

ETHAN
WOLFENSTEIN ENEMY TERRITORY
DOCUMENTATION



MINIMUM SYSTEM REQUIREMENTS

Windows

1. Windows 98/ME/2000/XP/VISTA (Windows NT 4.0 not recommended for clients)
2. 100% Windows® 98/ME/2000/XP/VISTA compatible system (including all 32bit drivers)
3. Intel® Pentium® III 600Mhz processor or AMD equivalent
4. Microsoft® Direct X® 8.1 or higher (not included)
5. working installation of Enemy Territory 2.60b

Linux

1. Linux x86 (32-bit) with GLIBC 2.2.2 or higher
2. Intel® Pentium® III 600Mhz processor or AMD equivalent
3. hardware-accelerated OpenGL driver
4. working installation of Enemy Territory 2.60b

OSX

1. OSX 10.4 or newer running PPC or x86
2. working installation of Enemy Territory 2.60d (2.60c was unstable for x86)

CHAPTER I

SERVER SETUP



Preparing to Install

This section describes pre-install procedure.

1. Check **Minimum System Requirements**.

warning:

Older versions of ET may not work as expected, or may fail entirely.
Using an older version is **not** recommended and is **not** supported.

2. Backup Important Data.
Before making any significant changes to your system, make sure to backup all your important data.
3. Download and install Wolfenstein: Enemy Territory.
There are many mirrors across the internet offering ET for download.
Look for the latest version of the game: 2.60 and the 2.60b patch.
The default directory locations are highly recommended.

Install

This section describes the main install procedure.

1. Create directory structure.
Create a new **etnam** folder inside your Wolfenstein: Enemy Territory main directory:
.../**Wolfenstein - Enemy Territory/etnam/**
2. Extract **ETnam 0.1.0** pack.
3. Unzip **lua_libs.zip**
Select the lua libraries files from the folder that match with your server OS.
Copy the file/files inside your Wolfenstein: Enemy Territory main directory:
.../**Wolfenstein - Enemy Territory/**
4. Copy to **etnam folder**.
Copy the unpacked files from the etnam folder to your server etnam folder:
.../**Wolfenstein - Enemy Territory/etnam/**
5. Copy to **omni-bot folder**.
Those files are needed if you want to run Omni-Bot with ETnam MOD.
ETnam MOD supports **Omni-Bot 0.8**.
Copy the unpacked files from the omni-bot folder to your server omni-bot folder:
.../**Wolfenstein - Enemy Territory/omni-bot/**

After Install

This section describes the post-install procedure.

1. Edit **config** files.
If you want you can personalize your server settings editing the configuration files.
.../**Wolfenstein - Enemy Territory/etnam/server.cfg**
.../**Wolfenstein - Enemy Territory/etnam/server_admin.cfg**
.../**Wolfenstein - Enemy Territory/etnam/server_damage.cfg**
.../**Wolfenstein - Enemy Territory/etnam/server_sprees.cfg**
.../**Wolfenstein - Enemy Territory/etnam/server_vote.cfg**

CHAPTER II FEATURES



ETnam mod is based on Etpub 0.8 source code, so we include its features.
For your eyes pleasure more game effects or visual features are included but not listed here.
Additionally ETnam mod provides the following Client custom features:

Akimbo Mac-10

Level 5 Soldier will earn Akimbo Mac-10.
It will be available on weapon bank 2.

ATmines

Engineer can use anti-tank mines.
Very powerfull explosive weapon, activated by vehicles.

NOTE:

We suggest to allow just 2 ATmines for each team or the match should results unbalanced for the attacking team.
Two ATmines are enough to blow one vehicle.
Use it in addition to Claymores and Tripmines.

Backpack Weapons

Primary weapon model will appear attached on player backpack when it's not currently selected.

Battle Hearth

Level 5 Medic will earn battle hearth.
Once you get killed and waiting for a Medic revive, you can try to stand up by yourself holding the "use" key.
If you are able to do that, you will receive half of your HP points but you will move really slow.
Usefull if you were near to your objective and the enemy forgot to gib you.
You are allowed to do that only once for each respawn.

NOTE:

This feature will be shared to each class.

Custom HUD

HUD is an acronym for **H**eads **U**p **D**isplay.
This is the 2D layout of items on your screen such as what weapon you're holding, compass, XP, health, etc...
With ETnam you will be able to choose between 3 alternative HUD.
This setting is available on the client using the in-game ETnam options menu.

Damage Sight

Display a layer on player HUD according to his HP level.
This setting is available on the client using the in-game ETnam options menu.

DogTags

When a player die, it will drop its dogtag on the battlefield.
Collect them to earn a medal and win dogtags master competition.

Dynamite Countdown

Level 5 Engineer will earn the ability to see a countdown when aiming to a planted dynamite.

Enemy Spawn Time

Since players will use external programs or scripts to calculate the enemy respawn time,
We decided to include this feature as default.
Anyway server admin can decide if enable or disable it.

Extreme Gore

ETnam includes extreme gore features such as:

- > Bloody knife;
- > Bloody body and face;
- > Machine Gun and Shotgun power gib;
- > Smoking gibs;
- > Head gibs;
- > Head gibs blood spurts;
- > Incinerated corpses;
- > White eyes for corpses;
- > Death animations;
- > Pain animations;

Blood and Gibs settings are available on the client using the in-game ETnam options menu.

Fury

This is the ETnam revisitation of the common ET adrenaline.
We decided to build it this way to stop adrenaline abuse, but without removing it.
In this way the player cannot decide when to use it, but it will automatically activated after a certain kills amount.
This wants to represent the battlefield killing spree exaltation.

NOTE:

Server admin can decide the fury duration and the kills amount needed to activate this feature.

GPS Scan

Level 5 Battle Sense will allow CovertOps to use the GPS scan.
They will be available on weapon bank 8.

A CovertOps can call a GPS scan to spot enemies and make them visible to his team for few seconds.

NOTE:

This feature can be disabled by server config.

Server admin can also set the time delay between two GPS scans.

Grenades Warning

Level 5 Battle Sense allow players to be warned from grenades proximity.

Health Regeneration

Level 4 Medic will earn health regeneration.

NOTE:

This feature will be shared to each class.

Hit Direction

Display an hit arrow on player HUD.

This arrow will aim to the direction where enemy bullets are coming from.

This setting is available on the client using the in-game ETnam options menu.

Hit Sounds

ETnam includes custom client-side hit-sounds.

Client will be allowed to choose between classic and realistic hit-sounds.

Additionally players can select some alternative headshot sounds.

This setting is available on the client using the in-game ETnam options menu.

Hit Zones

Client can bind "+hitzone" key.

This will graphically show the player aim.

Example:

> bind x "+hitzone"

NOTE:

Server "advanced hit locations" feature must be enabled to have this feature working properly.

This setting is available on the client using the in-game ETnam options menu.

Kamikaze

Level 5 CovertOps will earn the ability to sacrifice as kamikaze.
Client can bind "kamikaze" key.

Example:

> bind x "kamikaze"

This setting is available on the client using the in-game ETnam options menu.

Knife Disarming

Every class can use the knife to disarm mines.
It will obviously take more time than the plier, plus enemy will hear the knife stabbing sound.
So be carefull and use it at your own risk.

Medals & Ribbons

ETnam includes a medals and ribbons table.
There are many awards for the player career.
They are saved with XP, so they will stay until player XP will be resetted.

Napalm

Level 5 FieldOps will earn Napalm canister.
It will be available on weapon bank 5.

NOTE:

Napalm should be used to weak the enemy team before an attack.
Since it will NOT kill instantly, but slowly burn players until a certain HP amount (decided by a server CVAR).
This wants to represent the sticky Napalm effect over skin and clothes.
It can NOT be stopped taking medipacks.

Use it in addiction to Airstrike and Artillery.

Parachute

Client can bind "parachute" key.
This will allow players to open a parachute when pressing the binded key.

Example:

> bind x "parachute"

NOTE:

This feature can be disabled by server config.
Must be carefull since unfair players can rush map objectives.
The worst situation happens when server additionally allow double jump.

This setting is available on the client using the in-game ETnam options menu.

Scoreboard Kills

Additionally to XP, Player Rating and Kill Rating, the client can also choose to sort players by kills amount into the scoreboard. Press the keyboard TAB button to cycle between sorting types.

Second Squad

Allow client to choose the secondary team squad. Marines or Ranger for the USA team. North Vietnamese Army or Vietcong for the NAM team.

NOTE:

Since people can be confused by squad clothes, server admin can decide to enable or disable this feature. This setting is available on the client using the in-game ETnam options menu. Or directly into Limbo with a mouse click over the Limbo player head.

Shellshock

If a player takes more than 75 HP damage from a grenade explosion, it will fall down for few seconds, being vulnerable to the enemy attack. This is the moment to finish him.

NOTE:

Only grenades explosion activate this feature.

Sticky Grenades

Client can stick grenades over enemies chest using the "weapkick" feature while holding a grenade.

Example:

> *bind x "weapkick"*

This setting is available on the client using the in-game ETnam options menu.

Target Distance

Enemy distance calculation when using a scoped weapon.

Text Motion

Use text motion effect for HUD kill messages.

This setting is available on the client using the in-game ETnam options menu.

Tripmines

Level 5 Engineer will earn tripmines.
They will be available on weapon bank 7.
To deploy a tripmine you must place it on a wall and arm it.

NOTE:

The wire will be visible only to your team, unless tripmine isn't spotted by an enemy CovertOps.
Use it in addition to Claymores and Atmines.

Weapons

- > Ithaca.
- > Napalm.
- > Akimbo Mac-10.
- > M79.
- > AK-47
- > M16.
- > M3A1.
- > RPD.
- > Dragunov.
- > M21.
- > LAW.
- > RPG.
- > Tokarev.
- > Revolver.
- > M60.
- > DShK.
- > M2HB.
- > Scoped AK-47.
- > Scoped M16.

Weapon Kick

Client can bind "weapkick" key, and use it as a weapon melee attack.

Example:

> *bind x "weapkick"*

It can also be used to open doors and stick grenades to enemies (when holding a grenade).
This setting is available on the client using the in-game ETnam options menu.

XP Marker

This feature display the earned XP in the middle of client screen
This setting is available on the client using the in-game ETnam options menu.

... and more

- > Five skills levels.
- > Dropped flamethrowers on battlefield will explode if shooted.
- > Visible leaning.
- > Visible artillery falling bombs model.
- > C4 charge armed light (green unarmed, red armed).
- > Limbo button available for the intermission screen.
- > Reworked tracers.
- > Real USA and NAM ranks insignia.
- > New fireteams icons (Alpha, Bravo, Charlie, Delta, Echo, Foxtrot).
- > Explosion debris.
- > Visible radio model and animation when chatting or using console.
- > Custom weapons and actions hints.
- > Negative XP overflow fix.
- > Heavy weapons minimum players.
- > Admin command short typing (can use !h instead !help, commands are recognized in alphabetical order).
- > Sprinting sound.
- > !fart admin command.
- > !spec admin command.
- > !predator admin command.
- > !mario admin command.
- > New tanks models.



CHAPTER III
CVAR REFERENCE



Name

dedicated [0|1|2]

Default

dedicated "0"

Description

Set the server mode.

See Also

...



Name

`g_adminFile [filename]`

Default

`g_adminFile ""`

Description

This should be set to the name of your admin cfg file if you want to enable admin commands. See [Admin](#) documentation for more information about this file.

Example:

```
> set g_adminFile "server_admin.cfg"
```

NOTE:

This depends on punkbuster GUID, so don't turn this on unless you have punkbuster enabled on server.

Set this to "" to disable it.

See Also

- > [g_logAdmin](#)
- > [g_tyranny](#)

Name

g_altStopwatchMode [0|1]

Default

g_altStopwatchMode "0"

Description

Enable or disable alternative stopwatch gametype.
When enabled causes players to swap teams after each game.

See Also

...



Name

g_antilag [0|1]

Default

g_antilag "1"

Description

Enable or disable server antilag.

See Also

> [g_antilagDelay](#)



Name

g_antilagDelay [integer]

Default

g_antilagDelay "0"

Description

Manually delay the antilag of every player on the server.
Might give very weird behaviour, so use at own risk.

See Also

> [g_antilag](#)



Name

g_antiwarp [integer]

Default

g_antiwarp "1"

Description

This gives non-lagging players a much better game but for ladders it will be a bit more uncomfortable. This CVAR overrides both **g_maxWarp** AND **g_skipCorrection** in order to keep things consistent.

Set this to "0" to disable it.

See Also

...



Name

g_asblock [integer]

Default

g_asblock "0"

Description

Airstrike blocking.

Available options are:

- 1 Make an announcement whenever an airstrike is blocked.
- 2 A player may easily block an airstrike by crouching, standing, or proneing over the enemy's canister.
- 4 Reserved.
- 8 Lvl 3 FieldOps and higher cannot have the airstrikes blocked by players.
- 16 Disables teammates blocking airstrikes.
- 32 Give 2 Battle Sense XP to player that blocks the air strike.
No XP given for blocking teammates or your own air strike.

Set this to "0" to disable it.

See Also

...

Name

g_ATB [0|1|2]
 g_ATB_diff [percent]
 g_ATB_holdoffNAM [integer]
 g_ATB_holdoffUSA [integer]
 g_ATB_minPlayers [integer]
 g_ATB_minXP [integer]

Default

g_ATB "0"
 g_ATB_diff "70"
 g_ATB_holdoffNAM "5"
 g_ATB_holdoffUSA "5"
 g_ATB_minPlayers "5"
 g_ATB_minXP "300"

Description

Active Team Balancing will move one of the top 3 player(s) from the winning team, to the losing team.

- 0 No Active Team Balancing.
- 1 Use team XP to balance the teams.
 ATB forces one of the top 3 players from the dominant team to switch team if:
 - > One team has at least g_ATB_minXP team XP.
 - > There are at least g_ATB_minPlayers players playing.
 - > The resulting team change will not give one team an advantage by number of players unless:
 - > If 16 or more people are playing, the losing team may get up to a 1 player advantage.
 - > If 26 or more people are playing, the losing team may get up to a 2 player advantage.
 - > The winning team is ahead in team XP by a margin of g_ATB_diff percent.

Example:

> set g_ATB_diff "50"

Move a top player if his team had 750 XP and the other team had 500 XP.

You can also adjust the rate at which ATB moves players using g_ATB_holdoffNAM, g_ATB_holdoffUSA.

Example:

> set g_ATB_holdoffNAM "5"

A NAM player is moved to USA, than ATB will not act until the NAM spawn timer cycles 5 times.

NOTE:

This calculation is based on team XP and NOT the total XP of all the players on the team.

Team XP is the total score earned for the team by all players on the team during the map.

- 2 Use player rating to balance the teams.
 ATB forces one of the top 3 players from the dominant team to switch team if:
 - > The probability of one team winning exceeds g_ATB_diff %.
 - It uses **g_playerRating_minplayers** instead of g_ATB_minPlayers.
 - It will NOT swap players between teams since unbalanced team numbers is fine with player rating.
 - It will actually stack team numbers on purpose to even out the teams unless **g_ATB_swap** is set.

NOTE:

Read **g_teamForceBalance_PlayerRating** carefully.

Don't turn option 2 on until after running your server long enough to learn map and player stats.

If you set g_ATB to 2

g_ATB_rating must have a value of 4 and

g_shuffle_rating must have a value of 4 or 5 or ATB will be hyperactive and ineffective.

Set g_ATB to "0" to disable it.

See Also

...

Name

g_ATB_offtime [integer]

Default

g_ATB_offtime "0"

Description

Sets the time in minutes after the beginning of the map, that ATB should be disabled.

Set to "0" to don't disable ATB after a certain amount of time.

See Also

> [g_ATB](#)



Name

g_ATB_rating [integer]

Default

g_ATB_rating "3"

Description

Sets the rating system used by Active Team Balance.

This is how ATB chooses which players to move.

It is NOT how ATB decides WHEN to move them.

That is **g_ATB**.

The following options are supported:

- 1 Use player XP.
- 2 Use the rate at which players have gained XP since connecting.
- 3 Use the killRating (**g_killRating** must be nonzero).
- 4 Use the playerRating (**g_playerRating** must be nonzero).

NOTE:

When **g_ATB** is set to 2,

g_ATB_rating is forced to have a value of 4.

See Also

...

Name

g_ATB_swap [1|0]

Default

g_ATB_swap "1"

Description

If set to "1", 1 of 3 lowest scoring players on the losing team, will be moved to the winning team when ATB acts (unless the losing team has less players).

See Also

> [g_ATB](#)



Name

g_autoFireteams [0|1]

Default

g_autoFireteams"1"

Description

Enables or disables automatic fireteam placement.

Set this to "0" to disable it.

See Also

...



Name

g_autoTempBan [bitmask]

Default

g_autoTempBan "0"

Description

When set, anyone kicked for the reasons you specify, will be temporarily banned for **g_autoTempBanTime** seconds.

- 1 Tempban when reaching **g_teamDamageRestriction**.
- 2 Tempban when someone is kicked by an admin (using the !kick command).
A normal admin !kick kicks for 120 seconds.
- 4 Tempban when someone is kicked by the advanced warning system.
A normal kick by the warning system lasts 120 seconds.

Set this to "0" to disable it.

See Also

...

Name

g_autoTempBanTime [integer]

Default

g_autoTempBanTime "1800"

Description

The number of seconds kicked for when [g_autoTempBan](#) is set.

See Also

...



Name

g_cabinetTimeAmmo [integer]

Default

g_cabinetTimeAmmo "60000"

Description

The time between ammo cabinet regenerations in milliseconds.

See Also

> [g_cabinetTimeHealth](#)



Name

`g_cabinetTimeHealth` [integer]

Default

`g_cabinetTimeHealth` "10000"

Description

The time between health cabinet regenerations in milliseconds.

See Also

> [g_cabinetTimeAmmo](#)



Name

g_campaignFile [string]

Default

g_campaignFile ""

Description

If you set this to the name of a file in your fs_path it will be interpreted as a .campaign script, and all other .campaign scripts in your pk3 files will be ignored.

This is useful for making custom campaigns, since you don't need to offer a pk3 file containing a custom .campaign script for all clients to download. However, if the client has not downloaded this .campaign file in a pk3, they will not see information about the campaign.

NOTES:

- > will not display in the VOTE -> MAP list.
- > map locations will not draw on the map of Europe.
- > campaign description will not draw in the right panel.
- > total number of maps and current campaign maps order will not be shown in the intermission screens.

Also, even though the built-in campaigns cmpgn_centraleurope and cmpgn_northafrica will not be valid, they will still appear in the client's VOTE -> MAP menu.

If a vote for one of them passes, nothing will happen.

Set this to "" to disable it.

See Also

...

Name

g_canisterKick [integer]

Default

g_canisterKick "0"

Description

Canister and grenade kicking.

Using the "weapkick" feature it allows players to kick away smoke, and air strike canisters, along with grenades. The integer adjust the amount of force put behind the kick. 75 is a good value, anything below 60 is about useless, and above about 125 is probably too much.

Set this to "0" to disable it.

See Also

> [g_canisterKickOwner](#)



Name

g_canisterKickOwner [0|1]

Default

g_canisterKickOwner "0"

Description

Kicked Canister Ownership

- 0 Kicker does not take ownership of canister.
- 1 Kicker takes ownership of canister.

See Also

> [g_canisterKick](#)

Name

g_censor [string]

Default

g_censor ""

Description

A comma delimited string of words that will be censored from chat (check [Admin](#) extra flag 2).

See Also

- > [g_censorMuteTime](#)
- > [g_censorNames](#)
- > [g_censorPenalty](#)
- > [g_censorXP](#)



Name

g_censorMuteTime [integer]

Default

g_censorMuteTime "60"

Description

The number of seconds to auto-mute as a censor penalty.
Only works if bitflag 8 is added to [g_censorPenalty](#).

See Also

- > [g_censor](#)
- > [g_censorNames](#)
- > [g_censorXP](#)



Name

g_censorNames [string]

Default

g_censorNames ""

Description

A comma delimited string of words that will be censored from player names.

See Also

- > g_censor
- > g_censorMuteTime
- > g_censorPenalty
- > g_censorXP



Name

g_censorNeil [1|0]

Default

g_censorNeil "0"

Description

Use Neil Toronto's censor filter.

It'll catch some symbol and number replacements, and spaces now.

It also adds some common words and common words with "swears" in them that should really be OK.

Example:

It will not censor "assassin" but it will censor "ass".

Set this to "0" to disable it.

See Also

> [g_censorNeilNames](#)

Name

g_censorNeilNames [1|0]

Default

g_censorNeilNames "0"

Description

Use Neil Toronto's censor filter for player names.

Set this to "0" to disable it.

See Also

> [g_censorNeil](#)



Name

g_censorPenalty [bitmask]

Default

g_censorPenalty "0"

Description

This is a bitflag that currently supports the following flags:

- 1 Kill the player.
- 2 Kick players with names containing words in [g_censorNames](#).
- 4 Kill, but don't gib.
- 8 Auto-mute for [g_censorMuteTime](#) [60] seconds.
- 16 Lose the amount of xp specified in [g_censorXP](#)
- 32 Burn.

NOTE:

If you use both 1 and 4, it will gib (like shrub did).

Set this to "0" to disable it.

See Also

> [g_censor](#)

Name

`g_censorXP` [integer]

Default

`g_censorXP` "5"

Description

The amount of XP to lose as a censor penalty.

Only works if bitflag 16 is added to `g_censorPenalty`.

See Also

- > `g_censor`
- > `g_censorMuteTime`
- > `g_censorNames`



Name

g_chargeType [0|1|2]

Default

g_chargeType "2"

Description

Changes the way the charge bar works.

Using **g_slashKill** will take precedence over this setting

- 0 Old ET behaviour.
- 1 Does not reset the charge bar at respawn.
- 2 Each class has its own charge bar, which fill up independently.

See Also

...



Name

g_complaintDisable [bitmask]

Default

g_complaintDisable "0"

Description

Disable teamkill complaints for some weapons.

- 1 Mines.
- 2 Air-raid.
- 4 Mortar.
- 8 Dynamite.

Set this to "0" to disable it.

See Also

- > [g_complaintLimit](#)
- > [g_complaintLimitIP](#)

Name

`g_complaintLimit` [integer]

Default

`g_complaintLimit "6"`

Description

Sets the maximum number of complaints a player can receive per map. The counter for each player is reset when a map begins.

Set this to "0" to disable it.

See Also

- > [g_complaintDisable](#)
- > [g_complaintLimitIP](#)



Name

g_complaintLimitIP [integer]

Default

g_complaintLimitIP "3"

Description

Set the maximum number of unique (by IP address) complaints a player may have filed against them before they are automatically kicked.

Set this to "0" to disable it.

See Also

- > [g_complaintDisable](#)
- > [g_complaintLimit](#)

Name

g_constructibleXPSharing [1|0]

Default

g_constructibleXPSharing "0"

Description

When multiple engineers help build a constructible, each gets his share of XP once the constructible is build. The share of gained XP is proportional to how much the engineer built.

Set this to "0" to disable it.

See Also

...



Name

g_countryFlags [0|1]

Default

g_countryFlags "1"

Description

Allow the players to see the country flags in the crosshair when aiming at someone and in the scoreboard. Players can enable/disable it with cg_countryFlags (default 1).

NOTE:

Also, you **must include** the **GeoIP.dat** file in your **server etnam folder**.

Set this to "0" to disable it.

See Also

...



Name

g_coverts [bitmask]

Default

g_coverts "799"

Description

Bitmask to control various aspects of the CovertOps class.

Currently supported flags include:

- 1 Level 4 CovertOps have more accurate scoped weapons.
- 2 Disguised CovertOps can only be identified with the "crosshair name" by level 4 FieldOps.
- 4 After detonating a satchel charge, the primary weapon will be selected instead of satchel again.
- 8 Enable GPS for CovertOps, if enabled check also [g_minGPSTime](#).
- 16 Kamikaze can destroy satchel objectives.
- 32 CovertOps do not automatically lose their uniform if an enemy sees them firing a weapon.
- 64 CovertOps do not automatically lose their uniform if they fire a non-silent weapon.
- 128 CovertOps do not automatically lose their uniforms if they attach to an emplaced MG weapon.
Note that this flag has nothing to do with firing.
- 256 CovertOps are awarded XP for constructive use of smoke.
- 512 CovertOps smoke can damage and suffocate players.
- 1024 CovertOps will lose his uniform if an enemy sees him using ANY weapon.
(otherwise knife/satchel/smoke/binoc will never lose uniform).
- 2048 A disguised CovertOps can still steal enemy uniforms.

Set this to "0" to disable it.

See Also

- > [g_dmgKamikaze](#)
- > [g_dmgKamikazeRadius](#)
- > [g_dmgSmokeScreen](#)
- > [g_kamikaze](#)

Name

g_damageBonus [percent]

Default

g_damageBonus "20"

Description

The percentage of extra damage that is done when one of the `g_damageBonusOpts` conditions is reached, or when there are `g_damageBonusNearMedics` near the attacker, or when there are `g_damageBonusTotalMedics`.

When one positive and one negative condition is reached, the damage will just be default.

When two negative or two positive conditions occur, the damage will change only once

NOTE:

Max allowed value is "100".

See Also

...

Name

`g_damageBonusNearMedics` [integer]

Default

`g_damageBonusNearMedics "0"`

Description

When the attacker is a medic and is near at least this number of other medics, his damage is reduced by `g_damageBonus` percent.

NOTE:

Recommended value when used, is "1" or "2".

Set this to "0" to disable it.

See Also

- > `g_damageBonusOpts`
- > `g_damageBonusTotalMedics`

Name

g_damageBonusOpts [bitflag]

Default

g_damageBonusOpts "0"

Description

Some settings that change the behaviour of [g_damageBonus](#).

- 1 Do less damage when there is no engineer on the attackers team.
- 2 Do extra damage when the attacker is no engineer and is near an engineer.
- 4 When two or more negative/positive conditions occur, change the damage multiple times (cumulative).
- 8 Do the same checks at the target (when the target has no engi, the attacker does more damage, etc).
- 16 Print a lot of debug info (best used on listening servers).

NOTE:

This CVAR should have different values for different maps, since not every map requires an engineer for example.

Set this to "0" to disable it.

See Also

- > [g_damageBonusNearMedics](#)
- > [g_damageBonusTotalMedics](#)

Name

`g_damageBonusTotalMedics` [integer]

Default

`g_damageBonusTotalMedics "0"`

Description

When the attacker is a medic and there are at least this number of medics in the team, his damage is reduced by `g_damageBonus` percent.

NOTE:

This field does NOT accept percentage values at this point.

Set this to "0" to disable it.

See Also

- > `g_damageBonusNearMedics`
- > `g_damageBonusOpts`

Name

g_damageXP [0|1|2]

Default

g_damageXP "0"

Description

Enables the awarding of XP based upon the amount of damage a player has done to the opposing team. Available options are:

- 0 Disabled: use normal ET XP awarding methods
- 1 1 point of XP is awarded per **g_damageXPLevel** points of damage done.
The XP is placed in the skill category of the weapon used.
When this mode is enabled, kills (regardless of method) are awarded a fixed value of 1 point of XP.
- 2 1 point of XP is awarded per **g_damageXPLevel** points of damage done.
The XP is placed in the Battle Sense category.
Normal XP amounts are awarded for kills (typically 3-5 XP).

See Also

...

Name

g_damageXPLevel [integer]

Default

g_damageXPLevel "50"

Description

This setting determines the amount of damage that a player must do to earn 1 point of XP.

See Also

> [g_damageXP](#)



Name

g_dmg [bitmask]

Default

g_dmg "1"

Description

Enables experimental advanced combat options.

Available options are:

- 0 Use traditional ET settings for combat.
- 1 Use Advanced Hit Locations:
Differentiates between Head, Body, Arm, and Leg shot when computing damage.
- 2 Applies a more realistic damage vs. range equation for short-ranged weapons.
This will reduce the effectiveness of these weapons at longer ranges.
- 4 Gives a damage bonus to short-range weapons when used in close combat situations.
This will increase the effectiveness of these weapons at closer ranges.
- 8 Use bullet fall-off approximations when computing shot trajectory.
- 16 Improve accuracy of non-scoped single-shot rifles
- 32 Use alternate bullet-spread characteristics for automatic or rapid-fire weapons.
- 64 Damage from players who are spectators or have disconnected is ignored, and XP is not awarded.

See Also

...

Name

g_dmgAir [integer]

Default

g_dmgAir "400"

Description

Amount of damage done PER BOMB by an airstrike.

See Also

- > [g_dmgAirRadius](#)
- > [g_minAirstrikeTime](#)



Name

`g_dmgAirRadius` [integer]

Default

`g_dmgAirRadius` "400"

Description

Blast Radius PER BOMB of an airstrike.

See Also

- > `g_dmgAir`
- > `g_minAirstrikeTime`



Name

g_dmgArty [integer]

Default

g_dmgArty "400"

Description

Amount of damage done PER BOMB by artillery fire.

NOTE:

If this value is non-zero, the spotting round will follow normal ET behavior (can do damage, but to a VERY small radius, making damage unlikely).

See Also

- > [g_dmgArtyRadius](#)
- > [g_minArtyTime](#)



Name

g_dmgArtyRadius [integer]

Default

g_dmgArtyRadius "400"

Description

Blast Radius PER BOMB by Artillery fire.

NOTE:

If this value is non-zero, the spotting round will follow normal ET behavior (can do damage, but to a VERY small radius, making damage unlikely).

See Also

- > [g_dmgArty](#)
- > [g_minArtyTime](#)



Name

g_dmgATmine [integer]

Default

g_dmgATmine "750"

Description

Amount of damage done by anti tank mine.

NOTE:

Using 750 you need 2 anti-tank mines to blow a vehicle.

See Also

- > [g_dmgATmineRadius](#)
- > [weap_maxATmines](#)



Name

g_dmgATmineRadius [integer]

Default

g_dmgATmineRadius "150"

Description

Blast radius of anti-tank mine.

See Also

- > [g_dmgATmine](#)
- > [weap_maxATmines](#)



Name

g_dmgClaymore [integer]

Default

g_dmgClaymore "250"

Description

Amount of damage done by a claymore landmine.

See Also

- > [g_dmgClaymoreRadius](#)
- > [weap_maxClaymores](#)



Name

g_dmgClaymoreRadius [integer]

Default

g_dmgClaymoreRadius "250"

Description

Blast radius of a claymore landmine.

See Also

- > [g_dmgClaymore](#)
- > [weap_maxClaymores](#)



Name

g_dmgDynamite [integer]

Default

g_dmgDynamite "400"

Description

Amount of damage done by dynamite.

See Also

- > [g_dmgDynamiteRadius](#)
- > [g_dynamite](#)



Name

g_dmgDynamiteRadius [integer]

Default

g_dmgDynamiteRadius "400"

Description

Blast radius of dynamite.

See Also

- > [g_dmgDynamite](#)
- > [g_dynamite](#)



Name

g_dmgFlamer [integer]

Default

g_dmgFlamer "5"

Description

Amount of damage done, per tick, by a flamethrower.

Also controls the frame damage done to a player who has been set on fire by a flamethrower and is still burning.

See Also

...



Name

g_dmgGLauncher [integer]

Default

g_dmgGLauncher "250"

Description

Amount of damage done by an engineer's grenade-launcher grenades.

See Also

> [g_dmgGLauncherRadius](#)



Name

`g_dmgGLauncherRadius` [integer]

Default

`g_dmgGLauncherRadius` "250"

Description

Blast radius of an engineer's grenade-launcher grenades.

See Also

> [g_dmgGLauncher](#)



Name

`g_dmgGrenade` [integer]

Default

`g_dmgGrenade` "250"

Description

Amount of damage done by a grenade.

See Also

> [g_dmgGrenadeRadius](#)



Name

g_dmgGrenadeRadius [integer]

Default

g_dmgGrenadeRadius "250"

Description

Blast radius of a grenade.

See Also

> [g_dmgGrenade](#)



Name

g_dmgHeadShotMin [Integer]

Default

g_dmgHeadShotMin "50"

Description

This represents the minimum damage done by a headshot regardless of the weapon used to make the shot. Headshots that would do damage below this value will be adjusted upward to equal g_dmgHeadshotMin. Headshots from a weapon with damage at or above this value will do a multiple of their damage, as specified by [g_dmgHeadShotRatio](#).

NOTE:

The actual damage may undergo additional modification due to range and other conditions.

See Also

...



Name

g_dmgHeadShotRatio [float]

Default

g_dmgHeadShotRatio "2.0"

Description

This specifies the multiplier used for headshots that do damage ABOVE [g_dmgHeadShotMin](#).

See Also

...



Name

g_dmgInfRifle [integer]

Default

g_dmgInfRifle "34"

Description

Amount of damage done by unscoped rifles (K43, Carbine, M21, Dragunov).

See Also

> [g_dmgSniper](#)



Name

g_dmgKamikaze [integer]

Default

g_dmgKamikaze "350"

Description

Amount of damage done by kamikaze.

See Also

- > [g_coverts](#)
- > [g_dmgKamikazeRadius](#)
- > [g_kamikaze](#)



Name

g_dmgKamikazeRadius [integer]

Default

g_dmgKamikazeRadius "350"

Description

Blast radius of kamikaze.

See Also

- > [g_coverts](#)
- > [g_dmgKamikaze](#)
- > [g_kamikaze](#)



Name

`g_dmgKnife` [integer]

Default

`g_dmgKnife "10"`

Description

Amount of damage done by the knife.

See Also

> [g_dmgKnifeThrow](#)



Name

g_dmgKnifeThrow [integer]

Default

g_dmgKnifeThrow "35"

Description

Maximum amount of damage a thrown knife will cause to enemy.
Actual amount of damage is random.

See Also

- > g_dmgKnife
- > g_maxKnives
- > g_throwableKnives
- > g_throwKnifeWait

Name

g_dmgM60 [integer]

Default

g_dmgM60 "18"

Description

Amount of damage done by the M60.

See Also

> [g_m60](#)



Name

g_dmgM79 [integer]

Default

g_dmgM79 "250"

Description

Amount of damage done by M79 thumper.

See Also

> [g_dmgM79Radius](#)



Name

g_dmgM79Radius [integer]

Default

g_dmgM79Radius "250"

Description

Blast radius of M79 thumper.

See Also

> [g_dmgM79](#)



Name

g_dmgMac10 [integer]

Default

g_dmgMac10 "18"

Description

Amount of damage done by mac-10.

See Also

...



Name

g_dmgMG [integer]

Default

g_dmgMG "20"

Description

Amount of damage done by an emplaced MG.

See Also

...



Name

g_dmgMortar [integer]

Default

g_dmgMortar "400"

Description

Amount of damage done by a mortar round.

See Also

> [g_dmgMortarRadius](#)



Name

`g_dmgMortarRadius` [integer]

Default

`g_dmgMortarRadius` "400"

Description

Blast radius of a mortar round.

See Also

> [g_dmgMortar](#)



Name

g_dmgNapalm [integer]

Default

g_dmgNapalm "30"

Description

Amount of damage done by the napalm single bomb explosion.

NOTE:

doesn't affect "*burning*" damage.

See Also

- > [g_dmgNapalmHPmin](#)
- > [g_dmgNapalmRadius](#)
- > [g_minNapalmTime](#)
- > [g_napalm](#)



Name

`g_dmgNapalmHPmin` [integer]

Default

`g_dmgNapalmHPmin` "30"

Description

Reaching this HP amount, the napalm victim will stop burning.

Example:

The victim has 100 HP while running into some napalm raid.

> *victim HP = (100 HP)*

If he is directly hit by a napalm bomb the victim will initially take `g_dmgNapalm` damage,

> *victim HP = (victim HP - `g_dmgNapalm` HP)*

than, if the victim took the bomb hit or if he was simply moving near explosion (`g_dmgNapalmRadius`), he will start burning, losing 5 HP each frame,

> *victim HP = (victim HP - 5 HP)*

until his HP value will be equal to `g_dmgNapalmHPmin`.

> *victim HP = (`g_dmgNapalmHPmin` HP)*

See Also

> `g_minNapalmTime`

> `g_napalm`

Name

g_dmgNapalmRadius [integer]

Default

g_dmgNapalmRadius "450"

Description

Blast radius of napalm.

See Also

- > [g_dmgNapalm](#)
- > [g_dmgNapalmHPmin](#)
- > [g_minNapalmTime](#)
- > [g_napalm](#)



Name

g_dmgPistol [integer]

Default

g_dmgPistol "18"

Description

Amount of damage done by Colt and Tokarev.

See Also

...



Name

g_dmgRevolver [integer]

Default

g_dmgRevolver "50"

Description

Amount of damage done by the revolver.

See Also

...



Name

g_dmgRocket [integer]

Default

g_dmgRocket "400"

Description

Amount of damage done by a LAW or RPG rocket.

See Also

> [g_dmgRocketRadius](#)



Name

g_dmgRocketRadius [integer]

Default

g_dmgRocketRadius "300"

Description

Blast radius of a LAW or RPG rocket.

See Also

> [g_dmgRocket](#)



Name

g_dmgSatchel [integer]

Default

g_dmgSatchel "250"

Description

Amount of damage done by a satchel.

See Also

> [g_dmgSatchelRadius](#)



Name

g_dmgSatchelRadius [integer]

Default

g_dmgSatchelRadius "250"

Description

Blast radius of a satchel.

See Also

> [g_dmgSatchel](#)



Name

g_dmgShotgun [integer]

Default

g_dmgShotgun "18"

Description

Amount of damage done by the shotgun.

See Also

> [g_shotgun](#)



Name

g_dmgSMG [integer]

Default

g_dmgSMG "18"

Description

Amount of damage done by the SMG (AK-47, M16).

See Also

...



Name

g_dmgSMGalt [integer]

Default

g_dmgSMGalt "15"

Description

Amount of damage done by the alternative SMG (M3A1, RPD).

See Also

...



Name

g_dmgSMGsniper [integer]

Default

g_dmgSMGsniper "18"

Description

Amount of damage done by the sniper SMG (Scoped AK-47, Scoped M16).

See Also

> [g_dmgSMGsniperScope](#)



Name

g_dmgSMGsniperScope [integer]

Default

g_dmgSMGsniperScope "30"

Description

Amount of damage done by the sniper SMG (Scoped AK-47, Scoped M16) while sniping with scope.

See Also

> [g_dmgSMGsniper](#)



Name

g_dmgSmokeScreen [integer]

Default

g_dmgSmokeScreen "10"

Description

Amount of damage done by CovertOps smoke screen.

NOTE:

Only works if **g_coverts** flag 512 is set.

See Also

...



Name

g_dmgSniper [integer]

Default

g_dmgSniper "50"

Description

Amount of damage done by a M21 or Dragunov while sniping with scope.

See Also

> [g_dmgInfRifle](#)



Name

g_dmgSten [integer]

Default

g_dmgSten "14"

Description

Amount of damage done by sten.

See Also

...



Name

g_dmgTripmine [integer]

Default

g_dmgTripmine "400"

Description

Amount of damage done by tripmine.

See Also

- > g_dmgTripmineRadius
- > weap_maxTripmines



Name

g_dmgTripmineRadius [integer]

Default

g_dmgTripmineRadius "400"

Description

Blast radius of tripmine.

See Also

- > [g_dmgTripmine](#)
- > [weap_maxTripmines](#)



Name

g_doubleJumpHeight [float]

Default

g_doubleJumpHeight "1.4"

Description

Adjusts the height of the second jump in a double jump.

This value is a multiplier to the default jump velocity.

The greater g_doubleJumpHeight is, the greater the height of the second jump.

This setting has no effect if double jump is disabled in [g_misc](#).

See Also

...



Name

g_dragCorpse [0|1]

Default

g_dragCorpse "1"

Description

Allows players do drag wounded players with the "use" key when moving backward slowly. Works best when crouching or prone.

Set this to "0" to disable it.

See Also

...



Name

g_dropAmmo [integer]

Default

g_dropAmmo "0"

Description

If set to a positive integer, FieldOps will drop [integer] number of ammo packs when they are gibbed.
If set to -1, FieldOps will drop the max ammo packs that they could have dropped at the moment of their death.

Set this to "0" to disable it.

See Also

- > [g_dropHealth](#)
- > [g_tossDistance](#)



Name

g_dropHealth [integer]

Default

g_dropHealth "0"

Description

If set to a positive integer, Medics will drop [integer] number of health packs when they are gibbed.

If set to -1, Medics will drop the max health packs that they could have dropped at the moment of their death.

Set this to "0" to disable it.

See Also

- > [g_dropAmmo](#)
- > [g_tossDistance](#)



Name

g_dropMsg [string]

Default

g_dropMsg ""

Description

Message to add to the drop screen when a client is kicked or banned.

See Also

...



Name

g_dropObj [integer]

Default

g_dropObj "0"

Description

Sets the number of times a player can drop/toss the objective (e.g. parts on radar) per life.

Before enabling this recall how spammy the voiceovers can be.

Then picture a player tossing the parts to himself over and over again.

For this reason you probably don't want to set this very high.

Players must switch to knife in order to drop the objective and hit the "use" key.

Set this to "0" to disable it.

See Also

...



Name

g_dynamite [bitmask]

Default

g_dynamite "0"

Description

Dynamite Behaviour
Available options are:

- 1 Sudden Death Dynamites enabled.
If there is 30 seconds or less on the clock and dynamite is planted on an objective, the clock will continue to run past zero.
The match will not end until the dynamite either explodes, or is disarmed.
You are not allowed to plant additional dynamite during sudden death.
- 2 Dynamite chaining enabled.
Dynamite will cause other similar dynamites to explode when exploding (only if within blast radius).
Dynamites not planted on an objective will blow any other dynamite not on an objective.
Dynamite planted on an objective will only blow dynamite on the same objective.
- 4 Adds a dynamite symbol with the location and the time remaining to all the players on the team of the player who plants the dynamite.
This will only happen when dynamite is placed on an objective.
The players in the other team will see the dynamite symbol too, but they won't see the time remaining.
- 8 Dynamite cannot be disarmed by your team (including yourself), so only the other team can defuse it
- 16 Enable dynamite ID.
You can see the owner of a dynamite when you point at it.

Set this to "0" to disable it.

See Also

- > [g_dmgDynamite](#)
- > [g_dmgDynamiteRadius](#)

Name

g_effects [bitmask]

Default

g_effects "15"

Description

Used to enable battlefield effects.

The following flags are supported:

- 1 Dropped flamethrowers explode if shot.
- 2 Grenades can shellshock players when they apply more than 75 HP damage..
- 4 Enable artillery shell model.
- 8 Enable debris from shot surface.

Set this to "0" to disable it.

See Also

...

Name

g_etnamFlags [bitmask]

Default

g_etnamFlags "3"

Description

The following flags are supported:

- 1 Enable enemy respawn timer for clients.
- 2 Allow players to choose between "first" and "second" team squad.
- 4 Commanded by admin command !mario.

NOTE:

Don't use/set this flag manually.

It's automatically enabled/disabled using the admin command command !mario.

Set this to "0" to disable it.

See Also

...

Name

g_ettvFlags [integer]

Default

g_ettvFlags "3"

Description

This is a bitflag cvar that supports the following values:

- 1 Prevent ettv slaves from being callvote kicked.
- 2 Grant shoutcaster status to ettv slaves.

See Also

...



Name

g_fastres [0|1]

Default

g_fastres "0"

Description

Enables fast player revives.

With this enabled, a player will jump up instantly after a revive, will not have a time lock (i.e. can move immediately), and have a lower invulnerability grace period.

Set this to "0" to disable it.

See Also

...



Name

g_fear [integer]

Default

g_fear "2000"

Description

If a player uses the /kill command within g_fear milliseconds after taking damage from an enemy, the attacker that last damaged that player will receive full credit for the kill, the method of death will be recorded as MOD_FEAR.

Other restrictions are that the attacker must be on the opposite team and the attacker must still be alive.

Applied also to players that try to switch teams within g_fear milliseconds.

The player will remain in the same team and the usual g_fear behavior applies.

In-game statistics will reflect that the death was caused by the weapon that did the last damage to the player.

Set this to "0" to disable it.

See Also

> [g_slashKill](#)

Name

g_fightSound [string]

Default

g_fightSound ""

Description

The sound that will play at the end of warmup or when the match is unpaused.

Example:

```
> set g_fightSound "sound/etnam/fight.wav"
```

Set this to "" to disable it.

See Also

...



Name

g_firstBloodMsg [string]

Default

g_firstBloodMsg "^7[a] ^7drew ^1FIRST BLOOD ^7from [v]"

Description

Displays the first kill of the round.

[a] will be replaced by the name of the attacker.

[v] will be replaced by the name of the victim.

Set this to "" to disable it.

See Also

> [g_firstBloodMsgPos](#)

> [g_firstBloodSound](#)



Name

`g_firstBloodMsgPos [0|1|2]`

Default

`g_firstBloodMsgPos "2"`

Description

Location where the first blood message should be displayed.

This can be:

- 0 Chat area.
- 1 Center area.
- 2 Popup area

See Also

- > [g_firstBloodMsg](#)
- > [g_firstBloodSound](#)

Name

`g_firstBloodSound` [string]

Default

`g_firstBloodSound ""`

Description

The sound that will be played when the first kill of the map is made.

Example:

```
> set g_firstBloodSound "sound/etnam/firstblood.wav"
```

Set this to "" to disable it.

See Also

- > `g_firstBloodMsg`
- > `g_firstBloodMsgPos`



Name

g_fixedphysics [0|1]

Default

g_fixedphysics "1"

Description

Creates a smoother movement when enabled.

Set this to "0" to disable it.

See Also

> [g_fixedphysicsfps](#)



Name

`g_fixedphysicsfps` [integer]

Default

`g_fixedphysicsfps` "125"

Description

Makes the fixedphysics act like all the clients have the same framerate, so that players with "magic" quake engine framerates don't have an unfair advantage.

NOTE:

This doesn't actually change the framerate of clients, so clients can keep their own framerate.

This CVAR must be between "60" and "333".

See Also

> [g_fixedphysics](#)

Name

g_forceLimboHealth [0|1]

Default

g_forceLimboHealth "1"

Description

This can be:

- 0 Need about 3 shots to gib a wounded player.
- 1 Need about 5 shots to gib a wounded player.

See Also

...



Name

g_floodprotect [0|1]

Default

g_floodprotect "1"

Description

Enable/disable flood protect.

Flooding means that a client is sending too many messages to the server (vsays, callvotes, etc...).

Enabling g_floodprotect disables the engine's sv_floodprotect functionality.

NOTE:

If you enable g_floodprotect, make sure you set a value for [g_floodthreshold](#).

Set this to "0" to disable it.

See Also

> [g_floodWait](#)

Name

`g_floodthreshold` [integer]

Default

`g_floodthreshold "4"`

Description

The number of messages per second before ignoring the client's messages.
Only in effect when `g_floodprotect` is turned on.

See Also

> `g_floodWait`



Name

`g_floodWait` [integer]

Default

`g_floodWait "1000"`

Description

The minimum number of milliseconds between two messages when `g_floodprotect` is enabled. This is a hard limit so admins aren't allowed to override it. 1000 milliseconds copies `sv_floodprotect` behaviour.

NOTE:

This CVAR should not have a value below 500 in order to keep a public server playable.

See Also

> `g_floodthreshold`



Name

g_flushItems [0|1]

Default

g_flushItems "1"

Description

Evens the dropped items out with the surface.

Set this to "0" to disable it.

See Also

...



Name

g_friendlyFire [0|1]

Default

g_friendlyFire "1"

Description

Enables friendly fire damage.

Set this to "0" to disable it.

See Also

- > [g_friendlyFireOpts](#)
- > [g_friendlyFireReflect](#)
- > [g_friendlyFireReflectWeaps](#)



Name

`g_friendlyFireOpts` [bitmask]

Default

`g_friendlyFireOpts` "0"

Description

Allows greater control over friendly fire events.

Available options are:

- 1 Mines ALWAYS damage teammates regardless of `g_friendlyFire` setting.
- 2 Allow '*grenade boosting*' when friendly fire is off.
- 4 Non-engineer players do not trigger mines on their own team.
Engineer player will trigger mines walking over it while holding the plier.

Set this to "0" to disable it.

See Also

- > [g_friendlyFireReflect](#)
- > [g_friendlyFireReflectWeaps](#)

Name

`g_friendlyFireReflect` [float]

Default

`g_friendlyFireReflect "0.0"`

Description

A multiplier value that determines how much friendly-fire damage. If any, is reflected back to the player that caused the damage. This setting is independent of `g_friendlyFire`, so damage can be set to reflect on both FF and non-FF servers.

Example:

A value of "1.0" would reflect full damage.
A value of "0.5" would reflect half damage.

Set this to "0.0" to disable it.

See Also

- > [g_friendlyFireOpts](#)
- > [g_friendlyFireReflectWeaps](#)

Name

`g_friendlyFireReflectWeaps` [bitmask]

Default

`g_friendlyFireReflectWeaps "31"`

Description

Selects which category of weapon will reflect when `g_friendlyFireReflect` is non-zero.
Available options are:

- 1 Enable reflected damage for Firearms (all types of guns).
- 2 Enable reflected damage for Grenades and Grenade Launchers.
- 4 Enable reflected damage for Knives (includes Thrown Knives).
- 8 Enable reflected damage for Rocket Launchers.
- 16 Enable reflected damage for Flamethrowers.
- 32 Enable reflected damage for Mortars.
- 64 Enable reflected damage for Satchel Charges.
- 128 Enable reflected damage for Artillery and Air Strikes.
- 256 Enable reflected damage for Dynamite and Construction Damage.
- 512 Enable reflected damage for Mines.

NOTE:

Setting this to "0" will override `g_friendlyFireReflect`, effectively disabling reflecting damage.

See Also

- > `g_friendlyFire`
- > `g_friendlyFireOpts`

Name

g_furyDuration [integer]

Default

g_furyDuration "20"

Description

Set the time duration (in seconds) for player fury.

Set this to "0" to disable it.

See Also

> [g_furyKills](#)



Name

`g_furyKills` [integer]

Default

`g_furyKills` "5"

Description

Set the amount of kills needed to activate player fury.

NOTE:

Kills counter reset each time the player die.

See Also

> [g_furyDuration](#)



Name

g_goomba [integer]

Default

g_goomba "0"

Description

If set to a positive integer, players can damage each other by landing on each other. The integer is multiplier that determines how much damage should be done to the player that was fallen on. the falling player will only receive 20% of the damage they would have normally. It is also possible to do small amounts of damage (5 HP) to other players by hopping up and down on them. Falling damage can be either 500, 50, 25, 15, or 10 depending on the length of the fall.

Example:

If you set g_goomba to 5 and land on a player from a fall that would have damaged you 10 HP, you will inflict 50 HP of damage on the player you land on, and you will only receive 2 HP of damage.

Set this to "0" to disable it.

See Also

> [g_goombaFlags](#)

Name

g_goombaFlags [integer]

Default

g_goombaFlags "0"

Description

This is a bitflag cvar that controls the way **g_goomba** is handled. Currently the following flags are supported:

- 1 Cannot do goomba damage to teammates.
- 2 Short falls (hopping) on another player does no damage.
- 4 Short falls (hopping) does no damage to teammates (not necessary if 1 or 2 flag is set).
- 8 Falling player receives no damage when landing on any other player (default is to receive 20% of the damage the fall would have given if not landing on a player).
- 16 Insta-gib goomba.
All goomba damage will be 500HP regardless of fall distance.
The exception is hopping on another player which still does 5HP of damage.
- 32 Falling corpses won't cause damage.

NOTE:

Set this to "31" to have goomba work like shrubet.

Set this to "0" to disable it.

See Also

...

Name

g_greetingPos [0|1|2]

Default

g_greetingPos "0"

Description

Location where the admin greetings are displayed:

- 0 Chat area.
- 1 Center of screen.
- 2 Left notification area.

See Also

...



Name

g_headshot [bitmask]

Default

g_headshot "0"

Description

This is a bitflag that supports the following values:

- 1 Headshots only.
- 2 Instagib damage, controlled by [g_instantGibDamage](#).

Set this to "0" to disable it.

See Also

...



Name

g_healthSpeedStart [percent]
g_healthSpeedBottom [percent]

Default

g_healthSpeedStart "0"
g_healthSpeedBottom "50"

Description

Make people walk/run slower when they are damaged.

g_healthSpeedStart is the percentage of the maxhealth of a player when the slowdowns starts.

The slowdown is linear and holds until reaching 0 HP.

g_healthSpeedBottom is the minimum percentage of g_speed that every player will have.

Example:

```
> set g_speed "320"  
> set g_healthSpeedStart "64"  
> set g_healthSpeedBottom "50"
```

A player with a maxhealth of 100 HP will have a speed of 320 until he reaches 64 HP.

From that moment his health will be decreasing linear if he gets hurt.

This linear decrement will continue until he reaches 1 HP.

At that moment his speed will be 50% of g_speed (so 160).

At the moment he has 32 HP, his speed will be 75% of g_speed (so 240).

A speed decrement is not permanent:

when he gets healed his speed will increase linear or even be 320 again when he has 64 HP or more.

NOTE:

Setting this cvars higher than "100" or below "0" will not work.

Also g_healthSpeedBottom should not be set to low to keep the game fair.

Also g_healthSpeedStart should not be set above "80",
since players with level 3 Battle Sense and medics would be slowed down at start.

Set g_healthSpeedStart to "0" to disable it.

See Also

...

Name

g_hitboxes [integer]

Default

g_hitboxes "31"

Description

This is a bitflag cvar that currently supports the following flags:

- 1 Lower the standing player's body hitbox to the shoulders.
- 2 Lower the crouching player's body hitbox to the shoulders.
- 4 Lower the wounded player's body hitbox to a reasonable height.
- 8 Lower the prone player's body hitbox to a reasonable height.
- 16 Lower the playdead player's body hitbox to a reasonable height.

NOTE:

Set it to "0" to use the original hitboxes from ET.

See Also

> [g_realHead](#)

Name

g_HWminPlayers [integer]

Default

g_HWminPlayers "10"

Description

Set the minimum number of players needed to unlock heavy weapons selection.

Set this to "0" to disable it.

See Also

> [g_HWrestriction](#)



Name

g_HWrestriction [percent]

Default

g_HWrestriction "100"

Description

Limit of heavy weapons that can be used at once per team.

Based on the number of players on the team.

For each type of heavy weapon,

a team can have only the specified percentage of the team's total players using that weapon.

Set this to "0" to disable it.

See Also

> [g_HWminPlayers](#)



Name

g_inactivityOptions [integer]

Default

g_inactivityOptions "3"

Description

This is a bitflag cvar that supports the following values:

- 1 Don't drop shoutcasters.
- 2 Don't drop spectators when in following mode.
- 4 ET inactivity behavior (don't wait for a full server).
- 8 **Admin** flag '0', admins will be moved to spectators due to team inactivity.

See Also

- > [g_inactivityPlayer](#)
- > [g_inactivitySpectator](#)

Name

g_inactivityPlayer [integer]

Default

g_inactivityPlayer "0"

Description

The number of seconds of player inactivity before the player is made a spectator.

The player must be on a non-spectator team for this to happen, otherwise:

If the player was already a spectator when the inactivity limit hits, then:

If the server is full (no more public slots left) then the player is kicked (check [Admin](#) extra flag 0);

If the server is not full, then the player is allowed to remain as spectator until the server becomes full.

Set this to "0" to disable it.

See Also

- > [g_inactivityOptions](#)
- > [g_inactivitySpectator](#)

Name

g_inactivitySpectator [integer]

Default

g_inactivitySpectator "0"

Description

Time in seconds before kick inactive spectators when the server is full (check [Admin](#) extra flag 0).

Set this to "0" to disable it.

See Also

- > [g_inactivityOptions](#)
- > [g_inactivityPlayer](#)



Name

g_instantGibDamage [integer]

Default

g_instantGibDamage "400"

Description

Damage used for instant gib mode.

Set this to "160" so that a player can still be revived after being shot.

See Also

> [g_headshot](#)



Name

g_instantKill [bitmask]

Default

g_instantKill "63"

Description

Used to select wich weapon type will cause an instant kill.

After an instant kill players are put directly into limbo.

This is a bitflag that supports the following values:

- 1 Flamethrower, Napalm.
- 2 Smoke screen.
- 4 Grenades.
- 8 Mines.
- 16 Knife.
- 32 Revolver.

Set this to "0" to disable it.

See Also

...

Name

g_intermissionReadyPercent [percent]

Default

g_intermissionReadyPercent "100"

Description

The percent of connected players who need to hit the "READY" button to move on to the next map, without waiting [g_intermissionTime](#) to run out.

See Also

> [g_mapVoteFlags](#)



Name

`g_intermissionTime` [integer]

Default

`g_intermissionTime` "60"

Description

Set the length of time the end of game screens displays before loading the next map.

See Also

> [g_intermissionReadyPercent](#)



Name

g_kamikaze [0|1]

Default

g_kamikaze "1"

Description

Level 5 CovertOps will be able to suicide as kamikaze.

Set this to "0" to disable it.

See Also

- > [g_coverts](#)
- > [g_dmgKamikaze](#)
- > [g_dmgKamikazeRadius](#)



Name

g_killRating [bitmask]

Default

g_killRating "3"

Description

When not set to "0" the game will track player killing ability using an ELO type statistic similar to chess.

Each kill will increase a player's kill rating based on how hard the kill was.

Killing unskilled players will result in very few points.

Killing a skilled player will result in more points.

Kill rating also takes into account the weapon used (less for arty, more for knife).

Here are the bitflag options used for **KillRating**:

- 1 Use kill rating.
A dummy flag since any non-zero value for g_killRating will enable it.
- 2 Make kill rating visible.
Players can use /killrating, at the end of map a message will display the top killers.
- 4 Log files will include the GUIDs of the players involved in kills.
This makes kill tracking a lot easier.

Set this to "0" to disable it.

See Also

- > [g_ATB_rating](#)
- > [g_shuffle_rating](#)

Name

g_knifeKillSound [string]

Default

g_knifeKillSound ""

Description

If a client was killed with a knife, all players close to the killed player will hear this sound. Kills on teammates will be ignored and so this sound won't be played.

Example:

```
> set g_knifeKillSound "sound/etnam/death/stabbed.wav"
```

Set this to "" to disable it.

See Also

...



Name

g_knockback [integer]

Default

g_knockback "1000"

Description

Sets the primary scalar value used to calculate how far a player is knocked back when receiving damage.

Set this to "0" to disable it.

See Also

...



Name

g_lastBloodMsg [string]

Default

g_lastBloodMsg "^8And the final kill of this round goes to [a]^8!"

Description

Displays the last kill of the round in intermission.
[a] will be replaced by the name of the attacker.

Set this to "" to disable it.

See Also

...



Name

`g_logAdmin [filename]`

Default

`g_logAdmin ""`

Description

The name of the file that all admin commands will be logged to.

Example:

```
> set g_logAdmin "log_admin.log"
```

Set this to "" to disable it.

See Also

- > [g_adminFile](#)
- > [g_logOptions](#)
- > [g_logServer](#)
- > [g_logSync](#)

Name

g_logOptions [integer]

Default

g_logOptions "0"

Description

The implemented flags are:

- 1 Use server-side obituaries displayed in chat instead of cpm.
Will increase bandwidth usage.
This will not have any effect unless **g_obituary** is set to "3".
- 4 Disable display of tap-out confirmation box.
- 8 Display connection attempts by banned players.
- 16 Display gib reports ("<victim> was gibbed by <attacker>").
- 32 Omit "item" lines from log file.
- 128 GUID's are logged in the game log.
- 256 Log all private messages (/m commands) unless **g_privateMessages** is enabled.
This setting won't have any effect unless **g_tyranny** is enabled.
- 512 Logs the real time into logs, instead of the normal uptime of the server.
- 2048 Print TK death message like a normal kill message, giving killing weapon.
Except it is preceeded by a red TEAMKILL: identifier.
Only works if **g_obituary** is set to "3".

Set this to "0" to disable it.

See Also

- > **g_logAdmin**
- > **g_logServer**
- > **g_logSync**

Name

`g_logServer [filename]`

Default

`g_logServer ""`

Description

Sets the game log output file.

Example:

```
> set g_logServer "log_server.log"
```

Set this to "" to disable it.

See Also

- > [g_logAdmin](#)
- > [g_logOptions](#)
- > [g_logSync](#)

Name

g_logSync [0|1]

Default

g_logSync "0"

Description

Enables or disables log file synchronization (flushing) after each buffered write.

NOTE:

This setting only applies to [g_logServer](#) when enabled.

Set this to "0" to disable it.

See Also

- > [g_logAdmin](#)
- > [g_logOptions](#)

Name

g_m60 [bitmask]

Default

g_m60 "1"

Description

This is a bitflag cvar that currently supports the following flags:

- 1 M60's can make headshots.
- 2 M60's can reload when clip is not empty.

Set this to "0" to disable it.

See Also

> [g_dmgM60](#)



Name

`g_mapConfigs` [string]

Default

`g_mapConfigs ""`

Description

When a new map starts, load the map specific config file named [mapname].cfg in the folder [string]. If there isn't a [mapname].cfg, the game will look for "default.cfg"

Example:

```
> set g_mapConfigs "mapconfigs"
```

When the map Fueldump starts, the server will try to exec 'mapconfigs/fueldump.cfg'.

When in `g_gametype 6` mode (Map Voting) and `g_mapVoteResetXP` is set, an additional file named "vote_X.cfg" is also exec'ed.

"X" indicates the position of the next map in the campaign.

Example:

"vote_2.cfg" will exec'ed such that when map 1 ends, any cvars in "vote_2.cfg" will affect map voting for map 2.

Set this to "." to look for the cfg file in the current directory (fs_home_path).

Set this to "" to disable it.

See Also

...

Name

`g_mapScriptDirectory` [string]

Default

`g_mapScriptDirectory ""`

Description

Set it to the name of a directory in your "fs_path" that contains custom map scripts.

Example:

You can copy the 'etpromascripts' directory from ETPro distribution to your 'etnam' directory and add:
> `set g_mapScriptDirectory "etpromascripts"`

Set this to "" to disable it.

See Also

...

Name

g_mapVoteExclude [string]

Default

g_mapVoteExclude ""

Description

Used to exclude map that would otherwise be listed in the map voting list.

The format is:

> ":map1:map2:map3:"

Where mapX is the .bsp name.

Note that each mapname must be fully surrounded by ":" otherwise the map will not be excluded.

NOTE:

Only valid when g_gametype is 6 (see [Map Voting](#)).

See Also

- > [g_mapVoteFlags](#)
- > [g_mapVoteMapAge](#)
- > [g_mapVoteMaxMaps](#)
- > [g_mapVoteResetXP](#)

Name

g_mapVoteFlags [bitmask]

Default

g_mapVoteFlags "0"

Description

Ways to change how map voting works.

Only valid when g_gametype is 6 (see [Map Voting](#)).

Available options are:

- 1 Changes the tie breaker so that the map not played in the longest wins.
- 2 Intermission doesn't end until [g_intermissionReadyPercent](#) people have voted.
If there are no players connected to the server, intermission will end at the timeout.

NOTE:

This means that if there are spectators connected and not voting, the next map will not load until those spectators either vote, disconnect, or get kicked by the system.

- 4 Multi vote.
Allows everybody to vote for 3 maps instead of one.
First choice map gets 3 votes, second choice gets 2, third choice gets 1.
- 8 Don't randomize the maps, so they will always appear in the same order.
- 16 A passed nextmap vote (when g_gametype is 6) will start the intermission.
Players must vote which map should be played next.

NOTE:

This makes one of the two teams be displayed as winner.

Set this to "0" to disable it.

See Also

- > [g_mapVoteExclude](#)
- > [g_mapVoteMapAge](#)
- > [g_mapVoteMaxMaps](#)
- > [g_mapVoteResetXP](#)

Name

g_mapVoteMapAge [integer]

Default

g_mapVoteMapAge "3"

Description

How long a map is ineligible for voting, after it is played.

NOTE:

Only valid when g_gametype is 6 (see [Map Voting](#)).

See Also

- > [g_mapVoteExclude](#)
- > [g_mapVoteFlags](#)
- > [g_mapVoteMaxMaps](#)
- > [g_mapVoteResetXP](#)

Name

g_mapVoteMaxMaps [integer]

Default

g_mapVoteMaxMaps "6"

Description

How many maps are presented to users for voting upon during intermission.

NOTE:

Only valid when g_gametype is 6 (see [Map Voting](#)).

See Also

- > [g_mapVoteExclude](#)
- > [g_mapVoteFlags](#)
- > [g_mapVoteMapAge](#)
- > [g_mapVoteResetXP](#)

Name

g_mapVoteResetXP [integer]

Default

g_mapVoteResetXP "0"

Description

How many maps occur before XP is reset.

If [g_XPSave](#) flag 4 is set, g_mapVoteResetXP is ignored.

If g_mapVoteResetXP is set to "0", it is the same as setting [g_XPSave](#) flag 4.

NOTE:

Only valid when g_gametype is 6 (see [Map Voting](#)).

Set this to "0" to disable it.

See Also

- > [g_mapConfigs](#)
- > [g_mapVoteExclude](#)
- > [g_mapVoteFlags](#)
- > [g_mapVoteMapAge](#)
- > [g_mapVoteMaxMaps](#)

Name

g_maxConnsPerIP [integer]

Default

g_maxConnsPerIP "4"

Description

Maximum number of connections allowed from one particular IP.
This prevents the fake clients Denial of Service attack.

See Also

...



Name

g_maxKnives [integer]

Default

g_maxKnives "5"

Description

Maximum number of knives a player can pick up.

See Also

- > [g_dmgKnifeThrow](#)
- > [g_throwableKnives](#)
- > [g_throwKnifeWait](#)



Name

g_maxLives [integer]

Default

g_maxLives "0"

Description

Define the maximum number of lives for ALL players.
If disabled it allows unlimited lives.

NOTE:

This CVAR supercedes [g_maxLivesNAM](#) and [g_maxLivesUSA](#).

Set this to "0" to disable it.

See Also

...



Name

g_maxLivesNAM [integer]

Default

g_maxLivesNAM "0"

Description

Define the maximum number of lives for NAM players.
If disabled it allows unlimited lives.

NOTE:

This CVAR is superceded by [g_maxLives](#).

Set this to "0" to disable it.

See Also

> [g_maxLivesUSA](#)



Name

g_maxLivesUSA [integer]

Default

g_maxLivesUSA "0"

Description

Define the maximum number of lives for USA players.
If disabled it allows unlimited lives.

NOTE:

This CVAR is superceded by [g_maxLives](#).

Set this to "0" to disable it.

See Also

> [g_maxLivesNAM](#)



Name

g_maxNameChanges [integer]

Default

g_maxNameChanges "3"

Description

Limit the number of namechanges per player per map by setting this cvar (check [Admin](#) extra flag &). This is especially needed if you have cheaters that autochange their name every second.

Set this to "-1" to disable it.

See Also

...



Name

g_maxRocketSuicides [integer]

Default

g_maxRocketSuicides "-1"

Description

When set, a player can kill himself g_maxRocketSuicides times with a LAW or RPG. The next RocketSelfkill will result in a LAW or RPG shooting medpacks. The amount of suicides is reset every map.

Set this to "-2" to always enable.

Set this to "-1" to disable it.

See Also

...



Name

g_maxSelfkills [integer]

Default

g_maxSelfkills "-1"

Description

Amount of times a player can use /kill per map.

Set this to "-1" will result in normal behaviour (infinite selfkills).

Set this to "0" will disable /kill.

See Also

> [g_slashKill](#)



Name

g_maxWarp [integer]

Default

g_maxWarp "4"

Description

This allows you to control the amount of "warping" that players with high packet loss can do.

The [integer] is the number of server frames a player can miss before their next movement is put in check.

A server frame is 50ms on a typical server (sv_fps set to 20).

This means that if you set g_maxWarp to "5", players aren't allowed to warp from point A to point B,

if that distance takes a normal player 1/4 of a second to travel.

Setting this to "1" is a good way to drive off just about everyone from your server.

As far as I can tell, 1000ms is allowed by default in the game,

so setting this to any value higher than 39 should have no effect if sv_fps is set to 10.

See Also

- > [g_antiwarp](#)
- > [g_skipCorrection](#)

Name

g_medics [bitmask]

Default

g_medics "64"

Description

Bitmask to control various aspects of the Medic.

Currently supported flags include:

- 1 Medics can't pick up their own health packs to cure themselves of poison needle effects.
- 2 Medics can't pick up their own health packs at all.
- 4 A level 4 Medic will always be revived to full health (no matter what the level of the reviving Medic is).
- 16 Medics do not spawn with akimbo pistols, regardless of their light weapons skill.
- 32 Medics spawn with pistol only, and can't pick up SMG of either team.
- 64 Medics can use syringes to heal living teammates as an alternative to the tk/revive cycle.

Set this to "0" to disable it.

See Also

...

Name

g_medicHealthRegen [0|1|2|3|4|5|6|7|8]

Default

g_medicHealthRegen "4"

Description

The rate at which medics regenerate health (in HP per second).

This rate is divided into two parts:

the first is from 1 HP to 110-125 HP (depending on the number of medics per team),
and the second above that HP.

Possible values are:

- 0 3/2 (3 HP per second while HP < 110-125 HP, than 2 HP per second).
- 1 2/2 (2 HP per second while HP < 110-125 HP, than 2 HP per second).
- 2 2/1 (2 HP per second while HP < 110-125 HP, than 1 HP per second).
- 3 2/0 (2 HP per second while HP < 110-125 HP, than 0 HP per second).
- 4 1/1 (1 HP per second while HP < 110-125 HP, than 1 HP per second).
- 5 1/0 (1 HP per second while HP < 110-125 HP, than 0 HP per second).
- 6 0/0 (no health regeneration)
- 7 0/1 (0 HP per second while HP < 110-125 HP, than 1 HP per second).
- 8 0/2 (0 HP per second while HP < 110-125 HP, than 2 HP per second).

See Also

...

Name

g_medicSelfhealTime [integer]

Default

g_medicSelfhealTime "0"

Description

The time (in milliseconds) that a medic cannot heal himself after being hit.

Set this to "0" to disable it.

See Also

...



Name

g_minAirstrikeTime [integer]

Default

g_minAirstrikeTime "60"

Description

The time (in seconds) that must elapse between airstrikes PER TEAM.

See Also

- > [g_dmgAir](#)
- > [g_dmgAirRadius](#)



Name

g_minArtyTime [integer]

Default

g_minArtyTime "60"

Description

The time (in seconds) that must elapse between artillery strikes PER TEAM.

See Also

- > [g_dmgArty](#)
- > [g_dmgArtyRadius](#)



Name

g_minCommandWaitTime [integer]

Default

g_minCommandWaitTime "0"

Description

Time you have to wait between using 2 admin commands (in milliseconds).

Set this to "0" to disable it.

See Also

...



Name

g_minConnectLevel [integer]

Default

g_minConnectLevel "0"

Description

The minimum admin level required for players to be able to connect.

NOTE:

This only works for positive levels, any value ≤ 0 will allow everyone to connect.
Setting this CVAR bots won't be able to connect either.

Set this to "0" to disable it.

See Also

...



Name

g_minGPSTime [integer]

Default

g_minGPSTime "60"

Description

The time (in seconds) that must elapse between GPS scans PER TEAM.

See Also

> [g_coverts](#)



Name

g_minHits [integer]

Default

g_minHits "6"

Description

Min number of damaging hits required before check if player has reached [g_teamDamageRestriction](#) threshold. Flamethrower and mines hits are adjusted similar to shrub. Medics get -2 hits for every revive.

See Also

...



Name

g_minNapalmTime [integer]

Default

g_minNapalmTime "60"

Description

The time (in seconds) that must elapse between napalm raids PER TEAM.

See Also

- > [g_dmgNapalm](#)
- > [g_dmgNapalmHPmin](#)
- > [g_dmgNapalmRadius](#)
- > [g_napalm](#)



Name

g_mineid [0|1]

Default

g_mineid "1"

Description

Turns on identification of your teammates placed mines.

Set this to "0" to disable it.

See Also

...



Name

g_misc [integer]

Default

g_misc "270"

Description

This is a bitflag cvar that currently supports the following flags:

- 1 Enable double jump.
- 2 Enable dogtags master competition.
Requires [g_weapons](#) flag 64 to be set.
- 4 Enable parachute.
- 8 Enable sticky grenades.
- 16 Players can not jump if stamina is too low.
- 32 Players cannot put their heads into other solids when prone/playdead.
- 64 Disable falling damage.
- 128 Announce revives.
- 256 Considers heads, bodies, and leg boxes in collision detections.
- 512 Stock Et prone box height.
- 1024 Old crouch box height.

NOTE:

Enabling 256 and 1024 might bring back some old prone bugs, so use them at own risk.

Set this to "0" to disable it.

See Also

> [g_doubleJumpHeight](#)

Name

g_mode [bitmask]

Default

g_mode "0"

Description

This is a bitflag cvar that supports the following values:

- 1 Players will spawn instantly.
- 2 No damage on players.

Set this to "0" to disable it.

See Also

...



Name

g_moverScale [float]

Default

g_moverScale "1.0"

Description

Multiply the speed of movers (e.g. tanks) by float.

See Also

...



Name

g_multikillTime [integer]

Default

g_multikillTime "1000"

Description

The time (in milliseconds) in which two kills should be made in order to count them as multikills.
See [Spree](#) file.

See Also

- > [g_spreeFile](#)
- > [g_spreeOptions](#)



Name

g_napalm [0|1]

Default

g_napalm "1"

Description

Level 5 FieldOps will be able to use napalm canister.

Set this to "0" to disable it.

See Also

- > [g_dmgNapalm](#)
- > [g_dmgNapalmHPmin](#)
- > [g_dmgNapalmRadius](#)
- > [g_minNapalmTime](#)



Name

g_noSkillUpgrades [0|1]

Default

g_noSkillUpgrades "0"

Description

When set to 1, player skills will not upgrade.

Set this to "0" to disable it.

See Also

...



Name

g_obituary [0|1|2|3]

Default

g_obituary "1"

Description

This cvar controls how player Obituaries are handled.

Obituaries are the messages printed on HUD left side to notify all players of another player's death.

Available options are:

- 0 Obituaries are disabled.
- 1 All Obituaries will be handled by the client.
Best server performance.
- 2 Obituaries that client knows how to handle, will be handled by the client.
If someone is killed by a MOD that client doesn't know about, the Obituary is generated by the server.
- 3 All Obituaries are handled by the server.
This results in "Instant Obituaries".
This comes at the cost of increased network bandwidth and absence of the skull icon in the obituaries.

Set this to "0" to disable it.

See Also

> [g_logOptions](#)

Name

g_packDistance [integer]

Default

g_packDistance "4"

Description

Set the distance at which health packs and ammo packs are thrown.

Example:

Set this to "0" to make it just like original ET.

Set this to "4" for a middle improvement.

Set this to "8" for a long range.

See Also

...



Name

g_painAnims [0|1]

Default

g_painAnims "1"

Description

When set to 1, players have **g_painAnimsChance** % probability to play a pain animation when hurted.

Set this to "0" to disable it.

See Also

...



Name

`g_painAnimsChance` [percent]

Default

`g_painAnimsChance` "30"

Description

Percent probability to play a pain animation when hurted.

NOTE:

This works only if `g_painAnims` is set to "1".

See Also

...



Name

g_panzerwar [0|1]

Default

g_panzerwar "0"

Description

Enable panzerwar.

Set this to "0" to disable it.

See Also

- > [g_riflewar](#)
- > [g_sniperwar](#)



Name

g_partyPanzersDamageMode [0|1|2]

Default

g_partyPanzersDamageMode "2"

Description

Damage caused by the party panzers.

Available options are:

- 0 No damage.
- 1 Normal damage.
Each panzer does normal damage.
- 2 Proportional.
Each panzer does damage proportional to the number fired panzers.

Example:

If your pattern has 10 panzers, then each panzer will do 1/10 the damage that a normal panzer shot.

See Also

- > [g_partyPanzersEnabled](#)
- > [g_partyPanzersPattern](#)

Name

`g_partyPanzersEnabled [0|1]`

Default

`g_partyPanzersEnabled "0"`

Description

Enable rocket launcher party.

Set this to "0" to disable it.

See Also

- > [g_partyPanzersDamageMode](#)
- > [g_partyPanzersPattern](#)



Name

g_partyPanzersPattern [string]

Default

g_partyPanzersPattern "10001,01010,00100,01010,10001"

Description

The pattern of the drawn panzers.

This is a string of "bits" that represents where the panzers shots are aimed.

The default value of "10001,01010,00100,01010,10001",

means there are five rows of panzers fired (rows are separated by the comma (,) character),

and an X pattern is drawn as "1" represents a panzer and "0" represents a space without a panzer.

There is no limit to the number of panzers that can be shot,

although too many panzers will cause extreme lag on the server.

See Also

> [g_partyPanzersDamageMode](#)

> [g_partyPanzersEnabled](#)

Name

g_playDead [0|1]

Default

g_playDead "1"

Description

Allows players to use the 'playdead' command.

Character will act like it is dead until the playdead command is issued again (or it really die).

Set this to "0" to disable it.

See Also

...



Name

g_playerRating [bitmask]

Default

g_playerRating "3"

Description

When not set to "0" the game will track player win ability using an ELO type statistic similar to chess. Each win will increase a player's rating based on how hard the opposing team was.

Skilled teams defeating less skilled teams will result in very few points.

A relatively low-rated team defeating a good team will result in more points.

Player rating also takes into account the number of players on each team,

(less points when a very large defeats a small one),

and which side tends to win more often on the current map (e.g. USA tends to win tc_base).

Here are the bitflag options used for **PlayerRating**:

- 1 Use player rating. A dummy flag since any non-zero value for g_playerRating will enable it.
- 2 Make player rating visible.
Players can use /playerrating and at the end of each map a message will display the top player.
- 4 Put player rating on the scoreboard instead of the XP.
- 8 Print out extra info at the end of a round that can be used to further refine the playerrating model.
- 16 The same as flag 8 except a lot more info is output.
- 32 Track player rating changes on a per-skill basis.

Set this to "0" to disable it.

See Also

- > [g_ATB_rating](#)
- > [g_playerRating_mapPad](#)
- > [g_playerRating_minplayers](#)
- > [g_shuffle_rating](#)
- > [g_teamForceBalance_PlayerRating](#)

Name

g_playerRating_mapPad [integer]

Default

g_playerRating_mapPad "50"

Description

On an ETnam installation with little statistics history, “!howfair” will not print out very accurate data. g_playerRating_mapPad is a cvar that attempts to stabilize early “!howfair” results. Adding a number of fake wins to each team.

Example:

If you set it to 50, it starts with NAM = 50, USA = 50 wins.
This yields a map rating of 50% for both teams on that map.
For every 2 real games played, 1 map pad value is ignored.
So after 100 games, map pad is ignored (replaced with real games).

NOTE:

The higher map pad, the longer the values will stay near 50-50.

See Also

- > [g_playerRating](#)
- > [g_playerRating_minplayers](#)

Name

`g_playerRating_minplayers` [integer]

Default

`g_playerRating_minplayers` "8"

Description

The minimum number of players that must participate in a map to count players rating.

See Also

- > [g_ATB](#)
- > [g_playerRating](#)
- > [g_playerRating_mapPad](#)



Name

g_poison [integer]

Default

g_poison "20"

Description

Gives Medics the ability to poison enemies by sticking with their medic syringe. Enemies will be damaged at g_poison/second when g_poison is set to a value more than "0".

Set this to "0" to disable it.

See Also

- > [g_poisonFlags](#)
- > [g_poisonSound](#)



Name

g_poisonFlags [integer]

Default

g_poisonFlags "7"

Description

This bitflag cvar controls the effects of [g_poison](#).

The following flags are supported:

- 1 Poisoned player's screen shakes.
- 2 Other players see the poisoned player's head shaking.
- 4 Poisoned player appears to bend over every 2 seconds (poisoned player does not see this happen).
- 8 Poisoned player cannot use +attack.

NOTE:

Because of client side prediction,

the client may see the gun firing occasionally if they hold down +attack, but no shots are fired.

- 16 Poisoned player is disoriented (view turned upside down).

Set this to "0" to disable it.

See Also

> [g_poisonSound](#)

Name

`g_poisonSound` [string]

Default

`g_poisonSound` "sound/player/gurp2.wav"

Description

The sound that a poisoned player emits every second.

Set this to "" to disable it.

See Also

- > [g_poison](#)
- > [g_poisonFlags](#)



Name

g_privateMessages [0|1]

Default

g_privateMessages "1"

Description

If set, players can send private messages to one another with the **"/m"** command.

Example:

> /m -IronMonkey- Gooooood Morning Vietnam!

NOTE:

Players can also send private messages from the 'chat' dialog box.

Clients can reject private message from other individual clients with the **"/ignore"** client command.

Set this to "0" to disable it.

See Also

- > [g_logOptions](#)
- > [g_privateMessageSound](#)

Name

`g_privateMessageSound` [string]

Default

`g_privateMessageSound ""`

Description

If set a sound is played to every player that receives a private message. This only works if `g_privateMessages` is set to "1".

Example:

```
> set g_privateMessageSound "sound/etnam/message.wav"
```

Set this to "" to disable it.

See Also

...



Name

g_realHead [0|1]

Default

g_realHead "1"

Description

Head hit-box position.

Available options are:

- 0 Original ET head hit-box position.
- 1 Server tracks the animations, the head hit-box will follow and match the player model exactly.

Set this to "0" to disable it.

See Also

> [g_hitboxes](#)

Name

g_riflewar [0|1]

Default

g_riflewar "0"

Description

Enable riflewar.

Set this to "0" to disable it.

See Also

- > [g_panzerwar](#)
- > [g_sniperwar](#)



Name

g_rocketGravity [0|1]

Default

g_rocketGravity "1"

Description

If set, rocket trajectory will be affected by gravity.

Set this to "0" to disable it.

See Also

- > [g_rocketSpeed](#)
- > [g_rocketVulnerable](#)



Name

`g_rocketSpeed` [integer]

Default

`g_rocketSpeed` "2500"

Description

Speed of the rockets.

See Also

- > [g_rocketGravity](#)
- > [g_rocketVulnerable](#)



Name

g_rocketVulnerable [0|1]

Default

g_rocketVulnerable "0"

Description

If set, rockets that are shot in mid-air will explode.

Set this to "0" to disable it.

See Also

- > [g_rocketGravity](#)
- > [g_rocketSpeed](#)



Name

g_serverInfo [bitmask]

Default

g_serverInfo ""

Description

Use this cvar to change the behaviour of the 'serverinfo' string.

This string is printed in response to the 'getstatus' primitive command used by game browsers.

This is a bitflag cvar that currently accepts the following flags:

- 1 Display player team information using the 'P' cvar in the server info string.
- 2 Display player team information using the 'Players_Axis' and 'Players_Allies' cvars in the info string.
- 4 Display the 'campaign_maps' cvar in the server info string.
This contains a comma delimited list off all the maps in the current campaign.
NOTE:
Only works if you run campaign cycle (g_gametype "4").
- 8 Displays the 'C' CVAR in the server info string.
This is a string containing the current map number in the campaign, and total maps in current campaign, in the form of "xx,yy".
NOTE:
Only works if you run campaign cycle (g_gametype "4").
- 16 The class charge times will not be present in the server info string unless this flag is set.
They were removed by default in order to make room in the serverInfo string for more useful information.
These cvars are:
g_medicChargeTime,
g_engineerChargeTime,
g_LTChargeTime,
g_covertopChargeTime,
g_soldierChargeTime.
- 32 Send KR (**KillRating**) instead of XP in SERVERINFO string.
NOTE:
This is overridden by flag 64.
- 64 Send PR (**PlayerRating**) instead of XP/KR in SERVERINFO string.
NOTE:
Overrides flag 32.

NOTE:

This cvar MUST be set prior to loading the first map.

You will not be able to change this cvar once the game code is loaded.

NOTE:

The serverInfo string has a fixed length of 1024 characters.

This space is shared with any cvar you create on your server with the 'sets' command.

If you use up too much space with 'sets', your server will fail to start.

It will print the message **"Info string length exceeded"**

To fix this, either remove some sets cvars from your config, or use different g_serverInfo flags.

See Also

...

Name

`g_spreeFile` [filename]

Default

`g_spreeFile ""`

Description

This should be set to the name of your spree file if you want to enable killingspree and multikills. See [Spree](#) documentation for more information about this file.

Example:

```
> set g_spreeFile "server_spree.cfg"
```

Set this to "" to disable it.

See Also

- > [g_multikillTime](#)
- > [g_spreeOptions](#)

Name

g_shortcuts [0|1]

Default

g_shortcuts "1"

Description

Turns on the replacement of the following keys in say messages:

- [a] Last player who gave you ammo.
- [d] Last player who killed you.
- [g] Last 8 characters of your GUID.
- [h] Last player who gave you health.
- [k] Last player you killed.
- [l] Location.
- [n] Your name.
- [r] Last player who revived you.
- [p] Last player you looked at.
- [s] Health remaining.
- [w] Name of current weapon.
- [t] Ammo for current weapon

NOTE:

Shortcuts can be used with [g_voiceChatsAllowedCustom](#).
Shortcuts can be used to create custom [Admin](#) commands.

Set this to "0" to disable it.

See Also

...

Name

g_shotgun [bitmask]

Default

g_shotgun "1"

Description

This is a bitmask that controls shotgun behaviour.
It supports the following flags:

- 1 Shotgun can do head shots.

Set this to "0" to disable it.

See Also

> [g_dmgShotgun](#)



Name

g_shove [integer]

Default

g_shove "60"

Description

Allows players to push other players with the "use" key.
The integer adjusts the amount of force players shove with.

Set this to "0" to disable it.

See Also

- > [g_shoveNoZ](#)
- > [g_shoveSound](#)



Name

g_shoveNoZ [0|1]

Default

g_shoveNoZ "0"

Description

Set this to "1" if you want to disable push in the up/down direction.

Set this to "0" to disable it.

See Also

- > [g_shove](#)
- > [g_shoveSound](#)



Name

g_shoveSound [string]

Default

g_shoveSound "sound/weapons/grenade/gren_throw.wav"

Description

The sound that a player emits when shoved.

Set this to "" to disable it.

See Also

- > [g_shove](#)
- > [g_shoveNoZ](#)



Name

g_shuffle_rating [1|2|3|4|5]

Default

g_shuffle_rating "3"

Description

Set the rating system used by shuffle.

The following options are supported:

- 1 Use player XP.
- 2 Use the rate at which players have gained XP since connecting.
- 3 Use the killRating (**g_killRating** must be non-zero).
- 4 Use the playerRating (**g_playerRating** must be non-zero).
- 5 Use the playerRating (**g_playerRating** must be non-zero), but take the map into account and give the teams closest to 50/50.

NOTE:

If **g_ATB** is set to "2", **g_shuffle_rating** must be set to "4" or "5", otherwise it is forced to have a value of "5".

See Also

...

Name

g_skills [integer]

Default

g_skills "0"

Description

This is a bitflag cvar that currently supports the following flags:

- 1 Players with level 4 Battle Sense can spot mines for teammates.
- 2 Players with level 4 Engineering can keep the flak jacket for other classes.

Set this to "0" to disable it.

See Also

...



Name

g_skipCorrection [1|0]

Default

g_skipCorrection "1"

Description

Enable skip correction.

This will smooth out the movement of players with high packet loss.

Set this to "0" to disable it.

See Also

- > [g_antiwarp](#)
- > [g_maxWarp](#)



Name

g_slashKill [bitmask]

Default

g_slashKill "28"

Description

Bitmask that controls the behavior of the /kill command.

- 1 Player spawns with half charge bar after /kill.
- 2 Player spawns with empty charge bar after /kill.
- 4 Restore the charge bar as it was in at the moment the player issued /kill (check also [g_chargeType](#)).
- 8 Disable /kill when player is frozen.
- 16 Disable /kill when player is poisoned.

Set this to "0" to disable it.

See Also

- > [g_maxSelfkills](#)
- > [g_fear](#)

Name

g_sniperwar [0|1]

Default

g_sniperwar "0"

Description

Enable sniperwar.

Set this to "0" to disable it.

See Also

- > [g_panzerwar](#)
- > [g_riflewar](#)



Name

g_spawnInvul [integer]

Default

g_spawnInvul "3"

Description

The number of seconds players will be invincible after they spawn.

Set this to "0" to disable it.

See Also

- > [g_spawnInvulFair](#)
- > [g_spawnInvulNAM](#)
- > [g_spawnInvulUSA](#)



Name

g_spawnInvulFair [0|1]

Default

g_spawnInvulFair "1"

Description

Removes the spawn protection when the player fires his first shot.

Set this to "0" to disable it.

See Also

- > [g_spawnInvul](#)
- > [g_spawnInvulNAM](#)
- > [g_spawnInvulUSA](#)



Name

g_spawnInvulNAM [integer]

Default

g_spawnInvulNAM "0"

Description

The number of seconds NAM players will be invincible after they spawn. This will override [g_spawnInvul](#) if not "0".

Set this to "0" to disable it.

See Also

- > [g_spawnInvulFair](#)
- > [g_spawnInvulUSA](#)



Name

g_spawnInvulUSA [integer]

Default

g_spawnInvulUSA "0"

Description

The number of seconds USA players will be invincible after they spawn. This will override `g_spawnInvul` if not "0".

Set this to "0" to disable it.

See Also

- > `g_spawnInvulFair`
- > `g_spawnInvulNAM`



Name

g_spawnTimeNAM [integer]

Default

g_spawnTimeNAM "0"

Description

The time interval in seconds between NAM respawns.
This CVAR is used for custom spawn times, it overrides the time set in the map's script.

Set this to "0" to disable it.

See Also

> [g_spawnTimeUSA](#)



Name

g_spawnTimeUSA [integer]

Default

g_spawnTimeUSA "0"

Description

The time interval in seconds between USA respawns.
This CVAR is used for custom spawn times, it overrides the time set in the map's script.

Set this to "0" to disable it.

See Also

> [g_spawnTimeNAM](#)



Name

g_spectator [bitmask]

Default

g_spectator "7"

Description

This is a bitmask that controls spectator behaviour.
It supports the following flags:

- 1 When in freelook mode, you can 'fire' at a player to follow. If you miss a player, nothing happens.
- 2 When in freelook mode with the 1 flag set, if you shoot and miss you start following the next available player.
- 4 When the player you're following goes into limbo, don't move to the next available player.
- 8 When the player you're following goes into limbo, go to freelook instead of following the next available player (flag 4 has precedence).

Set this to "0" to disable it.

See Also

...

Name

g_spinCorpse [0|1]

Default

g_spinCorpse "0"

Description

Allow players to use +left and +right binds to spin their corpse when dead or playing dead.

Set this to "0" to disable it.

See Also

...



Name

g_spoofOptions [bitmask]

Default

g_spoofOptions "3"

Description

Protection against IP and GUID spoofing/stealing.

By default this protection kicks players that change their GUID or IP during gameplay.

Supported flags:

- 1 Kick for GUID spoofing.
- 2 Kick for IP spoofing.
- 4 Display a global warning when someone is GUIDspoofing (if flag 1 is set, this will not work).
- 8 Display a global warning when someone is IPspoofing (When flag 2 is set, this will not work).
- 16 Don't use the stored GUID (this option is a higher security risk).
- 32 Don't use the stored IP (this option is a higher security risk).

NOTE:

Do NOT change this CVAR unless you encounter problems.

Set this to "0" to disable it.

See Also

...

Name

g_spreeOptions [bitmask]

Default

g_spreeOptions "0"

Description

A few options to control the display of killingsprees.

The following flags are supported:

- 1 Enable killingsprees ([spree] blocks).
- 2 Enable killingspree ends ([end] blocks).
- 4 Enable multikills ([kill] blocks).
- 8 Print the current top 3 current killing sprees, once every minute.
- 16 Print during intermission the highest spree and the 3 highest sprees which are still active.
- 32 /kill will end a spree.
- 64 Team switching will end a spree.
- 128 Multikill messages will be delayed **g_multikillTime** milliseconds, to prevent flooding.
- 256 Killing bots doesn't count for multikills or killingsprees.
- 512 Display the map and overall spree record when entering intmission.
- 1024 Spree records are automatically saved into the "xpsave" file when a map ends.
 Enabling this flag, you also store the spreerecord at the points where **g_XPSave** flag 16 would store XP.
 If you don't have set **g_XPSave** flag 16,
 and **g_spreeOptions** flag 512,
 and not allow users to use !spreerecord you should NOT set this flag as it takes some extra resources.
 When **g_XPSave** flag 16 is set this doesn't matter (it actually takes much less resources then).
 When only **g_spreeOptions** flag 512 or **Admin** flag E is set,
 it won't do much harm anyway (your server won't explode).
Summary:
 Don't enable this flag:
 if you don't have enabled **g_spreeOptions** flag 512 OR **g_XPSave** flag 16 OR **Admin** flag E.
- 2048 Enable revivesprees ([revive] blocks).

NOTE:

The flags 1, 2, 4 are just made for fast enabling/disabling and still require a **g_spreeFile** file.

Set this to "0" to disable it.

See Also

...

Name

g_staminaRecharge [float]

Default

g_staminaRecharge "1.0"

Description

Multiplies the rate at which stamina is rebuilt.

Setting this value to "0" will cause players to not regain any stamina once it is used.

See Also

...



Name

g_stats [bitmask]

Default

g_stats "0"

Description

This is a bitmask cvar used to control the way statistics are handled.

The following flags are supported:

- 1 When shooting a corpse to gib, do not count it as a hit.
- 2 When shooting a corpse to gib, do not count it as a shot.

Set this to "0" to disable it.

See Also

...



Name

g_tactics [0|1]

Default

g_tactics "0"

Description

Enable tactics mode.

A mode with automatic player aim.

Used when fragging is not your primary goal but just team strategy to win map objectives.

Set this to "0" to disable it.

See Also

...



Name

g_teamChangeKills [1|0]

Default

g_teamChangeKills "1"

Description

If set to "0", players are allowed one non-killing team change per respawn cycle.

If a player changes teams, he will be instantly spawned in the other teams default spawn point.

Players will die (but not lose a life) if they change teams a second time in one spawn cycle.

See Also

...



Name

g_teamDamageRestriction [percent]

Default

g_teamDamageRestriction "0"

Description

When greater than "0", anybody that has this % of hits inflicted on a teammate will automatically be kicked. A minimum of [g_minHits](#) hits total required before this is calculated. Client can see current stats for themselves by doing a /damage in console.

Set this to "0" to disable it.

See Also

> [g_autoTempBan](#)



Name

g_teamForceBalance [0|1]

Default

g_teamForceBalance "0"

Description

Allow the game to balance the teams.

The game will not allow a team to have more than 1 player more than the other team.

Set this to "0" to disable it.

See Also

- > [g_teamForceBalance_PlayerRating](#)
- > [g_unevenTeamDiff](#)

Name

g_teamForceBalance_PlayerRating [integer]

Default

g_teamForceBalance_PlayerRating "0"

Description

If higher than "0", players cannot join a team whose chances of winning are above g_teamForceBalance_PlayerRating. The winning chance is calculated using 3 things: the average player rating of the team, the number of players on each team, how often each team wins the current map (e.g. USA usually win tc_base). If the team being joined rates too highly, a message will tell the player to join the other team.

NOTE:

g_teamForceBalance_PlayerRating WILL allow unbalanced numbers to offset map or team difficulty. If NAM has VERY good players, it will allow USA to have a few more players than NAM, given a map that is equally difficult for both sides to win. Also, given teams equal in skill, USA will have a large team if the map is almost always won by NAM.

If you want an idea why it's working a certain way, use the !listteams command server console (or game). This will show you how many points each team is predicted to win. If a team is going to win less than 4 points, it's too good. The other information shows you the breakdown of how the points are calculated.

Ratings	Win Prob	Win Points
USA	0.65	5
NAM	0.35	10

The above says that NAM has a 35% chance of winning based on the players and map. It takes into account the number of players per team also. The points are calculated as $16 * (1 - \text{win prob})$.

NOTE:

Because g_teamForceBalance_PlayerRating uses info tracked over time, it may be best to run through your cycle or campaign a few times without it before turning it on, so that it can learn how good the players are, and how hard the maps are. Remember, g_teamForceBalance_PlayerRating is constantly adapting, so if it seems dumb at first, give it some time to adapt to your server.

NOTE:

If this setting is enabled, it overrides **g_teamForceBalance**.

NOTE:

g_teamForceBalance_PlayerRating value must be between "0" and "100" (recommended: "60").

Set this to "0" to disable it.

See Also

> [g_ATB](#)
> [g_playerRating](#)

Name

`g_throwableKnives` [integer]

Default

`g_throwableKnives` "5"

Description

Number of knives player starts with.

Player throws a knife with the `/throwknife` command.

Use the `/knives` command to see how many knives you have left.

Set this to "0" to disable it.

See Also

- > [g_dmgKnifeThrow](#)
- > [g_maxKnives](#)
- > [g_throwKnifeWait](#)

Name

g_throwKnifeWait [integer]

Default

g_throwKnifeWait "2"

Description

How many seconds a player must wait between knife throws.

NOTE:

The minimum value for this setting is 0.2 seconds.

This is to prevent an exploit where players can bind the mousewheel to /throwknife.

See Also

- > [g_dmgKnifeThrow](#)
- > [g_maxKnives](#)
- > [g_throwableKnives](#)

Name

g_tossDistance [integer]

Default

g_tossDistance "0"

Description

Set the velocity at which health or ammo packs are tossed from the dead body. This changes the distance that these packs travel from the corpse.

NOTE:

This works only if [g_dropHealth](#) or [g_dropAmmo](#) are activated.

See Also

...



Name

g_truePing [0|1]

Default

g_truePing "0"

Description

Allows players to see the true amount of time it takes until their actions are processed on the server. Pings will show around 50 ms higher than normal, but it's more accurate. Shows in the scoreboard.

Set this to "0" to disable it.

See Also

...



Name

g_tyranny [0|1]

Default

g_tyranny "1"

Description

Controls the use of administrator commands that could be used by admins to cheat or abuse players. If it is set to "0" you will not be able to use commands on your server such as !gib, !slap, !burn, etc. Also, you will not be able to use [g_logOptions](#) flag 256 (log private messages) unless g_tyranny is enabled. It must also be enabled in order to specify a client in using the 'playsound' server command. g_tyranny and its value appear in the serverInfo string to serve as a warning for perspective players.

NOTE:

If you enable this, you MUST do so immediately when the server starts (before the first map is loaded). This means setting it directly from the .cfg file that is exec'ed on server start. If you try to change this on a running server, you will get the message: "*g_tyranny is read only*".

Set this to "0" to disable it.

See Also

> [g_adminFile](#)

Name

`g_unevenTeamDiff` [integer]

Default

`g_unevenTeamDiff "0"`

Description

If `g_teamForceBalance` is set, setting `g_unevenTeamDiff` will notify all players when team numbers are off by `g_unevenTeamDiff` or more.

Set this to "0" to disable it.

See Also

> `g_unevenTeamFreq`



Name

g_unevenTeamFreq [integer]

Default

g_unevenTeamFreq "30"

Description

Dealy in seconds before the team disparity notification occurs.

NOTE:

Only valid when [g_unevenTeamDiff](#) is set to a positive value.

See Also

...



Name

g_voiceChatsAllowed [integer]

Default

g_voiceChatsAllowed "4"

Description

Sets the maximum number of voice chats allowable over a 30 second period.

Set this to "0" to disable it.

See Also

> [g_voiceChatsAllowedCustom](#)



Name

g_voiceChatsAllowedCustom [0|1]

Default

g_voiceChatsAllowedCustom "1"

Description

Sets the ability to use custom voice chats.

Example:

> *vsay hi Hey, how are you doing*
will write on the screen
> *"Hey, how are you doing"*
and also plays the voicechat '*hi*'

Set this to "0" to disable it.

See Also

- > [g_shortcuts](#)
- > [g_voiceChatsAllowed](#)

Name

g_warmupReady [0|1]

Default

g_warmupReady "0"

Description

If enabled match will wait for "ready".

Whether the server should require players to be ready before a match can start.

See Also

> [g_warmupTime](#)



Name

g_warmupTime [integer]

Default

g_warmupTime "60"

Description

Sets the warmup period in seconds before match begins.

See Also

> [g_warmupReady](#)



Name

`g_warningDecay` [integer]

Default

`g_warningDecay` "24"

Description

The time (in hours) that a warning will be stored.

See Also

- > `g_warningMax`
- > `g_warningOptions`



Name

g_warningMax [integer]

Default

g_warningMax "3"

Description

The amount of warnings that can be stored for 1 player.

See Also

- > [g_warningDecay](#)
- > [g_warningOptions](#)



Name

g_warningOptions [bitmask]

Default

g_warningOptions "0"

Description

This is a bitflag cvar that supports the following flags:

- 1 Link stored warnings to the GUID of a player.
- 2 Link stored warnings to the IP of the player.
- 4 Remove the oldest warning when the total maximum ammount of warnings is reached.
- 8 Auto-kick a player for 2 minutes when he has more than [g_warningMax](#) warnings.
- 16 Allow clients to see their own warnings with the /warnings command.

NOTE:

By setting flag 1 or 2 you activate the advanced warning (storage) system.

Set this to "0" to disable it.

See Also

> [g_warningDecay](#)

Name

`g_watermark` [string]

Default

`g_watermark "etnam.tga"`

Description

Set a watermark that will be displayed to all clients.
The watermark must be inside a folder named "watermark".
Then this whole folder needs to be packed into a .pk3 file.

Set this to "" to disable it.

See Also

- > [g_watermarkFadeAfter](#)
- > [g_watermarkFadeTime](#)



Name

`g_watermarkFadeAfter` [integer]

Default

`g_watermarkFadeAfter` "0"

Description

When `g_watermark` is set, the watermark will fade out after `g_watermarkFadeAfter` number of seconds.

Set this to "0" to disable it.

See Also

> `g_watermarkFadeTime`



Name

`g_watermarkFadeTime` [integer]

Default

`g_watermarkFadeTime` "0"

Description

When `g_watermarkFadeAfter` is set, the watermark will fade out in `g_watermarkFadeTime` seconds. So the fading process from 1.0 alpha to 0.0 alpha takes `g_watermarkFadeTime` seconds.

Set this to "0" to disable it.

See Also

> [g_watermark](#)



Name

g_weapons [bitmask]

Default

g_weapons "0"

Description

This is a bitflag cvar that supports the following flags:

- 1 Level 0 FieldOps doesn't get binoculars (unless he has Battle Sense >= 1).
- 2 Syringes work underwater.
- 4 Pliers work underwater.
- 8 Fully restore FieldOps charge bar if an air-raid is aborted.
- 16 Half restore FieldOps charge bar if an air-raid is aborted.
- 32 Ammo packs restore helmets.
- 64 Dead players will drop their dogtags (check [g_misc](#) flag 2).
- 128 Level 4 Soldiers don't lose their pistols (they will hold pistol + SMG + heavy weapon).
- 256 Engineer rifles can reload when clip is not empty.
- 512 Balance the clip size between USA and NAM rifles (Carbine, K43).
- 1024 Creates a hitbox for mortar shells. This reduces the ability to fire mortars through small windows.
- 2048 Knives will always gib a wounded player.

Set this to "0" to disable it.

See Also

...

Name

g_XPDecay [bitmask]

Default

g_XPDecay "0"

Description

This is a bitmask that controls the XP decay feature.

The following bitflags are supported:

- 1 Enable XP decay.
- 2 Do not decay a player's XP when they are disconnected from the server.
- 4 Do not decay a player's XP for the class they are currently playing as.
- 8 Do not decay a player's XP while they are spectating.
- 16 Do not decay a player's XP during warmup/intermission.
- 32 Do not decay a player's XP when he is playing and they are on USA or NAM and the game is active.
- 64 Do not decay a player's Battle Sense XP when he is playing.
- 128 Do not decay a player's Light Weapons XP when he is playing.

NOTE:

This feature was created in response to the [g_XPSave](#) flag 4, which allows XP to continue building forever.

Set this to "0" to disable it.

See Also

- > [g_XPDecayFloor](#)
- > [g_XPDecayRate](#)
- > [g_XPMax](#)
- > [g_XPMaxResetWarn](#)
- > [g_XPSaveFile](#)
- > [g_XPSaveMaxAge_rating](#)
- > [g_XPSaveMaxAge_xp](#)

Name

g_XPDecayFloor [float]

Default

g_XPDecayFloor "0.0"

Description

This is the minimum that any particular skill can be reduced to by [g_XPDecay](#).

Example:

Setting this to "140.0" will ensure that no player will ever lose rank or skill levels due to [g_XPDecay](#).

Set this to "0.0" to disable it.

See Also

- > [g_XPDecayRate](#)
- > [g_XPMax](#)
- > [g_XPMaxResetWarn](#)
- > [g_XPSave](#)
- > [g_XPSaveFile](#)
- > [g_XPSaveMaxAge_rating](#)
- > [g_XPSaveMaxAge_xp](#)

Name

g_XPDecayRate [float]

Default

g_XPDecayRate "0.0"

Description

This is the rate (skillpoints per second) that XP skill points will decay when **g_XPDecay** is enabled.

Example:

Setting this to "0.1" would result in a player losing 6 points per minute IN ALL SKILLS.
So up to 42 XP per minute if the player has skill points for each skill.

You can use a modifier for this value.

Example:

> set g_xpDecayRate "5000/o"
decay 5000 XP per skill per month.
> set g_xpDecayRate "1000/w"
decay 1000 XP per skill per week.
> set g_xpDecayRate "500/d"
decay 500 XP per skill per day.
> set g_xpDecayRate "40/h"
decay 40 XP per skill per hour.
> set g_xpDecayRate "2/m"
decay 2 XP per skill per minute.

Set this to "0.0" to disable it.

See Also

- > g_XPDecayFloor
- > g_XPMax
- > g_XPMaxResetWarn
- > g_XPSave
- > g_XPSaveFile
- > g_XPSaveMaxAge_rating
- > g_XPSaveMaxAge_xp

Name

g_XPMax [integer]

Default

g_XPMax "-1"

Description

This is a vicious cvar that will reset a players XP once their overall XP score reaches it. It has been requested by those who run servers with XPSave that never resets.

Set this to "-1" to disable it.

See Also

- > [g_XPDecay](#)
- > [g_XPDecayFloor](#)
- > [g_XPDecayRate](#)
- > [g_XPMaxResetWarn](#)
- > [g_XPSave](#)
- > [g_XPSaveFile](#)
- > [g_XPSaveMaxAge_rating](#)
- > [g_XPSaveMaxAge_xp](#)
- > [omnibot_maxXP](#)

Name

g_XPMaxResetWarn [integer|percent]

Default

g_XPMaxResetWarn "0"

Description

Displays a message warning players whose XP is close to being reset due to the [g_XPMax](#) setting. The warning is displayed every thirty seconds once the warning threshold is passed. This setting can have an integer value (eg, 950), in which case it means that the player will be warned every thirty seconds once he has more than 950 XP. This setting can also have percentage value (eg, "90%"), and that will cause the warnings to start when the player reaches 90% of [g_XPMax](#) XP. If you specify a negative value, players will be warned when that offset is hit.

Example:

For a value of "-75",
warnings will display when players have [g_XPMax](#) - 75 XP.
For a value of "-2%",
warnings will display when players have 98% of [g_XPMax](#).

Set this to "0" to disable it.

See Also

- > [g_XPDecay](#)
- > [g_XPDecayFloor](#)
- > [g_XPDecayRate](#)
- > [g_XPSave](#)
- > [g_XPSaveFile](#)
- > [g_XPSaveMaxAge_rating](#)
- > [g_XPSaveMaxAge_xp](#)

Name

g_XPSave [bitmask]

Default

g_XPSave "0"

Description

This is a bitflag with the following values:

- 1 Store XP when a client disconnects.

NOTE:

Storing XP on disconnect depends on the punkbuster GUID.

So don't turn this on unless you have punkbuster enabled on your server.

- 2 Don't reset XP to the pre-map start values on a map restart, shuffle, etc.

- 4 Never reset XP.

- 8 Force the disconnection of clients with the same GUID as the connecting client.

This is useful in saving the stored XP of players with unreliable network connections.

Since they should still get their stored XP even if reconnecting immediately with a new IP address.

NOTE:

This feature is enabled by default, unless you have sv_wwwDIDisconnected enabled.

sv_wwwDIDisconnected seems to interfere with this feature.

So do not enable this flag if you change .pk3's on your server often.

Stored XP will be lost over disconnected downloads.

- 16 Store the XP at restarts, nextmaps, mapvotes, campaignvotes and similar cases.

Set this to "0" to disable it.

See Also

- > g_mapVoteResetXP
- > g_spreeOptions
- > g_XPDecay
- > g_XPDecayFloor
- > g_XPDecayRate
- > g_XPMax
- > g_XPMaxResetWarn
- > g_XPSaveFile
- > g_XPSaveMaxAge_rating
- > g_XPSaveMaxAge_xp

Name

g_XPSaveFile [string]

Default

g_XPSaveFile "server_xpsave.cfg"

Description

Set this to the filename you want XPSave to store data in.
This file will be relative to your fs_game directory.

See Also

- > g_XPDecay
- > g_XPDecayFloor
- > g_XPDecayRate
- > g_XPMax
- > g_XPMaxResetWarn
- > g_XPSave
- > g_XPSaveMaxAge_rating
- > g_XPSaveMaxAge_xp

Name

g_XPSaveMaxAge_rating [integer]

Default

g_XPSaveMaxAge_rating "1o"

Description

The number of seconds that must pass without a connection from this player before his **XP ratings** is deleted. You can use a modifier for this value.

Example:

> set g_XPSaveMaxAge_rating "1o"
means 1 month.
> set g_XPSaveMaxAge_rating "2w"
means 2 weeks.
> set g_XPSaveMaxAge_rating "5d"
means 5 days.
> set g_XPSaveMaxAge_rating "36h"
means 36 hours.
> set g_XPSaveMaxAge_rating "120m"
means 120 minutes.

See Also

> g_XPDecay
> g_XPDecayFloor
> g_XPDecayRate
> g_XPMax
> g_XPMaxResetWarn
> g_XPSave
> g_XPSaveFile
> g_XPSaveMaxAge_xp

Name

g_XPSaveMaxAge_xp [integer]

Default

g_XPSaveMaxAge_xp "1o"

Description

The number of seconds that must pass without a connection from this player before his **XP skills** is deleted. You can use a modifier for this value.

Example:

```
> set g_XPSaveMaxAge_xp "1o"
means 1 month.
> set g_XPSaveMaxAge_xp "2w"
means 2 weeks.
> set g_XPSaveMaxAge_xp "5d"
means 5 days.
> set g_XPSaveMaxAge_xp "36h"
means 36 hours.
> set g_XPSaveMaxAge_xp "120m"
means 120 minutes.
```

NOTE:

If **g_XPSaveMaxAge_rating** is less than **g_XPSaveMaxAge_xp**, **g_XPSaveMaxAge_rating** will be used.

See Also

```
> g_XPDecay
> g_XPDecayFloor
> g_XPDecayRate
> g_XPMax
> g_XPMaxResetWarn
> g_XPSave
> g_XPSaveFile
```


Name

lua_allowedModules [string]

Default

lua_allowedModules ""

Description

List of "sha1" signatures for the lua modules to be loaded by **LUA** engine.
Only lua modules with the matching "sha1" signature listed in this cvar will be allowed to load.

Example:

> set lua_allowedModules "348412AE3BA0535D6B0E11C5DE843A90AF20D10F"

Set this to "" to disable it.

See Also

> [lua_modules](#)

Name

lua_modules [string]

Default

lua_modules ""

Description

Space separated list of **LUA** files for ETnam to load from:
.../Wolfenstein - Enemy Territory/etnam/luascripts/
Lua files name doesn't need extension.
Modules will be run in the order listed.

Example:

```
> set lua_modules "LUAfileone LUAfiletwo LUAfilethree"
```

Set this to "" to disable it.

See Also

> [lua_allowedModules](#)

Name

omnibot_enable [0|1]

Default

omnibot_enable "1"

Description

When set to 1, OmniBots functionality is enabled.

You still need to have OmniBots installed correctly in order for OmniBots to work.

Set this to "0" to disable it.

See Also

- > [omnibot_flags](#)
- > [omnibot_maxXP](#)
- > [omnibot_minPlayers](#)
- > [omnibot_path](#)

Name

omnibot_flags [bitmask]

Default

omnibot_flags "0"

Description

Customizes bot management/behavior.

Available options are:

- 1 Disables XPSave for bots.
- 2 Bots cannot mount tanks.
- 4 Bots cannot mount emplaced MG.
- 8 Don't track bot count in omnibot_playing cvar.
- 16 Bots will target ungibbed enemies.
- 32 Bots will trigger team and spotted mines.
- 64 Bots can push other players.
- 65536 Bots are granted admin command immunity.
- 131072 Bots cannot be !kicked or !banned.
- 262144 Disable admin greeting for bots.

Set this to "0" to disable it.

See Also

- > [omnibot_enable](#)
- > [omnibot_maxXP](#)
- > [omnibot_minPlayers](#)
- > [omnibot_path](#)

Name

omnibot_maxXP [integer]

Default

omnibot_maxXP "-1"

Description

Any bots present will have their XP reset after this much XP is reached. If `g_XPMax` is also set to a value greater than -1, then the bot XP will be reset whenever the lower limit of the two is hit.

Set this to "-1" to disable it.

See Also

- > [omnibot_enable](#)
- > [omnibot_flags](#)
- > [omnibot_minPlayers](#)
- > [omnibot_path](#)

Name

omnibot_minPlayers [integer]

Default

omnibot_minPlayers "-1"

Description

Ensures that there are at least omnibot_minPlayers playing (non-spec) in your server at any one time. If there are not enough human players playing, bots are added as needed. Once there are omnibot_minPlayers human players playing on the server there will be no bots.

NOTES:

- > Bots will only be added/removed during normal gameplay, never during the intermission.
- > You must have bots enabled and working on your server for this setting to work.
- > Do not set omnibot_minPlayers to the maximum number of players your server can have. If you do so, no one will be able to connect to your server since it will always be full.
- > omnibot_minPlayers works by modifying the minbots and maxbots omni-bot values. If you activate omnibot_minPlayers, your current minbots/maxbots values will be overwritten.

Set this to "-1" to disable it.

See Also

- > [omnibot_enable](#)
- > [omnibot_flags](#)
- > [omnibot_maxXP](#)
- > [omnibot_path](#)

Name

omnibot_path [string]

Default

omnibot_path ""

Description

The path where the OmniBots .dll/.so file is installed.

NOTE:

If you installed OmniBots correctly, then you do not need to modify this CVAR.
Leaving this CVAR blank will search for the OmniBots file in the default location.

See Also

- > [omnibot_enable](#)
- > [omnibot_flags](#)
- > [omnibot_maxXP](#)
- > [omnibot_minPlayers](#)

Name

shoutcastPassword [string]

Default

shoutcastPassword "none"

Description

Enable shoutcaster status on the server.

See Also

...



Name

skill_battlesense [string]
skill_covertops [string]
skill_engineer [string]
skill_fieldops [string]
skill_lightweapons [string]
skill_medic [string]
skill_soldier [string]

Default

skill_battlesense "20 50 90 140 200"
skill_covertops "20 50 90 140 200"
skill_engineer "20 50 90 140 200"
skill_fieldops "20 50 90 140 200"
skill_lightweapons "20 50 90 140 200"
skill_medic "20 50 90 140 200"
skill_soldier "20 50 90 140 200"

Description

These variables allow customization of the experience points necessary to go up in ranks. These settings consist of 5 space-separated integers indicating the number of XP required to go up a rank.

Example:

A string such as "3 10 10 10 10" indicates that 3 points are required to go up the first rank, and the next 4 ranks are granted when the player has 10 points.

If you want to grant akimbo pistols upon the first kill, you would set skill_lightweapons to "3 3 3 3 3". You can also grant levels upon connection by using a value like "0 0 20 100 150".

This would mean that the first 2 ranks would be granted upon connection, and ranks 3, 4, 5 would be granted at 20, 100, 150 points, respectively.

See Also

...

Name

team_maxCovertOps [integer|percent]
team_maxEngineers [integer|percent]
team_maxFieldOps [integer|percent]
team_maxMedics [integer|percent]

Default

team_maxCovertOps "-1"
team_maxEngineers "-1"
team_maxFieldOps "-1"
team_maxMedics "-1"

Description

Restricts the number of players that can play a specific class / team.
You can either set it to a whole number to set a hard limit,
or you can set it to a percentage value using the % symbol to limit based on the number of players on the team.

Example:

> set team_maxMedics "5"

This will limit each team to 5 Medics, regardless of how many players are on the team.

> set team_maxMedics "15%"

This will limit each team to having only 15% of their players as medics,
and a team with few players (for example, 3) will be able to have 1 Medic.

They will be able to have their second medic when they have 7 players on the team.

> set team_maxMedics "15%-"

This will limit each team to having only 15% of their players as medics,
and a team will not be able to have medics until there are 7 players in the team.

They will be able to have their second medic when there are 14 players on the team.

NOTE:

When using percentage values, any partial values are rounded up.

You can also use a number such as "20%-" for this setting,
in which case partial values will be rounded down.

NOTE:

Only use integer values like "1" or "2" and NOT "1.0" or "2.5".

See Also

...

Name

```
vote_allow_antilag [1|0]
vote_allow_balancedteams [1|0]
vote_allow_cointoss [1|0]
vote_allow_comp [1|0]
vote_allow_friendlyfire [1|0]
vote_allow_gametype [1|0]
vote_allow_kick [1|0]
vote_allow_map [1|0]
vote_allow_maprestart [1|0]
vote_allow_matchreset [1|0]
vote_allow_mutespecs [1|0]
vote_allow_muting [1|0]
vote_allow_nextcampaign [1|0]
vote_allow_nextmap [1|0]
vote_allow_poll [1|0]
vote_allow_pub [1|0]
vote_allow_restartcampaign [1|0]
vote_allow_shufflenorestart [1|0]
vote_allow_shuffleteamsxp [1|0]
vote_allow_surrender [1|0]
vote_allow_swapteams [1|0]
vote_allow_warmupdamage [1|0]
```

Default

```
vote_allow_antilag "1"
vote_allow_balancedteams "1"
vote_allow_cointoss "1"
vote_allow_comp "1"
vote_allow_friendlyfire "1"
vote_allow_gametype "1"
vote_allow_kick "1"
vote_allow_map "1"
vote_allow_maprestart "1"
vote_allow_matchreset "1"
vote_allow_mutespecs "1"
vote_allow_muting "1"
vote_allow_nextcampaign "1"
vote_allow_nextmap "1"
vote_allow_poll "1"
vote_allow_pub "1"
vote_allow_restartcampaign "1"
vote_allow_shufflenorestart "1"
vote_allow_shuffleteamsxp "1"
vote_allow_surrender "1"
vote_allow_swapteams "1"
vote_allow_warmupdamage "1"
```

Description

CVARs that restrict the rights of players to use the respective /callvote command.

Set this to "0" to disable it.

See Also

> [vote_limit](#)

Name

vote_delayTime [integer]

Default

vote_delayTime "0"

Description

The minimum time (in seconds), that players must wait between two votes.

Set this to "0" to disable it.

See Also

- > [vote_flags](#)
- > [vote_limit](#)
- > [vote_percent](#)
- > [vote_resultsMinLevel](#)

Name

vote_flags [bitmask]

Default

vote_flags "13"

Description

This is a bitflag cvar that supports the following flags:

- 1 Votes will pass on the number of votes cast rather than total eligible voters.
- 2 Votes that pass do not count against the **vote_limit** for the caller.
- 4 "(called by NAME)" is appended to the vote description.
- 8 Show the number of YES and NO votes after a votes has passed or failed.
This also shows if a vote is canceled or passed by an admin.

Set this to "0" to disable it.

See Also

- > [vote_delayTime](#)
- > [vote_percent](#)
- > [vote_resultsMinLevel](#)

Name

vote_limit [integer]

Default

vote_limit "5"

Description

Set the maximum number of times any particular vote may be called in a match. The counter is reset at the start of every map load/init.

Set this to "0" to disable it.

See Also

- > [vote_allow_*](#)
- > [vote_delayTime](#)
- > [vote_flags](#)
- > [vote_percent](#)
- > [vote_resultsMinLevel](#)

Name

vote_percent [percent]

Default

vote_percent "50"

Description

The percentage of votes required for a vote-in-progress to pass.

See Also

- > [vote_delayTime](#)
- > [vote_flags](#)
- > [vote_limit](#)
- > [vote_resultsMinLevel](#)



Name

vote_resultsMinLevel [integer]

Default

vote_resultsMinLevel "-1"

Description

Show results of votes per team to everyone with at least this admin level. Referees can always see the results when this CVAR is set greater than "0".

Set this to "-1" to disable it.

See Also

- > [vote_delayTime](#)
- > [vote_flags](#)
- > [vote_limit](#)
- > [vote_percent](#)

Name

weap_maxATmines [integer]

Default

weap_maxATmines "2"

Description

Sets the maximum number of anti-tank mines a team can have planted at any given time.

NOTE:

This value should be "0" or greater.

See Also

- > [g_dmgATmine](#)
- > [g_dmgATmineRadius](#)



Name

weap_maxClaymores [integer]

Default

weap_maxClaymores "6"

Description

Sets the maximum number of claymore mines a team can have planted at any given time.

NOTE:

This value should be "0" or greater.

See Also

- > [g_dmgClaymore](#)
- > [g_dmgClaymoreRadius](#)



Name

weap_maxTripmines [integer]

Default

weap_maxTripmines "4"

Description

Sets the maximum number of trip-mines a team can have planted at any given time.

NOTE:

This value should be "0" or greater.

See Also

- > [g_dmgTripmine](#)
- > [g_dmgTripmineRadius](#)



Name

```
weap_maxFlamers [integer|percent]
weap_maxGrenLaunchers [integer|percent]
weap_maxM79s [integer|percent]
weap_maxM60s [integer|percent]
weap_maxMortars [integer|percent]
weap_maxRockLaunchers [integer|percent]
weap_maxShotguns [integer|percent]
```

Default

```
weap_maxFlamers "-1"
weap_maxGrenLaunchers "-1"
weap_maxM79s "-1"
weap_maxM60s "-1"
weap_maxMortars "-1"
weap_maxRockLaunchers "-1"
weap_maxShotguns "-1"
```

Description

Limits the number of the given weapon per team.

You can either set it to a whole number to set a hard limit,

or you can set it to a percentage value using the % symbol to limit based on the number of players on the team.

Example:

```
> set weap_maxFlamers "2"
```

This will limit each team to 2 flamethrowers, regardless of how many players are on the team.

```
> set weap_maxFlamers "10%"
```

This will limit each team to having only 10% of their players as flamethrowers, and a team with few players (for example, 5) will be able to have 1 flamethrower.

They will be able to have their second flamethrower when they have 11 players on the team.

```
> set weap_maxFlamers "10%-"
```

This will limit each team to having only 10% of their players as flamethrowers, and a team will not be able to have any flamethrowers until there are 10 players in the team.

They will be able to have their second flamethrower when there are 20 players on the team.

NOTE:

When using percentage values, any partial values are rounded up.

You can also use a number such as "20%-" for this setting, in which case partial values will be rounded down.

NOTE:

Only use integer values like "1" or "2" and NOT "1.0" or "2.5".

If you refuse to do this and use a "." in your CVAR, client will not display the restriction in the right way.

Then people might not be able to use heavy weapons while they actually are available.

See Also

...

CHAPTER IV
MAP VOTING



Map Voting

This gametype allows for the players to decide on the map that is played next. When `g_gametype` is set to 6, a new screen is introduced during intermission. From this screen, players can vote from a list of maps that are loaded on the server. Once intermission ends, the server plays the next map based upon the vote results.

The following cvars control how map voting operates:

- > `g_mapConfigs`
- > `g_mapVoteExclude`
- > `g_mapVoteFlags`
- > `g_mapVoteMapAge`
- > `g_mapVoteMaxMaps`
- > `g_mapVoteResetXP`

NOTE:

- > Total maps allowed is 32.
If server admin has more than 32 .bsp files, only the first 32 are used.
- > Tie breaker.
The default tie-breaker is such that if 2 or more maps are tied with the same number of votes, the map that was played most recently is selected.
- > Bots and connecting players do NOT count for mapvoting, everyone else (including spectators) does.
- > If no maps are voted for, the default "nextmap" is used, so server admins have to specify a vote map cycle of sort.

Example:

- > `set d1 "set g_gametype 6 ; map oasis ; set nextmap vstr d2"`
- > `set d2 "set g_gametype 6 ; map battery ; set nextmap vstr d3"`
- > `set d3 "set g_gametype 6 ; map goldrush ; set nextmap vstr d1"`
- > `vstr d1`

This means that the default map, upon server start, will be Oasis.
From there, map voting will be used.
If at any point, no map is voted for, Battery will be played.

CHAPTER V RANKINGS TERMS



Rankings Terms

Settings that attempt to determine how "good" a player is, in terms more meaningful than just XP or XP per unit of time. Here are the terms used and their definitions:

Kill Rating

How good of a killer the player is, based on how many other players the player kills, and their kill rating. In other words, killing players with a high kill rating, increases the shooter's kill rating more than killing players with a low kill rating.

NOTE:

See [g_killRating](#).
See [g_serverInfo](#) flag 32.

Player Rating

This is a measure of how much the player contributes to winning a map. This measure is calculated by seeing how many times this player is on the winning team after every map, and how good the opposing team was. Like kill rating, winning against teams with a high average player rating results in player rating increasing faster.

NOTE:

See [g_playerRating](#).
See [g_serverInfo](#) flag 64.

Win Probability

The probability that a team will win a map. Based on the players' player rating, team size, and the map.

CHAPTER VI

CONSOLE COMMANDS



Console Commands

The following server console commands, for use in the server console or through rcon, have been added:

- > **bot [arguments]**
Omni-bot command. See the Omni-Bot 0.8 documentation for full details.
- > **chat [message]**
Display a message to all users in the chat area.
- > **chatclient [slot#|name] [message]**
Display a message to a specific user in the chat area.
A partial name match can be used,
and in this case the message will be sent to all users that match the partial name.
- > **clearxp**
Clears the XP of all users.
- > **cp [message]**
Display a message to all users in the center of the screen.
- > **cpmsay [message]**
Display a message to all users in the popup message area of the screen.
- > **forcecvar [cvar] [value]**
Forces a client cvar to have a certain value for all clients.
- > **krinfo**
List KillRating info by team, sorted.
- > **m [slot#|name] [message]**
Send a private message to a player.
A partial name match can be used,
and in this case the private message will be sent to all users that match the partial name.
- > **playsound [slot#|name] [filename]**
Plays the specified sound file.
The slot number/player name parameter is optional.
If the slot number or playername is specified, only that player hears the sound,
otherwise all players hear the sound.
g_tyranny must be enabled in order to play a sound to a specific player.
- > **playsound_env [slot#|name] [filename]**
Plays the specified sound file,
but the sound can be heard by everyone near the specified player.
In contrast to playsound, both parameters are required for playsound_env.
If playsound_env is used with one parameter (only the the filename is specified),
then it is treated exactly as playsound [filename].
The further away nearby players are, the less they hear the sound.
g_tyranny must be enabled in order to use this command.
- > **prinfo**
List PlayerRating info by team, sorted.
- > **prreseteverything**
Completely reset the PlayerRating system.

> prresetplayers

Reset only the player ratings part of the PlayerRating system.

> readsettings

Reloads the g_spreeFile file.

This is done by the server automatically, but if you decide to change sprees/multikills ingame, you can load the new settings with this command.

> readxp

Loads the XPSave file from disk.

There is no reason to call this function, since XPSave file loads automatically when needed. g_tyranny must be enabled in order to use this command.

> winprob

Prints information about the win probability model.

> writexp

Commits the in-memory XPSave info to disk.

Normally, this happens automatically every time a map ends or the server is shut down.

> clearspreerecords

Clears all the spreerecords stored in XPSave file.

Doesn't work during warmup or intermission.

> lua_status

Shows information about the scripts currently loaded by the Lua API engine.

> makeshoutcaster [slot#|name]**> makeshoutcast [slot#|name]****> makesc [slot#|name]**

Promotes the player to be a shoutcaster.

Shoutcasters can see floating player names, dynamite counter, truck and tank health and all mines.

> removeshoutcaster [slot#|name]**> removeshoutcast [slot#|name]****> removesc [slot#|name]**

Removes players shoutcaster status.

Additionally, all of the admin commands can be used on the server console as well, the leading "!" is optional.

CHAPTER VII
ADMIN



Admin Commands

Below are the admin commands currently supported.

Use the command corresponding flag in the `g_adminFile` config file to give permission to the command.

COMMAND	USAGE	DESCRIPTION	FLAG
> admintest	!admintest [name slot#]	Display player admin level.	'a'
> balance	!balance	Run ATB to balance teams.	'S'
> ban	!ban [name slot#] (time) (reason)	Ban a player by IP and GUID Optional expiration time (seconds). Optional reason.	'b'
> burn	!burn [name slot#] (reason)	Burns a player taking some health. Optional reason.	'U'
> cancelvote	!cancelvote	Cancel a vote taking place.	'c'
> dewarn	!dewarn [name slot#] (warning#)	Remove a warning of a player. Optional warning number.	'R'
> disorient	!disorient [name slot#] (reason)	Disorient a player.	'd'
> fart	!fart [name slot#]	Let a player fart.	'j'
> fling	!fling [name slot#]	Fling a player.	'l'
> flinga	!flinga	Fling all players	'L'
> freeze	!freeze [name slot#] (reason)	Freeze a player. Optional reason.	'F'
> gib	!gib [name slot#]	Instantly gib a player.	'g'
> giba	!giba	Instantly gib all players	'Q'
> help	!help (command)	Display available commands.	'h'
> howfair	!howfair	Display how fair the teams are.	'l'
> kick	!kick [name slot#] (reason)	Kick a player. Optional reason.	'k'
> launch	!launch [name slot#]	Launch a player.	'l'
> launcha	!launcha	Launch all players.	'L'
> listplayers	!listplayers	Display the list of players. Client numbers. Client levels.	'i'

COMMAND	USAGE	DESCRIPTION	FLAG
> listteams	!listteams	Display info about the teams.	'l'
> lock	!lock [r b s all]	Lock teams from new players joining.	'K'
> lol	!lol [name slot#] (nades)	Grenades drop from player. Optional number of grenades.	'x'
> mario	!mario	Eenble Super Mario fun mode.	'o'
> mute	!mute [name slot#] (time) (reason)	Mute a player. Optional expiration time (seconds). Optional reason.	'm'
> news	!news (mapname)	Play the map's news voiceover.	'W'
> nextmap	!nextmap	Go to the next map in the cycle.	'n'
> orient	!orient [name slot#]	Orient a player after a !disorient.	'd'
> passvote	!passvote	Pass a vote currently taking place.	'V'
> pause	!pause	Pauses the game for all players.	'Z'
> pip	!pip [name slot#]	Sparks around a player.	'z'
> pop	!pop [name slot#]	Pops the helmets off from a player.	'z'
> putteam	!putteam [name slot#] [r b s]	Move a player to a specified team.	'p'
> predator	!predator [name slot#]	Become a predator.	'J'
> readconfig	!readconfig	Reloads the admin config file.	'G'
> rename	!rename [name slot#] [new name]	Set a new name for a player.	'N'
> reset	!reset	Reset the match.	'r'
> resetmyxp	!resetmyxp,	Reset your own XP.	'M'
> resetxp	!resetxp [name slot#] (reason)	Reset the XP of a player. Optional reason.	'X'
> restart	!restart	Restart the current map.	'r'
> setlevel	!setlevel [name slot#] [level]	Set the admin level of a player.	's'
> showbans	!showbans (skip#)	Display a (partial) list of active bans. If 'skip#' is provided, that number of bans are skipped. 'skip#' can also be negative, -10 would display the last 10 bans.	'B'

COMMAND	USAGE	DESCRIPTION	FLAG
> shuffle	!shuffle	Shuffle the teams.	'S'
> slap	!slap [name slot#] (damage) (reason)	Slap a player. Optional damage. Optional reason.	'A'
> spec	!spec [name slot#]	Spec a player.	'P'
> spec999	!spec999	Move 999 pingers to spectator.	'P'
> spreerecord	!spreerecord	Display map spreerecord. Display overall spreerecord. See g_spreerecordOptions flag 1024.	'E'
> spree	!spree	Display players current killing spree. See g_spreerecordOptions flag 1024.	'E'
> stats	!stats	Display players stats.	't'
> swap	!swap	Swap the teams.	'w'
> throw	!throw [name slot#]	Throw a player.	'l'
> throwa	!throwa	Throw all players.	'L'
> time	!time	Show the current local server time.	'C'
> tspreerecord	!tspreerecord (amount)	Show the current top killing spree. Optional amount, default top 5. See g_spreerecordOptions flag 1024.	'E'
> unban	!unban [banslot#]	Unban a player specified by the slot. Slot number from !showbans.	'b'
> unfreeze	!unfreeze [name slot#] (reason)	Unfreeze a player. Optional reason.	'F'
> unlock	!unlock [r b s all]	Unlock locked teams.	'K'
> unmute	!unmute [name slot#]	Unmute a muted player.	'm'
> unpause	!unpause	Unpause the game.	'Z'
> uptime	!uptime	Displays the uptime of the server.	'u'
> userinfo	!userinfo [name slot#]	Displays basic user informations. User slot. User partial GUID. User IP. User clientversion.	'e'
> warn	!warn [name slot#] [reason]	Warn a player displaying the reason.	'R'

Admin Extra Flags

Additionally to commands flags.

The following extra flags are also supported by `g_adminFile` config:

FLAG	DESCRIPTION
> 1	Cannot be vote kicked, vote muted, or complained against.
> 2	Cannot be censored (<code>g_censor</code>).
> 3	Can run commands silently with <code>!COMMAND</code> in the console.
> 4	Can see NAM/USA team chats as a spectator.
> 5	Can switch teams any time, regardless of balance
> 6	Does not need to specify a reason for <code>!kick</code> or <code>!ban</code> .
> 7	Can call a vote at any time (regardless of disabled voting or voting limitations).
> 8	Does not need to specify a duration for a ban (defaults to PERMANENT).
> 9	Can do admin commands via team and fireteam chats.
> 0	Is immune to <code>g_inactivityPlayer</code> and <code>g_inactivitySpectator</code> settings (check <code>g_inactivityOptions</code>).
> !	Is immune to all admin commands (useful for server admins). NOTE: This flag must be specified explicitly, the <code>*</code> flag does not grant it.
> @	"incognito" flag shows the admin as level 0 with no a.k.a info in the output of <code>!listplayers</code> . NOTE: This flag must be specified explicitly, the <code>*</code> flag does not grant it.
> \$	Can do <code>!admintest</code> on other players.
> ~	Can read and write the adminchat with the <code>!ma</code> command. All referees and all other players with the <code>~</code> flag will be able to read this chat.
> &	Can rename himself regardless of <code>g_maxNameChanges</code> limit.

Admin Operators

The following operators are supported in the flags field:

OPERATOR

DESCRIPTION

> *

This means all all available flags are granted (except ! and @). Any flags that come after the * are negated.

Example:

```
[level]
level           = 5
name            =
flags          = *xU
greeting       =
greeting_sound =
```

Would give level 5 admins all commands except !lol and !burn.

> -

This subtracts the flags that follow it from the allowed flags.

Example:

```
[admin]
name           = PlayerName
guid          = XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
level         = 5
flags         = -bs
greeting      =
greeting_sound =
```

Would give PlayerName all of the commands a level 5 admin has except !ban and !setlevel.

NOTE:

This operator is for admin flags only.

> +

The only use for this operator is for use after the '-' operator.

Example:

```
[admin]
name           = PlayerName
guid          = XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
level         = 5
flags         = -bs+U
greeting      =
greeting_sound =
```

Would give PlayerName all of the commands a level 5 user has except !ban and !setlevel, but he also gets the !burn command which typical level 5 admins do not have.

NOTE:

This operator is for admin flags only.

Admin File

The configuration file itself is layed out in blocks serpated by blank lines.

The three types of blocks supported are [level], [admin], [ban], [command].

If you ever need to edit the admin cfg file by hand,

you need to run the !readconfig command (or restart etded) to load it.

When setting up a new admin cfg file,

simply set the `g_adminFile` cvar to the name you want to use for the configuration file,

then connect to the server with your ET, and run the following command in the server console:

Example:

```
> !setlevel PlayerName 5
```

This will create the admin cfg file with default levels and your GUID set to level 5 admin (the highest default level).

You can then edit the level definitions in this file to match your preferences

and run the !readconfig command to load them up.

The element [command] allows to create custom admin commands.

Example:

```
[command]
command = hello
exec = cp "hello world"
desc = Center Print the text "hello world" to all connected clients.
levels = 0 1 2 3 4 5
```

Example:

```
[command]
command = panzeroff
exec = set team_maxRockLaunchers "0"
desc = Turn off rocket launchers.
levels = 5
```

Example:

```
[command]
command = havefun
exec = exec fun.cfg
desc = Load up some crazy settings/commands.
levels = 5
```

Example:

```
[command]
command = unlimitedpanzers
exec = cp "^1Unlimited panzers!"; set maxRockLaunchers "-1"
desc = Everyone can have a rocket launcher.
levels = 5
```

This would create 4 new commands, !hello, !panzeroff, !havefun, and !unlimitedpanzers.

!hello can be run by any user with an admin level 0 through 5.

!panzeroff, !havefun, and !unlimitedpanzers would be executable by only level 5 users.

You must name each level in the space serpated level string (a higher level does not grant authority).

As shown in !unlimitedpanzers, you can separate commands with a semicolon (;).

The element [command] can use shortcut characters as described in [g_shortcuts](#). Shortcuts will work with [command] elements regardless of the [g_shortcuts](#) settings. You can use a new shortcut [i] to replace it with the player ID of the calling player.

Example:

```
[command]
command = spec
exec = !putteam [n] s
desc = Become a spectator.
levels = 0 1 2 3 4 5
```

Example:

```
[command]
command = pizza
exec = cp "[n] ^7orders a big pizza for everyone except [d]^7!"
desc = Fun message.
levels = 3 4 5
```

Example:

```
[command]
command = ms
exec = makeshoutcaster [i]
desc = Makes you a shoutcaster.
levels = 5
```

The element [command] can use up to 9 parameter placeholders (from [1] to [9]) in the commands.

Example:

```
[command]
command = mynameis
exec = cp "[n]'s ^7real-life name is [1]^7!"
desc = Print real name
levels = 0 1 2 3 4 5
```

When a user types the command like this:

Example:

```
> !mynameis Lorenzo
```

Will print out something like:

```
> -IronMonkey- real-life name is Lorenzo!
```

Parameters that the user does not type in are left blank in your command.

You can use the parameters in any order (so the user types the parameters in a different order than they are used).

You can also add a greeting to [admin] and [level] blocks.

This greeting will be displayed when an admin connects to the server.

Adding a greeting to a [level] block will show that greeting for every admin with that level,

while adding a greeting to an [admin] block will only show the greeting when that particular admin connects.

When both [level] and [admin] blocks contain a greeting, the [admin] greeting is used.

When you type [n] in a greeting, it will be replaced by the name of the connecting admin.

Example:

```
[level]
level = 5
name = Admin
flags = *
greeting = Level 5 admin [n] is on the floor.
greeting_sound =
```

If -IronMonkey- is the connecting admin, all players will see:

```
> Level 5 admin -IronMonkey- is on the floor.
```


Admin Limits

These are the limits on the admin file:

Maximum number of levels:	31
Maximum length of admin level name:	35 (includes color codes)
Maximum number of users with a set level:	32767
Maximum number of player bans:	1023
Maximum length of ban reason:	1023
Maximum number of admin-defined commands:	63
Maximum admin-defined command name length:	63 characters
Maximum admin-defined command length (executable part):	1023 characters
Maximum admin-defined command length (help string):	1023 characters
Maximum number of warnings:	1023

CHAPTER VIII
SPREE FILE



Spree File

The spree file is a file that contains all the information about killingspree and multikill messages and sounds. See [g_spreeFile](#) to see how you can enable this file.

The spree file consists of four types of blocks: [spree], [end], [kill], [revive].

The [spree] blocks determine what should happen when someone has a killingspree.

The [end] blocks determine what should happen when someone ends a killingspree.

The [kill] blocks do the same for multikills.

The [revive] blocks do the same for a revivespree.

A [spree] block has the following fields:

Example:

```
[spree]
number      = 5
message     = [n] ^8is on a killing spree! (^35^8 kills)
position    = chat
display     = all
sound       = sound/misc/killingspree.wav
play        = all
```

NOTE:

The shortcut [n] in the message will be replaced by the name of the player. When you set "number" to a negative integer, you'll create a deathspree.

A [end] block has the following fields:

Example:

```
[end]
number      = 5
message     = [n]^8's killing spree (^3[k] kills^8) was cut short by ^7[a]^8.
position    = chat
display     = all
sound       = sound/misc/end.wav
play        = all
tkmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short by ^1TEAMMATE ^7[a]^8.
tkposition  = chat
tkdisplay   = all
tksound     = sound/misc/end.wav
tkplay      = all
skmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short by ^1himself!
skposition  = chat
skdisplay   = all
sksound     = sound/misc/end.wav
skplay      = all
wkmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short.
wkposition  = chat
wkdisplay   = all
wksound     = sound/misc/end.wav
wkplay      = all
```

NOTE:

If the player is killed by an enemy, the normal fields are used.

When killed by a friend the "tk" fields are used, a selfkill means "sk" fields and a worldkill means "wk" fields.

The shortcut [n] will be replaced by the name of the player.

The shortcut [k] will be replaced by the number of kills.

The shortcut [a] will be replaced by the name of the person who killed the player.

The shortcut [v] will be replaced by the victim who was killed by the player when a deathspree has ended.

When you set "number" to a negative integer, you'll create the end of a deathspree.

It has no use setting the "tk", "sk", "wk" fields then, because a deathspree will never be ended that way.

A [kill] block has the following fields:

Example:

```
[kill]
number      = 2
message     = ^5Double Kill!
position    = chat
display     = player
sound       = sound/misc/doublekill.wav
play        = player
```

NOTE:

The shortcut [n] in the message will be replaced by the name of the player.
The time between two kills can be changed by changing `g_multikillTime`.

A [revive] block has the following fields:

Example:

```
[revive]
number      = 3
message     = [n] ^7is on a revive spree! (^13^7 revives)
position    = chat
display     = all
sound       =
play        = all
```

NOTE:

The shortcut [n] in the message will be replaced by the name of the player.

Valid for all the [blocks]:

the "number" determines the minimum amount needed for message to be shown and "sound" to be played, after "position" you can add the location where the "messages" should be displayed, this can be "chat", "cpm" (popup), "cp" (center), "print" (console).

"display" can have the values "all" or "player".

"all" means the message is broadcasted to all players on the server,

"player" means just to the player who received the message.

"play" can have the same values as "display" and the extra value "envi".

"envi" means the "sound" will only be heard by players in the environment of the player who received the message.

Spree File Limits

These are the limits on the spree file:

Maximum number of sprees:	31
Maximum number of ends:	31
Maximum number of kills:	15
Maximum number of revives:	31



CHAPTER IX

LUA API



Lua Resources

The Programming Language Lua: <http://www.lua.org/>

Lua API documentation: http://wolfwiki.anime.net/index.php/Lua_Mod_API

Lua Commands

Client Commands:

> lua_status

Lists all currently loaded lua modules.

NOTE:

Lua modules cannot override this client command.

Server Commands:

> lua_status

Lists all currently loaded lua modules.

Lua CVARs

Server CVARs:

> lua_modules

Space separated list of lua files for ETnam to load from:

.../**Wolfenstein - Enemy Territory/etnam/luascripts/**

Lua files name doesn't need extension.

Modules will be run in the order listed.

Example:

```
> set lua_modules "LUAfileone LUAfiletwo LUAfilethree"
```

Set this to "" to disable it.

> lua_allowedModules

If set, only lua modules with the matching "sha1" signatures listed in this cvar will be allowed to load.

Example:

```
> set lua_allowedModules "348412AE3BA0535D6B0E11C5DE843A90AF20D10F"
```

Set this to "" to disable it.

NOTE:

Changing either cvar will cause all currently loaded modules to quit and be unloaded, until the next map restart, match reset or map change.

Lua ET Library Calls

> CLIENTS

****clientnum = et.G_ClientNumberFromString(string)***

Searches for one partial match with 'string', if one is found the 'clientnum' is returned. If there is none or more than one match '-1' is returned.

Example:

```
-- get number from client with partial name match 'ETPla'.
clientnum = et.G_ClientNumberFromString("ETPla")
```

> ET FILESYSTEM

fd, len = et.trap_FS_FOpenFile(filename, mode)

Attempts to open the file 'filename' with the access mode 'mode' (see **et.FS_* constants**). Returns the filedescriptor 'fd' and file length 'len'. On error, 'len' returns '-1'.

Example:

```
fd, len = et.trap_FS_FOpenFile("mymodule.log", et.FS_READ)
```

filedata = et.trap_FS_Read(fd, count)

Reads 'count' bytes from filedescriptor 'fd'.

Example:

```
fd, len = et.trap_FS_FOpenFile("mymodule.log", et.FS_READ)
if len ~= -1 then
    filedata = et.trap_FS_Read(fd, len)
end
et.trap_FS_FCloseFile(fd)
```

count = et.trap_FS_Write(filedata, count, fd)

Attempts to write 'count' bytes of 'filedata' to filedescriptor 'fd'. Returns number of bytes ('count') successfully written.

Example:

```
fd, len = et.trap_FS_FOpenFile("mymodule.log", et.FS_APPEND)
content = "MODEVENT: X Y: Player X does something with player Y.\n"
if len ~= -1 then
    count = et.trap_FS_Write(content, string.len(content), fd)
end
et.trap_FS_FCloseFile(fd)
```

et.trap_FS_Rename(oldname, newname)

Renames file 'oldname' to 'newname'.

Example:

```
et.trap_FS_Rename("mymodule.log", "mymodule.bak")
```

et.trap_FS_FCloseFile(fd)

Closes filedescriptor 'fd'.

Example:

```
fd, len = et.trap_FS_FOpenFile("mymodule.log", et.FS_READ)
-- read file content here
et.trap_FS_FCloseFile(fd)
```


> MISCELLANEOUS

milliseconds = et.trap_Milliseconds()

Returns a number ('milliseconds') indicating the current server time in milliseconds.

Example:

```
milliseconds = et.trap_Milliseconds()
```

et.G_Damage(target, inflictor, attacker, damage, dflags, mod)

Does amount of 'damage' on 'target' inflicted by 'inflictor' and caused by 'attacker'.

- 'target', 'inflictor' and 'attacker' are entity numbers.
- 'dflags' is a bitflag number to decide how the damage is inflicted.
- 'mod' is a number from 0 up to *69 to set the type of damage.

Example:

```
-- do 50 damage with no protection (dflags = 32) on client #0
-- with MOD_UNKNOWN (mod = 0) as <world> entity (inflictor, attacker = 1022)
et.G_Damage(0, 1022, 1022, 50, 32, 0)
```

dflags list

DAMAGE_RADIUS	1	// damage was indirect.
DAMAGE_HALF_KNOCKBACK	2	// do less knockback.
DAMAGE_NO_KNOCKBACK	8	// do not affect velocity, just view angles.
DAMAGE_NO_TEAM_PROTECTION	16	// invulnerability, and godmode have no effect.
DAMAGE_NO_PROTECTION	32	// invulnerability, and godmode have no effect.
DAMAGE_DISTANCEFALLOFF	64	// distance falloff.

***flooding = et.ClientsFlooding(clientnum)**

Checks if client 'clientnum' is 'flooding' (1) or not (0).

NOTE:

There will be done no update to the flood protect behaviour on running this library call.

ETnam only checks on:

callvote, say, m, mt, ma, say_team, vsay, vsay_team, say_buddy, vsay_buddy, fireteam, rconAuth, ready, say_teamn!, specinvite, readyteam
client commands for flooding.

Example:

```
if et.ClientsFlooding(clientnum) == 1 then
  -- client is flooding, do something
end
```

***et.G_AddSkillPoints(ent, skill, points)**

NOTE:

To remove skill points you can also use negative 'points' values.

Example:

```
-- add 100.5 points to heavy weapons skill (skill = 5) of client #0
et.G_AddSkillPoints(0, 5, 100.5)
```

***et.G_LoseSkillPoints(ent, skill, points)**

Example:

```
-- remove 100.5 points from heavy weapons skill (skill = 5) of client #0
et.G_LoseSkillPoints(0, 5, 100.5)
```


> SOUND

***et.G_ClientSound(clientnum, soundindex)**

Plays the sound 'soundindex' for the client with 'clientnum' only.

Example:

```
-- play a sound for client #3 only
soundindex = et.G_SoundIndex("sound/world/alarm_01.wav")
et.G_ClientSound(3, soundindex)
```

> ENTITIES

(variable) = et.gentity_get (entnum, fieldname, arrayindex)

Gets the value of 'fieldname' from entity 'entnum' out of the g_entity struct.

For 'NULL' entities, 'nil' is returned.

'arrayindex' is used to specify which element of an array entity field to get.

It is required when accessing array type fields. Entity field array indexes start at '0'.

et.gentity_set(entnum, fieldname, arrayindex, value)

Sets the value of 'fieldname' from entity 'entnum' in the g_entity struct to 'value'.

'arrayindex' is used to specify which element of an array entity field to set.

> ADMIN

***permission = et.G_admin_permission(ent, flag)**

Checks if client 'ent' has 'permission' (1) for 'flag' or not (0).

NOTE:

Use 'nil' or '-1' to check permission for console (Console always returns '1').

Example:

```
-- check if client #1 has permission for flag "C"
if et.G_admin_permission(1, "C") == 1 then
  -- client has permission, do something
end
```

***level = et.G_admin_level(ent)**

Returns the 'level' for client 'ent'.

NOTE:

Use 'nil' or '-1' to get the level for console.

Example:

```
-- get admin level for client #2
level = et.G_admin_level(2)
```


Lua Callbacks

> CLIENT MANAGEMENT

```
et_ClientSpawn( clientNum, revived, *teamChange, *restoreHealth )
```

> COMMANDS

```
intercepted = et_ClientCommand( clientNum, command )  
intercepted = et_ConsoleCommand( *command )
```

> MISCELLANEOUS

```
(customObit) = et_Obituary( victim, killer, meansOfDeath )
```

Called whenever a player is killed.

Modules should return a string ('customObit') to override the default obituary or 'nil' to leave it as it is.

Example:

```
function et_Obituary(victim, killer, meansOfDeath)  
if victim == killer and meansOfDeath == 26 then  
    customObit = "%s ^7had an ^1EXPLOSIVE ^7relationship with his dynamite."  
    return string.format(customObit, et.gentity_get(victim, "pers.netname"))  
end  
end
```


Lua Predefined Constants

- > et.CS_PLAYERS
- > et.EXEC_NOW
- > et.EXEC_INSERT
- > et.EXEC_APPEND
- > et.FS_READ
- > et.FS_WRITE
- > et.FS_APPEND
- > et.FS_APPEND_SYNC
- > et.SAY_ALL
- > et.SAY_TEAM
- > et.SAY_BUDDY
- > et.SAY_TEAMNL
- > et.HOSTARCH
 - Set to WIN32 or UNIX depending on the host architecture qagame is running on.
- > LUA_PATH
 - Set to: *fs_homepath/fs_game/?lua;fs_homepath/fs_game/lualibs/?lua*
 - in order to ease use of the **require** function.
 - Depending on the configuration
 - fs_basepath/fs_game/?lua;fs_basepath/fs_game/lualibs/?lua*
 - will be added to the LUA_PATH.
- > LUA_CPATH
 - Set to: *fs_homepath/fs_game/lualibs/?.(so|dll)*
 - in order to ease use of the **require** function.
 - Depending on the configuration
 - fs_basepath/fs_game/lualibs/?.(so|dll)*
 - will be added to the LUA_CPATH.
- > LUA_DIRSEP
 - Set to '\ ' or '/' depending on the host architecture qagame is running on.

CHAPTER X THANKS AND CREDITS



Thanks And Credits

-IronMonkey- aka VS Monkey	Project Leader - Lead Programmer
BORG	Project Manager - Lead Artist

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[SLUT] clan for their help and participation in the bug spotting and testing of this mod.

- we hope you will like the mod and its features -

