget panel				
63. budget_peaks_window	: 30	:	:	: , "a" : number of frames to look at when figuring
out peak frametimes				

64. budget_show_averages	: 0	: , "a"	: enable/disable averages in the budget panel
65. budget_show_history	: 1	: , "a"	: turn history graph off and on. . good to
turn off on low end			
66. budget_show_peaks	: 1	: , "a"	: enable/disable peaks in the budget panel
67. budget_toggle_group	: cmd	:	: Turn a budget group on/off
68. bug	: cmd	:	: Show the bug reporting UI.
69. bug_swap	: cmd	:	: Automatically swaps the current weapon for
the bug bait and back again.			
70. bugreporter_uploadasync	: 0	: , "a"	: Upload attachments asynchronously
71. bugreporter_username	: 0	: , "a"	: Username to use for bugreporter
72. buildcubemaps	: cmd	:	: Rebuild cubemaps.
73. cache_print	: cmd	:	: cache_print [section] Print out contents of
cache memory.			
74. cache_print_lru	: cmd	:	: cache_print_lru [section] Print out contents
of cache memory.			
75. cache_print_summary	: cmd	:	: cache_print_summary [section] Print out a
summary contents of cache memory.			
76. callvote	: cmd	:	: Start a vote on an issue.
77. cast_hull	: cmd	:	: Tests hull collision detection
78. cast_ray	: cmd	:	: Tests collision detection
79. ch_createairboat	: cmd	:	: Spawn airboat in front of the player.
80. ch_createjeep	: cmd	:	: Spawn jeep in front of the player.
81. chainsaw_attack_cone	: 30	: , "sv", "cheat"	:
82. chainsaw_attack_distance	: 50	: , "sv", "cheat"	:
83. chainsaw_attack_force	: 400	: , "sv", "cheat"	:
84. chainsaw_attract_distance	: 500	: , "sv", "cheat"	:
85. chainsaw_damage	: 100	: , "sv", "cheat"	:
86. chainsaw_debug	: 0	: , "sv", "cheat", "rep"	:
87. chainsaw_hit_interval	: 0	: , "sv", "cheat"	:
88. chainsaw_startup_fadeout_time	: 0	: , "sv", "cheat"	:
89. changelevel	: cmd	:	: Change server to the specified map
player			
91. changelevel_inhibit	: 0	: , "sv", "cheat"	:
92. changelevel_pause_interval	: 8	: , "sv", "cheat"	:
93. cl_allowdownload	: 1	: , "a"	: Client downloads customization files
94. cl_allowupload	: 1	: , "a"	: Client uploads customization files
client.			
96. cl_clock_correction_adjustment_max_amount : 200	:	: , "cheat"	: Sets the maximum number of milliseconds per
second it is allowed to correct the client clock. It will only correct this amount			
97. cl_clock_correction_adjustment_max_offset : 90	:	: , "cheat"	: As the clock offset goes from
cl_clock_correction_adjustment_min_offset to this value (in milliseconds), it moves towards apply			
98. cl_clock_correction_adjustment_min_offset : 10	:	: , "cheat"	: If the clock offset is less than this
amount (in milliseconds), then no clock correction is applied.			
99. cl_clock_correction_force_server_tick : 999	:	: , "cheat"	: Force clock correction to match the server
tick + this offset (-999 disables it).			
100. cl_clock_showdebuginfo	: 0	: , "cheat"	: Show debugging info about the clock drift.
101. cl_clockdrift_max_ms	: 150	: , "cheat"	: Maximum number of milliseconds the clock is
allowed to drift before the client snaps its clock to the server's.			
102. cl_clockdrift_max_ms_threadmode	: 0	: , "cheat"	: Maximum number of milliseconds the clock is
allowed to drift before the client snaps its clock to the server's.			
103. cl_cmdrate	: 30	: , "a", "user"	: Max number of command packets sent to
server per second			
104. cl_downloadfilter	: 0	: , "a"	: Determines which files can be downloaded
from the server (all, none, nosounds)			
console			
106. cl_flushentitypacket	: 0	: , "cheat"	: For debugging. Force the engine to flush an
entity packet.			
107. cl_forcepreload	: 0	: , "a"	: Whether we should force preloading.
packet			
debugging).			
HKCU\Software\Valve\Steam\Language)			
111. cl_logofile	: 0	: , "a"	: Spraypoint logo decal.
112. cl_precacheinfo	: cmd	:	: Show precache info (client).
113. cl_resend	: 6	:	: Delay in seconds before the client will
resend the 'connect' attempt			
114. cl_showents	: cmd	:	: Dump entity list to console.
115. cl_showevents	: 0	: , "cheat"	: Print event firing info in the console
116. cl_showpluginmessages	: 1	: , "a"	: Allow plugins to display messages to you
117. cl_skipslowpath	: 0	: , "cheat"	: Set to 1 to skip any models that don't go
through the model fast path			
118. cl_soundfile	: 0	: , "a"	: Jingle sound file.
119. cl_timeout	: 30	: , "a"	: After this many seconds without receiving a
packet from the server, the client will disconnect itself			
120. cl_updaterate	: 20	: , "a", "user"	: Number of packets per second of updates you
are requesting from the server			
121. cl_view	: cmd	:	: Set the view entity index.
122. claw_force	: 240	: , "sv", "cheat", "rep"	: Force with witch the claw shoves
other zombies away			

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123. claw_range : 52 : , "sv", "cheat", "rep" : Range of the Claw weapon
124. claw_range_down : 70 : , "sv", "cheat", "rep" : Range of the Claw weapon when looking
straight down, so it can reach your feet from your eyes.
125. claw_swing_duration : 0 : , "sv", "cheat", "rep" :
126. claw_swing_interval : 1 : , "sv", "cheat", "rep" :
127. claw_swing_miss_interval : 0 : , "sv", "cheat", "rep" :
128. clear : cmd : : Clear all console output.
129. clear_attribute : cmd : : Remove given attribute from all areas in
the selected set.
130. clear_debug_overlays : cmd : : clears debug overlays
131. clientport : 27005 : : Host game client port
132. closecaption : 0 : , "a", "user" : Enable close captioning.
133. cmd : cmd : : Forward command to server.
player in slot 1
player in slot 2
player in slot 3
player in slot 4
138. cola_bottles_use_duration : 1 : , "sv", "cheat", "rep" :
139. cola_bottles_use_range : 75 : , "sv", "cheat", "rep" :
140. cola_bottles_use_tolerance : 0 : , "sv", "cheat", "rep" :
pointing at
142. collision_test : cmd : : Tests collision system
143. colorcorrectionui : cmd : : Show/hide the color correction tools UI.
144. commentary_cvarsnotchanging : cmd : :
145. commentary_finishnode : cmd : :
146. con_enable : 0 : , "a" : Allows the console to be activated.
147. connect : cmd : : Connect to specified server.
148. crash : cmd : : Cause the engine to crash (Debug!!)
149. create_flashlight : cmd : :
150. CreatePredictionError : cmd : : Create a prediction error
151. cs_make_vip : cmd : : Marks a player as the VIP
152. cs_ShowStateTransitions : -2 : , "sv", "cheat" : cs_ShowStateTransitions <ent index or -1
for all>. Show player state transitions.
player
154. cvarlist : cmd : : Show the list of convars/concommands.
155. dbghist_addline : cmd : : Add a line to the debug history. Format:
<category id> <line>
156. dbghist_dump : cmd : : Dump the debug history to the console.
Format: <category id> Categories: 0: Entity I/O 1: AI Decisions 2: Sc
157. debug_visibility_monitor : 0 : , "sv", "cheat" :
158. debugsystemui : cmd : : Show/hide the debug system UI.
159. defibrillator_return_to_life_time : 3 : , "sv", "cheat" :
160. defibrillator_use_duration : 3 : , "sv", "cheat", "rep" :
161. demo_gototick : cmd : : Skips to a tick in demo.
162. demo_pause : cmd : : Pauses demo playback.
files.
164. demo_resume : cmd : : Resumes demo playback.
165. demo_timescale : cmd : : Sets demo replay speed.
166. demo_togglepause : cmd : : Toggles demo playback.
167. demolist : cmd : : Print demo sequence list.
168. demos : cmd : : Demo demo file sequence.
169. demoui : cmd : : Show/hide the demo player UI.
170. +demoui2 : cmd : : Bring the advanced demo player UI (demoui2)
to foreground.
171. -demoui2 : cmd : : Send the advanced demo player UI (demoui2)
to background.
(demoui2).
173. devshots_nextmap : cmd : : Used by the devshots system to go to the
next map in the devshots maplist.
174. devshots_screenshot : cmd : : Used by the -makedevshots system to take a
screenshot. For taking your own screenshots, use the 'screenshot' command instead.
175. differences : cmd : : Show all convars which are not at their
default values.
176. director_adrenaline_density : 6 : , "sv", "cheat" : Items per 100 yards square
177. director_ai_tanks : 0 : , "sv", "cheat" :
178. director_always_allow_wanderers : 0 : , "sv", "cheat" :
179. director_ammo_density : 6 : , "sv", "cheat" : Items per 100 yards square
180. director_begin_script : cmd : : Begin a director script
181. director_build_up_min_interval : 15 : , "sv", "cheat" :
182. director_convert_pills : 1 : , "sv", "cheat" :
183. director_convert_pills_critical_health : 50 : , "sv", "cheat" :
184. director_convert_pills_to_defib_health : 25 : , "sv", "cheat" :
185. director_custom_finale_tank_spacing : 10 : , "sv", "cheat" :
186. director_debug : 0 : , "sv", "cheat" :
187. director_debug_revisit : 0 : , "sv", "cheat" :
188. director_debug_scavenge_items : 0 : , "sv", "cheat" :
189. director_debug_threat_placement : 0 : , "sv", "cheat" :
190. director_defibrillator_density : 6 : , "sv", "cheat" : Items per 100 yards square

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191. director_end_script      : cmd      :      : End a director script
192. director_finale_item_cluster_count : 3      : , "sv", "cheat" : How many clusters of items will be
populated in the finale
193. director_finale_panic_waves      : 2      : , "sv", "cheat" :
194. director_finale_stage_delay      : 5      : , "sv", "cheat" :
testing
196. director_force_panic_event      : cmd      :      : Forces a 'PanicEvent' to occur
happen
198. director_force_tank      : 0      : , "sv", "cheat" :
199. director_force_versus_start      : cmd      :      : Force start the versus game, so PZs can
spawn even if survivors are still in the safe room
200. director_force_witch      : 0      : , "sv", "cheat" :
201. director_gas_can_density      : 6      : , "sv", "cheat" : Items per 100 yards square
202. director_gauntlet_movement_bonus : 5      : , "sv", "cheat" : If you don't cross the movement threshold
in DirectorGauntletMovementTimer seconds, you will get this much bonus time added bet
203. director_gauntlet_movement_bonus_max : 30      : , "sv", "cheat" : Maximum amount of bonus time you can
accumulate from not moving.
204. director_gauntlet_movement_threshold : 500      : , "sv", "cheat" : If you move less than this in
DirectorGauntletMovementTimer seconds, you will get an increasing break between mobs.
205. director_gauntlet_movement_timer_length : 10      : , "sv", "cheat" : If you don't cross the movement threshold
in this amount of time, you get increasing break time added between mobs.
206. director_gauntlet_tank_kite_distance : 3000      : , "sv", "cheat" : How far you have to progress after a
gauntlet tank spawn before the horde fires up again.
207. director_ingress_range      : 3000      : , "sv", "cheat" :
208. director_intensity_relax_allow_wanderers_threshold : 0      : , "sv", "cheat" : All survivors must be below this
intensity during RELAX for wandering zombies to be spawned
209. director_intensity_relax_allow_wanderers_threshold_expert : 0      : , "sv", "cheat" : All survivors must be
below this intensity during RELAX for wandering zombies to be spawned
210. director_intensity_relax_allow_wanderers_threshold_hard : 0      : , "sv", "cheat" : All survivors must be below
this intensity during RELAX for wandering zombies to be spawned
211. director_intensity_relax_threshold : 0      : , "sv", "cheat" : All survivors must be below this intensity
before a Peak is allowed to switch to Relax (in addition to the normal peak timer)
212. director_intensity_threshold : 0      : , "sv", "cheat", "rep" :
213. director_item_cluster_range : 50      : , "sv", "cheat" : Scavenge items of the same kind that are
this close to each other are considered a single 'cluster' for population purposes
214. director_item_placement_method : 1      : , "sv", "cheat" : Which scavenge item placement method to use
(0 = old, 1 = new)
215. director_item_placement_spew : 0      : , "sv", "cheat" : Whether director item placement should spew
a bunch of stats about what it did.
216. director_max_threat_areas : 4      : , "sv", "cheat" :
217. director_melee_weapon_density : 6      : , "sv", "cheat" : Items per 100 yards square
218. director_molotov_density : 6      : , "sv", "cheat" : Items per 100 yards square
219. director_music_dynamic_mob_size : 25      : , "sv", "cheat" : Spawning a mob this large can play music
220. director_music_dynamic_mobstop_size : 8      : , "sv", "cheat" : When a mob gets to this size we think about
stopping the music
music stops
222. director_must_create_all_scavenge_items : 0      : , "sv", "cheat" :
223. director_no_bosses : 0      : , "sv", "cheat" : Disable boss spawns
224. director_no_death_check : 0      : , "sv", "cheat" : Disable survivor team death ending scenario
225. director_no_mobs : 0      : , "sv", "cheat" : Disable mob rushes
226. director_no_specials : 0      : , "sv", "cheat" : Disable PZ spawns
bots
228. director_num_reserved_wanderers : 0      : , "sv", "cheat" :
229. director_output_population_visit : 0      : , "sv", "cheat" :
230. director_oxygen_tank_density : 6      : , "sv", "cheat" : Items per 100 yards square
231. director_pain_pill_density : 6      : , "sv", "cheat" : Items per 100 yards square
232. director_panic_forever : 0      : , "sv", "cheat" : Panic events never end
233. director_panic_wave_pause_max : 7      : , "sv", "cheat" :
234. director_panic_wave_pause_min : 5      : , "sv", "cheat" :
235. director_per_map_weapon_upgrade_chance : 0      : , "sv", "cheat" :
236. director_pipe_bomb_density : 6      : , "sv", "cheat" : Items per 100 yards square
237. director_pistol_density : 4      : , "sv", "cheat" : Items per 100 yards square
238. director_print_player_counts : cmd      :      : Prints out counts of connected players and
transitioning players (for debugging)
239. director_propane_tank_density : 6      : , "sv", "cheat" : Items per 100 yards square
240. director_ready_duration : 60      : , "sv", "cheat" : If nonzero, survivor team has this amount
of time to get ready before starting out
241. director_ready_radius : 300      : , "sv", "cheat" : The distance survivors can move from the
starting weapons during the ready period
242. director_relax_max_flow_travel : 3000      : , "sv", "cheat" :
243. director_relax_max_interval : 45      : , "sv", "cheat" :
244. director_relax_min_interval : 30      : , "sv", "cheat" :
245. director_report : cmd      :      : Prints a snapshot of the director's state
246. director_report_scavenge_items : cmd      :      : Dump to the log all the scavengable items
247. director_scavenge_item_override : 0      : , "sv", "cheat" : Override map-specified item densities with
cvar values for tuning
248. director_short_finale : 0      : , "sv", "cheat" : Short finale for testing escape vehicles

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249. director_solve_item_density      : cmd      :      : Pass the number of items you'd want in this
map and this spits out the map density value
250. director_special_battlefield_respawn_interval : 10      : , "sv", "cheat" :
251. director_special_finale_offer_length : 10      : , "sv", "cheat" : How long is given to a player to accept the
offer of a special zombie during the finale.
252. director_special_initial_spawn_delay_max : 60      : , "sv", "cheat" :
253. director_special_initial_spawn_delay_max_extra : 180     : , "sv", "cheat" :
254. director_special_initial_spawn_delay_min : 30      : , "sv", "cheat" :
255. director_special_original_offer_length : 30      : , "sv", "cheat" : How long is given to the first player to
accept the offer of a special zombie.
256. director_special_respawn_interval : 45      : , "sv", "cheat" :
257. director_spectate_specials      : 0       : , "sv", "cheat" : Allow spectating zombies
258. director_start                  : cmd      :      : Restores spawning of all wanderers, mobs,
specials, and bosses
and bosses
260. director_super_weapon_density    : 6       : , "sv", "cheat" : Items per 100 yards square
261. director_survivor_movement_window : 10      : , "sv", "cheat" :
262. director_sustain_peak_max_time   : 5       : , "sv", "cheat" :
263. director_sustain_peak_min_time   : 3       : , "sv", "cheat" :
264. director_tank_bypass_max_flow_travel : 1500    : , "sv", "cheat" :
265. director_tank_checkpoint_interval : 15      : , "sv", "cheat" : Min time after leaving a checkpoint that a
tank can spawn
266. director_tank_force_offer        : 0       : , "sv", "cheat" : Forces the director to offer a tank
lottery
lottery
269. director_tank_max_interval       : 500     : , "sv", "cheat" :
270. director_tank_min_interval       : 350     : , "sv", "cheat" :
271. director_tank_offer_debug        : 0       : , "sv", "cheat" :
272. director_test_loop               : 0       : , "sv", "cheat" : Allow a team of nothing but bots, advance
through maps and loop back to start
273. director_test_loop_restarts_before_rotate : 4       : , "sv", "cheat" : When looping and rotating, how many times
to restart before moving to next campaign
274. director_test_loop_rotate_maps   : 1       : , "sv", "cheat" : When looping, advance to the next map when
reach end of campaign
275. director_test_loop_time          : 3       : , "sv", "cheat" : When looping, stay in each map for at most
the amount of time, in minutes, specified
276. director_threat_clear_radius     : 500     : , "sv", "cheat" : Prevent wandering zombies within this
radius of threats
277. director_threat_max_separation   : 5000    : , "sv", "cheat" :
278. director_threat_min_separation   : 5000    : , "sv", "cheat" :
279. director_threat_radius           : 1000    : , "sv", "cheat" :
280. director_transition_timeout      : 120     : , "sv", "cheat" : Duration (in seconds) to wait for survivors
to transition across changelevels
281. director_unfreeze_time           : 55      : , "sv", "cheat" : Duration (in seconds) to wait to unfreeze a
team after the first player has connected
282. director_upgradepack_density     : 6       : , "sv", "cheat" : Items per 100 yards square
283. director_vomitjar_density        : 6       : , "sv", "cheat" : Items per 100 yards square
284. director_weapon_cluster_range    : 100     : , "sv", "cheat" : Scavenge weapons within this range are
selected to be of the same tier, and not contain duplicate types
285. disable_dynamic_prop_loading     : 0       : , "sv", "cheat" : If non-zero when a map loads, dynamic props
won't be loaded
286. disable_static_prop_loading      : 0       : , "cheat"       : If non-zero when a map loads, static props
won't be loaded
287. disconnect                      : cmd      :      : Disconnect game from server.
288. dismount                        : cmd      :      : Dismounts a survivor as a jockey
289. display_elapsedtime              : cmd      :      : Displays how much time has elapsed since
the game started
290. display_game_events              : 0       : , "cheat"       :
Arguments: x y z
292. drawline                        : cmd      :      : Draws line between two 3D Points. Green if
no collision Red is collides with something Arguments: x1 y1 z1 x2 y2 z2
293. dsp_dist_max                    : 1440    : , "cheat", "demo" :
294. dsp_dist_min                    : 0       : , "cheat", "demo" :
295. dsp_enhance_stereo              : 0       : , "a"           :
296. dsp_off                         : 0       : , "cheat"       :
297. dsp_player                      : 0       : , "demo", "server_can_execute" :
298. dsp_reload                      : cmd      :      :
299. dsp_slow_cpu                    : 0       : , "a", "demo"   :
300. dsp_volume                      : 0       : , "a", "demo"   :
301. dti_flush                       : cmd      :      : Write out the datatable instrumentation
files (you must run with -dti for this to work).
302. dump_avatar_info                : cmd      :      : Print out avatar info of each plaeyr
303. dump_entity_sizes               : cmd      :      : Print sizeof(entclass)
304. dump_globals                    : cmd      :      : Dump all global entities/states
305. dump_pz_data                     : cmd      :      : Dump PZ data
306. dump_server_demo                : cmd      :      : dump_sever_demo <filename>
307. dumpentityfactories              : cmd      :      : Lists all entity factory names.

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308. dumpeventqueue           : cmd      :      : Dump the contents of the Entity I/O event
queue to the console.
309. dumpgamestringtable     : cmd      :      : Dump the contents of the game string table
to the console.
memory
311. dumpstringtables        : cmd      :      : Print string tables to console.
312. echo                    : cmd      :      : Echo text to console.
313. editdemo                : cmd      :      : Edit a recorded demo file (.dem ).
314. editor_toggle           : cmd      :      : Disables the simulation and returns focus
to the editor
315. enable_debug_overlays   : 1        : , "sv", "cheat" : Enable rendering of debug overlays
316. endmovie                : cmd      :      : Stop recording movie frames.
317. endround                : cmd      :      : End the current round.
318. ent_absbox              : cmd      :      : Displays the total bounding box for the
given entity(s) in green. Some entites will also display entity specific overlays. Ar
319. ent_attachments         : cmd      :      : Displays the attachment points on an
entity. Arguments: {entity_name} / {class_name} / no argument picks what player is loo
320. ent_autoaim             : cmd      :      : Displays the entity's autoaim radius.
Arguments: {entity_name} / {class_name} / no argument picks what player is looking at
321. ent_bbox                : cmd      :      : Displays the movement bounding box for the
given entity(ies) in orange. Some entites will also display entity specific overlay
322. ent_cancelpendingentfires : cmd      :      : Cancels all ent_fire created outputs that
are currently waiting for their delay to expire.
323. ent_create              : cmd      :      : Creates an entity of the given type where
the player is looking.
324. ent_dump                : cmd      :      : Usage: ent_dump <entity name>
[value] [delay]
326. ent_info                : cmd      :      : Usage: ent_info <class name>
327. ent_keyvalue            : cmd      :      : Applies the comma delimited key=value pairs
to the entity with the given Hammer ID. Format: ent_keyvalue <entity id> <key>=<v
328. ent_messages            : cmd      :      : Toggles input/output message display for
the selected entity(ies). The name of the entity will be displayed as well as any mes
activity.
330. ent_name                : cmd      :      :
331. ent_orient              : cmd      :      : Orient the specified entity to match the
player's angles. By default, only orients target entity's YAW. Use the 'allangles' opt
332. ent_pause               : cmd      :      : Toggles pausing of input/output message
processing for entities. When turned on processing of all message will stop. Any mess
333. ent_pivot               : cmd      :      : Displays the pivot for the given
entity(ies). (y=up=green, z=forward=blue, x=left=red). Arguments: {entity_name} / {class
334. ent_rbox                : cmd      :      : Displays the total bounding box for the
given entity(s) in green. Some entites will also display entity specific overlays. Ar
335. ent_remove              : cmd      :      : Removes the given entity(s) Arguments:
{entity_name} / {class_name} / no argument picks what player is looking at
336. ent_remove_all          : cmd      :      : Removes all entities of the specified type
Arguments: {entity_name} / {class_name}
degrees
338. ent_script_dump         : cmd      :      : Dumps the names and values of this entity's
script scope to the console Arguments: {entity_name} / {class_name} / no argume
339. ent_setang              : cmd      :      : Set entity angles
340. ent_setname             : cmd      :      : Sets the targetname of the given entity(s)
Arguments: {new entity name} {entity_name} / {class_name} / no argument picks wh
341. ent_setpos              : cmd      :      : Move entity to position
342. ent_show_response_criteria : cmd      :      : Print, to the console, an entity's current
criteria set used to select responses. Arguments: {entity_name} / {class_name} /
343. ent_step                : cmd      :      : When 'ent_pause' is set this will step
through one waiting input / output message at a time.
344. ent_teleport            : cmd      :      : Teleport the specified entity to where the
player is looking. Format: ent_teleport <entity name>
345. ent_text                : cmd      :      : Displays text debugging information about
the given entity(ies) on top of the entity (See Overlay Text) Arguments: {entity_
346. ent_viewoffset          : cmd      :      : Displays the eye position for the given
entity(ies) in red. Arguments: {entity_name} / {class_name} / no argument picks wha
347. envmap                  : cmd      :      :
348. escape                  : cmd      :      : Escape key pressed.
349. exec                    : cmd      :      : Execute script file.
350. exit                    : cmd      :      : Exit the engine.
351. explode                 : cmd      :      : Kills the player with explosive damage
352. explodevector           : cmd      :      : Kills a player applying an explosive force.
Usage: explodevector <player> <x value> <y value> <z value>
353. fade_crosshair          : cmd      :      : Fades the prop being looked at
354. fade_immediately        : 0        : , "sv", "cheat" :
355. fadein                  : cmd      :      : fadein {time r g b}: Fades the screen in
from black or from the specified color over the given number of seconds.
356. fadeout                 : cmd      :      : fadeout {time r g b}: Fades the screen to
black or to the specified color over the given number of seconds.
357. find                    : cmd      :      : Find concommands with the specified string
in their name/help text.

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358. find_ent : cmd : : Find and list all entities with classnames
or targetnames that contain the specified substring. Format: find_ent <substring>
359. find_ent_index : cmd : : Display data for entity matching specified
index. Format: find_ent_index <index>
360. findflags : cmd : : Find concommands by flags.
361. firetarget : cmd : :
362. first_aid_heal_percent : 0 : , "sv", "cheat" : Percent of injuries to heal
363. first_aid_kit_max_heal : 100 : , "sv", "cheat", "rep" :
364. first_aid_kit_use_duration : 5 : , "sv", "cheat", "rep" :
365. fish_dormant : 0 : , "sv", "cheat", "rep" : Turns off interactive fish behavior.
Fish become immobile and unresponsive.
366. fix_versus_convars : 0 : , "sv", "cheat" :
367. flush : cmd : : Flush unlocked cache memory.
368. flush_locked : cmd : : Flush unlocked and locked cache memory.
369. fog_enable_water_fog : 1 : , "cheat" :
370. force_disablelex360 : 0 : , "cheat" :
371. forcebind : cmd : : Bind a command to an available key.
(forcebind command opt:suggestedKey)
372. foundry_engine_get_mouse_control : cmd : : Give the engine control of the mouse.
Hammer.
374. foundry_select_entity : cmd : : Select the entity under the crosshair or
select entities with the specified name.
375. foundry_sync_hammer_view : cmd : : Move Hammer's 3D view to the same position
as the engine's 3D view.
in edit mode
engine.
378. fs_syncdvddevcache : cmd : : Force the 360 to get updated files that are
in your p4 changelist(s) from the host PC when running with -dvddev.
379. fs_warning_level : cmd : : Set the filesystem warning level.
380. func_break_max_pieces : 15 : , "a", "sv", "rep" :
sounds.
382. g_debug_phycannon : 0 : , "sv", "cheat", "rep" :
383. g_debug_ragdoll_removal : 0 : , "sv", "cheat", "rep" :
384. g_debug_vehiclebase : 0 : , "sv", "cheat" :
385. g_debug_vehicleexit : 0 : , "sv", "cheat" :
386. g_debug_vehiclesound : 0 : , "sv", "cheat" :
387. gameui_activate : cmd : : Shows the game UI
388. gameui_allowescape : cmd : : Escape key allowed to hide game UI
389. gameui_allowescapetoshow : cmd : : Escape key allowed to show game UI
390. gameui_hide : cmd : : Hides the game UI
391. gameui_preventescape : cmd : : Escape key doesn't hide game UI
392. gameui_preventescapetoshow : cmd : : Escape key doesn't show game UI
393. gas_can_use_duration : 2 : , "sv", "cheat", "rep" :
394. gascan_spit_time : 2 : , "sv", "cheat", "rep" : Gascans can survive this long in spit
before they ignite.
395. gascan_throw_force : 32 : , "sv", "cheat" :
396. gascan_use_range : 65 : , "sv", "cheat", "rep" :
397. gascan_use_tolerance : 0 : , "sv", "cheat", "rep" :
<item_name>
399. givecurrentammo : cmd : : Give a supply of ammo for current weapon..
400. global_set : cmd : : global_set <globalname> <state>: Sets the
state of the given env_global (0 = OFF, 1 = ON, 2 = DEAD).
take over.
402. god : 0 : , "sv", "cheat", "nf" : Survivors don't take damage
403. grenadelauncher_damage : 400 : , "sv", "cheat" :
other players
other players
406. grenadelauncher_force_kill : 2000 : , "sv", "cheat" :
407. grenadelauncher_radius_kill : 180 : , "sv", "cheat" :
408. grenadelauncher_radius_stumble : 250 : , "sv", "cheat" :
409. grenadelauncher_show_radius : 0 : , "sv", "cheat" :
410. grenadelauncher_velocity : 1200 : , "sv", "cheat" :
411. groundlist : cmd : : Display ground entity list <index>
412. hack_elevator_z_offset : 10 : , "sv", "cheat" :
in edit mode
414. hammer_update_safe_entities : cmd : : Updates entities in the map that can safely
be updated (don't have parents or are affected by constraints). Also excludes entit
415. heartbeat : cmd : : Force heartbeat of master servers
416. help : cmd : : Find help about a convar/concommand.
417. hideconsole : cmd : : Hide the console.
418. host_flush_threshold : 14 : : Memory threshold below which the host
should flush caches between server instances
419. host_map : 0 : : Current map name.
rendering/updating sounds
421. host_sleep : 0 : , "cheat" : Force the host to sleep a certain number of
milliseconds each frame.
422. host_timescale : 1 : , "cheat", "rep" : Prescale the clock by this amount.

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423. host_writeconfig                : cmd      :      : Store current settings to config.cfg (or
specified .cfg file).
424. host_writeconfig_ss            : cmd      :      : Store current settings to config.cfg (or
specified .cfg file) with first param as splitscreen index.
425. host_xbox_e3_restart           : 15       :      : E3 Demo Restart interval (in minutes).
426. hostfile                       : 0        : , "sv" : The HOST file to load.
427. hostip                         : -1062731712.000 :      : Host game server ip
428. hostname                       : 0        :      : Hostname for server.
429. hostport                       : 27022    :      : Host game server port
430. hunk_print_allocations         : cmd      :      :
431. hunk_track_allocation_types    : 0        : , "cheat" :
432. hunter_committed_attack_range  : 75       : , "sv", "cheat" :
433. hunter_leap_away_give_up_range : 1000     : , "sv", "cheat" :
434. hunter_pounce_air_speed       : 700      : , "sv", "cheat" :
pouncing
adjustment
ready
438. hunter_pz_claw_dmg             : 6        : , "sv", "cheat", "rep" : Amount of damage done by a PZ
hunter's regular melee attack
lose>
player.
441. incendiary_ammo_burn_time      : 4        : , "sv", "cheat" : Time to burn when hit by incendiary ammo
442. incrementvar                  : cmd      :      : Increment specified convar value.
443. inferno_acid_spawn_angle      : 120      : , "sv", "cheat" : Angular change from parent
child
445. inferno_child_spawn_max_depth  : 4        : , "sv", "cheat" :
446. inferno_damage                 : 40       : , "sv", "cheat" : Damage per second
447. inferno_debug                  : 0        : , "sv", "cheat" :
448. inferno_flame_lifetime         : 15       : , "sv", "cheat" : Average lifetime of each flame in seconds
spawns
450. inferno_forward_reduction_factor : 0        : , "sv", "cheat" :
thrower.
452. inferno_initial_spawn_interval : 0        : , "sv", "cheat" : Time between spawning flames for first fire
spawning
created
455. inferno_max_range              : 500      : , "sv", "cheat" : Maximum distance flames can spread from
their initial ignition point
456. inferno_per_flame_spawn_duration : 5        : , "sv", "cheat" : Duration each new flame will attempt to
spawn new flames
457. inferno_scorch_decals          : 0        : , "sv", "cheat" :
458. inferno_spawn_angle            : 45       : , "sv", "cheat" : Angular change from parent
459. inferno_surface_offset         : 20       : , "sv", "cheat" :
460. inferno_velocity_decay_factor  : 0        : , "sv", "cheat" :
461. inferno_velocity_factor        : 0        : , "sv", "cheat" :
462. inferno_velocity_normal_factor  : 0        : , "sv", "cheat" :
463. intensity_averaged_following_decay : 20      : , "sv", "cheat" : Seconds for the 'time averaged intensity'
to meet the baseline intensity
464. intensity_decay_time           : 30       : , "sv", "cheat" : Seconds to decay full intensity to zero
465. intensity_enemy_death_far_range : 500      : , "sv", "cheat" :
466. intensity_enemy_death_near_range : 150      : , "sv", "cheat" :
467. intensity_factor               : 0        : , "sv", "cheat" : How quickly intensity increases
468. intensity_lock                 : -1       : , "sv", "cheat" : Lock players' intensities at this value
469. ip                             : 192      :      : Overrides IP for multihomed hosts
470. ipc_console_disable            : cmd      :      : Disable IPC console(s)
471. ipc_console_disable_all        : cmd      :      : Disable all IPC consoles
472. ipc_console_enable             : cmd      :      : Enable IPC console
473. ipc_console_show               : cmd      :      : Show status of IPC consoles
474. jockey                         : cmd      :      : Giddyup.
475. jockey_pounce_air_speed       : 700      : , "sv", "cheat" :
pouncing
adjustment
478. jockey_pz_claw_dmg             : 4        : , "sv", "cheat", "rep" : Amount of damage done by a PZ
jockey's regular melee attack
479. jockeyme                       : cmd      :      : Giddyup.
registered.
481. joy_wingmanwarrior_centerhack  : 0        : , "a"   : Wingman warrior centering hack.
482. jpeg                          : cmd      :      : Take a jpeg screenshot: jpeg <filename>
<quality 1-100>.
queries.
484. key_findbinding               : cmd      :      : Find key bound to specified command string.
485. key_listboundkeys             : cmd      :      : List bound keys with bindings.
486. key_updatelayout              : cmd      :      : Updates game keyboard layout to current
windows keyboard setting.
487. kick                          : cmd      :      : Kick a player by name.
488. kick_transitioning            : cmd      :      : Kick a transitioning player by userID
message.
490. kill                          : cmd      :      : Kills the player with generic damage
491. killserver                    : cmd      :      : Shutdown the server.

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492. killvector	: cmd	:	: Kills a player applying force. Usage:
killvector <player> <x value> <y value> <z value>			
493. l4d2_snd_adrenaline	: cmd	:	:
494. light_crosshair	: cmd	:	: Show texture color at crosshair
495. lightcache_maxmiss	: 2	:	: , "cheat"
496. lightprobe	: cmd	:	: Samples the lighting environment. Creates a cubemap and a file indicating the local lighting in a subdirectory called 'material'
497. linefile	: cmd	:	: Parses map leak data from .lin file
498. listdemo	: cmd	:	: List demo file contents.
499. listid	: cmd	:	: Lists banned users.
500. listip	: cmd	:	: List IP addresses on the ban list.
501. listissues	: cmd	:	: List all the issues that can be voted on.
502. listmodels	: cmd	:	: List loaded models.
503. listRecentNPCSpeech	: cmd	:	: Displays a list of the last 5 lines of speech from NPCs.
504. load	: cmd	:	: Load a saved game.
505. log	: cmd	:	: Enables logging to file, console, and udp <
on   off >.			
channels.			
507. log_level	: cmd	:	: Set the spew level of a logging channel.
<ip:port>.			
<ip:port>.			
510. logaddress_delall	: cmd	:	: Remove all udp addresses being logged to logaddress.
512. map	: cmd	:	: Start playing on specified map.
menu.			
specified map.			
515. map_edit	: cmd	:	:
516. map_showspawnpoints	: cmd	:	: Shows player spawn points (red=invalid)
517. maps	: cmd	:	: Displays list of maps.
518. mark	: cmd	:	: Set attribute of selected area.
519. mat_bumpbasis	: 0	:	: , "cheat"
520. mat_configcurrent	: cmd	:	: show the current video control panel config for the material system
crosshair			
522. mat_crosshair_edit	: cmd	:	: open the material under the crosshair in the editor defined by mat_crosshair_edit_editor
523. mat_crosshair_explorer	: cmd	:	: open the material under the crosshair in explorer and highlight the vmt file
524. mat_crosshair_printmaterial	: cmd	:	: print the material under the crosshair
525. mat_crosshair_reloadmaterial	: cmd	:	: reload the material under the crosshair material.
527. mat_debugalttab	: 0	:	: , "cheat"
528. mat_depthbias_normal	: 0	:	: , "cheat"
529. mat_drawflat	: 0	:	: , "cheat"
530. mat_dynamic_tonemapping	: 1	:	: , "cheat"
531. mat_dynamiclightmaps	: 0	:	: , "cheat"
532. mat_edit	: cmd	:	: Bring up the material under the crosshair in the editor
533. mat_fastnobump	: 0	:	: , "cheat"
534. mat_fillrate	: 0	:	: , "cheat"
535. mat_force_tonemap_scale	: 0	:	: , "cheat"
536. mat_forcedynamic	: 0	:	: , "cheat"
537. mat_fullbright	: 0	:	: , "cheat"
538. mat_grain_scale_override	: 1	:	: , "a"
539. mat_hdr_enabled	: cmd	:	: Report if HDR is enabled for debugging
540. mat_hdr_tonemapscale	: 1	:	: , "sv", "cheat"
autoexposure, 0 = eyes fully closed, 16 = eyes wide open.			: The HDR tonemap scale. 1 = Use
541. mat_info	: cmd	:	: Shows material system info
542. mat_leafvis	: 0	:	: , "cheat"
543. mat_loadtextures	: 1	:	: , "cheat"
544. mat_luxels	: 0	:	: , "cheat"
545. mat_measurefillrate	: 0	:	: , "cheat"
1.7 for LCD)			
547. mat_monitorgamma_tv_enabled	: 0	:	: , "a"
548. mat_morphstats	: 0	:	: , "cheat"
549. mat_norendering	: 0	:	: , "cheat"
550. mat_normalmaps	: 0	:	: , "cheat"
551. mat_normals	: 0	:	: , "cheat"
552. mat_proxy	: 0	:	: , "cheat"
553. mat_queue_priority	: 1	:	:
554. mat_reloadallmaterials	: cmd	:	: Reloads all materials
555. mat_reloadmaterial	: cmd	:	: Reloads a single material
556. mat_reloadtextures	: cmd	:	: Reloads all textures
557. mat_reporthwmorphmemory	: cmd	:	: Reports the amount of size in bytes taken up by hardware morph textures.
558. mat_reversedepth	: 0	:	: , "cheat"
registry			

560. mat_setvideomode the material system HUD.	: cmd	:	:	: sets the width, height, windowed state of
562. mat_showmaterials	: cmd	:	:	: Show materials.
563. mat_showmaterialsverbose	: cmd	:	:	: Show materials (verbose version).
everything else				
565. mat_showtextures	: cmd	:	:	: Show used textures.
566. mat_software skin	: 0	:	:	: , "cheat"
567. mat_spewalloc	: 0	:	:	: , "a"
568. mat_suppress	: cmd	:	:	: Suppress a material from drawing
569. mat_surfaceid	: 0	:	:	: , "cheat"
570. mat_surfacemat	: 0	:	:	: , "cheat"
571. mat_tessellation_accgeometrytangents	: 0	:	:	: , "cheat"
572. mat_tessellation_cornertangents	: 1	:	:	: , "cheat"
573. mat_tessellation_update_buffers	: 1	:	:	: , "cheat"
574. mat_tessellationmode	: 1	:	:	: , "cheat"
575. +mat_texture_list	: cmd	:	:	:
576. -mat_texture_list	: cmd	:	:	:
577. mat_texture_list_exclude	: cmd	:	:	: 'load' - loads the exclude list file,
'reset' - resets all loaded exclude information, 'save' - saves exclude list file				
578. mat_texture_list_txlod	: cmd	:	:	: Adjust LOD of the last viewed texture +1 to
inc resolution, -1 to dec resolution				
579. mat_texture_list_txlod_sync	: cmd	:	:	: 'reset' - resets all run-time changes to
LOD overrides, 'save' - saves all changes to material content files				
580. mat_wireframe	: 0	:	:	: , "cheat"
581. maxplayers	: cmd	:	:	: Change the maximum number of players
allowed on this server.				
582. melee_collateral_shove_count	: 16	:	:	: , "sv", "cheat"
583. melee_combo_reset_time	: 1	:	:	: , "sv", "cheat", "rep" : Seconds after a swing until we reset
the combo activities				
currently loaded				
585. melee_force_scalar	: 20	:	:	: , "sv", "cheat", "rep" :
586. melee_force_scalar_combat_character	: 5	:	:	: , "sv", "cheat", "rep" :
587. melee_range	: 70	:	:	: , "sv", "cheat", "rep" :
588. melee_reload_info_server	: cmd	:	:	: Reloads Melee weapon scripts to the
MeleeWeaponInfoStore				
589. melee_show_swing	: 0	:	:	: , "sv", "cheat", "rep" :
590. mem_compact	: cmd	:	:	:
591. mem_dump	: cmd	:	:	: Dump memory stats to text file.
592. mem_eat	: cmd	:	:	:
593. mem_incremental_compact	: cmd	:	:	:
compaction				
595. mem_test	: cmd	:	:	:
596. mem_vcollide	: cmd	:	:	: Dumps the memory used by vcollides
597. memory	: cmd	:	:	: Print memory stats.
598. memory_diff	: cmd	:	:	: show memory stats relative to snapshot
599. memory_list	: cmd	:	:	: dump memory list (linux only)
600. memory_mark	: cmd	:	:	: snapshot current allocation status
601. memory_status	: cmd	:	:	: show memory stats (linux only)
602. minisave	: cmd	:	:	: Saves game (for current level only!)
603. mission_reload	: cmd	:	:	: Reload mission metadata
604. mix_dynamic_cull_max_CI_emitters	: 0	:	:	: , "sv", "cheat"
605. mix_dynamic_debug_CI	: 0	:	:	: , "sv", "cheat"
606. mix_dynamic_max_CI_emitters	: 30	:	:	: , "sv", "cheat"
607. mix_dynamic_num_attack_vox_CI	: 2	:	:	: , "sv", "cheat"
center				
609. mm_server_search_lan_ports	: 27015	:	:	: , "a"
Also used to discover and correctly connect to dedicated LAN servers behind NATs.				
610. motd_enabled	: 1	:	:	: , "sv"
clients when they connect.				
611. motdfile	: 0	:	:	: , "sv"
612. mounted_gun_cooldown_time	: 60	:	:	: , "sv", "cheat", "rep" : Mounted gun cooldown time
613. mounted_gun_mount_cooldown_time	: 0	:	:	: , "sv", "cheat"
614. mounted_gun_overheat_penalty_time	: 60	:	:	: , "sv", "cheat"
615. mounted_gun_overheat_time	: 15	:	:	: , "sv", "cheat", "rep" : Mounted gun overheat time
616. mounted_gun_rate_of_fire	: 8	:	:	: , "sv", "cheat"
617. movie_fixwave	: cmd	:	:	: Fixup corrupted .wav file if engine crashed
during startmovie/endmovie, etc.				
618. mp_disable_autokick	: cmd	:	:	: Prevents a userid from being auto-kicked
619. mp_feetmaxyawrate	: 100	:	:	: , "sv", "cheat", "rep" :
620. mp_forcerespawnplayers	: cmd	:	:	: Force all players to respawn.
621. mp_forcewin	: cmd	:	:	: Forces team to win
622. mp_roundlimit	: 3	:	:	: , "sv"
623. mp_scrambleteams	: cmd	:	:	: Scramble the teams and restart the game
624. mp_switchteams	: cmd	:	:	: Switch teams and restart the game
level.				
626. multiplayerendgame	: cmd	:	:	: Take all of the connected clients and take
them to the end game state.				

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627. multivar : cmd : : Multiply specified convar value.
performances
629. music_dynamic_action_decay : 10 : , "sv", "cheat" :
630. music_dynamic_ambient_decay : 7 : , "sv", "cheat" :
631. music_dynamic_ambient_in_max : 0 : , "sv", "cheat" :
632. music_dynamic_ambient_in_min : 0 : , "sv", "cheat" :
633. music_dynamic_ambient_out_max : 1 : , "sv", "cheat" :
634. music_dynamic_ambient_out_min : 0 : , "sv", "cheat" :
635. music_dynamic_ambient_vol_min_alert : 0 : , "sv", "cheat" :
636. music_dynamic_attack_CI_close_decay : 0 : , "sv", "cheat" :
637. music_dynamic_attack_CI_close_distmax : 600 : , "sv", "cheat" :
638. music_dynamic_attack_CI_distmax : 2400 : , "sv", "cheat" :
639. music_dynamic_attack_CI_near_decay : 0 : , "sv", "cheat" :
640. music_dynamic_attack_CI_near_distmax : 300 : , "sv", "cheat" :
641. music_dynamic_attack_CI_num : 30 : , "sv", "cheat" :
642. music_dynamic_attack_CI_veryclose_decay : 0 : , "sv", "cheat" :
643. music_dynamic_attack_CI_veryclose_distmax : 94 : , "sv", "cheat" :
644. music_dynamic_calm_decay : 15 : , "sv", "cheat" :
645. music_dynamic_CI_sight_decay : 8 : , "sv", "cheat" :
646. music_dynamic_damage_decay : 10 : , "sv", "cheat" :
647. music_dynamic_damage_duck_damage_max : 1 : , "sv", "cheat" :
648. music_dynamic_damage_duck_damage_min : 0 : , "sv", "cheat" :
649. music_dynamic_damage_duck_max : 0 : , "sv", "cheat" :
650. music_dynamic_damage_duck_min : 0 : , "sv", "cheat" :
651. music_dynamic_damage_increment : 0 : , "sv", "cheat" :
652. music_dynamic_debug : 0 : , "sv", "cheat" : Draw parameter meters
653. music_dynamic_dodamage_decay : 4 : , "sv", "cheat" :
654. music_dynamic_dodamage_increment : 0 : , "sv", "cheat" :
655. music_dynamic_gunfire_decay : 1 : , "sv", "cheat" :
656. music_dynamic_gunfire_increment : 0 : , "sv", "cheat" :
657. music_dynamic_gunfireslow_decay : 3 : , "sv", "cheat" :
658. music_dynamic_gunfireslow_increment : 0 : , "sv", "cheat" :
659. music_dynamic_mob_action_close_max : 0 : , "sv", "cheat" :
660. music_dynamic_mob_action_close_min : 0 : , "sv", "cheat" :
661. music_dynamic_mob_action_decay : 15 : , "sv", "cheat" :
662. music_dynamic_mob_action_increment : 0 : , "sv", "cheat" :
663. music_dynamic_mob_action_max : 1 : , "sv", "cheat" :
664. music_dynamic_mob_action_min : 0 : , "sv", "cheat" :
665. music_dynamic_mob_choir_BPM : 90 : , "sv", "cheat" :
666. music_dynamic_mob_choir_interval_beats : 16 : , "sv", "cheat" :
667. music_dynamic_mob_choir_interval_randmultmax : 3 : , "sv", "cheat" :
668. music_dynamic_mob_damage_max : 1 : , "sv", "cheat" :
669. music_dynamic_mob_damage_min : 0 : , "sv", "cheat" :
670. music_dynamic_mob_decay : 15 : , "sv", "cheat" :
671. music_dynamic_mob_increment : 0 : , "sv", "cheat" :
672. music_dynamic_mob_large : 49 : , "sv", "cheat" : Spawning a large mob
673. music_dynamic_mob_max : 1 : , "sv", "cheat" :
674. music_dynamic_mob_med : 29 : , "sv", "cheat" : Spawning a med mob
675. music_dynamic_mob_min : 0 : , "sv", "cheat" :
676. music_dynamic_mob_small : 20 : , "sv", "cheat" : Spawning a small mob
677. music_dynamic_on : 1 : , "sv", "cheat" :
678. music_dynamic_PZ_BPM : 80 : , "sv", "cheat" :
679. music_dynamic_PZ_interval_randmultmax : 5 : , "sv", "cheat" :
680. music_dynamic_scarvenge_beat : 1 : , "sv", "cheat" : play beat music during scavenge mode
681. music_dynamic_SI_close_distmax : 1200 : , "sv", "cheat" :
682. music_dynamic_SI_far_distmin : 1800 : , "sv", "cheat" :
683. music_dynamic_SI_inrange_distmax : 2400 : , "sv", "cheat" :
684. music_dynamic_solosuccess_damagemin : 0 : , "sv", "cheat" :
685. music_dynamic_solosuccess_decay : 4 : , "sv", "cheat" :
686. music_dynamic_solosuccess_increment : 1 : , "sv", "cheat" :
687. music_dynamic_specials_interval_beats : 5 : , "sv", "cheat" :
688. music_dynamic_threat_decay : 6 : , "sv", "cheat" :
689. music_dynamic_update_interval : 0 : , "sv", "cheat" : interval between music status/action update
690. music_dynamic_witch_alert_interval : 37 : , "sv", "cheat" :
691. music_dynamic_witch_near_max : 1800 : , "sv", "cheat" :
692. music_dynamic_witch_near_min : 360 : , "sv", "cheat" :
693. music_intensity_override : -1 : , "sv", "cheat", "rep" : Overrides the player's music
intensity track for testing
694. music_intensity_threshold : 0 : , "sv", "cheat", "rep" :
695. music_large_area_reveal_repeat_threshold : 60 : , "sv", "cheat" : The minimum time in seconds between
performances of this music
696. music_large_area_reveal_threshold : 500000 : , "sv", "cheat" : How much new area must be revealed to
trigger the reveal music
697. music_manager : 1 : , "sv", "cheat" : Using the new music manager system.
698. music_min_pending_threat_time : 10 : , "sv", "cheat" : Minimum time until the next mob or boss.
Used when deciding to play MomentOfSilence
699. music_min_safe_time : 3 : , "sv", "cheat" : Minimum time that we haven't seen a threat
or been injured. Used when deciding to play MomentOfSilence

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700. music_moment_of_silence_repeat_interval	: 600	:	, "sv", "cheat"	: Minimum time between successive MomentOfSilence performances
701. music_moment_of_silence_start_delay	: 60	:	, "sv", "cheat"	: Minimum time before we can play a MomentOfSilence after leaving a Checkpoint user name
703. name2	: 0	:	, "a", "user", "print", "server_can_execute", "ss_added"	:
Current user name				
704. nav_add_to_selected_set	: cmd	:		: Add current area to the selected set.
705. nav_add_to_selected_set_by_id	: cmd	:		: Add specified area id to the selected set.
706. nav_analyze	: cmd	:		: Re-analyze the current Navigation Mesh and save it to disk.
707. nav_area_bgcolor	: 0	:	, "sv", "cheat"	: RGBA color to draw as the background color for nav areas while editing.
708. nav_area_max_size	: 50	:	, "sv", "cheat"	: Max area size created in nav generation
709. nav_auto_build_area	: cmd	:		: Build out high-precision areas around the edit cursor and create them.
710. nav_avoid	: cmd	:		: Toggles the 'avoid this area when possible' flag used by the AI system.
711. nav_begin_area	: cmd	:		: Defines a corner of a new Area or Ladder. To complete the Area or Ladder, drag the opposite corner to the desired location and selected set.
713. nav_begin_drag_deselecting	: cmd	:		: Start dragging a selection area.
714. nav_begin_drag_selecting	: cmd	:		: Start dragging a selection area. set.
716. nav_begin_shift_xy	: cmd	:		: Begin shifting the Selected Set.
717. nav_blockers_can_affect_flow	: 1	:	, "sv", "cheat"	:
718. nav_build_ladder	: cmd	:		: Attempts to build a nav ladder on the climbable surface under the cursor.
719. nav_check_file_consistency	: cmd	:		: Scans the maps directory and reports any missing/out-of-date navigation files.
720. nav_check_floor	: cmd	:		: Updates the blocked/unblocked status for every nav area.
721. nav_check_stairs	: cmd	:		: Update the nav mesh STAIRS attribute
722. nav_chop_selected	: cmd	:		: Chops all selected areas into their component 1x1 areas
723. nav_clear_attribute	: cmd	:		: Remove given nav attribute from all areas in the selected set.
724. nav_clear_selected_set	: cmd	:		: Clear the selected set. positions. continuous.
727. nav_connect	: cmd	:		: To connect two Areas, mark the first Area, highlight the second Area, then invoke the connect command. Note that this creates a
728. nav_coplanar_slope_limit	: 0	:	, "sv", "cheat"	:
729. nav_coplanar_slope_limit_displacement	: 0	:	, "sv", "cheat"	:
730. nav_corner_adjust_adjacent	: 18	:	, "sv", "cheat"	: radius used to raise/lower corners in nearby areas when raising/lowering corners.
731. nav_corner_lower	: cmd	:		: Lower the selected corner of the currently marked Area.
732. nav_corner_place_on_ground	: cmd	:		: Places the selected corner of the currently marked Area on the ground.
733. nav_corner_raise	: cmd	:		: Raise the selected corner of the currently marked Area.
734. nav_corner_select	: cmd	:		: Select a corner of the currently marked Area. Use multiple times to access all four corners. feet
736. nav_create_place_on_ground	: 0	:	, "sv", "cheat"	: If true, nav areas will be placed flush with the ground when created by hand.
737. nav_crouch	: cmd	:		: Toggles the 'must crouch in this area' flag used by the AI system.
738. nav_debug_blocked	: 0	:	, "sv", "cheat"	:
finale center				
740. nav_delete	: cmd	:		: Deletes the currently highlighted Area.
741. nav_delete_marked	: cmd	:		: Deletes the currently marked Area (if any).
742. nav_disconnect	: cmd	:		: To disconnect two Areas, mark an Area, highlight a second Area, then invoke the disconnect command. This will remove all connec
743. nav_displacement_test	: 10000	:	, "sv", "cheat"	: Checks for nodes embedded in displacements (useful for in-development maps)
744. nav_dont_hide	: cmd	:		: Toggles the 'area is not suitable for hiding spots' flag used by the AI system. mode
746. nav_edit	: 0	:	, "sv", "cheat"	: Set to one to interactively edit the Navigation Mesh. Set to zero to leave edit mode.
747. nav_end_area	: cmd	:		: Defines the second corner of a new Area or Ladder and creates it. selected set.
749. nav_end_drag_deselecting	: cmd	:		: Stop dragging a selection area.
750. nav_end_drag_selecting	: cmd	:		: Stop dragging a selection area. set.

752. nav_end_shift_xy	: cmd	:	:	: Finish shifting the Selected Set.
753. nav_fix_playerclips	: cmd	:	:	: Fixup nodes marked with NAV_PLAYERCLIP.
754. nav_flood_select	: cmd	:	:	: Selects the current Area and all Areas connected to it, recursively. To clear a selection, use this command again.
755. nav_flood_select_tolerance	: 0	:	:	: Allowable z distance of selectable areas from the start area.
756. nav_flow_max_survivor_climb_height	: 66	:	:	: Maximum Survivor climb-up height used during flow computation
757. nav_flow_max_survivor_drop_height	: 240	:	:	: Maximum Survivor drop-down height used during flow computation
758. nav_fog_edit	: 0	:	:	: , "sv", "cheat" :
759. nav_fog_mark	: cmd	:	:	: Sets fog value for selected areas.
760. nav_fog_pick	: cmd	:	:	: Sets fog value for selected areas.
the map.				
762. nav_fog_replace	: cmd	:	:	: Replaces the first fog name with the second in the map.
763. nav_fog_select_place	: cmd	:	:	: Selects all areas with the given fog place.
764. nav_fog_set	: cmd	:	:	: If used without arguments, all available Fog values will be listed. If a Fog argument is given, the current Fog is set.
approximation				
766. nav_generate	: cmd	:	:	: Generate a Navigation Mesh for the current map and save it to disk.
obstacle tops				
connections				
769. nav_generate_incremental	: cmd	:	:	: Generate a Navigation Mesh for the current map and save it to disk.
770. nav_generate_incremental_range	: 2000	:	:	: , "sv", "cheat" :
771. nav_generate_incremental_tolerance	: 0	:	:	: , "sv", "cheat" : Z tolerance for adding new nav areas.
772. nav_gui	: cmd	:	:	: Opens the nav editing GUI
773. nav_gui_rebuild	: 0	:	:	: , "sv", "cheat" : Rebuilds the nav ui windows from scratch every time they're opened
774. nav_jump	: cmd	:	:	: Toggles the 'traverse this area by jumping' flag used by the AI system.
775. nav_ladder_flip	: cmd	:	:	: Flips the selected ladder's direction.
map.				
777. nav_lower_drag_volume_max	: cmd	:	:	: Lower the top of the drag select volume.
778. nav_lower_drag_volume_min	: cmd	:	:	: Lower the bottom of the drag select volume.
779. nav_lying_down_percent	: 50	:	:	: , "sv", "cheat" : Chance that wandering infected will be lying down in a SPAWN_LYINGDOWN area.
780. nav_make_sniper_spots	: cmd	:	:	: Chops the marked area into disconnected sub-areas suitable for sniper spots.
781. nav_mark	: cmd	:	:	: Marks the Area or Ladder under the cursor for manipulation by subsequent editing commands.
selected set.				
783. nav_mark_unnamed	: cmd	:	:	: Mark an Area with no Place name. Useful for finding stray areas missed when Place Painting.
784. nav_mark_walkable	: cmd	:	:	: Mark the current location as a walkable position. These positions are used as seed locations when sampling the map to generate area
786. nav_max_view_distance	: 0	:	:	: , "sv", "cheat" : Maximum range for precomputed nav mesh visibility (0 = default 1500 units)
787. nav_max_vis_delta_list_length	: 64	:	:	: , "sv", "cheat" :
788. nav_merge	: cmd	:	:	: To merge two Areas into one, mark the first Area, highlight the second by pointing your cursor at it, and invoke the merge comm
current mesh.				
790. nav_no_hostages	: cmd	:	:	: Toggles the 'hostages cannot use this area' flag used by the AI system.
791. nav_no_jump	: cmd	:	:	: Toggles the 'dont jump in this area' flag used by the AI system.
792. nav_obscure_range	: 400	:	:	: , "sv", "cheat" :
793. nav_place_floodfill	: cmd	:	:	: Sets the Place of the Area under the cursor to the current Place, and 'flood-fills' the Place to all adjacent Areas. Flood-filli
794. nav_place_list	: cmd	:	:	: Lists all place names used in the map.
795. nav_place_pick	: cmd	:	:	: Sets the current Place to the Place of the Area under the cursor.
796. nav_place_replace	: cmd	:	:	: Replaces all instances of the first place with the second place.
797. nav_place_set	: cmd	:	:	: Sets the Place of all selected areas to the current Place.
798. nav_potentially_visible_dot_tolerance	: 0	:	:	: , "sv", "cheat" :
799. nav_precise	: cmd	:	:	: Toggles the 'dont avoid obstacles' flag used by the AI system.
console.				
801. nav_print_visible_set_counts	: cmd	:	:	: Outputs the sizes of the visible sets
802. nav_quicksave	: 1	:	:	: , "sv", "cheat" : Set to one to skip the time consuming phases of the analysis. Useful for data collection and testing.
803. nav_raise_drag_volume_max	: cmd	:	:	: Raise the top of the drag select volume.
804. nav_raise_drag_volume_min	: cmd	:	:	: Raise the bottom of the drag select volume.

805. nav_recall_selected_set	: cmd	:	:	Re-selects the stored selected set.
806. nav_recompute_flow	: cmd	:	:	Recomputes flow distance
807. nav_recompute_flow_optimization	: 1	:	, "sv", "cheat"	:
808. nav_remove_from_selected_set	: cmd	:	:	Remove current area from the selected set.
809. nav_remove_jump_areas	: cmd	:	:	Removes legacy jump areas, replacing them
with connections.				
810. nav_run	: cmd	:	:	Toggles the 'traverse this area by running'
flag used by the AI system.				
811. nav_save	: cmd	:	:	Saves the current Navigation Mesh to disk.
812. nav_save_selected	: cmd	:	:	Writes the selected set to disk for merging
into another mesh via nav_merge_mesh.				
813. nav_select_blocked_areas	: cmd	:	:	Adds all blocked areas to the selected set
814. nav_select_completely_visible	: cmd	:	:	Selects all areas completely visible to the
selected area.				
815. nav_select_damaging_areas	: cmd	:	:	Adds all damaging areas to the selected set
half-space.				
817. nav_select_invalid_areas	: cmd	:	:	Adds all invalid areas to the Selected Set.
set				
others.				
820. nav_select_partially_visible	: cmd	:	:	Selects all areas at least partially
visible to the selected area.				
set				
822. nav_select_stairs	: cmd	:	:	Adds all stairway areas to the selected set
823. nav_select_threat	: cmd	:	:	Selects all threat areas
nav_max_view_distance.				
825. nav_select_visible_set_size	: cmd	:	:	Selects all areas with visible sets this
size or greater.				
826. nav_selected_set_border_color	: 100	:	, "sv", "cheat"	Color used to draw the selected set borders
while editing.				
827. nav_selected_set_color	: 255	:	, "sv", "cheat"	Color used to draw the selected set
background while editing.				
828. nav_set_place_mode	: cmd	:	:	Sets the editor into or out of Place mode.
Place mode allows labelling of Area with Place names.				
amount				
Mesh.				
831. nav_show_area_info	: 0	:	, "sv", "cheat"	Duration in seconds to show nav area ID and
attributes while editing				
832. nav_show_compass	: 0	:	, "sv", "cheat"	:
833. nav_show_connectionblockers	: 0	:	, "sv", "cheat"	Debug: Show connection blocker models.
834. nav_show_danger	: 0	:	, "sv", "cheat"	Show current 'danger' levels.
835. nav_show_ladder_bounds	: cmd	:	:	Draws the bounding boxes of all
func_ladders in the map.				
836. nav_show_light_intensity	: 0	:	, "sv", "cheat"	:
837. nav_show_node_grid	: 0	:	, "sv", "cheat"	:
838. nav_show_node_id	: 0	:	, "sv", "cheat"	:
839. nav_show_nodes	: 0	:	, "sv", "cheat"	:
entindex				
841. nav_show_player_counts	: 0	:	, "sv", "cheat"	Show current player counts in each area.
842. nav_simplify_selected	: cmd	:	:	Chops all selected areas into their
component 1x1 areas and re-merges them together into larger areas				
843. nav_slope_limit	: 0	:	, "sv", "cheat"	The ground unit normal's Z component must
be greater than this for nav areas to be generated.				
844. nav_slope_tolerance	: 0	:	, "sv", "cheat"	The ground unit normal's Z component must
be this close to the nav area's Z component to be generated.				
845. nav_snap_to_grid	: 0	:	, "sv", "cheat"	Snap to the nav generation grid when
creating new nav areas				
846. nav_solid_props	: 0	:	, "sv", "cheat"	Make props solid to nav generation/editing
847. nav_splice	: cmd	:	:	To splice, mark an area, highlight a second
area, then invoke the splice command to create a new, connected area between them.				
848. nav_split	: cmd	:	:	To split an Area into two, align the split
line using your cursor and invoke the split command.				
849. nav_split_place_on_ground	: 0	:	, "sv", "cheat"	If true, nav areas will be placed flush
with the ground when split.				
850. nav_stand	: cmd	:	:	Toggles the 'stand while hiding' flag used
by the AI system.				
851. nav_stop	: cmd	:	:	Toggles the 'must stop when entering this
area' flag used by the AI system.				
retrieval.				
853. nav_strip	: cmd	:	:	Strips all Hiding Spots, Approach Points,
and Encounter Spots from the current Area.				
854. nav_subdivide	: cmd	:	:	Subdivides all selected areas.
855. nav_test_node	: 0	:	, "sv", "cheat"	:
856. nav_test_node_crouch	: 0	:	, "sv", "cheat"	:
857. nav_test_node_crouch_dir	: 4	:	, "sv", "cheat"	:
858. nav_test_stairs	: cmd	:	:	Test the selected set for being on stairs
859. nav_test_visibility	: cmd	:	:	Tests visibility from the selected area to
the one under the cursor.				

860. nav_toggle_deselecting	: cmd	:	:	Start or stop continuously removing from the selected set.
861. nav_toggle_in_selected_set	: cmd	:	:	Remove current area from the selected set.
862. nav_toggle_place_mode	: cmd	:	:	Toggle the editor into and out of Place mode. Place mode allows labelling of Area with Place names.
863. nav_toggle_place_painting	: cmd	:	:	Toggles Place Painting mode. When Place Painting, pointing at an Area will 'paint' it with the current Place.
866. nav_transient	: cmd	:	:	Toggles the 'area is transient and may become blocked' flag used by the AI system.
867. nav_trouble_report	: cmd	:	:	Selects areas that may be breaking the map checklist for inspection
868. nav_trouble_report_corner_to_corner	: cmd	:	:	Selects areas that can break game mechanics
869. nav_trouble_report_invalid	: cmd	:	:	Selects areas that can break game mechanics
870. nav_trouble_report_suggestions	: cmd	:	:	Selects areas that do not have a population
872. nav_trouble_test_debug_duration	: 10	:	:	set, only if any area has a population areaID only
873. nav_trouble_walkable_backtrace	: 0	:	:	
874. nav_unmark	: cmd	:	:	Clears the marked Area or Ladder.
875. nav_update_blocked	: cmd	:	:	Updates the blocked/unblocked status for every nav area.
876. nav_update_lighting	: cmd	:	:	Recomputes lighting values
877. nav_update_visibility_on_edit	: 0	:	:	If nonzero editing the mesh will incrementally recompeue visibility
878. nav_use_place	: cmd	:	:	If used without arguments, all available Places will be listed. If a Place argument is given, the current Place is set.
879. nav_walk	: cmd	:	:	Toggles the 'traverse this area by walking' flag used by the AI system.
880. nav_warp_to_mark	: cmd	:	:	Warps the player to the marked area.
881. nav_world_center	: cmd	:	:	Centers the nav mesh in the world
882. nb_acceleration	: 500	:	:	
883. nb_allow_avoiding	: 1	:	:	
884. nb_allow_climbing	: 1	:	:	
885. nb_allow_gap_jumping	: 1	:	:	
886. nb_blind	: 0	:	:	Disable vision
887. nb_chase_lead_time	: 2	:	:	
888. nb_command	: cmd	:	:	Sends a command string to all bots
889. nb_debug	: cmd	:	:	Debug NextBots. Categories are: BEHAVIOR, LOOK_AT, PATH, ANIMATION, LOCOMOTION, VISION, HEARING, EVENTS, ERRORS.
890. nb_debug_climbing	: 0	:	:	
891. nb_debug_filter	: cmd	:	:	Add items to the NextBot debug filter. Items can be entindexes or part of the indentifier of one or more bots.
892. nb_debug_history	: 1	:	:	If true, each bot keeps a history of debug output in memory
893. nb_delete_all	: cmd	:	:	Delete all non-player NextBot entities.
894. nb_direct_chase_nav_check	: 1	:	:	Set to zero to stop bots that use the direct chase path follower from performing a 2D check through the nav to validate a direc
895. nb_dump_debug_history	: cmd	:	:	Dumps debug history for the bot under the cursor to the blackbox
896. nb_force_look_at	: cmd	:	:	Force selected bot to look at the local player's position
897. nb_friction_forward	: 0	:	:	
898. nb_friction_sideways	: 3	:	:	
899. nb_goal_look_ahead_range	: 50	:	:	
900. nb_gravity	: 1000	:	:	
901. nb_head_aim_settle_duration	: 0	:	:	
902. nb_head_aim_steady_max_rate	: 100	:	:	
903. nb_ladder_align_range	: 50	:	:	
904. nb_lean_forward_accel	: 100	:	:	
905. nb_lean_max_angle	: 30	:	:	
906. nb_lean_rate	: 3	:	:	
908. nb_move_to_position	: cmd	:	:	Tell all NextBots to move to the specified absolute position
909. nb_path_draw_inc	: 100	:	:	
910. nb_path_segment_influence_radius	: 100	:	:	
911. nb_player_crouch	: 0	:	:	Force bots to crouch
912. nb_player_move	: 1	:	:	Prevents bots from moving
913. nb_player_stop	: 0	:	:	Stop all NextBotPlayers from updating
914. nb_player_walk	: 0	:	:	Force bots to walk
915. nb_rush	: cmd	:	:	Causes all infected to rush the survivors.
916. nb_saccade_speed	: 1000	:	:	
917. nb_saccade_time	: 0	:	:	
918. nb_select	: cmd	:	:	Select the bot you are aiming at for further debug operations.
919. nb_speed_look_ahead_range	: 150	:	:	

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920. nb_stop : 0 : , "sv", "cheat", "rep" : Stop all NextBots
921. nb_stuck_dump_display : cmd : : Given a bot stuck dump filename, display
the stuck locations in the environment
922. nb_stuck_dump_filter_entindex : 0 : , "sv", "cheat" : If nonzero, only display stuck data for
entities with the given entindex
923. nb_stuck_dump_filter_identifier : 0 : , "sv", "cheat" : Only display stuck data for entities whose
identifier matches this substring
924. nb_stuck_dump_filter_min_duration : 0 : , "sv", "cheat" : Only display stuck data for entities who
were stuck longer than this duration
925. nb_stuck_dump_filter_time_end : 99999 : , "sv", "cheat" : Do not display stuck data with a timestamp
greater than this value
926. nb_stuck_dump_filter_time_start : 0 : , "sv", "cheat" : Do not display stuck data with a timestamp
less than this value
display
928. nb_stuck_dump_threshold : -1 : , "sv" : If a bot is stuck equal to or longer than
this value in seconds, dump debug data to console and logfile. -1 to disable
929. nb_update_debug : 0 : , "sv", "cheat" :
930. nb_update_framelimit : 15 : , "sv", "cheat" :
931. nb_update_frequency : 0 : , "sv", "cheat" :
932. nb_update_maxslide : 2 : , "sv", "cheat" :
933. nb_vision_ignore_survivors : 0 : , "sv", "cheat" :
934. nb_vision_notice_hidden_range : 50 : , "sv", "cheat" :
position
936. nb_yaw_rate : 250 : , "sv", "cheat" :
937. net_allow_multicast : 1 : , "a" :
938. net_blockmsg : 0 : , "cheat" : Discards incoming message: <0|1|name>
939. net_channels : cmd : : Shows net channel info
940. net_droppackets : 0 : , "cheat" : Drops next n packets on client
usage
942. net_fakejitter : 0 : , "cheat" : Jitter fakelag packet time
943. net_fakelag : 0 : , "cheat" : Lag all incoming network data (including
loopback) by this many milliseconds.
944. net_fakeloss : 0 : , "cheat" : Simulate packet loss as a percentage
(negative means drop 1/n packets)
are 'split'.
946. net_public_adr : 0 : : For servers behind NAT/DHCP meant to be
exposed to the public internet, this is the public facing ip address string: ('x.x.x.x')
947. net_showreliablesounds : 0 : , "cheat" :
948. net_showplits : 0 : : Show info about packet splits
949. net_showudp : 0 : : Dump UDP packets summary to console
950. net_showudp_remoteonly : 0 : : Dump non-loopback udp only
splitpacket chunks
952. net_splitrate : 1 : : Number of fragments for a splitpacket that
can be sent per frame
953. net_start : cmd : : Inits multiplayer network sockets
954. net_status : cmd : : Shows current network status
955. net_steamcnx_allowrelay : 1 : , "a" : Allow steam connections to attempt to use
relay servers as fallback (best if specified on command line: +net_steamcnx_allowrel
956. net_steamcnx_enabled : 1 : : Use steam connections on listen server as a
fallback, 2 forces use of steam connections instead of raw UDP.
957. net_steamcnx_status : cmd : : Print status of steam connection sockets.
958. next : 0 : , "cheat" : Set to 1 to advance to next frame ( when
singlestep == 1 )
959. nextdemo : cmd : : Play next demo in sequence.
960. noclip : cmd : : Toggle. Player becomes non-solid and flies.
Optional argument of 0 or 1 to force enable/disable
961. noclip_fixup : 1 : , "sv", "cheat" :
962. notarget : cmd : : Toggle. Player becomes hidden to NPCs.
963. npc_height_adjust : 1 : , "a", "sv" : Enable test mode for ik height adjustment
964. pain_pills_decay_rate : 0 : , "sv", "cheat", "rep" :
965. pain_pills_health_threshold : 99 : , "sv", "cheat", "rep" : Pills can't be used unless total
health is less than this amount
966. pain_pills_health_value : 50 : , "sv", "cheat", "rep" :
967. panel_test_title_safe : 0 : , "cheat" : Test vgui panel positioning with title safe
indentation
968. particle_test_attach_attachment : 0 : , "sv", "cheat" : Attachment index for attachment mode
969. particle_test_attach_mode : 0 : , "sv", "cheat" : Possible Values: 'start_at_attachment',
'follow_attachment', 'start_at_origin', 'follow_origin'
spawn
971. particle_test_start : cmd : : Dispatches the test particle system with
the parameters specified in particle_test_file, particle_test_attach_mode and particl
972. particle_test_stop : cmd : : Stops all particle systems on the selected
entities. Arguments: {entity_name} / {class_name} / no argument picks what playe
973. password : 0 : , "a", "norecord" : Current server access password
974. path : cmd : : Show the engine filesystem path.
975. pause : cmd : : Toggle the server pause state.
976. perfui : cmd : : Show/hide the level performance tools UI.
977. phys2_default_max_velocity : 40 : , "cheat" : max object velocity, m/s

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978. phys2_dump_runtime_sizes      : 0      : , "cheat", "rep" :
979. phys2_load                    : cmd    :                  : Saves physics SDK state
980. phys2_max_length_constraint_anchor : 0      : , "cheat"        :
981. phys2_mem_debug               : 0      : , "cheat", "rep" :
982. phys2_preload_models          : 1      : , "cheat", "rep" :
983. phys2_ragdoll_drive_type      : 1      : , "cheat"        : joint PhysX drive type: 0 is none, 1 is
position, 2 is velocity, 3 is both
984. phys2_save                    : cmd    :                  : Saves physics SDK state
985. phys2_save_server             : cmd    :                  : Saves server physics scene
controller?
987. phys2_shoot                   : cmd    :                  : Shoots a phys2 object.
988. phys2_vdb                     : 0      : , "cheat"        :
989. phys2_vdb_host                : 0      : , "cheat"        :
990. phys2ui                       : cmd    :                  : Show/hide the phys2 UI.
991. phys_explosion_force           : 7      : , "sv", "cheat"  :
992. phys_shoot                    : cmd    :                  : Shoots a phys object.
993. physics_budget                : cmd    :                  : Times the cost of each active object
entity
995. physics_debug_entity          : cmd    :                  : Dumps debug info for an entity
objects
997. physics_report_active         : cmd    :                  : Lists all active physics objects
998. physics_select                : cmd    :                  : Dumps debug info for an entity
999. physx_debug_dll               : 0      : , "cheat"        :
1000. physx_valve_dll              : 0      : , "cheat"        :
1001. picker                       : cmd    :                  : Toggles 'picker' mode. When picker is on,
the bounding box, pivot and debugging text is displayed for whatever entity the play
1002. ping                         : cmd    :                  : Display ping to server.
1003. pingserver                   : cmd    :                  : Ping a server for info
1004. play                         : cmd    :                  : Play a sound.
1005. playdemo                     : cmd    :                  : Play a recorded demo file (.dem ).
1006. player_debug_print_damage     : 0      : , "sv", "cheat"  : When true, print amount and type of all
damage received by player to console.
1007. player_incap_use_radius       : 96     : , "sv", "cheat", "rep" :
1008. player_throwforce            : 2000   : , "sv", "cheat", "rep" :
1009. player_use_radius             : 96     : , "sv", "cheat", "rep" :
of changes.
1011. playvol                      : cmd    :                  : Play a sound at a specified volume.
1012. plugin_load                  : cmd    :                  : plugin_load <filename> : loads a plugin
plugin
1014. plugin_pause_all             : cmd    :                  : pauses all loaded plugins
1015. plugin_print                 : cmd    :                  : Prints details about loaded plugins
1016. plugin_unload                : cmd    :                  : plugin_unload <index> : unloads a plugin
disabled plugin
1018. plugin_unpause_all           : cmd    :                  : unpauses all disabled plugins
information.
1020. progress_enable              : cmd    :                  :
1021. prop_crosshair               : cmd    :                  : Shows name for prop looking at
1022. prop_debug                   : cmd    :                  : Toggle prop debug mode. If on, props will
show colorcoded bounding boxes. Red means ignore all damage. White means respond phys
1023. prop_dynamic_create          : cmd    :                  : Creates a dynamic prop with a specific
.mdl aimed away from where the player is looking. Arguments: { .mdl name }
1024. prop_physics_create          : cmd    :                  : Creates a physics prop with a specific
.mdl aimed away from where the player is looking. Arguments: { .mdl name }
1025. pz_damages                   : cmd    :                  : List player zombie damages
1026. quit                         : cmd    :                  : Exit the engine.
1027. r_AirboatViewDampenDamp      : 1      : , "sv", "cheat", "nf", "rep" :
1028. r_AirboatViewDampenFreq      : 7      : , "sv", "cheat", "nf", "rep" :
1029. r_AirboatViewZHeight         : 0      : , "sv", "cheat", "nf", "rep" :
1030. r_ambientfraction             : 0      : , "cheat"        : Fraction of direct lighting used to boost
lighting when model requests
1031. r_ambientlightingonly        : 0      : , "cheat"        : Set this to 1 to light models with only
ambient lighting (and no static lighting).
1032. r_avglight                   : 1      : , "cheat"        :
1033. r_avglightmap                : 0      : , "cheat"        :
1034. r_cleardecals                : cmd    :                  : Usage r_cleardecals <permanent>.
1035. r_ClipAreaPortals            : 1      : , "cheat"        :
1036. r_colorstaticprops           : 0      : , "cheat"        :
1037. r_debugrandomstaticlighting  : 0      : , "cheat"        : Set to 1 to randomize static lighting for
debugging. Must restart for change to take affect.
1038. r_DisbBuildable              : 0      : , "cheat"        :
1039. r_DisbWalkable               : 0      : , "cheat"        :
1040. r_DrawBeams                  : 1      : , "cheat"        : 0=Off, 1=Normal, 2=Wireframe
2=Wireframe
1042. r_drawclipbrushes            : 0      : , "cheat"        : Draw clip brushes (red=NPC+player,
pink=player, purple=NPC)
1043. r_drawdecals                 : 1      : , "cheat"        : Render decals.
1044. r_DrawDisp                   : 1      : , "cheat"        : Toggles rendering of displacement maps
1045. r_drawentities                : 1      : , "cheat"        :

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1046. r_drawfuncdetail	: 1	: , "cheat"	: Render func_detail
1047. r_drawleaf	: -1	: , "cheat"	: Draw the specified leaf.
rays			
1049. r_drawlightinfo	: 0	: , "cheat"	:
1050. r_drawlights	: 0	: , "cheat"	:
1051. r_DrawModelLightOrigin	: 0	: , "cheat"	:
1052. r_drawmodelstatsoverlay	: 0	: , "cheat"	:
1053. r_drawmodelstatsoverlaydistance	: 500	: , "cheat"	:
1054. r_drawmodelstatsoverlaymax	: 1	: , "a"	: time in milliseconds beyond which a model
overlay is fully red in r_drawmodelstatsoverlay 2			
1055. r_drawmodelstatsoverlaymin	: 0	: , "a"	: time in milliseconds that a model must
take to render before showing an overlay in r_drawmodelstatsoverlay 2			
1056. r_DrawPortals	: 0	: , "cheat"	:
1057. r_drawskybox	: 1	: , "cheat"	:
1058. r_drawstaticprops	: 1	: , "cheat"	: 0=Off, 1=Normal, 2=Wireframe
1059. r_drawtranslucentworld	: 1	: , "cheat"	:
1060. r_drawvgui	: 1	: , "cheat"	: Enable the rendering of vgui panels
1061. r_drawworld	: 1	: , "cheat"	: Render the world.
1062. r_dscale_basefov	: 90	: , "cheat"	:
1063. r_dscale_fardist	: 2000	: , "cheat"	:
1064. r_dscale_farscale	: 4	: , "cheat"	:
1065. r_dscale_neardist	: 100	: , "cheat"	:
1066. r_dscale_nearscale	: 1	: , "cheat"	:
1067. r_dynamic	: 1	:	:
1068. r_dynamiclighting	: 1	: , "cheat"	:
1069. r_eyemove	: 1	: , "a"	:
1070. r_eyeshift_x	: 0	: , "a"	:
1071. r_eyeshift_y	: 0	: , "a"	:
1072. r_eyeshift_z	: 0	: , "a"	:
1073. r_eyesize	: 0	: , "a"	:
1074. r_flashlightbrightness	: 0	: , "cheat"	:
1075. r_flashlightclip	: 0	: , "cheat"	:
1076. r_flashlightdrawclip	: 0	: , "cheat"	:
1077. r_flashlightscissor	: 1	: , "cheat"	:
1078. r_flushlod	: cmd	:	: Flush and reload LODs.
1079. r_hwmorph	: 0	: , "cheat"	:
1080. r_itemblinkmax	: 0	: , "cheat"	:
1081. r_itemblinkrate	: 4	: , "cheat"	:
1082. r_JeepFOV	: 90	: , "sv", "cheat", "rep" :	
1083. r_JeepViewDampenDamp	: 1	: , "sv", "cheat", "nf", "rep" :	
1084. r_JeepViewDampenFreq	: 7	: , "sv", "cheat", "nf", "rep" :	
1085. r_JeepViewZHeight	: 10	: , "sv", "cheat", "nf", "rep" :	
1086. r_lightcache_invalidate	: cmd	:	:
1087. r_lightcache_numambientsamples	: 162	: , "cheat"	: number of random directions to fire rays
when computing ambient lighting			
1088. r_lightcache_radiusfactor	: 1	: , "cheat"	: Allow lights to influence lightcaches
beyond the lights' radii			
1089. r_lightcachecenter	: 1	: , "cheat"	:
1090. r_lightcachemodel	: -1	: , "cheat"	:
1091. r_lightinterp	: 5	: , "cheat"	: Controls the speed of light interpolation,
0 turns off interpolation			
1092. r_lightmap	: -1	: , "cheat"	:
1093. r_lightstyle	: -1	: , "cheat"	:
1094. r_lightwarpidentity	: 0	: , "cheat"	:
1095. r_lockpvs	: 0	: , "cheat"	: Lock the PVS so you can fly around and
inspect what is being drawn.			
1096. r_modelwireframedecal	: 0	: , "cheat"	:
1097. r_nohw	: 0	: , "cheat"	:
1098. r_nosw	: 0	: , "cheat"	:
1099. r_novis	: 0	: , "cheat"	: Turn off the PVS.
1100. r_occlusionspew	: 0	: , "cheat"	: Activate/deactivates spew about what the
occlusion system is doing.			
1101. r_oldlightselection	: 0	: , "cheat"	: Set this to revert to HL2's method of
selecting lights			
1102. r_partition_level	: -1	: , "cheat"	: Displays a particular level of the spatial
partition system. Use -1 to disable it.			
1103. r_portalsopenall	: 0	: , "cheat"	: Open all portals
1104. r_printdecalinfo	: cmd	:	:
1105. r_proplightingpooling	: -1	: , "cheat"	: 0 - off, 1 - static prop color meshes are
allocated from a single shared vertex buffer (on hardware that supports stream offset			
1106. r_radiosity	: 4	: , "cheat"	: 0: no radiosity 1: radiosity with ambient
cube (6 samples) 2: radiosity with 162 samples 3: 162 samples for static props, 6 sam			
1107. r_randomflex	: 0	: , "cheat"	:
1108. r_shadowids	: 0	: , "cheat"	:
1109. r_shadows_gamecontrol	: -1	: , "cheat"	:
1110. r_shadowwireframe	: 0	: , "cheat"	:
1111. r_showenvcubemap	: 0	: , "cheat"	:
1112. r_showz_power	: 1	: , "cheat"	:

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1113. r_skin : 0 : , "cheat" :
1114. r_slowpathwireframe : 0 : , "cheat" :
1115. r_vehicleBrakeRate : 1 : , "sv", "cheat" :
1116. r_VehicleViewDampen : 1 : , "sv", "cheat", "nf", "rep" :
1117. r_visocclusion : 0 : , "cheat" : Activate/deactivate wireframe rendering of
what the occlusion system is doing.
1118. r_visualizelighttraces : 0 : , "cheat" :
1119. r_visualizelighttracesshowfulltrace : 0 : , "cheat" :
1120. r_visualizetraces : 0 : , "cheat" :
1121. radius_damage_show_hits : 0 : , "sv", "cheat", "rep" :
1122. rangefinder : cmd : : Measures distance along a ray
1123. rate : 10000 : , "user" : Max bytes/sec the host can receive data
1124. rcon : cmd : : Issue an rcon command.
1125. rcon_password : 0 : , "norecord" : remote console password.
purposes).
1127. record : cmd : : Record a demo.
1128. reload : cmd : : Reload the most recent saved game (add
setpos to jump to current view position on reload).
1129. removeid : cmd : : Remove a user ID from the ban list.
1130. removeip : cmd : : Remove an IP address from the ban list.
1131. report : cmd : :
1132. report_entities : cmd : : Lists all entities
1133. report_simthinklist : cmd : : Lists all simulating/thinking entities
1134. report_soundpatch : cmd : : reports sound patch count
1135. report_touchlinks : cmd : : Lists all touchlinks
1136. rescue_distance : 4500 : , "sv", "cheat" : Living survivors must travel this far past
a dead survivor's corpse to be able to rescue him
1137. rescue_finale_ignore_distance : 4000 : , "sv", "cheat" : If living survivors are this far past a
rescuable survivor, he stops calling for help
1138. rescue_finale_spawn_range : 4000 : , "sv", "cheat" : info_survivor_rescue ents will be
considered if they are this close to the leading survivor
1139. rescue_ignore_distance : 2000 : , "sv", "cheat" : If living survivors are this far past a
rescuable survivor, he stops calling for help
1140. rescue_interval : 2 : , "sv", "cheat" : Dead survivors are checked to start
calling for help this often
1141. rescue_min_dead_time : 60 : , "sv", "cheat" : Duration in seconds a survivor must be
dead before being rescuable
1142. rescue_range : 1000 : , "sv", "cheat" : if a survivor gets this close to an active
info_survivor_rescue, it will be triggered
info_survivor_rescue ents
info_survivor_rescue ents
1145. rescue_spawn_flow : 400 : , "sv", "cheat" : info_survivor_rescue ents will be
considered if they are no more than this far ahead in flow distance from the leading survivor
1146. rescue_spawn_range : 2000 : , "sv", "cheat" : info_survivor_rescue ents will be
considered if they are this close to the leading survivor
1147. rescue_update_nav : cmd : : Updates RESCUE_CLOSET nav flags
1148. rescue_yell_delay : 1 : , "sv", "cheat" : Delay before yelling when activating
1149. rescue_yell_interval : 6 : , "sv", "cheat" : Interval at which an info_survivor_rescue
yells for help
values
1151. respawn_entities : cmd : : Respawn all the entities in the map.
1152. restart : cmd : : Restart the game on the same level (add
setpos to jump to current view position on restart).
1153. retry : cmd : : Retry connection to last server.
1154. rope_min_pixel_diameter : 2 : , "cheat" :
1155. rr_debugresponseconcept_exclude : cmd : : Set a list of concepts to exclude from
rr_debugresponseconcept. Separate multiple concepts with spaces. Call with no arguments
1156. rr_followup_maxdist : 1800 : , "sv", "cheat" : 'then ANY' or 'then ALL' response
followups will be dispatched only to characters within this distance.
1157. rr_forceconcept : cmd : : fire a response concept directly at a
given character. USAGE: rr_forceconcept <target> <concept> 'criterial:valuel,criteria2:va
1158. rr_reloadresponsesystems : cmd : : Reload all response system scripts.
1159. rr_remarkable_maxdist : 1500 : , "sv", "cheat" : info_remarkables more distant than this
from a player will not even be tested to see if a rule matches them.
1160. rr_remarkable_world_entities_replay_limit : 1 : , "sv", "cheat" : TLK_REMARKs will be dispatched no more
than this many times for any given info_remarkable
1161. rr_thenany_score_slop : 0 : , "a", "sv", "cheat" : When computing respondents for a 'THEN
ANY' rule, all rule-matching scores within this much of the best score will be considere
1162. save : cmd : : Saves current game.
1163. save_finish_async : cmd : :
1164. say : cmd : : Display player message
1165. say_team : cmd : : Display player message to team
1166. sb_add : cmd : : Add a Survivor Bot.
1167. sb_all_bot_team : 0 : , "sv", "cheat" : Allow a team of nothing but bots
mode
1169. sb_battlestation_give_up_range_from_human : 1500 : , "sv", "cheat" :
1170. sb_battlestation_human_hold_time : 4 : , "sv", "cheat" : How long the nearest human must hold their
place before SurvivorBots will re-evaluate their Battlestations

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1171. sb_close_checkpoint_door_interval      : 2      : , "sv", "cheat" :
1172. sb_close_threat_range                 : 200     : , "sv", "cheat" :
1173. sb_combat_saccade_speed                : 1000    : , "sv", "cheat" :
1174. sb_crouch                             : 0       : , "sv", "cheat" : Forces survivor bots to crouch
1175. sb_debug_apoproach_wait_time           : 5       : , "sv", "cheat" : How long a SurvivorBot waits once it
reaches its debug move-to spot
1176. sb_debug_buddy                        : 0       : , "sv", "cheat" :
1177. sb_debug_locomotion                    : 0       : , "sv", "cheat" :
1178. sb_debug_retreat                       : 0       : , "sv", "cheat" :
1179. sb_debug_team_avoidance                : 0       : , "sv", "cheat" :
1180. sb_dont_bash                           : 0       : , "sv", "cheat" : Force SurvivorBots to not bash
weapons
1182. sb_enforce_proximity_lookat_timeout    : 10      : , "sv", "cheat" :
1183. sb_enforce_proximity_range             : 1500    : , "sv", "cheat" :
1184. sb_escort                             : 0       : , "sv", "cheat" :
1185. sb_far_hearing_range                   : 1500    : , "sv", "cheat" :
1186. sb_flashlight                         : 0       : , "sv", "cheat" : Forces survivor bots to use flashlights (-
1 to force off)
1187. sb_follow_stress_factor                : 0       : , "sv", "cheat" :
1188. sb_force_max_intensity                 : cmd     : : Force intensity of selected SurvivorBot to
maximum level.
1189. sb_friend_immobilized_reaction_time_expert : 0      : , "sv", "cheat" : How quickly a SurvivorBot realizes a
friend has been Pounced or Tongued
1190. sb_friend_immobilized_reaction_time_hard : 1      : , "sv", "cheat" : How quickly a SurvivorBot realizes a
friend has been Pounced or Tongued
1191. sb_friend_immobilized_reaction_time_normal : 2     : , "sv", "cheat" : How quickly a SurvivorBot realizes a
friend has been Pounced or Tongued
1192. sb_friend_immobilized_reaction_time_vs   : 0      : , "sv", "cheat" : How quickly a SurvivorBot realizes a
friend has been Pounced or Tongued
1193. sb_friendlyfire                       : 0       : , "sv", "cheat" :
1194. sb_give                               : cmd     : : Give an item to each Survivor bot
1195. sb_give_random_weapon                  : cmd     : : Give a random weapon to each Survivor bot
1196. sb_hindrance_range                     : 150     : , "sv", "cheat" :
1197. sb_hold_position                       : 0       : , "sv", "cheat" : Force SurvivorBots to stand still
1198. sb_locomotion_wait_threshold            : 10      : , "sv", "cheat" :
1199. sb_max_battlestation_range_from_human    : 750     : , "sv", "cheat" :
1200. sb_max_scavenge_separation              : 750     : , "sv", "cheat" : SurvivorBots won't scavenge items farther
away from the group than this
1201. sb_max_team_melee_weapons               : 1       : , "sv", "cheat" : The total number of melee weapons allowed
on the team. 0 = bots never use melee
I'll notice
1203. sb_min_orphan_time_to_cover             : 1       : , "sv", "cheat" :
1204. sb_minigun_distance                     : 30      : , "sv", "cheat", "rep" :
1205. sb_move                                 : 1       : , "sv", "cheat" : Stop all SurvivorBots from moving
1206. sb_move_to_cursor                       : cmd     : : Sends survivor bots to cursor target
1207. sb_narrow_corridor_width                : 100     : , "sv", "cheat" :
1208. sb_near_hearing_range                   : 500     : , "sv", "cheat" :
safe
1210. sb_normal_saccade_speed                 : 350     : , "sv", "cheat" :
1211. sb_open_fire                           : 0       : , "sv", "cheat" : Forces survivor bots to fire continuously
1212. sb_path_lookahead_range                 : 200     : , "sv", "cheat" :
1213. sb_perf_crawl                           : 0       : , "sv", "cheat", "rep" : If true, survivor bot will be doing
a perf-crawl walk through the map
the map
the map
1216. sb_perf_crawl_time                       : 1       : , "sv", "cheat" : How much time is spent at each perf-crawl
spot/ang in the map
dumped
1218. sb_perf_dump_bots                       : 0       : , "sv", "cheat", "rep" : Which bots to use for dumping:
namvet, girl, biker, manager
1219. sb_pushscale                             : 1       : , "sv", "cheat", "rep" :
1220. sb_reachability_cache_lifetime           : 3       : , "sv", "cheat" :
1221. sb_replacement_interval                 : 0       : , "sv", "cheat" : Force SurvivorBots to be replaced after
this many seconds for stress testing
1222. sb_rescue_vehicle_loading_range          : 300     : , "sv", "cheat" : How close to the arrival point of the
rescue vehicle SurvivorBots try to get
1223. sb_revive_friend_distance                : 125     : , "sv", "cheat" :
1224. sb_separation_danger_max_range           : 600     : , "sv", "cheat" : A Survivor teammate this far away needs to
be gathered back into the group
1225. sb_separation_danger_min_range           : 500     : , "sv", "cheat" : A Survivor teammate this far away is
straying from the group
1226. sb_separation_range                     : 200     : , "sv", "cheat" : Desired distance between Survivors
1227. sb_show_threat_areas                     : 0       : , "sv", "cheat" :
1228. sb_sidestep_for_horde                   : 0       : , "sv", "cheat" : Allow sidestepping left/right to acquire
common infected targets
1229. sb_stop                                 : 0       : , "sv", "cheat" : Forces survivor bots to stand still
1230. sb_takecontrol                           : cmd     : : Take control of a bot.
1231. sb_threat_close_range                   : 150     : , "sv", "cheat" : Very close range for threats

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1232. sb_threat_exposure_stop	: 200000	: , "sv", "cheat"	:
1233. sb_threat_exposure_walk	: 50000	: , "sv", "cheat"	:
1234. sb_threat_far_range	: 600	: , "sv", "cheat"	: Close enough to be a threat if near
several other threats			
1235. sb_threat_medium_range	: 300	: , "sv", "cheat"	: Too close for comfort, even when neutral
1236. sb_threat_very_close_range	: 150	: , "sv", "cheat"	:
infected			
1238. sb_unstick	: 1	: , "sv", "cheat"	:
1239. sb_use_button_range	: 1000	: , "sv", "cheat"	:
1240. sb_use_upgrades	: 1	: , "sv", "cheat"	:
blinds us			
1242. scavenge_item_respawn_delay	: 20	: , "sv", "cheat"	: After being destroyed, time until a
scavenge item will respawn			
match			
1244. scavenge_wanderer_respawn_chance	: 3	: , "sv", "cheat"	: Percent chance that a new wanderer will
spawn in a cleared nav area.			
from disk.			
1246. scene_showlook	: 0	: , "a", "sv"	: When playing back, show the directions of
look events.			
1247. scene_showmoveto	: 0	: , "a", "sv"	: When moving, show the end location.
is running.			
1249. screenshot	: cmd	:	: Take a screenshot.
1250. script	: cmd	:	: Run the text as a script
debugger			
1252. script_dump_all	: cmd	:	: Dump the state of the VM to the console
1253. script_execute	: cmd	:	: Run a vscript file
1254. script_help	: cmd	:	: Output help for script functions,
optionally with a search string			
1255. script_reload_code	: cmd	:	: Execute a vscript file, replacing existing
functions with the functions in the run script			
1256. script_reload_entity_code	: cmd	:	: Execute all of this entity's VScripts,
replacing existing functions with the functions in the run scripts			
1257. script_reload_think	: cmd	:	: Execute an activation script, replacing
existing functions with the functions in the run script			
1258. select_cliff	: cmd	:	: Selects all NAV_MESH_CLIFF areas.
1259. select_invalid_finale_nospawn	: cmd	:	: Selects all FINALE_NOSPAWN areas that
aren't also FINALE.			
1260. select_with_attribute	: cmd	:	: Selects areas with the given attribute.
curtime)			
1262. setang	: cmd	:	: Snap player eyes to specified pitch yaw
<roll:optional> (must have sv_cheats).			
1263. setang_exact	: cmd	:	: Snap player eyes and orientation to
specified pitch yaw <roll:optional> (must have sv_cheats).			
1264. setinfo	: cmd	:	: Adds a new user info value
1265. setmaster	: cmd	:	: add/remove/enable/disable master servers
1266. setmodel	: cmd	:	: Changes's player's model
1267. setpause	: cmd	:	: Set the pause state of the server.
1268. setpos	: cmd	:	: Move player to specified origin (must have
sv_cheats).			
1269. setpos_exact	: cmd	:	: Move player to an exact specified origin
(must have sv_cheats).			
1270. setpos_player	: cmd	:	: Move specified player to specified origin
(must have sv_cheats).			
1271. shake	: cmd	:	: Shake the screen.
1272. shout_going_to_die_interval	: 20	: , "sv", "cheat"	:
1273. shout_make_way_interval	: 2	: , "sv", "cheat"	:
1274. shout_max_warn_range	: 2000	: , "sv", "cheat"	:
1275. shout_min_special_warn_interval	: 5	: , "sv", "cheat"	:
1276. shout_min_use_range	: 200	: , "sv", "cheat"	:
1277. shout_min_warn_interval	: 10	: , "sv", "cheat"	:
1278. shout_threat_range	: 500	: , "sv", "cheat"	:
1279. shout_view_motion_threshold	: 0	: , "sv", "cheat"	:
1280. shout_view_target_threahold	: 0	: , "sv", "cheat"	:
1281. +showbudget	: cmd	:	:
1282. -showbudget	: cmd	:	:
1283. showbudget_texture	: 0	: , "cheat"	: Enable the texture budget panel.
1284. -showbudget_texture	: cmd	:	:
1285. +showbudget_texture	: cmd	:	:
1286. -showbudget_texture_global	: cmd	:	:
1287. +showbudget_texture_global	: cmd	:	:
1288. showconsole	: cmd	:	: Show the console.
1289. showtriggers	: 0	: , "sv", "cheat"	: Shows trigger brushes
1290. showtriggers_toggle	: cmd	:	: Toggle show triggers
1291. -showvprof	: cmd	:	:
1292. +showvprof	: cmd	:	:
1293. singlestep	: 0	: , "cheat"	: Run engine in single step mode ( set next
to 1 to advance a frame )			
1294. sk_autoaim_mode	: 1	: , "a", "sv", "rep"	:

1295. skill	: 1	: , "a"	: Game skill level (1-3).
1296. Smoker_escape_range	: 750	: , "sv", "cheat"	:
1297. smoker_pz_claw_dmg smoker's regular melee attack	: 4	: , "sv", "cheat", "rep"	: Amount of damage done by a PZ
1298. smoker_tongue_delay	: 1	: , "sv", "cheat"	:
1299. snd_async_flush	: cmd	:	: Flush all unlocked async audio data
1300. snd_async_showmem streamed music	: cmd	:	: Show async memory stats
1302. snd_async_showmem_summary	: cmd	:	: Show brief async memory stats
1303. snd_duckerattacktime	: 0	: , "a"	:
1304. snd_duckerreleasetime	: 2	: , "a"	:
1305. snd_duckerthreshold	: 0	: , "a"	:
1306. snd_ducktovolume	: 0	: , "a"	:
1307. snd_dump_filepaths	: cmd	:	:
1308. snd_dumpclientsounds	: cmd	:	: Dump sounds to console
1309. snd_filter	: 0	: , "cheat"	:
1310. snd_foliage_db_loss	: 4	: , "cheat"	: foliage dB loss per 1200 units
1311. snd_gain	: 1	: , "cheat"	:
1312. snd_gain_max	: 1	: , "cheat"	:
1313. snd_gain_min	: 0	: , "cheat"	:
string			
1315. snd_legacy_surround	: 0	: , "a"	:
1316. snd_list_mix_groups	: cmd	:	: List all mix groups to dev console.
1317. snd_list_mixers	: cmd	:	: List all mixers to dev console.
1318. snd_mixahead	: 0	: , "a"	:
1319. snd_musicvolume	: 1	: , "a", "user"	: Music volume
1320. snd_obsured_gain_db	: -2	: , "cheat"	:
1321. snd_pitchquality	: 1	: , "a"	:
1322. snd_play_in_out depending on players in/out location	: cmd	:	: Plays one of two sounds from entity
1323. snd_pre_gain_dist_falloff	: 1	: , "cheat"	:
1324. snd_prefetch_common specified in scripts/sound_prefetch.txt	: 1	:	: Prefetch common sounds from directories
1325. snd_rebuildaudiocache	: cmd	:	: rebuild audio cache for current language
1326. snd_refdb	: 60	: , "cheat"	: Reference dB at snd_refdist
1327. snd_refdist	: 36	: , "cheat"	: Reference distance for snd_refdb
1328. snd_restart	: cmd	:	: Restart sound system.
suffix			
1330. snd_setmixer vol, mute, solo.	: cmd	:	: Set named Mixgroup of current mixer to mix
1331. snd_setmixlayer mix vol, mute, solo.	: cmd	:	: Set named Mixgroup of named mix layer to
1332. snd_setmixlayer_amount	: cmd	:	: Set named mix layer mix amount.
1333. snd_showstart	: 0	: , "cheat"	:
1334. snd_soundmixer_flush	: cmd	:	: Reload soundmixers.txt file.
1335. snd_updateaudiocache and rebuilds any change/new entries	: cmd	:	: checks _master.cache based on file sizes
1336. snd_visualize	: 0	: , "cheat"	: Show sounds location in world
1337. snd_writemanifest manifest for the current level	: cmd	:	: If running a game, outputs the precache
1338. sndplaydelay	: cmd	:	:
1339. soundfade	: cmd	:	: Fade client volume.
1340. soundinfo	: cmd	:	: Describe the current sound device.
1341. soundlist	: cmd	:	: List all known sounds.
1342. soundscape_debug entities. Green lines show the active soundscape, red lines show soundscapes that ar	: 0	: , "sv", "cheat"	: When on, draws lines to all env_soundscape
soundscapes			
1344. speak cam.	: cmd	:	: Play a constructed sentence.
1346. spec_freeze_traveltime target in observer freeze cam.	: 0	: , "sv", "cheat", "rep"	: Time taken to zoom in to frame a
1347. spec_target	: cmd	:	:
1348. spec_target_clear	: cmd	:	:
1349. spike	: cmd	:	: generates a fake spike
1350. spitter_pz_claw_dmg spitter's regular melee attack	: 4	: , "sv", "cheat", "rep"	: Amount of damage done by a PZ
1351. ss_map allowed splitscreen players.	: cmd	:	: Start playing on specified map with max
1352. star_memory	: cmd	:	: Dump memory stats
1353. startdemos	: cmd	:	: Play demos in demo sequence.
1354. startmovie	: cmd	:	: Start recording movie frames.
1355. startupmenu background bsp, but only if no other level is being loaded, and we're not in developer	: cmd	:	: Opens initial menu screen and loads the
1356. stats	: cmd	:	: Prints server performance variables
1357. status	: cmd	:	: Display map and connection status.
1358. stop	: cmd	:	: Finish recording demo.
1359. stopdemo	: cmd	:	: Stop playing back a demo.
1360. stopsound	: cmd	:	:

1361. stringtabledictionary	: cmd	:	:	Create dictionary for current strings.
1362. stuffcmds to command buffer.	: cmd	:	:	Parses and stuffs command line + commands
1363. suitvolume cursor	: 0	:	,"a", "sv"	:
1365. survivor_accuracy_upgrade_factor	: 0	:	,"sv", "cheat", "rep"	:
1366. survivor_burn_factor_easy	: 0	:	,"sv", "cheat"	: Flame damage multiplier
1367. survivor_burn_factor_expert	: 1	:	,"sv", "cheat"	: Flame damage multiplier
1368. survivor_burn_factor_hard	: 0	:	,"sv", "cheat"	: Flame damage multiplier
1369. survivor_burn_factor_normal	: 0	:	,"sv", "cheat"	: Flame damage multiplier
1370. survivor_calm_damage_delay seconds after taking damage	: 5	:	,"sv", "cheat"	: survivors are not calm for this many
1371. survivor_calm_deploy_delay seconds after switching weapons	: 2	:	,"sv", "cheat"	: survivors are not calm for this many
1372. survivor_calm_intensity level is above this point	: 0	:	,"sv", "cheat"	: survivors are not calm if their intensity
1373. survivor_calm_no_flashlight flashlight on, to keep the weapon pointing along the flashlight beam	: 1	:	,"sv", "cheat"	: survivors are not calm if they have their
1374. survivor_calm_recent_enemy_delay seconds after seeing an enemy	: 5	:	,"sv", "cheat"	: survivors are not calm for this many
1375. survivor_calm_weapon_delay seconds after firing	: 5	:	,"sv", "cheat"	: survivors are not calm for this many
1376. survivor_commando_factor	: 2	:	,"sv", "cheat"	:
1377. survivor_crawl_speed	: 15	:	,"sv", "cheat", "rep"	:
1378. survivor_crouch_speed an Infected	: 75	:	,"sv", "cheat", "rep"	:
1380. survivor_debug_active_area_set	: 0	:	,"sv", "cheat"	:
1381. survivor_debug_in_combat	: 0	:	,"sv", "cheat"	:
1382. survivor_debug_visibility	: 0	:	,"sv", "cheat"	:
1383. survivor_drag_speed_multiplier dragging somebody. continuous drag	: 0	:	,"sv", "cheat", "rep"	: Multiplier to speed when we are
1385. survivor_ff_avoidance	: 0	:	,"sv", "cheat"	:
1386. survivor_ff_avoidance_pitch	: 20	:	,"sv", "cheat"	:
1387. survivor_ff_avoidance_yaw	: 10	:	,"sv", "cheat"	:
1388. survivor_ff_tolerance	: 26	:	,"sv", "cheat"	:
1389. survivor_fog_vocalize_percent stops vocalizations.	: 0	:	,"sv", "cheat"	: The percent of the fog end distance that
1390. survivor_friendly_fire_factor_easy	: 0	:	,"sv", "cheat"	:
1391. survivor_friendly_fire_factor_expert	: 0	:	,"sv", "cheat"	:
1392. survivor_friendly_fire_factor_hard	: 0	:	,"sv", "cheat"	:
1393. survivor_friendly_fire_factor_normal	: 0	:	,"sv", "cheat"	:
1394. survivor_fumes_walk_speed	: 85	:	,"sv", "cheat", "rep"	:
1395. survivor_groupie_range	: 350	:	,"sv", "cheat"	:
1396. survivor_groupie_regenerate_rate	: 0	:	,"sv", "cheat"	:
1397. survivor_hanging_eye_height	: 85	:	,"sv", "cheat", "rep"	:
1398. survivor_hanging_from_tongue_eye_height	: 40	:	,"sv", "cheat", "rep"	:
1399. survivor_helping_hand_inhibit_duration	: 1	:	,"sv", "cheat", "rep"	:
1400. survivor_hitsound_interval_timer incapacitated.	: 0	:	,"sv", "cheat"	:
1402. survivor_incapacitated_cycle_time incapacitated, overriding weapon.	: 0	:	,"sv", "cheat", "rep"	: New cycle time (RoF) used when
1403. survivor_incapacitated_dizzy_severity much bump we add to a incap'd player's mouse.	: 2	:	,"sv", "cheat", "rep"	: From negative to positive this, how
1404. survivor_incapacitated_dizzy_timer changes directions.	: 2	:	,"sv", "cheat", "rep"	: How often our incap'd dizzy-drift
1405. survivor_incapacitated_eye_height incapacitated.	: 24	:	,"sv", "cheat", "rep"	:
1407. survivor_incapacitated_roll	: 20	:	,"sv", "cheat", "rep"	:
1408. survivor_intensity_decay_threat_range	: 750	:	,"sv", "cheat"	:
1409. survivor_intensity_recent_enemy_duration	: 5	:	,"sv", "cheat"	:
1410. survivor_it_duration	: 20	:	,"sv", "cheat", "rep"	:
1411. survivor_knockdown_roll	: -20	:	,"sv", "cheat"	:
1412. survivor_lazy_active_set	: 1	:	,"sv", "cheat"	:
1413. survivor_ledge_grab_ground_check_time	: 3	:	,"sv", "cheat"	:
1414. survivor_ledge_scales_health	: 1	:	,"sv", "cheat"	:
1415. survivor_limp_health	: 40	:	,"sv", "cheat", "rep"	:
1416. survivor_limp_walk_speed	: 85	:	,"sv", "cheat", "rep"	:
1417. survivor_max_incapacitated_count instead of killed between health kits.	: 2	:	,"sv", "cheat"	: How many times you can be incapacitated
1418. survivor_max_lunge_stagger_distance survivor can stagger after being lunged.	: 30	:	,"sv", "cheat"	: Max distance a stationary, crouched
1419. survivor_max_lunge_stagger_speed survivors with full power.	: 220	:	,"sv", "cheat"	: Hunters lunging this fast stagger
1420. survivor_max_tongue_stagger_distance	: 200	:	,"sv", "cheat"	:
1421. survivor_max_tongue_stagger_duration	: 1	:	,"sv", "cheat"	:
1422. survivor_max_tug_distance	: 300	:	,"sv", "cheat"	:
1423. survivor_max_tug_duration	: 1	:	,"sv", "cheat"	:

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1424. survivor_min_lunge_stagger_speed      : 50      : , "sv", "cheat" : Hunters must be lunging this fast to
stagger a survivor.
1425. survivor_no_pounce_or_hang           : 0        : , "sv", "cheat" :
1426. survivor_pounce_victim_eye_height    : 12       : , "sv", "cheat", "rep" :
1427. survivor_push                        : 0        : , "sv", "cheat" :
1428. survivor_revive_duration              : 5        : , "sv", "cheat" :
1429. survivor_revive_health               : 30       : , "sv", "cheat" : How much temp health you get revived with.
1430. survivor_shove_teammates             : 0        : , "sv", "cheat" :
1431. survivor_speed                      : 210      : , "sv", "cheat" :
1432. survivor_speed_boost_factor          : 1        : , "sv", "cheat", "rep" : Speed boost from upgrade
1433. survivor_sprint_multiplier           : 1        : , "sv", "cheat", "rep" :
1434. survivor_stun_immunity_duration       : 0        : , "sv", "cheat" :
1435. survivor_team_hit_pitch_max          : 10       : , "sv", "cheat" :
1436. survivor_team_hit_pitch_min         : -10      : , "sv", "cheat" :
1437. survivor_team_hit_yaw_max            : 10       : , "sv", "cheat" :
1438. survivor_team_hit_yaw_min            : -10      : , "sv", "cheat" :
1439. survivor_unstoppable_speed           : 150      : , "sv", "cheat", "rep" :
1440. survivor_vision_range                : 1500     : , "sv", "cheat" :
1441. survivor_vision_range_obsured        : 750      : , "sv", "cheat" :
1442. sv_allow_lobby_connect_only          : 0        : : If set, players may only join this server
from matchmaking lobby, may not connect directly.
1443. sv_allow_wait_command                : 1        : , "rep" : Allow or disallow the wait command on
clients connected to this server.
1444. sv_alltalk                           : 0        : , "sv", "nf" : Players can hear all other players' voice
communication, no team restrictions
1445. sv_alternateticks                    : 0        : , "sp" : If set, server only simulates entities on
even numbered ticks.
1446. sv_always_full_flush                 : 0        : , "cheat" :
1447. sv_banid_enabled                     : 1        : : Whether server supports banid command
1448. sv_benchmark_force_start              : cmd      : : Force start the benchmark. This is only
for debugging. It's better to set sv_benchmark to 1 and restart the level.
1449. sv_cheats                             : 0        : , "nf", "rep" : Allow cheats on server
1450. sv_clearhinhistory                    : cmd      : : Clear memory of server side hints
displayed to the player.
1451. sv_consistency                       : 1        : , "rep" : Whether the server enforces file
consistency for critical files
1452. sv_contact                           : 0        : , "nf" : Contact email for server sysop
1453. sv_crash                             : cmd      : : Causes a server crash for testing
1454. sv_cycle_latch_timer                  : 0        : , "sv", "cheat" : How often to transmit our cycle to the
client for corrections.
entities.
1456. sv_doors_push_players                 : 0        : , "sv", "cheat" : If true, a door will push players out of
the way as it opens and closes.
1457. sv_downloadurl                        : 0        : , "rep" : Location from which clients can download
missing files
1458. sv_dumpstringtables                   : 0        : , "cheat" :
1459. sv_footstepinterval                   : 0        : , "sv", "cheat", "rep" :
1460. sv_force_time_of_day                  : -1       : , "sv", "cheat" : 0 - midnight, 3 - afternoon
1461. sv_forcepreload                       : 1        : , "a" : Force server side preloading.
1462. sv_gametypes                          : 0        : , "sv" : Allowable game types, usually set on
server launch command line.
1463. sv_infected_ceda_vomitjar_probability : 0        : , "sv", "cheat" :
1464. sv_infected_riot_control_tonfa_probability : 0      : , "sv", "cheat" :
1465. sv_infinite_ammo                      : 0        : , "sv", "cheat", "rep" : Player's active weapon will never
run out of ammo
1466. sv_lagcompensationforcerestore        : 1        : , "sv", "cheat" : Don't test validity of a lag comp restore,
just do it.
1467. sv_lan                               : 0        : : Server is a lan server ( no heartbeat, no
authentication, no non-class C addresses )
1468. sv_log_onefile                        : 1        : , "a" : Log server information to only one file.
1469. sv_logbans                           : 1        : , "a" : Log server bans in the server logs.
1470. sv_logecho                            : 0        : , "a" : Echo log information to the console.
1471. sv_logfile                           : 1        : , "a" : Log server information in the log file.
(slow).
1473. sv_logsdir                           : 0        : , "a" : Folder in the game directory where server
logs will be stored.
1474. sv_maxcmdrate                         : 40       : , "rep" : (If sv_mincmdrate is > 0), this sets the
maximum value for cl_cmdrate.
unlimited
1476. sv_memlimit                           : 0        : , "cheat" : If set, whenever a game ends, if the total
memory used by the server is greater than this # of megabytes, the server will exit.
1477. sv_mincmdrate                         : 30       : , "rep" : This sets the minimum value for
cl_cmdrate. 0 == unlimited.
unlimited
1479. sv_noclipaccelerate                   : 5        : , "a", "sv", "nf", "rep" :
1480. sv_noclipduringpause                   : 0        : , "sv", "cheat", "rep" : If cheats are enabled, then you can
noclip with the game paused (for doing screenshots, etc.).
1481. sv_noclipspeed                         : 5        : , "a", "sv", "nf", "rep" :

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1482. sv_password : 0 : , "nf", "prot", "norecord" : Server password for entry into
multiplayer games
1483. sv_pausable : 0 : : Is the server pausable.
1484. sv_phys2_stats : cmd : : Dumps server physics stats
1485. sv_play_music : cmd : : Play some music through the music engine
1486. sv_player_stuck_tolerance : 10 : , "sv", "cheat" :
1487. sv_precacheinfo : cmd : : Show precache info.
1488. sv_prop_door_max_close_attempts : 8 : , "sv", "cheat" : Number of times blocked doors will try to
close before becoming non-solid and forcing a close.
1489. sv_pure : cmd : : Show user data.
1490. sv_pure_kick_clients : 1 : : If set to 1, the server will kick clients
with mismatching files. Otherwise, it will issue a warning to the client.
1491. sv_pure_trace : 0 : : If set to 1, the server will print a
message whenever a client is verifying a CRC for a file.
the PVS
only)
1494. sv_regeneration_force_on : 0 : , "sv", "cheat" : Cheat to test regenerative health systems
server in.
expires.
1497. sv_search_key : 0 : : When searching for a dedicated server from
lobby, restrict search to only dedicated servers having the same sv_search_key.
1498. sv_showfootsteps : 0 : , "sv", "cheat", "rep" : Shows client (red) and server
(green) footsteps (1=client-only, 2=server-only, 3=both)
1499. sv_showhitboxes : -1 : , "sv", "cheat" : Send server-side hitboxes for specified
entity to client (NOTE: this uses lots of bandwidth, use on listen server only).
1500. sv_showhitboxes_cursor : cmd : : Show the hitboxes of the pointed-at entity
1501. sv_showlagcompensation : 0 : , "sv", "cheat" : Show lag compensated hitboxes whenever a
player is lag compensated.
1502. sv_showonlyhitbox : -1 : , "sv", "cheat" :
1503. sv_showtags : cmd : : Describe current gametags.
1504. sv_shutdown : cmd : : Sets the server to shutdown when all games
have completed
1505. sv_skyname : 0 : , "a", "sv", "rep" : Current name of the skybox texture
1506. sv_soundemitter_reload : cmd : : Flushes the sounds.txt system
1507. sv_soundscape_printdebuginfo : cmd : : print soundscapes
1508. sv_specaccelerate : 5 : , "a", "sv", "nf", "rep" :
1509. sv_specnoclip : 1 : , "a", "sv", "nf", "rep" :
1510. sv_specspeed : 3 : , "a", "sv", "nf", "rep" :
1511. sv_spectatoridletime : 3 : , "sv", "cheat" :
1512. sv_steamgroup : 326955 : , "nf" : The ID of the steam group that this server
belongs to. You can find your group's ID on the admin profile page in the steam comm
1513. sv_steamgroup_exclusive : 0 : : If set, only members of Steam group will
be able to join the server when it's empty, public people will be able to join the ser
1514. sv_stop_music : cmd : : Stop some music through the music engine
1515. sv_sync_anims_spawn : 0 : , "sv", "cheat" :
1516. sv_tags : 0 : , "nf" : Server tags. Used to provide extra
information to clients when they're browsing for servers. Separate tags with a comma.
1517. sv_tankpropfade : 1 : , "sv", "cheat" :
1518. sv_turbophysics_shadow : 0 : , "sv", "cheat" : players have physics shadows even when
sv_turbophysics is 1
1519. sv_unlockedchapters : 1 : , "a" : Highest unlocked game chapter.
1520. sv_visiblemaxplayers : -1 : : Overrides the max players reported to
prospective clients
1521. sv_voiceenable : 1 : , "a", "nf" :
1522. sys_minidumpspewlines : 500 : : Lines of crash dump console spew to keep.
1523. tank_attack_range : 50 : , "sv", "cheat", "rep" : Distance from Survivor that tank
triggers own swing.
1524. tank_auto_swing : 0 : , "sv", "cheat", "rep" :
1525. tank_burn_duration : 75 : , "sv", "cheat" : Number of seconds a burning Tank takes to
die in easy, normal, versus and survival
1526. tank_burn_duration_expert : 85 : , "sv", "cheat" : Number of seconds a burning Tank takes to
die in expert
die in hard
1528. tank_fist_radius : 15 : , "sv", "cheat", "rep" :
1529. tank_ground_pound_duration : 1 : , "sv", "cheat", "rep" :
1530. tank_ground_pound_reveal_distance : 500 : , "sv", "cheat" :
1531. tank_raffle_debug : 0 : , "sv", "cheat", "rep" : Fill the tank raffle with dummy
values for debugging
1532. tank_stuck_failsafe : 1 : , "sv", "cheat" :
1533. tank_stuck_time_choose_new_target : 2 : , "sv", "cheat" :
1534. tank_stuck_time_suicide : 10 : , "sv", "cheat" :
1535. tank_stuck_visibility_tolerance_choose_new_target : 5 : , "sv", "cheat" :
1536. tank_stuck_visibility_tolerance_suicide : 15 : , "sv", "cheat" :
1537. tank_swing_arc : 180 : , "sv", "cheat", "rep" :
1538. tank_swing_duration : 0 : , "sv", "cheat", "rep" : Duration of the actual swing
1539. tank_swing_fast_interval : 0 : , "sv", "cheat", "rep" : Interval between tank swings when he
is clearing zombies out of his path
1540. tank_swing_interval : 1 : , "sv", "cheat", "rep" : Interval between tank swings

```

```

miss
prop.
1543. tank_swing_range           : 56      : , "sv", "cheat", "rep" : Range of the actual swing
1544. tank_swing_yaw             : 80      : , "sv", "cheat", "rep" :
throws
1546. tank_throw_allow_range     : 250     : , "sv", "cheat" : How far away our victim must be before
we'll try to throw debris at them
1547. tank_throw_lead_time_factor : 0       : , "sv", "cheat" : How much to lead a moving target
1548. tank_throw_loft_rate       : 0       : , "sv", "cheat" : Beyond no-loft range, Tank adds this
angle/distance when throwing
adjustment
1550. tank_throw_min_interval    : 8       : , "sv", "cheat" : Minimum interval between Tank rock throws
1551. tank_visibility_tolerance_suicide : 60     : , "sv", "cheat" :
1552. tank_windup_time          : 0       : , "sv", "cheat", "rep" : Time from intent to swing that swing
actually happens.
1553. terror_ammo_multiplier     : 2       : , "sv", "cheat" :
1554. Test_CreateEntity          : cmd     :
1555. test_dispatcheffect        : cmd     : : Test a clientside dispatch effect. Usage:
test_dispatcheffect <effect name> <distance away> <flags> <magnitude> <scale> Defau
1556. Test_EHandle              : cmd     :
1557. test_entity_blocker       : cmd     : : Test command that drops an entity blocker
out in front of the player.
1558. Test_InitRandomEntitySpawner : cmd     :
1559. Test_Loop                 : cmd     : : Test_Loop <loop name> - loop back to the
specified loop start point unconditionally.
1560. Test_LoopCount            : cmd     : : Test_LoopCount <loop name> <count> - loop
back to the specified loop start point the specified # of times.
1561. Test_LoopForNumSeconds     : cmd     : : Test_LoopForNumSeconds <loop name> <time>
loop back to the specified start point for the specified # of seconds.
1562. test_outtro_pzendgame      : cmd     :
1563. test_outtro_stats          : cmd     :
1564. test_point                : cmd     :
1565. Test_ProxyToggle_EnableProxy : cmd     :
1566. Test_ProxyToggle_SetValue  : cmd     :
1567. Test_RandomChance          : cmd     : : Test_RandomChance <percent chance, 0-100>
<token1> <token2...> - Roll the dice and maybe run the command following the percenta
1568. Test_RandomizeInPVS        : cmd     :
1569. Test_RandomPlayerPosition   : cmd     :
1570. Test_RemoveAllRandomEntities : cmd     :
1571. Test_RunFrame              : cmd     :
1572. Test_SendKey              : cmd     :
1573. Test_SpawnRandomEntities   : cmd     :
1574. Test_StartLoop            : cmd     : : Test_StartLoop <loop name> - Denote the
start of a loop. Really just defines a named point you can jump to.
1575. Test_StartScript          : cmd     : : Start a test script running..
1576. Test_Wait                 : cmd     :
1577. Test_WaitForCheckPoint     : cmd     :
1578. texture_budget_background_alpha : 128    : , "a" : how translucent the budget panel is
1579. texture_budget_panel_bottom_of_history_fraction : 0      : , "a" : number between 0 and 1
1580. texture_budget_panel_height : 284     : , "a" : height in pixels of the budget panel
1581. texture_budget_panel_width  : 512     : , "a" : width in pixels of the budget panel
1582. texture_budget_panel_x      : 0       : , "a" : number of pixels from the left side of the
game screen to draw the budget panel
1583. texture_budget_panel_y      : 450     : , "a" : number of pixels from the top side of the
game screen to draw the budget panel
per second
1585. think_limit                : 0       : , "sv", "rep" : Maximum think time in milliseconds,
warning is printed if this is exceeded.
1586. thread_test_tslist         : cmd     :
1587. thread_test_tsqueue        : cmd     :
2
1589. threadpool_run_tests       : cmd     :
1590. timedemo                   : cmd     : : Play a demo and report performance info.
1591. timedemo_vprofrecord        : cmd     : : Play a demo and report performance info.
Also record vprof data for the span of the demo
then exit
1593. timerefresh                : cmd     : : Profile the renderer.
1594. toggle                     : cmd     : : Toggles a convar on or off, or cycles
through a set of values.
1595. toggleconsole              : cmd     : : Show/hide the console.
1596. tongue_allow_voluntary_release : 0      : , "sv", "cheat" : Can a Smoker let go with his tongue by
clicking or turning away?
bends.
1598. tongue_bend_point_needs_LOS : 0       : , "sv", "cheat", "rep" : Does a bent tongue still need LOS
from the bend point?
1599. tongue_break_from_damage_amount : 50     : , "sv", "cheat" : How much damage to the smoker makes him
let go of his victim.
1600. tongue_choke_damage_amount : 10      : , "sv", "cheat" : How much damage the choke does.

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1601. tongue_choke_damage_interval	: 1	:	, "sv", "cheat"	: How often the choke does damage.
1602. tongue_cone_start_tolerance	: 0	:	, "sv", "cheat"	: How wide the cone is for a tongue hit.
1603. tongue_debug	: 0	:	, "sv", "cheat"	: Print debug info for tongue
1604. tongue_drag_damage_amount	: 3	:	, "sv", "cheat"	: How much damage the tongue drag does.
1605. tongue_dropping_to_ground_time	: 2	:	, "sv", "cheat"	: A miss or a wall hit will wait this long before pulling back.
1606. tongue_fly_speed	: 1000	:	, "sv", "cheat"	: How fast a tongue flies through the air.
1607. tongue_force_break	: 0	:	, "sv", "cheat"	: Force an existing attached tongue to break, for debugging
1608. tongue_gravity_force	: 4000	:	, "sv", "cheat", "rep"	: The speed that gravity tries to pull us downwards while being tongued.
1609. tongue_health	: 100	:	, "sv", "cheat"	: Tongue health
1610. tongue_hit_delay	: 20	:	, "sv", "cheat", "rep"	: How long a smoker must wait to shoot his tongue after a hit, from the time he lets go.
1611. tongue_los_forgiveness_time	: 1	:	, "sv", "cheat"	: A traveling tongue can lose LOS for this amount of time and still hit.
1612. tongue_miss_delay	: 15	:	, "sv", "cheat", "rep"	: How long a smoker must wait to shoot his tongue after a miss.
1613. tongue_no_progress_break_interval	: 10	:	, "sv", "cheat"	: How long of the victim making no progress until we break the tongue.
1614. tongue_no_progress_choke_early_ambush_delay	: 0	:	, "sv", "cheat"	: Use a smaller delay if the smoker started choking us from behind. So this plus TongueNoProgressChokeTime equals the earliest start
1615. tongue_no_progress_choke_early_delay	: 1	:	, "sv", "cheat"	: We won't think about ground choking for this long after the hit. So this plus TongueNoProgressChokeTime equals the earliest start
1616. tongue_no_progress_choke_time	: 0	:	, "sv", "cheat"	: If our victim doesn't make tongue_no_progress_tolerance progress towards in this time, start to hurt him.
1617. tongue_no_progress_damage_interval	: 0	:	, "sv", "cheat"	: How long of the victim making no progress until we start choking him.
1618. tongue_no_progress_tolerance	: 25	:	, "sv", "cheat"	: If our victim doesn't make this much progress in tongue_no_progress_release_time, start to hurt him.
1619. tongue_player_dropping_to_ground_time	: 1	:	, "sv", "cheat"	: How long after the tongue disconnects will a player need to wait.
1620. tongue_range	: 750	:	, "sv", "cheat"	: How far a smoker can shoot his tongue.
1621. tongue_release_fatigue_penalty	: 2500	:	, "sv", "cheat"	: How much fatigue the victim gets when released, to slow him down.
tongue pulling.				
1623. tongue_unbend	: 1	:	, "sv", "cheat"	: Can the smoker tongue unbend?
1624. tongue_vertical_choke_dot	: 0	:	, "sv", "cheat"	: DotProduct between tongue and vertical required to start choking.
1625. tongue_vertical_choke_height	: 40	:	, "sv", "cheat"	: Need to have victim this high off ground to choke him.
1626. tongue_vertical_choke_time_off_ground	: 0	:	, "sv", "cheat"	: Need to have victim off ground for this long to choke him.
1627. tongue_victim_acceleration	: 30	:	, "sv", "cheat", "rep"	: Acceleration while tongued.
1628. tongue_victim_accuracy_penalty	: 0	:	, "sv", "cheat", "rep"	: How much someone's accuracy suffers while being dragged by a tongue.
going.				
versus.				
1631. toolload	: cmd	:		: Load a tool.
10hz				
1633. travel_distance	: cmd	:		: Build the shortest path from the previously marked area to the currently selected one and print the length of that path.
1634. tv_clients	: cmd	:		: Shows list of connected SourceTV clients.
1635. tv_msg	: cmd	:		: Send a screen message to all clients.
1636. tv_nochat	: 0	:	, "a", "user"	: Don't receive chat messages from other SourceTV spectators
1637. tv_port	: 27020	:		: Host SourceTV port
1638. tv_record	: cmd	:		: Starts SourceTV demo recording.
broadcast.				
1640. tv_retry	: cmd	:		: Reconnects the SourceTV relay proxy.
1641. tv_status	: cmd	:		: Show SourceTV server status.
1642. tv_stop	: cmd	:		: Stops the SourceTV broadcast.
1643. tv_stoprecord	: cmd	:		: Stops SourceTV demo recording.
1644. unbind	: cmd	:		: Unbind a key.
1645. unbindall	: cmd	:		: Unbind all keys.
1646. unload_all_addons	: cmd	:		: Reloads the search paths for game addons.
1647. unpause	: cmd	:		: Unpause the game.
1648. update_addon_paths	: cmd	:		: Reloads the search paths for game addons.
1649. upgrade_add	: cmd	:		: Adds an upgrade to the survivor
1650. upgrade_explosive_bullet_force	: 2	:	, "sv", "cheat", "rep"	:
1651. upgrade_explosive_slug_force	: 4	:	, "sv", "cheat", "rep"	:
1652. upgrade_laser_sight_spread_factor	: 0	:	, "sv", "cheat", "rep"	:
1653. upgrade_pack_use_duration	: 1	:	, "sv", "cheat", "rep"	:
1654. upgrade_remove	: cmd	:		: Removes an upgrade from the survivor
1655. upgrade_show_explosive_ammo_radius	: 0	:	, "sv", "cheat", "rep"	:
1656. upgradepack_forward_dist	: 30	:	, "sv", "cheat"	:
1657. upgradepack_max_drop_dist	: 30	:	, "sv", "cheat"	:
<weapon_name>				

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1659. user                : cmd      :      : Show user data.
1660. users               : cmd      :      : Show user info for players on server.
1661. vehicle_flushscript : cmd      :      : Flush and reload all vehicle scripts
1662. version              : cmd      :      : Print version info string.
1663. versus_boss_buffer   : 2200     : , "sv", "cheat" :
1664. versus_boss_debug    : 0         : , "sv", "cheat" : Enable debug output for versus tank/witch
spawn location
1665. versus_boss_flow_max : 0         : , "sv", "cheat" : Max fraction of map flow for tank/witch
spawn location
1666. versus_boss_flow_max_finale : 0         : , "sv", "cheat" : Max fraction of map flow for tank/witch
spawn location within the finale map of a campaign
1667. versus_boss_flow_max_intro : 0         : , "sv", "cheat" : Max fraction of map flow for tank/witch
spawn location within the first map of a campaign
1668. versus_boss_flow_min  : 0         : , "sv", "cheat" : Min fraction of map flow for tank/witch
spawn location
1669. versus_boss_flow_min_finale : 0         : , "sv", "cheat" : Min fraction of map flow for tank/witch
spawn location within the finale map of a campaign
1670. versus_boss_flow_min_intro : 0         : , "sv", "cheat" : Min fraction of map flow for tank/witch
spawn location within the first map of a campaign
1671. versus_boss_flow_test : cmd       :      : Force start the versus game, so PZs can
spawn even if survivors are still in the safe room
1672. versus_boss_padding_max : 0         : , "sv", "cheat" : How far apart the tank/witch have to be
along the flow
1673. versus_boss_padding_min : 0         : , "sv", "cheat" : How far apart the tank/witch have to be
along the flow
hunters
1675. versus_shove_hunter_fov_pouncing : 45         : , "sv", "cheat", "rep" : Angle that survivor shove will hit
hunters while pouncing
1676. versus_shove_jockey_fov_leaping : 45         : , "sv", "cheat", "rep" : Angle that survivor shove will hit
jockeys while leaping
versus map
1678. versus_tank_chance_finale : 0         : , "sv", "cheat" : Chance of a tank spawning within the
finale map of a campaign
1679. versus_tank_chance_intro : 0         : , "sv", "cheat" : Chance of a tank spawning within the first
map of a campaign
1680. versus_tank_flow_team_variation : 0         : , "sv", "cheat" : Window of flow distance that the tank can
spawn in for the second team in versus
1681. versus_winning_team_goes_last : 1         : , "sv", "cheat" : In versus mode, the team that is losing
plays as survivors first
1682. versus_witch_chance : 0         : , "sv", "cheat" : Chance of a witch spawning within a
regular versus map
1683. versus_witch_chance_finale : 0         : , "sv", "cheat" : Chance of a witch spawning within the
finale map of a campaign
1684. versus_witch_chance_intro : 0         : , "sv", "cheat" : Chance of a witch spawning within the
first map of a campaign
1685. versus_witch_flow_team_variation : 0         : , "sv", "cheat" : Window of flow distance that the witch can
spawn in for the second team in versus
1686. -vgui_drawtree       : cmd       :      :
1687. +vgui_drawtree       : cmd       :      :
1688. vgui_drawtree        : 0         : , "cheat"       : Draws the vgui panel hierarchy to the
specified depth level.
1689. vgui_drawtree_clear  : cmd       :      :
1690. vgui_dump_panels     : cmd       :      : vgui_dump_panels [visible]
1691. vgui_spew_fonts      : cmd       :      :
1692. vgui_togglepanel     : cmd       :      : show/hide vgui panel by name.
1693. view_offset_down    : 16        : , "sv", "cheat", "rep" :
1694. view_offset_forward   : 8         : , "sv", "cheat", "rep" :
1695. view_offset_up       : -16       : , "sv", "cheat", "rep" :
1696. vis_debug            : 0         : , "sv", "cheat" :
1697. vis_force            : 0         : , "sv", "cheat" :
1698. vismon_poll_frequency : 0         : , "sv", "cheat" :
1699. vismon_trace_limit   : 12        : , "sv", "cheat" :
1700. voice_enable         : 1         : , "a"          :
1701. voice_forcemicrorecord : 1         : , "a"          :
1702. voice_inputfromfile  : 0         :      : Get voice input from 'voice_input.wav'
rather than from the microphone.
1703. voice_loopback       : 0         : , "user"       :
1704. voice_mixer_boost    : 0         : , "a"          :
1705. voice_mixer_mute     : 0         : , "a"          :
1706. voice_mixer_volume   : 1         : , "a"          :
1707. voice_mute           : cmd       :      : Mute a specific Steam user
1708. voice_recordtofile   : 0         :      : Record mic data and decompressed voice
data into 'voice_micdata.wav' and 'voice_decompressed.wav'
1709. voice_reset_mutelist : cmd       :      : Reset all mute information for all players
who were ever muted.
1710. voice_scale         : 0         : , "a"          :
1711. voice_show_mute      : cmd       :      : Show whether current players are muted.
1712. voice_threshold      : 2000      : , "a"          :

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1713. voice_unmute                                : cmd      :           : Unmute a specific Steam user, or `all` to
unmute all connected players.
1714. -voicerecord                                : cmd      :           :
1715. +voicerecord                                : cmd      :           :
1716. voicerecord_toggle                          : cmd      :           :
1717. volume                                        : 1         : , "a"      : Sound volume
1718. vomitjar_duration_infected_bot              : 20        : , "sv", "cheat", "rep" :
1719. vomitjar_duration_infected_pz              : 20        : , "sv", "cheat", "rep" :
1720. vomitjar_duration_survivor                  : 5         : , "sv", "cheat", "rep" :
1721. vomitjar_radius                              : 110       : , "sv", "cheat", "rep" :
1722. vomitjar_radius_survivors                   : 0         : , "sv", "cheat", "rep" :
1723. vox_reload                                  : cmd      :           : Reload sentences.txt file
1724. voxeltree_box                               : cmd      :           : View entities in the voxel-tree inside box
<Vector(min), Vector(max)>.
1725. voxeltree_playerview                        : cmd      :           : View entities in the voxel-tree at the
player position.
1726. voxeltree_sphere                           : cmd      :           : View entities in the voxel-tree inside
sphere <Vector(center), float(radius)>.
1727. voxeltree_view                             : cmd      :           : View entities in the voxel-tree.
1728. vphys_sleep_timeout                         : cmd      :           : set sleep timeout: large values mean stuff
won't ever sleep
1729. vprof                                       : cmd      :           : Toggle VProf profiler
debugging
1731. vprof_cachemiss                             : cmd      :           : Toggle VProf cache miss checking
1732. vprof_cachemiss_off                        : cmd      :           : Turn off VProf cache miss checking
1733. vprof_cachemiss_on                         : cmd      :           : Turn on VProf cache miss checking
1734. vprof_child                                : cmd      :           :
1735. vprof_collapse_all                         : cmd      :           : Collapse the whole vprof tree
1736. vprof_dump_counters                       : cmd      :           : Dump vprof counters to the console
1737. vprof_dump_groupnames                     : cmd      :           : Write the names of all of the vprof groups
to the console.
1738. vprof_expand_all                           : cmd      :           : Expand the whole vprof tree
name
1740. vprof_generate_report                      : cmd      :           : Generate a report to the console.
1741. vprof_generate_report_AI                   : cmd      :           : Generate a report to the console.
1742. vprof_generate_report_AI_only              : cmd      :           : Generate a report to the console.
1743. vprof_generate_report_budget               : cmd      :           : Generate a report to the console based on
budget group.
1744. vprof_generate_report_hierarchy            : cmd      :           : Generate a report to the console.
1745. vprof_generate_report_hierarchy_per_frame_and_count_only : cmd      :           : Generate a minimal
hiearchical report to the console.
1746. vprof_generate_report_map_load             : cmd      :           : Generate a report to the console.
1747. vprof_graphheight                         : 256       : , "a"      :
1748. vprof_graphwidth                          : 512       : , "a"      :
1749. vprof_nextsibling                         : cmd      :           :
1750. vprof_off                                  : cmd      :           : Turn off VProf profiler
1751. vprof_on                                  : cmd      :           : Turn on VProf profiler
1752. vprof_parent                              : cmd      :           :
1753. vprof_playback_average                    : cmd      :           : Average the next N frames.
1754. vprof_playback_start                      : cmd      :           : Start playing back a recorded .vprof file.
1755. vprof_playback_step                       : cmd      :           : While playing back a .vprof file, step to
the next tick.
1756. vprof_playback_stepback                   : cmd      :           : While playing back a .vprof file, step to
the previous tick.
1757. vprof_playback_stop                       : cmd      :           : Stop playing back a recorded .vprof file.
1758. vprof_prevsibling                         : cmd      :           :
later.
1760. vprof_record_stop                         : cmd      :           : Stop recording vprof data
1761. vprof_remote_start                         : cmd      :           : Request a VProf data stream from the
remote server (requires authentication)
1762. vprof_remote_stop                         : cmd      :           : Stop an existing remote VProf data request
1763. vprof_reset                               : cmd      :           : Reset the stats in VProf profiler
1764. vprof_reset_peaks                         : cmd      :           : Reset just the peak time in VProf profiler
1765. vprof_to_csv                              : cmd      :           : Convert a recorded .vprof file to .csv.
1766. vprof_unaccounted_limit                   : 0         : , "a"      : number of milliseconds that a node must
exceed to turn red in the vprof panel
1767. vprof_verbose                             : 1         : , "a"      : Set to one to show average and peak times
1768. vprof_vtune_group                         : cmd      :           : enable vtune for a particular vprof group
('disable' to disable)
1769. vprof_warningmsec                         : 10        : , "a"      : Above this many milliseconds render the
label red to indicate slow code.
1770. vs_incap_bonus                            : 10        : , "sv", "cheat", "rep" : Bonus score for infected, per incap
in a chapter
1771. vs_max_team_switches                      : 1         : , "sv", "cheat" :
1772. vs_survival_bonus                         : 25        : , "sv", "cheat", "rep" : Bonus score per survivor for
completing a chapter
1773. vs_survivor_damage_reduction              : 0         : , "sv", "cheat" :
attack

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1775. vs_threat_initial_distance_first_map_max : 12000 : , "sv", "cheat" : Max distance of starting threat area in vs
mode on the first map
1776. vs_threat_initial_distance_first_map_min : 8000 : , "sv", "cheat" : Min distance of starting threat area in vs
mode on the first map
mode
threats
tiebreaker
1781. vtune : cmd : : Controls VTune's sampling.
1782. warp_all_survivors_here : cmd : : Warp all survivors to the player's cursor
1783. warp_all_survivors_to_battlefield : cmd : : Warp all Survivors to the battlefield
1784. warp_all_survivors_to_checkpoint : cmd : : Warp all Survivors to the exit checkpoint
1785. warp_all_survivors_to_finale : cmd : : Warp all Survivors to the finale radio
1786. warp_far_survivor_here : cmd : : Teleport the farthest away Survivor to
your cursor position
1787. warp_to_start_area : cmd : : Warp yourself to a survivor spawn area
1788. weapon_reparse_server : cmd : : Reloads the weapon script files
1789. windows_speaker_config : -1 : , "a" :
1790. wipe_attributes : cmd : : Clear all attributes of selected area.
1791. wipe_nav_attributes : cmd : : Clear all nav attributes of selected area.
1792. witch_force_wander : 0 : , "sv", "cheat" :
1793. writeid : cmd : : Writes a list of permanently-banned user
IDs to banned_user.cfg.
1794. writeip : cmd : : Save the ban list to banned_ip.cfg.
1795. xbox_autothrottle : 1 : , "a", "sv" :
1796. xbox_throttlebias : 100 : , "a", "sv" :
1797. xbox_throttlespoof : 200 : , "a", "sv" :
device.
device.
1800. z_acquire_far_range : 2500 : , "sv", "cheat" :
1801. z_acquire_far_time : 5 : , "sv", "cheat" :
1802. z_acquire_near_range : 200 : , "sv", "cheat" :
1803. z_acquire_near_time : 0 : , "sv", "cheat" :
1804. z_acquire_time_variance_factor : 0 : , "sv", "cheat" :
1805. z_add : cmd : : Add an Infected - optional x y z arguments
for world position to add them
1806. z_alert_dot : 0 : , "sv", "cheat" :
1807. z_alert_range : 1000 : , "sv", "cheat" :
1808. z_allow_ai_to_use_abilities : 1 : , "sv", "cheat" : If zero, Hunters wont pounce, Tanks wont
throw rocks, etc
1809. z_allow_female_boomer : 1 : , "sv", "cheat" :
1810. z_attack_flow_range : 1500 : , "sv", "cheat" :
1811. z_attack_incapacitated_damage : 10 : , "sv", "cheat" :
1812. z_attack_infected_it_damage : 10 : , "sv", "cheat" : Damage done per claw hit by infected on
other infected who are IT
1813. z_attack_pz_it_damage : 20 : , "sv", "cheat" : Damage done by infected on IT PZs
1814. z_attention_range_lying_modifier : 0 : , "sv", "cheat" :
1815. z_attention_range_sitting_modifier : 0 : , "sv", "cheat" :
1816. z_avoid_max_range : 100 : , "sv", "cheat" :
1817. z_avoid_min_range : 30 : , "sv", "cheat" :
1818. z_avoid_power : 10 : , "sv", "cheat" :
1819. z_avoidforce : 2500 : , "sv", "cheat", "rep" :
1820. z_avoidteammates : 1 : , "sv", "cheat", "rep" :
1821. z_award_debug : 0 : , "sv", "cheat", "rep" : Get debugging info on all award
calcs to the console. (0|1|2|3 for none|yes-no thoughts|every thought|every spammy calc)
1822. z_background_limit : 20 : , "sv", "cheat" : How many common infected are on the
background map at once.
1823. z_backspeed : 450 : , "sv", "cheat", "rep" :
1824. z_boomer_limit : 1 : , "sv", "cheat" :
1825. z_boomer_near_dist : 180 : , "sv", "cheat" :
1826. z_boss_crouch : 0 : , "sv", "cheat" : Forces boss zombie bots to crouch
1827. z_boundary_clear_type : 1 : , "sv", "cheat" : 0 = floodfill, 1 = new creep
1828. z_boundary_max_range : 5000 : , "sv", "cheat" :
1829. z_boundary_spread_speed : 200 : , "sv", "cheat" :
1830. z_brawl_chance : 2 : , "sv", "cheat" :
1831. z_breakable_damage : 4 : , "sv", "cheat" :
to crisp
1833. z_carry_max_mass : 250 : , "sv", "cheat", "rep" :
1834. z_chance : 60 : , "sv", "cheat" :
1835. z_charge_duration : 2 : , "sv", "cheat", "rep" :
1836. z_charge_impact_angle : 0 : , "sv", "cheat" :
1837. z_charge_impact_radius : 120 : , "sv", "cheat" :
1838. z_charge_interval : 12 : , "sv", "cheat", "rep" :
1839. z_charge_max_damage : 10 : , "sv", "cheat", "rep" :
1840. z_charge_max_force : 800 : , "sv", "cheat", "rep" :
1841. z_charge_max_speed : 500 : , "sv", "cheat", "rep" :
1842. z_charge_min_force : 550 : , "sv", "cheat", "rep" :
1843. z_charge_start_speed : 250 : , "sv", "cheat", "rep" :

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1844. z_charge_tooshort           : 0           : , "sv", "cheat", "rep" :
1845. z_charge_warmup             : 0           : , "sv", "cheat", "rep" :
1846. z_charger_allow_shove       : 0           : , "sv", "cheat" : 0 = Cannot be shoved, 1 = Can be shoved
1847. z_charger_health            : 600         : , "sv", "cheat" : Charger max health
1848. z_charger_impact_epsilon    : 8           : , "sv", "cheat" :
1849. z_charger_limit             : 1           : , "sv", "cheat" :
1850. z_charger_max_prop_force    : 3000        : , "sv", "cheat" :
1851. z_charger_pound_dmg         : 15          : , "sv", "cheat" :
1852. z_charger_probe_alone       : 6           : , "sv", "cheat" :
1853. z_charger_probe_attack      : 24          : , "sv", "cheat" :
1854. z_claw_hit_pitch_max        : 20          : , "sv", "cheat" :
1855. z_claw_hit_pitch_min        : -20         : , "sv", "cheat" :
1856. z_claw_hit_yaw_max          : 20          : , "sv", "cheat" :
1857. z_claw_hit_yaw_min          : -20         : , "sv", "cheat" :
1858. z_clear_area_range          : 300         : , "sv", "cheat" :
1859. z_clear_max_time            : 5           : , "sv", "cheat" :
1860. z_clear_min_time            : 0           : , "sv", "cheat" :
1861. z_clear_min_time_range      : 300         : , "sv", "cheat" :
1862. z_clear_range               : 750         : , "sv", "cheat" :
1863. z_close_target_notice_distance : 60         : , "sv", "cheat" : How far an attacking zombie will look for
a nearby target on their way to their chosen victim.
once.
1865. z_cooldown_spawn_safety_range : 1000        : , "sv", "cheat" :
1866. z_cough_cloud_expire        : 14          : , "sv", "cheat" : You don't cough after a smoke cloud has
existed this long.
1867. z_cough_cloud_initial_cough_delay : 0         : , "sv", "cheat" : You don't cough until smoke cloud exists
for this long.
you cough.
1869. z_credits_interval          : 0           : , "sv", "cheat" :
1870. z_crouch_speed              : 75          : , "sv", "cheat", "rep" :
1871. z_cull_timeout              : 5           : , "sv", "cheat" : Grace period before player zombie is
culled for being too far away
1872. z_deafen_radius_one         : 100         : , "sv", "cheat" :
1873. z_deafen_radius_three       : 200         : , "sv", "cheat" :
1874. z_deafen_radius_two         : 150         : , "sv", "cheat" :
1875. z_debug                     : 0           : , "sv", "cheat" :
1876. z_debug_avoid               : 0           : , "sv", "cheat" :
1877. z_debug_breakables          : 0           : , "sv", "cheat" :
1878. z_debug_climb               : 0           : , "sv", "cheat" :
1879. z_debug_cull                : 0           : , "sv", "cheat" :
1880. z_debug_escape_route        : 0           : , "sv", "cheat" : If nonzero, display information when
escape route fails
1881. z_debug_escape_scan         : 0           : , "sv", "cheat" :
1882. z_debug_falling_damage       : 0           : , "sv", "cheat" :
1883. z_debug_fog                 : 0           : , "sv", "cheat" :
1884. z_debug_infected_anim_report : cmd         : : Prints the server's layer info for the
specified infected
1885. z_debug_ledges               : 0           : , "sv", "cheat" :
1886. z_debug_mob_spawn           : 0           : , "sv", "cheat" :
1887. z_debug_neighbors            : 0           : , "sv", "cheat" :
1888. z_debug_path_stress_test     : cmd         : : Stress-tests Path::Compute() on an
Infected. Optional argument is number of times to invoke Compute()
1889. z_debug_population           : 0           : , "sv", "cheat" :
1890. z_debug_spawn_ahead          : 0           : , "sv", "cheat" :
1891. z_debug_spawn_set            : -1          : , "sv", "cheat" : 0=Anywhere, 1=Behind, 2=IT, 3=Specials in
front, 4=Specials anywhere, 5=Far Away, 6=Above
1892. z_debug_spawnable_areas      : 0           : , "sv", "cheat" : Draws areas mobs can spawn from in green
(normal) or blue (marked as OBSCURED in the nav)
1893. z_debug_tank_spawn           : 1           : , "sv", "cheat" : When console spawning a tank automatically
give it to a player.
1894. z_decals                     : cmd         : : Splat decals on all infected
1895. z_density_region_length      : 1500        : , "sv", "cheat" :
1896. z_destroy_on_attack          : 0           : , "sv", "cheat" : When an infected starts punching its
victim, destroy it. Useful for demos.
1897. z_difficulty                 : 0           : , "sv", "rep" : Difficulty of the current game (Easy,
Normal, Hard, Impossible)
1898. z_director_special_spawn_delay : 10          : , "sv", "cheat" :
1899. z_discard_min_range          : 1000        : , "sv", "cheat" : Don't relocate PZs closer than this
regardless of flow distance
1900. z_discard_range              : 2500        : , "sv", "cheat" : Discard Zombies farther away than this
1901. z_do_tracers                 : 1           : , "sv", "cheat", "rep" : Do we want tracers at all?
1902. z_dont_clear                 : 0           : , "sv", "cheat" :
1903. z_door_reopen_interval       : 0           : , "sv", "cheat" : Closed doors can be re-opened after this
amount of time
to reopen
1905. z_experimental_blast_damage_probability : 100       : , "sv", "cheat" : Damage to zombie from explosion will use
new cutouts - probability, %
1906. z_exploding_health           : 50          : , "sv", "cheat" : Exploding Zombie max health

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1907. z_exploding_shove_interval	: 10	: , "sv", "cheat" :
1908. z_exploding_shove_max	: 5	: , "sv", "cheat" :
1909. z_exploding_shove_min	: 4	: , "sv", "cheat" :
1910. z_exploding_speed	: 175	: , "sv", "cheat", "rep" :
1911. z_exploding_splat	: 50	: , "sv", "cheat" : Boomers splat instead of making a thud
when taking this much falling damage		
1912. z_exploding_splat_radius	: 200	: , "sv", "cheat" : Boomers splattering on the ground make
survivors inside this radius it		
1913. z_expressions	: 1	: , "sv", "cheat" :
1914. z_falling_land_forward_speed	: 200	: , "sv", "cheat" : Minimum falling speed to cause a stumbling
forward landing animation to occur		
1915. z_falling_land_hard_speed	: 200	: , "sv", "cheat" : Minimum falling speed to cause a 'hard'
landing animation to occur		
1916. z_falling_land_speed	: 200	: , "sv", "cheat" : Minimum falling speed to cause a landing
animation to occur		
1917. z_female_boomer_spawn_chance	: 25	: , "sv", "cheat" :
1918. z_finale_chance	: 100	: , "sv", "cheat" :
1919. z_finale_spawn_safety_range	: 600	: , "sv", "cheat" :
spawn areas		
1921. z_force_attack_from_sound_range	: 750	: , "sv", "cheat" :
1922. z_forcezombiemodel	: 0	: , "sv", "cheat" : remove variability in infected models and
instead use the specified model from z_zombieforcemodelname		
1923. z_forcezombiemodelname	: 0	: , "sv", "cheat" : base name for the model from the
models/infected directory to use for all infected if z_forcezombiemodel is set.		
1924. z_forwardspeed	: 450	: , "sv", "cheat", "rep" :
1925. z_friendly_fire_forgiveness	: 1	: , "sv", "cheat" : Ignore friendly fire that appears to be
unintentional.		
1926. z_frustration	: 1	: , "sv", "cheat", "rep" :
1927. z_frustration_lifetime	: 20	: , "sv", "cheat" : Frustration will accumulate for this many
seconds before forcing an AI tank takeover		
1928. z_frustration_los_delay	: 2	: , "sv", "cheat" :
1929. z_frustration_spawn_delay	: 10	: , "sv", "cheat" :
1930. z_gas_health	: 250	: , "sv", "cheat" : Gas Zombie max health
1931. z_gas_speed	: 210	: , "sv", "cheat", "rep" :
1932. z_ghost_checkpoint_spawn_interval	: 30	: , "sv", "cheat" : Interval for spawning special zombies
while survivors are in the checkpoint		
1933. z_ghost_finale_spawn_interval	: 20	: , "sv", "cheat" : Interval for spawning special zombies
during the finale		
1934. z_ghost_spawn_in_start	: 0	: , "sv", "cheat" : Allow ghosts to materialize while players
are in the start area		
1935. z_ghost_spawn_interval	: 60	: , "sv", "cheat" : Interval for spawning special zombies
1936. z_ghost_speed	: 450	: , "sv", "cheat", "rep" :
1937. z_ghost_travel_distance	: 1000	: , "sv", "cheat" : Ghosts this far away from survivors in
travel distance can materialize regardless of linear distance from survivors		
1938. z_gib_explosion_force_factor	: 0	: , "sv", "cheat" :
1939. z_gib_force_factor	: 10	: , "sv", "cheat" :
1940. z_grab_force	: 0	: , "sv", "cheat" : For testing - always grab ledges
regardless of estimated falling damage		
1941. z_grab_ledges_solo	: 0	: , "sv", "cheat" : For testing - grab ledges even if you're
the last survivor		
1942. z_gun_damage	: 10	: , "sv", "cheat", "rep" :
1943. z_gun_debug_player_index	: 0	: , "sv", "cheat", "rep" :
1944. z_gun_debug_spread	: 0	: , "sv", "cheat", "rep" :
1945. z_gun_force	: 300	: , "sv", "cheat" :
guns		
1947. z_gun_kick	: 0	: , "sv", "cheat", "rep" : Firing a gun can knock the player's
view this amount of the current spread		
players or doors.		
1949. z_gun_range	: 75	: , "sv", "cheat", "rep" :
1950. z_gun_stun_duration	: 1	: , "sv", "cheat", "rep" :
1951. z_gun_survivor_force	: 200	: , "sv", "cheat" :
1952. z_gun_survivor_friend_push	: 1	: , "sv", "cheat", "rep" : Allow survivors to push survivors
with a right click.		
1953. z_gun_survivor_shove_dot	: 0	: , "sv", "cheat" : Max dot of a shove swing that can push a
fellow survivor		
1954. z_gun_swing_duration	: 0	: , "sv", "cheat", "rep" :
1955. z_gun_swing_interval	: 0	: , "sv", "cheat", "rep" :
guns		
1957. z_health	: 50	: , "sv", "cheat" : Zombie max health
1958. z_hear_gunfire_range	: 200	: , "sv", "cheat" :
1959. z_hear_runner_far_range	: 750	: , "sv", "cheat" :
1960. z_hear_runner_near_range	: 500	: , "sv", "cheat" :
1961. z_hit_chainsaw_factor	: 0	: , "sv", "cheat" : Damage multiplier if zombie hits someone
using a chainsaw		
1962. z_hit_from_behind_cosine	: 0	: , "sv", "cheat" :
from behind		
1964. z_hit_incap_factor_easy	: 0	: , "sv", "cheat" : Damage multiplier if zombie hits
incapacitated Survivor		



1965. z_hit_incap_factor_expert incapacitated Survivor	: 1	: , "sv", "cheat"	: Damage multiplier if zombie hits
1966. z_hit_incap_factor_hard incapacitated Survivor	: 1	: , "sv", "cheat"	: Damage multiplier if zombie hits
1967. z_hit_incap_factor_normal incapacitated Survivor	: 1	: , "sv", "cheat"	: Damage multiplier if zombie hits
1968. z_hunter_ground_normal	: 0	: , "sv", "cheat", "rep"	:
1969. z_hunter_health	: 250	: , "sv", "cheat"	: Zombie max health
1970. z_hunter_limit	: 1	: , "sv", "cheat"	:
1971. z_hunter_lunge_stagger_time	: 1	: , "sv", "cheat"	:
1972. z_hunter_speed	: 300	: , "sv", "cheat", "rep"	:
1973. z_increment_head	: cmd	:	: Switch to next head bodygroup
1974. z_increment_lower	: cmd	:	: Switch to next lower body bodygroup
1975. z_increment_skin	: cmd	:	: Switch to next skin
1976. z_increment_upper	: cmd	:	: Switch to next upper body bodygroup
1977. z_infected_flashlight	: 1	: , "sv", "cheat"	:
1978. z_infected_invuln	: 0	: , "sv", "cheat"	:
1979. z_infected_move	: 1	: , "sv", "cheat"	:
1980. z_jockey_area_current_factor	: 1	: , "sv", "cheat"	:
1981. z_jockey_area_hazard_bonus	: 3000	: , "sv", "cheat"	:
1982. z_jockey_area_range_factor	: 2	: , "sv", "cheat"	:
1983. z_jockey_area_visibility_factor	: 500	: , "sv", "cheat"	:
1984. z_jockey_blend_rate	: 1	: , "sv", "cheat"	:
1985. z_jockey_control_max	: 0	: , "sv", "cheat"	:
1986. z_jockey_control_min	: 0	: , "sv", "cheat"	:
1987. z_jockey_control_variance	: 0	: , "sv", "cheat"	:
1988. z_jockey_debug	: 0	: , "sv", "cheat"	:
1989. z_jockey_health	: 325	: , "sv", "cheat"	: Zombie max health
1990. z_jockey_leap_again_timer jockey can leap again.	: 5	: , "sv", "cheat"	: How long after a dismount before the
1991. z_jockey_leap_range	: 200	: , "sv", "cheat"	: If victim is this close, leap at them
1992. z_jockey_leap_time	: 1	: , "sv", "cheat"	: Time allowed between jockey bot leaps.
1993. z_jockey_limit	: 1	: , "sv", "cheat"	:
1994. z_jockey_lookahead	: 400	: , "sv", "cheat"	:
1995. z_jockey_min_ledge_distance run you off a ledge	: 200	: , "sv", "cheat"	: z-delta required for the jockey to try to
1996. z_jockey_min_mounted_speed	: 0	: , "sv", "cheat", "rep"	:
1997. z_jockey_pounced_surv_bark shouts when pounced by jockey. 0 dispatches a SurvivorJockeyed concept to all players via	: 1	: , "sv", "cheat"	: Select between behaviors for survivor
1998. z_jockey_ride_damage	: 3	: , "sv", "cheat"	:
1999. z_jockey_ride_damage_delay	: 1	: , "sv", "cheat"	:
2000. z_jockey_ride_damage_interval	: 1	: , "sv", "cheat"	:
2001. z_jockey_ride_hazard_scan_distance	: 500	: , "sv", "cheat"	:
2002. z_jockey_ride_scan_distance	: 800	: , "sv", "cheat"	:
2003. z_jockey_ride_scan_interval	: 3	: , "sv", "cheat"	:
2004. z_jockey_speed	: 250	: , "sv", "cheat", "rep"	:
2005. z_jockey_speed_blend	: 6	: , "sv", "cheat"	:
2006. z_jockey_stagger_amount	: 0	: , "sv", "cheat"	:
2007. z_jockey_stagger_speed	: 2	: , "sv", "cheat"	:
2008. z_kill	: cmd	:	: Kill the pointed-at common infected
2009. z_large_volume_mob_too_far_xy	: 1600	: , "sv", "cheat"	:
2010. z_large_volume_mob_too_far_z	: 128	: , "sv", "cheat"	:
2011. z_last_area_update_tolerance order to invalidate cached area	: 4	: , "sv", "cheat"	: Distance a character needs to travel in
2012. z_last_man_run_interval	: 3	: , "sv", "cheat"	:
2013. z_lean_wall_align_speed	: 300	: , "sv", "cheat"	:
2014. z_leap_attach_distance	: 60	: , "sv", "cheat"	:
2015. z_leap_far_attach_delay	: 0	: , "sv", "cheat"	:
2016. z_leap_force_attach_distance	: 40	: , "sv", "cheat"	:
2017. z_leap_interval	: 0	: , "sv", "cheat", "rep"	:
2018. z_leap_interval_post_incap	: 30	: , "sv", "cheat", "rep"	:
2019. z_leap_interval_post_ride	: 6	: , "sv", "cheat", "rep"	:
2020. z_leap_max_distance	: 200	: , "sv", "cheat", "rep"	:
2021. z_leap_power	: 400	: , "sv", "cheat", "rep"	:
2022. z_look_at_local_player	: 0	: , "sv", "cheat"	: For demo purposes
2023. z_lunge_interval	: 0	: , "sv", "cheat", "rep"	:
2024. z_lunge_power	: 600	: , "sv", "cheat", "rep"	:
2025. z_lunge_up	: 200	: , "sv", "cheat", "rep"	:
2026. z_max_hunter_pounce_stagger_duration survivor that was pounced by said hunter. avoidance	: 0	: , "sv", "cheat"	: Max time a PZ staggers when bashed by a
2028. z_max_path_length survivor.	: 5000	: , "sv", "cheat"	:
2030. z_mega_mob_size	: 50	: , "sv", "cheat"	:
2031. z_mega_mob_spawn_max_interval	: 900	: , "sv", "cheat"	:
2032. z_mega_mob_spawn_min_interval	: 420	: , "sv", "cheat"	:
2033. z_min_ladder_mount_dot view to a ladder to be able to grab it	: 0	: , "sv", "cheat", "rep"	: Minimum 2D dot product from player's

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2034. z_minigun_cooldown_time      : 3      : , "sv", "cheat" : Minigun cooldown time
2035. z_minigun_damage_rate        : 48000  : , "sv", "cheat" : Minigun damage rate, in health/minute
2036. z_minigun_fire_think_interval : 0      : , "sv", "cheat" :
2037. z_minigun_overheat_time      : 20     : , "sv", "cheat" : Minigun overheat time
2038. z_minigun_rate_of_fire       : 1500   : , "sv", "cheat" : Minigun rate of fire, in bullets/minute
2039. z_minion_aim_tolerance        : 0      : , "sv", "cheat" :
2040. z_minion_limit               : 3      : , "sv", "cheat" :
events
2042. z_mob_music_size             : 2      : , "sv", "cheat" : Spotting a mob this large plays music
2043. z_mob_population_density     : 0      : , "sv", "cheat" : Density of mob spawns, per square inch
(0.0064 = 4 per 1x1 nav area)
2044. z_mob_recharge_rate          : 0      : , "sv", "cheat" :
2045. z_mob_sacrifice_timeout       : 5      : , "sv", "cheat" :
2046. z_mob_spawn_finale_size      : 20     : , "sv", "cheat" :
2047. z_mob_spawn_max_interval_easy : 240    : , "sv", "cheat" :
2048. z_mob_spawn_max_interval_expert : 180    : , "sv", "cheat" :
2049. z_mob_spawn_max_interval_hard : 180    : , "sv", "cheat" :
2050. z_mob_spawn_max_interval_normal : 180    : , "sv", "cheat" :
2051. z_mob_spawn_max_size         : 30     : , "sv", "cheat" :
2052. z_mob_spawn_min_interval_easy : 120    : , "sv", "cheat" :
2053. z_mob_spawn_min_interval_expert : 90     : , "sv", "cheat" :
2054. z_mob_spawn_min_interval_hard : 90     : , "sv", "cheat" :
2055. z_mob_spawn_min_interval_normal : 90     : , "sv", "cheat" :
2056. z_mob_spawn_min_size         : 10     : , "sv", "cheat" :
2057. z_mounted_gun_fire_think_interval : 0      : , "sv", "cheat" :
2058. z_must_wander                : 0      : , "sv", "cheat" : For testing. 0: default. 1: wandering
zombies don't sit/lie down. -1: wandering zombies always sit/lie down.
growl, yell, etc
2060. z_nav_debug                  : 0      : , "sv", "cheat" :
2061. z_no_cull                    : 0      : , "sv", "cheat" : If nonzero, the Director will not cull
common infected
2062. z_noise_level_display         : 0      : , "sv", "cheat" : Show noise levels on players?
2063. z_noise_level_fade_rate       : 40     : , "sv", "cheat", "rep" : How much noise we lose each tick,
after hold_time expires.
2064. z_noise_level_footstep        : 135    : , "sv", "cheat" : How much noise we make with a footstep.
2065. z_noise_level_hold_time       : 0      : , "sv", "cheat", "rep" : How long we hold a given noise level
before it starts to fade.
2066. z_noise_level_max             : 135    : , "sv", "cheat", "rep" : The highest the noise level can go.
2067. z_noise_level_vocalize        : 135    : , "sv", "cheat" : How much noise we make when we say things.
2068. z_non_head_damage_factor_easy : 2      : , "sv", "cheat" : Damage to zombie from non-headshots is
multiplied by this factor
2069. z_non_head_damage_factor_expert : 0      : , "sv", "cheat" : Damage to zombie from non-headshots is
multiplied by this factor
2070. z_non_head_damage_factor_hard : 0      : , "sv", "cheat" : Damage to zombie from non-headshots is
multiplied by this factor
2071. z_non_head_damage_factor_normal : 1      : , "sv", "cheat" : Damage to zombie from non-headshots is
multiplied by this factor
2072. z_notice_it_range             : 1500   : , "sv", "cheat" :
2073. z_notice_near_range          : 100    : , "sv", "cheat" :
2074. z_play_activity               : cmd    : : Play a specific activity on the pointed-at
common infected
2075. z_player_lunge_up             : 150    : , "sv", "cheat", "rep" :
2076. z_player_zombie_debug         : 0      : , "sv", "cheat" :
2077. z_player_zombie_land_delay    : 0      : , "sv", "cheat" :
2078. z_player_zombie_min_dead_time : 2      : , "sv", "cheat" : The minimum time a PC zombie must be dead
before being eligible to respawn
2079. z_pounce_allow_partial_hidden : 1      : , "sv", "cheat" :
2080. z_pounce_crouch_delay         : 1      : , "sv", "cheat", "rep" :
2081. z_pounce_damage              : 5      : , "sv", "cheat" :
2082. z_pounce_damage_delay         : 1      : , "sv", "cheat" :
pounce attempt
2084. z_pounce_damage_interval      : 0      : , "sv", "cheat" :
2085. z_pounce_delay                : 0      : , "sv", "cheat" :
2086. z_pounce_door_damage          : 500    : , "sv", "cheat" :
2087. z_pounce_silence_range        : 500    : , "sv", "cheat" :
2088. z_pounce_stumble_force        : 5      : , "sv", "cheat" : Force of the stumble effect when a hunter
pounces on someone
zombies
2090. z_puking_eye_height           : 44     : , "sv", "cheat", "rep" :
2091. z_push_force                  : 2000   : , "sv", "cheat" :
2092. z_push_mass_max               : 200    : , "sv", "cheat" :
2093. z_pushaway_force              : 100    : , "sv", "cheat" : How hard the infected shove non-IT
Survivors out of their way to reach the IT victim
on infected
infected
2096. z_reload_chatter_debug        : 0      : , "sv", "cheat" : Should we give devtext explanations of why
we didn't say 'Reloading'?

```

2097. z\_reload\_chatter\_intensity : 0 : , "sv", "cheat" : Intensity level at which players start saying 'Reloading'

say'Reloading'

2099. z\_reload\_chatter\_recent\_enemy : 1 : , "sv", "cheat" : An enemy needs to have been seen this recently to say 'Reloading'

2100. z\_reload\_chatter\_shotgun\_amm0\_threshold : 6 : , "sv", "cheat" : Players don't say 'Reloading' when reloading a shotgun that has this many shells already

2101. z\_reload\_chatter\_shotgun\_interval : 10 : , "sv", "cheat" :

2102. z\_removeitems : cmd : : Removes all items from survivors

2103. z\_reserved\_wanderers : 0 : , "sv", "cheat" :

2104. z\_reset\_population\_counter : cmd : : For debugging

2105. z\_respawn\_distance : 100 : , "sv", "cheat" : Infected can try a respawn within this far of their original spawn

2106. z\_respawn\_interval : 10 : , "sv", "cheat" : Infected can try a respawn within this many seconds of spawning

2107. z\_restrict\_team\_change : 0 : , "sv", "cheat" :

2108. z\_round\_start\_replacement\_time : 30 : , "sv", "cheat" :

2109. z\_run\_exertion\_interval : 1 : , "sv", "cheat" :

2110. z\_safe\_spawn\_range : 250 : , "sv", "cheat" : Minimum range for spawning special zombies

2111. z\_scout\_mob\_spawn\_range : 3000 : , "sv", "cheat" :

2112. z\_shotgun\_bonus\_damage\_multiplier : 5 : , "sv", "cheat" : The multiplier to damage from a shotgun pellet within z\_shotgun\_bonus\_damage\_range range.

2113. z\_shotgun\_bonus\_damage\_range : 100 : , "sv", "cheat" : A shotgun pellet hitting a common infected within this distance will get the z\_shotgun\_bonus\_damage\_multiplier bonus.

2114. z\_shove\_friend\_speed : 130 : , "sv", "cheat" :

2115. z\_show\_bottlenecks : 0 : , "sv", "cheat" :

2116. z\_show\_clear : 0 : , "sv", "cheat" :

2117. z\_show\_completely\_visible\_to\_survivor\_team : 0 : , "sv", "cheat" :

2118. z\_show\_damaging : 0 : , "sv", "cheat" :

2119. z\_show\_escape\_route : 0 : , "sv", "cheat" :

2120. z\_show\_flow\_delta : 0 : , "sv", "cheat" :

2121. z\_show\_flow\_distance : 0 : , "sv", "cheat" :

2122. z\_show\_infected : 0 : , "sv", "cheat" :

2123. z\_show\_last\_area : 0 : , "sv", "cheat" : Draws a line from each player to the center of their last known nav area

2124. z\_show\_mutually\_visible\_set : 0 : , "sv", "cheat" :

2125. z\_show\_population\_density : 0 : , "sv", "cheat" :

2126. z\_show\_potentially\_visible : 0 : , "sv", "cheat" :

2127. z\_show\_potentially\_visible\_to\_survivor\_team : 0 : , "sv", "cheat" :

2128. z\_show\_swings : 0 : , "sv", "cheat", "rep" :

2129. z\_show\_traffic : 0 : , "sv", "cheat" :

2130. z\_sidespeed : 450 : , "sv", "cheat", "rep" :

2131. z\_skip\_wounds : 0 : , "sv" :

2132. z\_skirmish\_spawn\_max\_interval : 90 : , "sv", "cheat" :

2133. z\_skirmish\_spawn\_max\_size : 4 : , "sv", "cheat" :

2134. z\_skirmish\_spawn\_min\_interval : 45 : , "sv", "cheat" :

2135. z\_skirmish\_spawn\_min\_size : 1 : , "sv", "cheat" :

2136. z\_smoker\_limit : 1 : , "sv", "cheat" :

<tank|boomer|smoker|witch|hunter|spitter|jockey|charger|mob|common> <auto> <ragdoll> <area>. Spawns the specified zombie(s) un

2138. z\_spawn\_const\_ang : cmd : : z\_spawn will spawn new zombies at the yaw angle specified. Pass no arguments to disable.

2139. z\_spawn\_const\_distance : -1 : , "sv", "cheat" : If positive, it's the distance from the player where z\_spawn spawns a character (as opposed to raycasting to the nearest obstac

2140. z\_spawn\_const\_pos : cmd : : z\_spawn will spawn new zombies at the x y z coordinates specified. Pass no arguments to disable.

2141. z\_spawn\_flow\_limit : 1500 : , "sv", "cheat" :

2142. z\_spawn\_health : 0 : , "sv", "cheat" : If non-0, health given to a zombie spawned with z\_spawn

infected

2144. z\_spawn\_mobs\_behind\_chance : 75 : , "sv", "cheat" : Percentage chance that a mob will spawn behind the Survivor team

2145. z\_spawn\_mobs\_from\_selected\_set : 0 : , "sv", "cheat" : Spawn subsequent mobs from the currently selected set via the nav mesh editor

2146. z\_spawn\_range : 1500 : , "sv", "cheat" :

2147. z\_spawn\_safety\_range : 550 : , "sv", "cheat" :

2148. z\_spawn\_speed : 450 : , "sv", "cheat", "rep" :

2149. z\_special\_burn\_dmg\_scale : 3 : , "sv", "cheat" :

2150. z\_special\_spawn\_interval : 45 : , "sv", "cheat" : Interval for spawning special zombies

2151. z\_speed : 250 : , "sv", "cheat", "rep" :

2152. z\_spew\_areas : 0 : , "sv", "cheat" :

2153. z\_spit\_detonate\_delay : 0 : , "sv", "cheat" :

2154. z\_spit\_interval : 20 : , "sv", "cheat", "rep" :

2155. z\_spit\_latency : 0 : , "sv", "cheat", "rep" :

2156. z\_spit\_range : 900 : , "sv", "cheat", "rep" :

2157. z\_spit\_spread\_delay : 0 : , "sv", "cheat" :

2158. z\_spit\_velocity : 900 : , "sv", "cheat" :

2159. z\_spitter\_health : 100 : , "sv", "cheat" : Spitter zombie max health

2160. z_spitter_high_chance	: 10	: , "sv", "cheat" :
2161. z_spitter_limit	: 1	: , "sv", "cheat" :
2162. z_spitter_max_wait_time	: 30	: , "sv", "cheat" :
2163. z_spitter_range	: 850	: , "sv", "cheat" :
2164. z_spitter_speed	: 210	: , "sv", "cheat", "rep" :
2165. z_splat_survivor_pitch_max	: 25	: , "sv", "cheat" :
2166. z_splat_survivor_pitch_min	: 15	: , "sv", "cheat" :
2167. z_splat_survivor_shake_amplitude	: 50	: , "sv", "cheat" :
2168. z_splat_survivor_shake_duration	: 1	: , "sv", "cheat" :
2169. z_splat_survivor_shake_frequency	: 150	: , "sv", "cheat" :
2170. z_splat_survivor_shake_radius	: 10	: , "sv", "cheat" :
2171. z_splat_survivor_yaw_max	: 10	: , "sv", "cheat" :
2172. z_splat_survivor_yaw_min	: -10	: , "sv", "cheat" :
2173. z_stand_still	: 0	: , "sv", "cheat" : For testing. 0: default. 1: unalerted common infected will stand still instead of wandering, turning, sitting, etc.
2174. z_state_debug	: 0	: , "sv", "cheat" : Gives feedback on current zombie state.
2175. z_stomp_always	: 0	: , "sv", "cheat" : Force melee attacks on single infected to always be stomps.
2176. z_stumble_max_curve_accel	: 5	: , "sv", "cheat" : Rate of turn increase per second stumbling forward
2178. z_tank_attack_interval	: 1	: , "sv", "cheat" :
autoshotgun		
2180. z_tank_damage_slow_max_range	: 400	: , "sv", "cheat" : Range at which Tank is slowed by gunfire
2181. z_tank_damage_slow_min_range	: 200	: , "sv", "cheat" : Range at which Tank is slowed by gunfire grenade.
2183. z_tank_grenade_launcher_dmg_scale	: 3	: , "sv", "cheat" : percent increase in damage done to the tank by grenade launcher
2184. z_tank_grenade_roll	: -10	: , "sv", "cheat", "rep" :
2185. z_tank_grenade_slowdown	: 0	: , "sv", "cheat" : The speed setting put on a Tank when hit by a grenade.
2186. z_tank_has_special_blood	: 0	: , "sv", "cheat" : Does the Tank get his own blood effect instead of the normal infected one?
2187. z_tank_health	: 4000	: , "sv", "cheat" : Tank Zombie max health update.
2189. z_tank_incapacitated_health	: 5000	: , "sv", "cheat" : Health Tank starts with in death throes. a grenade.
grenade.		
grenade.		
2193. z_tank_rock_debug	: 0	: , "sv", "cheat" : Show debug for the rock thinking about detonating on people.
2194. z_tank_rock_radius	: 100	: , "sv", "cheat" :
2195. z_tank_speed	: 210	: , "sv", "cheat", "rep" :
2196. z_tank_speed_vs	: 210	: , "sv", "cheat", "rep" :
2197. z_tank_stagger_fade_alpha	: 192	: , "sv", "cheat" : How opaque the screen fade is when a Tank is hit by a grenade.
2198. z_tank_stagger_fade_duration	: 3	: , "sv", "cheat" : How long the screen fade lasts when a Tank is hit by a grenade.
2199. z_tank_throw_fail_interval	: 0	: , "sv", "cheat", "rep" : How soon a tank can try again after failing to throw.
2200. z_tank_throw_force	: 800	: , "sv", "cheat" :
2201. z_tank_throw_health	: 50	: , "sv", "cheat" : Health of the tank projectile (0 disables)
2202. z_tank_throw_interval	: 5	: , "sv", "cheat", "rep" : How often a tank can throw.
2203. z_tank_walk_speed	: 100	: , "sv", "cheat", "rep" :
2204. z_tanks_block_molotovs	: 1	: , "sv", "cheat" :
from a mob		
from a mob		
from a mob		
from a mob		
2209. z_tracer_spacing	: 1	: , "sv", "cheat", "rep" : One in how many bullets is a tracer in automatic weapons.
2210. z_transitioning_players_remove	: 1	: , "sv", "cheat" :
2211. z_unwound_all	: cmd	: : Clears all wounds from all infected
2212. z_use_tolerance	: 0	: , "sv", "cheat", "rep" :
2213. z_vision_range	: 500	: , "sv", "cheat" : How far a Zombie can see.
2214. z_vision_range_alert	: 1500	: , "sv", "cheat" : How far a Zombie can see when alert.
2215. z_vision_range_daylight	: 2400	: , "sv", "cheat" : How far a Zombie can see in daylight areas.
2217. z_vision_range_obsured_alert	: 750	: , "sv", "cheat" : How far a Zombie can see in OBSCURED areas when alert.
burned		
burned		
shot		
2221. z_vomit	: 1	: , "sv", "cheat" :
2222. z_vomit_boxsize	: 1	: , "sv", "cheat" : Size of vomit damage entities.
2223. z_vomit_debug	: 0	: , "sv", "cheat", "rep" : Visualize the vomit damage.
2224. z_vomit_drag	: 0	: , "sv", "cheat" : Air drag of vomit damage entities.
for.		
2226. z_vomit_fade_duration	: 5	: , "sv", "cheat", "rep" : How long the fade takes

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2227. z_vomit_fade_start          : 5          : , "sv", "cheat", "rep" : When the vomit starts to fade away
2228. z_vomit_fatigue             : 3000      : , "sv", "cheat", "rep" : Stamina impact of puking. High
number will pin in place for a long time, lower will just slow.
entities.
2230. z_vomit_hit_pitch_max       : 15         : , "sv", "cheat" :
2231. z_vomit_hit_pitch_min       : -15        : , "sv", "cheat" :
2232. z_vomit_hit_yaw_max         : 10         : , "sv", "cheat" :
2233. z_vomit_hit_yaw_min         : -10        : , "sv", "cheat" :
2234. z_vomit_interval            : 30         : , "sv", "cheat", "rep" : How often a puker can puke.
2235. z_vomit_lifetime            : 0          : , "sv", "cheat" : Time to live of vomit damage entities.
2236. z_vomit_maxdamagedist       : 350        : , "sv", "cheat" : Maximum damage distance for vomit.
2237. z_vomit_range               : 300        : , "sv", "cheat", "rep" :
rate
second
2240. z_vomit_vecrand             : 0          : , "sv", "cheat" : Random vector added to initial velocity of
vomit damage entities.
2241. z_vomit_velocity            : 1700       : , "sv", "cheat" : Initial velocity of vomit damage entities.
2242. z_vomit_velocityfadeend     : 0          : , "sv", "cheat" : Time at which attacker's velocity
contribution finishes fading.
2243. z_vomit_velocityfadestart   : 0          : , "sv", "cheat" : Time at which attacker's velocity
contribution starts to fade.
2244. z_walk_speed                : 85         : , "sv", "cheat", "rep" :
2245. z_wandering_density         : 0          : , "sv", "cheat" :
2246. z_witch_allow_change_victim : 1          : , "sv", "cheat" :
2247. z_witch_anger_rate          : 0          : , "sv", "cheat" :
2248. z_witch_attack_range        : 60         : , "sv", "cheat" :
2249. z_witch_berserk_range       : 200        : , "sv", "cheat" :
2250. z_witch_burn_time           : 15         : , "sv", "cheat" :
2251. z_witch_damage              : 100        : , "sv", "cheat" :
2252. z_witch_damage_per_kill_hit : 30         : , "sv", "cheat" :
2253. z_witch_discard_range       : 2000       : , "sv", "cheat" :
2254. z_witch_flashlight_range    : 400        : , "sv", "cheat" :
2255. z_witch_health              : 1000       : , "sv", "cheat" : Witch max health
2256. z_witch_hostile_at_me_anger : 2          : , "sv", "cheat" :
2257. z_witch_max_retreat_range    : 2000       : , "sv", "cheat" :
2258. z_witch_max_threat_time      : 7          : , "sv", "cheat" :
2259. z_witch_min_retreat_range    : 750        : , "sv", "cheat" :
2260. z_witch_min_threat_time      : 5          : , "sv", "cheat" :
2261. z_witch_personal_space       : 100        : , "sv", "cheat" :
2262. z_witch_relax_rate          : 0          : , "sv", "cheat" :
2263. z_witch_retreat_exit_hidden_duration : 10       : , "sv", "cheat" :
2264. z_witch_retreat_exit_range   : 1000       : , "sv", "cheat" :
2265. z_witch_retreat_min_duration : 10         : , "sv", "cheat" :
2266. z_witch_speed               : 300        : , "sv", "cheat", "rep" :
2267. z_witch_speed_injured        : 200        : , "sv", "cheat", "rep" :
2268. z_witch_threat_hostile_range : 600        : , "sv", "cheat" :
2269. z_witch_threat_normal_range  : 300        : , "sv", "cheat" :
2270. z_witch_wander_hear_radius   : 72         : , "sv", "cheat" :
2271. z_witch_wander_music_max_dist : 2000000    : , "sv", "cheat" :
2272. z_witch_wander_music_max_interval : 20       : , "sv", "cheat" :
2273. z_witch_wander_music_min_dist : 90000      : , "sv", "cheat" :
2274. z_witch_wander_music_min_interval : 3        : , "sv", "cheat" :
2275. z_witch_wander_personal_space : 240        : , "sv", "cheat" :
2276. z_witch_wander_personal_time : 10         : , "sv", "cheat" :
2277. z_wound                    : cmd       : : Cause a specified wound on the pointed-at
common infected
infected
2279. z_zombie_knockoff_death      : 0          : , "sv", "cheat", "rep" : Knocking off a pouncing zombie
instantly kills them.
2280. z_zombie_lunge_push          : 0          : , "sv", "cheat" : Does the zombie lunge push players?
2281. -----
2282. 2279 total convars/concommands

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