

CS 1.6 Client and console commands

www.Mehrdad32.ir

Client Side Commands	Description
ah 1	Toggles Auto-Help (gives player hint messages throughout the game) - Setting of 1 = 'on', and 0 = 'off'. cl_observercrosshair 1 Set to '1' to enable crosshairs in Observer mode, '0' to disable.
dm 1	Toggles displaying of map briefings after loading a new map - Setting of 1 = 'on', and 0 = 'off'
cl_hidefrags 0	Toggles hiding everyone else's scores except your own - Setting of 1 = 'on', and 0 = 'off'
drawradar	This turns the radar on
fastsprites 0	Sets the complexity of the smoke sprites for the smoke grenade - The range is 0-2, with 0 looking the most like actual smoke
hud_centerid 0	Toggles the centering of the auto-ID text - Setting of 1 = 'on', and 0 = 'off'
lefthand 0	Toggles the use of holding weapons in left hand - Setting of 1 = 'on', and 0 = 'off'
listmaps	Lists the maps available on the server that the client can vote for - the server admin specifies which maps get listed by editing the mapcycle.txt file.
max_shells 300	Sets the number of shells visible at one time (0-500)
max_smokepuffs 300	Sets the number of smoke puffs visible at one time (0-500)
nightvision	Bind this to a key to toggle the use of the night vision goggles
rate 2500	Sets how much data/information you receive from the server that you are connected to - for a 14.4 connection, set your rate to 1500 - 33.6k connection use 3000 - 56k modem use 3500 - ISDN should be 5000 - all connections faster than that should be between 5000 and 9999
setinfo vgui_menus 1	Toggles the VGUI menu - Setting of 1 = 'on', and 0 = 'off'
timeleft	States how much time is left on the particular map
votemap	Allows the client to vote for a particular map

Server Side Commands	Task	Description
rcon_password password	Change RCON Pass	Replace password with the rcon server password to gain access to all the rcon commands.
changelevel map_name	Change Level	This command allows you to change the map.
users	Status	Lists the current players names with id and wonid.
kick name	Kick Player Name	If you need to kick a player replace name with the players name.
kick #number	Kick Player ID	If you need to kick a player replace number with the players number.
banid time #number	Ban Player ID	If you need to ban a player replace time with the amount of time you would like to ban them

sv_password password	Server Password	To password protect the server replace password with the games password.
sv_restart time	Restart Game	Resart the game, both teams scores are reset as is money. replace time with a value upto 10.
sv_restartround time	Restart Round	Resart the round, replace time with a value upto 10.
mp_friendlyfire number	Frienly Fire	Replace number with 1 to turn friendly fire on or 0 to turn it off.
mp_forcechasecam number	Chase Cam	Replace number with 1 to force chase cam mode or 0 to disable it.
mp_roundlimit number	Round Limit	Replace number with the amount of rounds before the level changes.
mp_roundtime number	Round Time	Replace number with a time in minutes - normally 5 (3-15 allowed).
mp_timelimit number	Time Limit	Replace number with the time in minutes for each map - 0 = no time limit.
say text	Say something though server	Sends a message from the server admin to the screen which all players can read. replace text with the message.
cm_say @@r text	Color Message	Sends a color message to the centre of the screen. replace r which is red with g for green y for yellow etc. replace text with the message.
quit	Restart Server	Restarts your server
mp_startmoney x	Staring Money	This integer value controls the amount that players start with at the beginning of a new map or when they join a server. 800 is the default and the minimum value, while 16000 is the maximum.
mp_logdetail x	Deetailed Log	Use this bitwise svar to control the depth of your logs. Be warned, these options can eat away hard drive space and CPU cycles. Use 0, the default, to log no attacks, 1 to log enemy attacks, 2 to log teammate attacks, and 3 to log both.
mp_playerid x	Player ID	This variable controls what players see when they put their crosshair over an enemy, a hostage, or a teammate. At 0 (the default), the player see's all popups with team colors. At 1, the player sees their teammates and hostages, with team colors. At 2, players see no popups.
mp_fadetoblack x	Fading	This is also to combat ghosting, but is more harsh. 0 will have no affect on the game, while 1 will disable chasecam and any sort of death cam at all. The client's screen fades to black instantly after death. One boon of this setting is that corpses stay around for the entire round. Useful for clan matches.
mp_buytime x	Buying Time	A floating point (decimal) value to determine the buy time in minutes. E.g., '1.25' equals one minute and

		fifteen seconds of buy time (this is not the pause, but the time where it is legal to purchase stuff). The minimum value is 0.25 and there is no maximum.
mp_winlimit x	Win Limit	This, of course, is an integer (whole number). When a team reaches this amount of wins (before the timelimit or the roundlimit is reached), it has won the map. 0, or disabled, is the default.
allow_spectators x	Spectators	Setting to 1 will allow spectators, while 0 will disallow them. These are non-playing spectators, not dead people.
mp_autokick x	Team Killer Banning	This variable is defaulted to 1. Toggles automatic team-killer banning and kicking of idle clients - Setting of 1 = 'on', and 0 = 'off'.
mp_autoteambalance x	Team Balancing	This variable is defaulted to 1. Toggles the forcing of clients to join teams to make it balanced - Setting of 1 = 'on', and 0 = 'off'.
mp_c4timer x	Bomb Timer	This variable is defaulted to 45. Sets the amount of time in between C4 placement and its explosion - ranges between 15 and 90 seconds.
mp_flashlight x	Use Flashlights	This variable is defaulted to 1. Toggles the use of flashlights by clients - Setting of 1 = 'on', and 0 = 'off'.
mp_footsteps x	Hear Footsteps	This variable is defaulted to 1. Toggles footstep sounds - Setting of 1 = 'on', and 0 = 'off'.
mp_freezetime x	Freeze Players For Buying	This variable is defaulted to 6. Sets the amount of "freeze" time at the beginning of each round to buy weapons and equipment - Use a setting of '0' to disable.
mp_hostagepenalty x	Hostage Kill Kicking	This variable is defaulted to 0, or disabled. Sets the number of hostages a player can kill before they are booted from the server.
mp_limitteams x	Number of more players on team can have over another	This variable is defaulted to 2. Sets the maximum number of players that one team can have more than the other team - Use a setting of '0' to completely disable the team limiting.
mp_logmessages x	Log Chat Messages	This variable is defaulted to 1. Toggles logging of chat messages in the log files - Setting of 1 = 'on', and 0 = 'off'.
mp_mapvoteratio x	Map Vote Ration	This variable is defaulted to 0.6. Set the ratio of players required to vote on the same map before a map will change. The default is 0.6, which means that 60% of the players on a server must vote on the

		same map in order for the server to change to that map. The range is 0.0-1.0.
mp_kickpercent x	Kick Vote Ration	This variable is defaulted to 0.66. Set the ratio of players on someone's team required to vote to kick the "someone." The default is 0.66, which means that 66% (2/3rds) of the players on his team must vote him off in order for him to be kicked. The range is 0.0-1.0.
mp_tkpunish x	Team Kill Punishing	This variable is defaulted to 1. Toggles the forcing of a player to sit out the next round if he has just killed a teammate - Setting of 1 = 'on', and 0 = 'off'.

Basic Console Commands	Description
_snd_mixahead 0.100	sets sound mixahead value - similar to s_mixahead in Quake2 - can fix stuttering issues with some sound cards
_vid_default_mode 0	sets default video mode (screen resolution)
_vid_default_mode_win 3	sets default windowed video mode (screen resolution)
_vid_wait_override 0	sets video wait override
_windowed_mouse 0	enables mouse in windowed mode
+alt1	
+alt2	
+attack	fir
+attack2	secondary fire - *see special
+back	move backwards
+camdistance	moves chase cam perspective away from player - *works only if thirdperson is activated
+camin	moves chase cam forward - *works only if thirdperson is activated
+cammousemove	moves chase with mouse - *works only if third person is activated
+camout	moves chase cam backward - *works only if thirdperson is activated
+campitchdown	decreases chase cam pitch to look down - *works only if thirdperson is activated
+campitchup	increases chase cam pitch to look up - *works only if thirdperson is activated
+camyawleft	tilts chase cam left - *works only if thirdperson is activated
+camyawright	tilts chase cam right - *works only if thirdperson is activated
+det20	sets detpack with 20 second timer - *demo class only
+det5	sets detpack with 5 second timer - *demo class only
+det50	sets detpack with 50 second timer - *demo class only
+duck	crouches
+forward	moves forward

+gren1	launches grenade type 1 - *see primegrenX, throwgren
+ip xxx.xxx.xxx.xxx	sets ip address
+gren2	launches grenade type 2 - *see primegrenX, throwgren
+jlook	enables joystick to look around
+jump	jumps
+klook	enables the keyboard to look around
+left	strafes left
+lookdown	looks down
+lookup	looks up
+mlook	enables mouse to look around
+movedown	moves player down - *climbing down a ladder, swimming down
+moveleft	strafes left
+moveright	strafes right
+moveup	moves player up - *climbing up a ladder, swimming up
+reload	reloads current weapon
+right	strafes right
+showscores	shows player scores and pings
+speed	forces player to walk if 'always run' is enabled, and forces player to run if 'always run' is disabled
+strafe	strafe modifier - while this is held down, use direction keys to strafe in different directions
+use	uses an item- such as a button, machine gun, etc.
adm_ban	bans the current player in the player's list from the server - must have admin status of server by using the "admin <password>" command
adm_ceasefire	pauses or unpauses the game - must have admin status of server by using the "admin <password>" command
adm_countplayers	shows the number of players on a server and their teams - must have admin status of server by using the "admin <password>" command
adm_deal	begins a cycle in the player's list that asks to kick, ban, or next for each player - must have admin status of server by using the "admin <password>" command
adm_kick	kicks the current player in the player's list from the server - must have admin status of server by using the "admin <password>" command
adm_listplayers	lists all players and their ip addresses - must have admin status of server by using the "admin <password>" command
adm_next	advances to the next player in the player's list - must have admin status of server by using the "admin <password>" command
admin <password>	after server has set "tfc_adminpwd", use this in the in-game console to gain admin status of the server and can use any of the "adm_*" commands

alias <name> "cmd1; cmd2"	binds commands together in an alias to perform mutiple tasks at the hit of one button
allowupload	toggles the uploading of local decals and models to the server on/off
ambient_fade 100	sets the distance at which ambient sounds fade away
ambient_level 0.300	sets the sound level for ambient sounds
appenddemo <demoname>	records a demo and appends it to the demo file in existence at Half-Life/Valve/demo.dem
autosave	enables autosave feature
begin	
bgetmod	requests batch mod status
bgetsv	requests batch server list
bgmbuffer 4096	sets the CD audio buffer size
bgmvolume 0	toggles CD audio on/off- * 1 is 'on', 0 is 'off'
bind <key> <command>	combines a <key> with a command or alias
bottomcolor 6	sets the bottom color of the player model
brightness 1	enables glare reduction - *the higher the value, the brighter it gets
build	displays the build menu to choose from sentry or dispenser - *engineer class only
c_maxdistance 200	sets the maximum distance of the chase cam
c_maxpitch 90	sets the maximum pitch of the chase cam
c_maxyaw 135	sets the maximum yaw of the chase cam
c_minidistance 30	sets the minimum distance of the chase cam
c_minpitch 0	sets the minimum pitch of the chase cam
c_minyaw -135	sets the minimum yaw of the chase cam
cam_command 0	toggles chase cam commands on/off - * 1 is 'on', 0 is 'off'
cam_contain 0	toggles chase cam auto-contain in current room on/off - * 1 is 'on', 0 is 'off'
cam_idealdist 64	sets the preferred distance from the player model to the chase cam - *works only if thirdperson is activated
cam_idealpitch 0	sets the preferred pitch for the chase cam - *works only if thirdperson is activated
cam_idealyaw 90	sets the preferred yaw for the chase cam - *works only if thirdperson is activated
cam_snapto 0	sets the preferred snap interval for the chase cam - *works only if thirdperson is activated
cancelselect	cancel selection
cd	controls CD audio - * i.e., 'cd stop' stops the cd play, 'cd loop X' plays track X using tracks 1-16
centerview	centers the players view
changeclasse	displays the change class menu
changeteam	displays the team change menu
chase_back 100	sets the preferred chase cam distance from the player when backing up

chase_right 0	sets the preferred offset to the side for the chase cam
chase_up 16	sets the preferred offset up for the chase cam
cl_adaptive	displays time, dropped packet %, average latency, up/down rates, and frames per second (FPS)
cl_allow_download 0	toggles download of maps, models and decals when joining a server - * 1 is 'on', 0 is 'off'
cl_allow_upload 0	toggles upload of maps, models and decals when joining a server - * 1 is 'on', 0 is 'off'
cl_allowdownload 0	toggles download of maps, models and decals when joining a server - * 1 is 'on', 0 is 'off'
cl_allowupload 0	toggles upload of maps, models and decals when joining a server - * 1 is 'on', 0 is 'off'
cl_anglespeedkey 0.670	sets the speed that the direction keys change the view angle
cl_appendmixed 0	toggles the forcing the playing of mixed sounds as sequential sounds instead - * 1 is 'on', 0 is 'off'
cl_backspeed 400	sets the backup speed of a player - number can only go as fast as a particular server allows
cl_bitcounts	shows list of bits received for each player, with delta values
cl_bob 0.010	sets the amount that the view bobs while the player is running
cl_bobcycle 0.800	sets how frequently the view of a player bobs while running
cl_bobup 0.500	sets the amount that the view of a player bobs while running
cl_download_ingame 0	toggles downloads of models and decals during a game - * 1 is 'on', 0 is 'off'
cl_download_max 0	sets the maximum number of files downloaded from a server
cl_downloadinterval 1	sets the minimum time in between downloads from a server
cl_forwardspeed 400	sets the forward speed of a player - *can only go as fast as the server allows
cl_gaitestimation 1	enables estimated player stepping motion
cl_gg 0	toggles game gauge mode - * 1 is 'on', 0 is 'off'
cl_himodels	toggles higer quality player models - * 1 is 'on', 0 is 'off'
cl_messages	shows server messages
cl_movespeedkey 0.300	sets movement speed for keyboard use
cl_nodelta	toggles delta compression - * 1 is 'on', 0 is 'off'
cl_nopred 0	toggles client-side prediction - * 1 is 'on', 0 is 'off'
cl_pitchdown <angle>	sets the maximum angle to look down - *default is 89
cl_pitchspeed 225	sets the speed at which the pitch changes
cl_pitchup <angle>	sets the maximum angle to look up - *default is 89
cl_pred_fraction 0.5	sets the client-side prediction faction - *closer to 1.0 is more prediction
cl_pred_link 1	sets the client-side prediction link value
cl_pred_maxtime 255	sets the maximum client-side prediction time
cl_predict_players 1	toggles prediction of other players - * 1 is 'on', 0 is 'off'
cl_print_custom	displays loaded custom .wad files or decals
cl_resend 3	sets the resend count
cl_rollangle 2	sets the view tilt angle for roll motion

cl_rollspeed 200	sets the view tilt speed
cl_shownet 0	toggles the display of network packet numbers - * 1 is 'on', 0 is 'off'
cl_showsizes 0	toggles the display of network packet size graph - * 1 is 'on', 0 is 'off'
cl_sidespeed 400	sets the strafing speed of a player
cl_skycolor_b 0	sets the blue component of the sky color
cl_skycolor_g 0	sets the green component of the sky color
cl_skycolor_r 0	sets the red component of the sky color
cl_skyname <name>	sets the sky pattern - * such as 'cl_skyname desert'
cl_skyvec_x 0	sets the sky pattern position x-coordinate
cl_skyvec_y 0	sets the sky pattern position y-coordinate
cl_skyvec_z 0	sets the sky pattern position z-coordinate
cl_slist 10	sets the number of servers in the serverlist
cl_solid_players 1	toggles solid player models - * 1 is 'on', 0 is 'off'
cl_timeout 305	sets the inactivity time before a client times out
cl_upload_max 0	sets the maximum number of files a client can upload to a server
cl_upspeed 320	sets the speed of a player when he climbs up
cl_usr	displays user HUD information
cl_view	displays list of current on-screen entities
cl_waterdist 4	sets the underwater distance
cl_yawspeed 210	sets the turning speed - * only will go as fast as a server allows
clear	clears the console screen
clearlist	clears the server list
clientport 27005	sets the port that the client will use to connect to a server
cmd	can use this in conjunction with a command
con_notifytime 4	sets client notification time
connect <ip address>	connects to a server with the used ip address
contimes <n>	shows n overlay lines - * n = 4 to 64
coop 0	toggles cooperative play mode - * 1 is 'on', 0 is 'off'
crc <mapname>	displays the crc value for the map at maps\<mapname>.bsp
crosshair 0	toggles the crosshair on/off - * 1 is 'on', 0 is 'off'
customsrclist <arg>	issues a resource request
d_spriteskip	
dc 0	toggles the display of the class briefings - * 1 is 'on', 0 is 'off'
deathmatch 0	toggles deathmatch mode - * 1 is 'on', 0 is 'off'
default_fov 90	sets the default field of view in degrees - * smaller number is a smaller angle of view, while a larger number is a larger field of view
demos	runs a loop of demos set with startdemos
detdispenser	remotely detonates ammo dispenser - * engineer class only
discard	drops unusable ammo
disconnect	disconnects a player from a server

displaysoundlist 0	toggles on/off a list of all loaded sounds - * 1 is 'on', 0 is 'off'
download	begins downloading files from a server - * only if 'cl_download_ingame' is set to 1
echo "message"	echos text to the console - * useful for letting a player know that a script or .cfg file was loaded successfully
edgefriction 2	sets the amount of friction between players and objects
enableconsole	enables the console screen
endmovie	ends a currently ongoing movie
envmap	creates the 6 .bmp images for sky boxes from the player's current position
escape	acts as <ESCAPE> key by hiding the console and cancelling selections
fakelag 0	simulates lag - * the higher the number, the more simulated lag
fakeloss 0	simulates packet loss - * the higher the value, the more simulated packet loss
feign	fake death - * spy class only
firstperson	enables first person viewing of the game
flaginfo	displays flag status
flush	flushes the memory and reloads the map
fly	
force_centerview	forces the player's view to look straight ahead
fps_lan 31	sets the maximum framerate on a LAN game
fps_modem 31	sets the maximum framerate in an internet game
fps_single 80	sets the maximum framerate in a single playergame
fullinfo <complete info string>	displays user information
fullserverinfo	displays server information
gamma 3	sets the gamma level
getcertificate	gets certificate from WON
getsv	lists each server's ip address and the total number of servers
gg <demoname>	runs the game gauge benchmark using <demoname> - * 'cl_gg' must be set to 1
gl_affinemodels 0	
gl_alphamin 0.250	sets the minimum alpha blending level
gl_clear 0	toggles visual quality - * cracks between textures show when set to 1
gl_cull 1	toggles rendering of visible objects only - * 1 is 'on', 0 is 'off', and 0 will lower fps
gl_d3dflip 0	toggles reversed rendering order for D3D
gl_dither 1	toggles dithering - * 1 is 'on', 0 is 'off'
gl_dump	lists the data for the video card: vendor, renderer, version, and extensions used
gl_flipmatrix 0	toggles special crosshair fix when using the 3DNow! 3Dfx MiniGL - * 1 is 'on', 0 is 'off'

gl_keeptjunctions 0	toggles showing of cracks between textures - * 1 is 'on', 0 is 'off', with 1 being the better quality and slower fps
gl_lightholes 0	toggles light holes - * 1 is 'on', 0 is 'off'
gl_log <logfile>	writes graphic debug messages to <logfile>
gl_max_size 256	sets the maximum texture size
gl_monolights 0	toggles a uniform light source with no shadows - * 1 is 'on', 0 is 'off', and works in OpenGL only
gl_nobind 0	toggles the replacement of textures with alphanumeric characters - * 1 is 'on', 0 is 'off'
gl_overbright 0	toggles maximum brightness mode - * 1 is 'on', 0 is 'off'
gl_palette_tex 0	toggles paletted textures - * 1 is 'on', 0 is 'off'
gl_picmip 0	sets the rendering quality - * higher the number is faster but lower quality
gl_playermip 0	sets the player rendering quality - * higher the number is faster but lower quality
gl_polyoffset 4	sets the polygon offset - try out different values for texture flickering problems
gl_reporttjunctions 0	toggles writing T-junction reporting to the console
gl_round_down 3	sets the texture rounding down value - * higher the number faster but lower quality
gl_smoothmodels 0	toggles model smoothing - * 1 is 'on', 0 is 'off'
gl_spriteblend 0	toggles blending sprite graphics - * 1 is 'on', 0 is 'off'
gl_texels	reports the number of texels uploaded to the video card
gl_textsort 0	toggles a texel sort - * 1 is 'on', 0 is 'off'
gl_texturemode [type]	sets the rendering mode in order from the lowest quality but fastest to highest quality which is slower - * [type] options are: gl_nearest_mipmap_nearest, gl_linear_mipmap_nearest (these two deal with bilinear filtering) and gl_nearest_mipmap_linear, gl_linear_mipmap_linear (which deals with trilinear filtering)
gl_wateramp 0.300	
gl_zmax 4096	sets the maximum size for the Z-Buffer
gl_ztrick 1	toggles the speeding up of 3Dfx rendering - * 1 is 'on', 0 is 'off'
god	god mode makes player invincible - * 'sv_cheats' must be set to 1
graphheight 64	sets the height of the r_netgraph display
graphhigh 512	sets the maximum value of the r_netgraph display
graphmean 1	sets the mean value of the r_netgraph display
graphmedian 128	sets the median value of the r_netgraph display
hideconsole	hides the console
hisound 1	toggles high-quality sound - * 1=22kHz, 0=11kHz
hud_centerid 0	toggles player ID display - * 1 is 'on', 0 is 'off'
hud_deathnotice_time 6	sets how long death messages remain onscreen
hud_drawhistory_time 5	sets how long HUD item icons remain onscreen
hud_fastswitch 0	toggles fast weapon switching - * 1 is 'on', 0 is 'off'
hud_saytext_time 5	sets how long chat messages remain onscreen

impulse 100	enables flashlight
impulse 101	gives all weapons and ammo - * 'sv_cheats' must be set to 1
impulse 201	sprays logo decal
interp	enables frame interpolation
invlast	selects previous item in inventory
invnext	selects next item in inventory
invprev	selects previous item in inventory
ip xxx.xxx.xxx.xxx	sets ip address
ip_clientport 0	sets the client port for a TCP/IP game
ipx_clientport 0	sets the client port for an IPX game
joyadvanced 0	These are Joystick variables.
joyadvancedupdate	
joyadvaxisr 0	
joyadvaxisv 0	
joyadvaxisx 0	
joyadvaxisy 0	
joyadvaxisz 0	
joyforwardsensitivity -1	
joyforwardthreshold 0.150	
joyname 0	
joypitchsensitivity 1	
joypitchthreshold 0.150	
joysidesensitivity -1	
joysidethreshold 0.150	
joystick 0	
joywwhack1 0	
joywwhack2 0	
joyyawsensitivity -1	
joyyawthreshold 0.150	
kill	
lambert 1.500	
lcd_x 0	may have something to do with lcd display monitors
lcd_yaw 0	may have something to do with lcd display monitors
lightgamma 2.500	sets the lighting gamma value
list	lists local servers found after using the 'slist' commands
listdemo <demoname>	lists information about <demoname>
load <name>	loads a saved game
loadas8bit 0	toggles the forcing of 8-bit (lower quality) sounds - * 1 is 'on', 0 is 'off'
localinfo	shows local settings
logos	lists decals
lookspring 0	toggles automatic view centering when 'mlook' is deactivated - * 1 is 'on', 0 is 'off'

lookstrafe 0	toggles mouse strafing when 'mlook' is active - * 1 is 'on', 0 is 'off'
m_filter 0	toggles mouse filtering (smoothing) - * 1 is 'on', 0 is 'off'
m_forward	sets the mouse forward speed sensitivity multiplier
m_pitch 0.022	sets the mouse pitch (up and down motion) speed sensitivity multiplier - * negative numbers result in an inverted mouselook
m_side 0.800	sets the mouse strafing speed sensitivity multiplier
m_yaw 0.022	sets the yaw speed sensitivity multiplier
mcache	lists modem cache contents
menuselect <x>	selects item <x> from a menu
messagemode <text>	displays <text> to all other players on a server
messagemode2 <text>	displays <text> to only other players on same team
model <modelname>	changes current player model to <modelname>
motd	displays the Message Of The Day from the server's motd.txt file
name <playername>	used to change a player's name
netbad	simulates a bad network connection
netchokeloop 0	
netmax	displays maximum packets and game packets
netusage 0	toggles a network usage graph - * 1 is 'on', 0 is 'off'
new	begins a new singleplayer game
nextdl	downloads next file
noclip 0	if turned on, players can walk through walls - * 1 is 'on', 0 is 'off', and 'sv_cheats' must be set to 1
nosound 0	toggles sound - * 1 is 'on', 0 is 'off'
notarget 0	makes players ignore you - * 'sv_cheats' must be set to 1
notify	
pause	pauses a game
pingservers	displays pings of servers in the serverlist
pingsv <ip:port>	pings a server at <ip:port>
play <filename>	plays a .wav designated by <filename>
playdemo <filename>	plays <filename>.dem at normal speed
playvol 9	sets demo playback volume
pm_nostucktouch 0	
pm_nostudio 0	
pm_pushfix 0	
pm_worldonly 0	
pointfile <filename>	loads maps\<filename>.pts
precache 0	toggles preloading of all needed files at map start - * 1 is 'on', 0 is 'off'
prespawn	
primegren1	primes grenade type 1
primegren2	primes grenade type 2
protocol	

ptrack	
pushlatency -100	set this number to the inverse of your ping to help latency
quit	exits to windows without confirmation
r_decals 250	sets the maximum number of decals
r_drawadaptive 0	
r_drawentities 0	toggles drawing player models and sprites - * 1 is 'on', 0 is 'off'
r_drawviewmodel 0	toggles drawing player weapon model - * 1 is 'on', 0 is 'off'
r_dynamic 0	toggles dynamic lighting - * 1 is 'on', 0 is 'off'
r_fullbright	toggles maximum brightness in local games only - * 1 is 'on', 0 is 'off'
r_glowshellfreq 2.2	
r_lightmap <map#>	software rendering mode only - * displays one of four (0,1,2,3) possible lightmaps to view range of switched lights
r_lightstyle <style#>	software rendering mode only - * displays only specified lighting style for viewing full range of pulsing, blinking, etc. lighting effects
r_mirroralpha 0	toggles reflective textures - * 1 is 'on', 0 is 'off'
r_mmx 0	toggles MMX calculations for MMX cpu's - * 1 is 'on', 0 is 'off'
r_netgraph 0	toggles graph of network conditions - *0 is 'off', 1 shows green = good, yellow = bad, red = horrible, 2 shows packetsize
r_norefresh 0	toggles clearing HUD and console before redrawing - * 1 is 'on', 0 is 'off'
r_novis 0	toggles drawing underwater polygons - * 1 is 'on', 0 is 'off', 'r_wateralpha' must be set to 1
r_shadows 0	toggles players' shadows - * 1 is 'on', 0 is 'off'
r_speeds 0	toggles average fps, draw speed and polygon info - * 1 is 'on', 0 is 'off', very useful when making maps
r_traceglow 0	toggles inclusion of monsters in glow sprite occlusion checking - * 1 is 'on', 0 is 'off'
r_wadtextures 0	
r_wateralpha 0	toggles alpha blending underwater - * 1 is 'on', 0 is 'off', 'r_novis' must be set to 1
rate 5000	sets client data rate - * 1000 - 5000 for modems, and 10000+ for LAN
reconnect	reconnects to the current server
record <filename>	begins to record a demo and saves it to Half-Life\Valve\<filename>.dem
removedemo <demo> <sgmt>	removes a segment <sgmt> from <demo>
resourcelist	lists all loaded resources
resources	lists loaded decals
retry	tries four more times to connect to a server that has already failed four connect attempts
room_delay 0.3	3D sound setting
room_dlylp 2	3D sound setting

room_feedback 0.42	3D sound setting
room_left 0	3D sound setting
room_lp 0	3D sound setting
room_mod 0	3D sound setting
room_off 0	3D sound setting
room_refl 0	3D sound setting
room_refl 0	3D sound setting
room_rvblp 0	3D sound setting
room_size 0	3D sound setting
room_type 20	3D sound setting
s_2dvolume 1	maximum volume at which 2D sounds are played - * range from 0 to 1.0
s_a3d 0.000000	toggles A3D support - * 1 is 'on', 0 is 'off'
s_automax_distance 30	sets the distance for maximum sound volume
s_automin_distance 2	sets the distance for minimum sound volume
s_blipdir 0	
s_bloat 2.0	bloat factor for polygons in A3D 2.0 only
s_buffersize 65536	sets the buffer size
s_disable_a3d 0	toggles disabling a3D - * 1 is 'on', 0 is 'off'
s_distance 60	adjust the ratio of game units to meters, affecting velocity, positioning and distance - * higher the number, the closer everything gets in audio terms - range from 0 to infinity
s_doppler 0.0	adjusts the doppler - * 1 is 'on', 0 is 'off', range from 0 to 10, and is very sensitive
s_eax 0	toggles EAX support - * 1 is 'on', 0 is 'off'
s_enable_a3d	enables A3D support
s_geometry 0	toggles geometry rendering in A3D 2.0 only - * 1 is 'on', 0 is 'off'
s_leafnum 0	
s_materials 0	
s_max_distance 1000	maximum distance from the listener before rolloff is no longer applied - * valid range from 's_min_distance' to infinity
s_min_distance 5	minimum distance a source will be from the listener before rolloff is applied - * range from 0 to 's_max_distance'
s_numpolys 200	maximum polygons to be rendered in A3D 2.0 only - setting this to 0 is the same as turning off 's_geometry' - * range from 0 to infinity
s_occfactor 0.250	transmission value of material - the smaller the number, the less sound passes through material - * range from 0 to 1.0
s_occlude 0	toggles sound passing through material (occlusions) in A3D 2.0 only - * 1 is 'on', 0 is 'off'
s_polykeep 1000000000	
s_polysize 10000000	
s_refdelay 4	delays between a source and its closest reflection in A3D 2.0 only - higher the delay, the more time it takes between when

	the source and its first reflection is played - * range from 0 to 100
s_refgain 0.4	adjusts the gain on each reflection in A3D 2.0 only, where the effects of distance are increased: high frequencies are filtered and volume lowered - * range from 0 to 10
s_rolloff 1.0	
s_showtossed 0	
s_usepvs 0	
s_verbwet 0.25	controls the wet/dry mix of reverb for A3D only - higher the number, the more wet the sounds - * range from 0 to 1.0
save	save current game in single player only
saveme	calls for a medic
say "message"	chat with all other players on a server
say_team "message"	relay a message to only your teammates
scr_centertime 2	sets how long server messages remain on the screen
scr_connectmsg "msg"	displays "msg" in screen's lower left
scr_connectmsg1 "msg"	displays "msg" 1 in screen's lower left
scr_connectmsg2 "msg"	displays "msg" 2 in screen's lower left
scr_conspeed 600	sets the console scroll speed
scr_ofsx 0	sets the screen message offset
scr_ofsy 0	sets the screen message offset
scr_ofsz 0	sets the screen message offset
scr_printspeed 7	sets the screen message print speed
scr_transparentui 1	
screenshot	captures the screen and saves it in the Half-Life/Valve directory
sensitivity 9	sets the sensitivity of the mouse
servercfgfile	sets the server config file - * default is server.cfg
serverinfo	displays the server information
serverprofile <profile string>	sets the server profile
setdemoinfo <demo> <sgmt> info	adds information to a demo, such as a text title, play 'tracknum', fade <in/out> or <fast/slow>
setinfo	- * i.e., 'setinfo "ts" "0"' or 'setinfo "dc" "0"'
setinfo tf_id <Battle ID>	sets the tfc clan battle id
sfeign	fakes death - * spy class only
shortname	displays client's name
showdrop 0	toggles the display of dropped packets - * 1 is 'on', 0 is 'off'
showinfo 0	toggles display of all packets - * 1 is 'on', 0 is 'off'
showpackets 0	toggles network packet info display - * 1 is 'on', 0 is 'off'
showpause 0	toggles pause of graphic display - * 1 is 'on', 0 is 'off'
showram 0	toggles display of available ram - * 1 is 'on', 0 is 'off'
showtriggers 0	toggles display of map trigger entities - * 1 is 'on', 0 is 'off'
sizedown	decreases screen size and increases fps
sizeup	increases screen size and decreases fps

skill 1	sets the skill level in singleplayer and coop mode
skin 0	sets the model skin
skipdl	skips the current download and moves on to the next, if any exist
skipul	skips the current upload and moves to the next, if any exist
slist	searches for local servers - * use 'list' to display this list
slot1	select weapon group 1 (or menu item 1) see 'use'
slot2	select weapon group 2 (or menu item 2) see 'use'
slot3	select weapon group 3 (or menu item 3) see 'use'
slot4	select weapon group 4 (or menu item 4) see 'use'
slot5	select weapon group 5 (or menu item 5) see 'use'
slot6	select weapon group 6 (or menu item 6) see 'use'
slot7	select weapon group 7 (or menu item 7) see 'use'
slot8	select weapon group 8 (or menu item 8) see 'use'
slot9	select weapon group 9 (or menu item 9) see 'use'
slot10	select weapon group 10 (or menu item 10) see 'use'
snapshot	takes a screenshot
snapt0	
snd_noextraupdate 0	toggles extra sound system updates - * 1 is 'on' and only use if having problems, 0 is 'off'
snd_show 0	toggles the display of which sounds are being played - * 1 is 'on', 0 is 'off'
soundfade <parameter>	sets the soundfade parameters - * <param> = <%><hold>[<out><in>]
soundinfo	displays the number of stereo channels, samples, samplebits, speed DMA, and sound channels
soundlist	displays a list of all loaded sounds
spawn	spawns a player back into the game
speak <message>	to say something over the intercom - * try: hello, #000000, mesa, you, go alert
special	displays the special menu for each class
spectator 0	toggles entering a game as a spectator - * 1 is 'on', 0 is 'off' - spectator mode does not currently work
startdemos	begins playing demos in a loop
startmovie <filename>	plays a movie
stop	stops the recording of a demo
stopdemo	stop the playing of a demo
stopsound	stops playing the current sound
suitvolume 0.220000	sets the volume of the HEV suit
swapdemo <demo> <seg> <seg>	swaps two segments' positions inside a demo
tell <message>	speks a message
texgamma 2	possibly sets the gamma of the text?
tf_weapon_ac	selects assault cannon weapon - * hw class only

tf_weapon_autorifle	selects autorifle weapon - * sniper class only
tf_weapon_axe	selects crowbar - *sniper, soldier, demoman, hw, and pyro classes only
tf_weapon_flamethrower	selects flamethrower - * pyro class only
tf_weapon_gl	selects grenade launcher - * demo class only
tf_weapon_ic	selects incendiary cannon - * pyro class only
tf_weapon_knife	selects knife - * spy class only
tf_weapon_medikit	selects medkit - * medic class only
tf_weapon_ng	selects nailgun - * sniper and scout classes only
tf_weapon_pl	selects pipe launcher - * demo class only
tf_weapon_railgun	selects railgun - * engineer class only
tf_weapon_rpg	selects rocket launcher - * soldier class only
tf_weapon_shotgun	selects single-barrel shotgun - * scout, soldier, demoman, medic, hw, and pyro classes only
tf_weapon_sniperrifle	selects sniper rifle - * sniper class only
tf_weapon_spanner	selects the spanner/wrench - * engineer class only
tf_weapon_superng	selects the super nailgun - * medic class only
tf_weapon_supershotgun	selects double-barrel shotgun - * soldier, medic, hw, spy, and engineer classes only
tf_weapon_tranq	selects the tranquilizer gun - * spy class only
thirdperson	enables third-person view
throwgren	throws the grenade type last primed with 'primegren1' or 'primegren2'
timedemo <demoname>	plays <demoname>.dem at max fps and reports average fps
timerefresh	player spins in place and reports average fps for the spinning view
toggleconsole	toggles the console screen - * usually bound to '~'
topcolor 30	sets the model top color
traceralpha 0.500	sets tracer bullet alpha component
tracerblue 0.400	sets tracer bullet blue component
tracergreen 0.800	sets tracer bullet green component
tracerlength 0.800	sets the tracer bullet length
traceroffset 30	sets the tracer bullet offset
tracerrred 0.800	sets the tracer bullet red component
tracerspeed 6000	sets the tracer bullet speed
unbind <key>	removes binding to key <key>
unbindall	removes all key bindings
upload	uploads files to a server
update	displays the transmission rate to a server
use <item>	uses an item or weapon, such as 'use weapon_crowbar'
user <name/id#>	lists model color, name, rate, and model for specified user
v_centermove 0.150	
c_centerspeed 500	
v_dark 0	

v_kickpitch 0.600	sets the amount player view pitch changes when player is hit
v_kickroll 0.600	sets the amount player view roll changes when player is hit
v_kicktime 0.500	sets the duration of player view pitch and roll when player is hit
version	gives build version and date it was installed
vid_config_x 800	sets horizontal screen resolution
vid_config_y 600	sets vertical screen resolution
vid_d3d 0	toggles Direct3D support - * 1 is 'on', 0 is 'off'
vid_describemode	displays video mode settings
vid_mode 0	sets video mode
vid_nopageflip 0	toggles disabling video page flipping - * 1 is 'on', 0 is 'off'
vid_stretch_by_2	enables video stretching (for interlaced display)
vid_wait 0	toggles video sync - * 1 is 'on', 0 is 'off'
viewframe	enables wire-frame display - * OpenGL only
viewmodel	enables model display
viewnext	selects next model
viewprev	selects previous model
viewsize 120	sets view size
violence_ablood 0	toggles blood - * 1 is 'on', 0 is 'off'
violence_agibs 0	toggles gibs - * 1 is 'on', 0 is 'off'
violence_hgibs 0	toggles gibs - * 1 is 'on', 0 is 'off'
volume 1.0	sets game volume
wait	pauses for 1 tick during running an alias or script
waterroom_type 14	
wc	
weapon_357	weapon name for .357 magnum - * for example, 'use weapon_357'
weapon_9mmAR	weapon name for .9mm assault rifle - * i.e., 'use weapon_9mmAR'
weapon_9mmhandgun	weapon name for .9mm pistol - * i.e., 'use weapon_9mmhandgun'
weapon_crossbow	weapon name for crossbow - * i.e., 'use weapon_crossbow'
weapon_crowbar	weapon name for crowbar - * i.e., 'use weapon_crowbar'
weapon_egon	weapon name for egon gun - * i.e., 'use weapon_egon'
weapon_gauss	weapon name for gauss gun - * i.e., 'use weapon_gauss'
weapon_handgrenade	weapon name for handgrenade - * i.e., 'use weapon_handgrenade'
weapon_hornetgun	weapon name for hornet gun - * i.e., 'use weapon_hornetgun'
weapon_rpg	weapon name for rocket launcher - * i.e., 'use weapon_rpg'
weapon_satchel	weapon name for satchel charge - * i.e., 'use weapon_satchel'
weapon_shotgun	weapon name for shotgun - * i.e., 'use weapon_shotgun'
weapon_snark	weapon name for snarks - * i.e., 'use weapon_snark'
weapon_tripmine	weapon name for tripwire mines - * i.e., 'use weapon_tripmine'
zoom_sensitivity_ratio 1.200	sets mouse sensitivity while using weapon zoom

developer 0	toggles on/off special developer debug console messages - * 1 is 'on', 0 is 'off'
entities	lists currently loaded entities
hpkeextract <filename> [all 1 idx]	extracts files from hpk file - * opts = <hpkname> [all single index]
hpklist <hpkfilename>	lists the files in <hpkfilename>
hpkremove <name> <index>	removes files from <hpkfilename>
hpkval <filename>	displays the checksum value for <hpkfilename>
addip <min> <ipaddress>	adds an ip address to the filterban list - * use 0 minutes to make the addition permanent
banid <minutes> <uniqueid>	bans a player from a server using their uniqueid - get this unique id from the "users" command - 0 minutes is a permanent ban - **Version 4.0.1.3+ only
banid <minutes> <uniqueid> kick	bans AND kicks a player from a server using their uniqueid - get this unique id from the "users" command - 0 minutes is a permanent ban - **Version 4.0.1.3+ only
changelevel <mapname>	changes the map and maintains client connections
changelevel2 <mapname>	continues the current game on a new map
cmdlist	lists all of the console commands - * if you type 'cmdlist a', it will only list those commands that begin with the letter a, and so on - also, 'cmdlist log logfile' writes the list to C:\logfile
cr_demoman #	sets the number of demomen allowed on a team
cr_engineer #	sets the number of engineers allowed on a team
cr_hw #	sets the number of hw's allowed on a team
cr_medic #	sets the number of medics allowed on a team
cr_pyro #	sets the number of pyros allowed on a team
cr_sniper #	sets the number of snipers allowed on a team
cr_soldier #	sets the number of soldiers allowed on a team
cr_spy #	sets the number of spies allowed on a team
cvarlist	lists all the console variables in the console - * 'cvar log filename' will write this list to the file C:\filename
decalfrequency <seconds>	sets how frequently players can display their logo - * default is 30
dropclient	disconnects a client from a server
exec <filename>	executes a script of .cfg file
exit	closes a game or dedicated server program to windows without confirmation
filterban 0	toggles ip banning - * 1 is 'on', 0 is 'off'
heartbeat	sends a heartbeat signal to the master server to "remind" the master server that your server is still online and available
host_framerate 0	sets the speed that the host/server interacts with the game
host_killtime 0	sets a time delay before killing the server
hostname <name>	sets the server hostname
hostport 27015	sets connection port for the server

info <userid>	lists info on a player
ip_hostport 0	sets the server port for a TCP/IP game
ipx_serverport 0	sets the server port for an IPX game
keys	shows the CD key info
kick <player>	kicks a player from a server using their name
kick # <keys#>	kicks a player from a server using their id keys # - get this # from using the "keys" command
kick # <userid>	kicks a player from a server using their userid - get the userid from using the "users" command - **Version 4.0.1.3+ only
killserver	shuts down the server
listid	lists the uniqueid's in the banlist
listip	lists the ip addresses in the filterban list
log on log off	toggles logging
logaddress <ip> <port>	sets the address for logfile when logging to a remote machine
lservercfgfile	sets the listen server config file - default is listenserver.cfg
map <mapname>	changes the map running on server and disconnects currently connected players
mapcyclefile 0	specifies the name of the list of maps to cycle through on a server - * default is 'mapcycle.txt'
maps <substring>	lists maps containing <substring>
maxplayers 16	sets maximum number of clients allowed on a server
motd_display_time 8	sets the amount of time that the motd will remain displayed on players' screens
mp_autocrosshair 0	toggles the use of autoaim crosshairs - * 1 is 'on', 0 is 'off'
mp_decals 300	sets the maximum number of decals to be displayed at a time
mp_falldamage 0	toggles realistic fall damage - * 1 is 'on', 0 is 'off'
mp_flashlight 0	toggles use of flashlight for clients - * 1 is 'on', 0 is 'off'
mp_footsteps 0	toggles footstep sounds - * 1 is 'on', 0 is 'off'
mp_forcerespawn 0	toggles forcing clients to immediately respawn when killed - * 1 is 'on', 0 is 'off'
mp_fraglimit 40	sets number of frags that changes maps when reached
mp_friendlyfire 0	toggles friendly fire damage from teammates - * 1 is 'on', 0 is 'off'
mp_logecho 0	toggles logging of echo commands - * 1 is 'on', 0 is 'off'
mp_logfile 0	toggles logging during multiplayer games - * 1 is 'on', 0 is 'off'
mp_teamlist <teamname/modelname; teamname/modelname>	sets the teamnames and models used for the teams in teamplay mode
mp_teamplay 21	set the flag number (such as 21 listed here) to enable teamplay with that flag number's corresponding actions
mp_timelimit 25	sets the time in minutes between map changes
mp_weaponstay 0	toggles whether weapons remain after a player picks them up - * 1 is 'on', 0 is 'off'
password <pass>	sets private server password

path	displays current search path
pausable 0	toggles whether or not clients can pause a server game - * 1 is 'on', 0 is 'off'
ping	displays pings of all clients
port 27015	sets the default server connection port
quit	exits to windows without confirmation
rcon <password> rcon <command>	remote console command of a server - * <password> must be given first by rcon client before any commands will be accepted by the server
rcon_address <ip addy>	sets the rcon ip address
rcon_password <pass>	sets the rcon password
rcon_port 27015	sets the rcon console port
registered 0	
reload	reloads current map
removeid <uniqueid>	removes uniqueid from being banned on a server - **Version 3.0.1.3 / 4.0.1.3+ only
removeip <ip addy>	removes ip address from the filterban list
restart	restarts the current map and cleans the slate
setmaster <ip or hostname>	sets the master server - * use either an ip addy or a hostname used to initialize client console commands from server and restarts server and then does some funky thing to the server display
stuffcmds	
sv_accelerate 10	sets the player acceleration for a server
sv_aim 0	toggles auto-aim for clients - * 1 is 'on', 0 is 'off'
sv_airaccelerate 10	sets the movement speed while player is in the air
sv_airmove 0	toggles clients ability to move in the air
sv_allow_download	enables ability of clients to download maps and decals
sv_allow_upload	enables ability of clients to upload models and decals
sv_allowdownload 0	toggles the ability of clients to download maps and decals - * 1 is 'on', 0 is 'off'
sv_allowupload 0	toggles the ability of clients to upload models and decals - * 1 is 'on', 0 is 'off'
sv_bounce 0	toggles bounce pads - * 1 is 'on', 0 is 'off'
sv_challengetime 15	sets the time allowed for clients to connect to a game
sv_cheats 0	toggles cheats - * 1 is 'on', 0 is 'off'
sv_clienttrace 3.5	sets the client bounding box for collisions
sv_clipmode 0	toggles client clipping mode - * 1 is 'on', 0 is 'off'
sv_friction 4	sets friction
sv_gravity 800	sets level of in-game gravity
sv_idealpitchscale 0.800	sets the pitch preference
sv_lan 0	toggles LAN server mode - * 1 is 'on', 0 is 'off'
sv_language 0	sets language
sv_logrelay	

sv_maxrate 5000	sets the maximum data rate allowed on a server - good for HPB only servers - **Version 3.0.1.3/4.0.1.3+ only
sv_maxspectators 8	sets the maximum number of spectators - spectator mode does not currently work
sv_maxspeed 500	sets the maximum player speed for all clients
sv_maxvelocity 2000	sets the maximum velocity
sv_minrate 8000	sets the minimum data rate allowed on a server - good for LPB only servers - **Version 3.0.1.3/4.0.1.3+ only
sv_netsize 0	sets the maximum network packet size - * 0 = auto
sv_newunit 0	
sv_password 0	sets a password for clients to enter a server
sv_print_custom	gives me SZ_Overflow error and then exits server
sv_sendvelocity 1	
sv_showcmd 0	
sv_skyname 0	sets the sky texture
sv_smartdelta 1	
sv_spectalk 1	toggles allowing spectator clients to chat - * 1 is 'on', 0 is 'off' - spectator mode does not currently work
sv_spectator_password 0	sets a password for clients to enter spectator mode - spectator mode does not currently work
sv_spectator_maxspeed 500	sets the maximum movement speed of spectators - spectator mode does not currently work
sv_stepsize 18	sets monster and player auto step-up size - * larger values allows auto-climbing of steeper slopes
sv_stopspeed 100	speed at which the player stops when running forward, back, left or right
sv_timeout 65	sets the timeout inactivity limit
sv_type	enables server cpu and os type to be given out on server queries
sv_upload_maxsize 0	sets the maximum upload file size
sv_wateraccelerate 10	sets the in-water acceleration of clients
sv_wateramp 0	
sv_waterfriction 1	sets friction underwater
sv_zmax 4096	sets the maximum zbuffer size
status	lists each client and the following info for each client: user#, frags, name, framerate, latency, ping, packet drop %
team 0	toggles team mode - * 1 is 'on', 0 is 'off'
team1_color <color>	sets team1 color
team1_model <model>	sets team1 model
team1_name <name>	sets team1 name
team1_skin <skin>	sets team1 skin
team2_color <color>	sets team2 color
team2_model <model>	sets team2 model
team2_name <name>	sets team2 name
team2_skin <skin>	sets team2 skin

tfc_adminpwd <password>	sets the tfc admin password - *use "admin <password" in the in-game console to take rcon of server
tfc_autoteam 0	toggles auto-team selection - * 1 is 'on', 0 is 'off'
tfc_balance_scores 0	toggles team balancing by score - * 1 is 'on', 0 is 'off'
tfc_balance_teams 0	toggles team balancing by number of players - * 1 is 'on', 0 is 'off'
tfc_birthday	toggles birthday mode (explosives appear as presents) - * 1 is 'on', 0 is 'off'
tfc_clanbattle 0	toggles tfc clan battle (tournament) mode - * 1 is 'on', 0 is 'off'
tfc_clanbattle_ceasefire 0	toggles ceasefire mode - * 1 is 'on', 0 is 'off', 'tfc_clanbattle' must be set to 1
tfc_clanbattle_locked 0	toggles locked (play) mode - * 1 is 'on', 0 is 'off', 'tfc_clanbattle' must be set to 1
tfc_clanbattle_prematch 0	toggles prematch (practice) mode - * 1 is 'on', 0 is 'off', 'tfc_clanbattle' must be set to 1
tfc_fragscoring 0	toggles inclusion of frags in team score total - * 1 is 'on', 0 is 'off'
tfc_respawndelay 0	sets respawn delay in tfc games
tfc_spam_limit 20	sets number of messages per time period that will cause spamming penalty
tfc_spam_penalty1 8	sets spam penalty level 1
tfc_spam_penalty2 2	sets spam penalty level2
users	lists all players with their corresponding userid's (#'s generated by server) and uniqueid's (id # unique per cd key and assigned by WON) - **Version 3.0.1.3/4.0.1.3+ only
writeid	writes unique id's to banned.cfg - **Version 3.0.1.3/4.0.1.3+ only
writeip	writes ip addresses to listip.cfg