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cvar list
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_resetcodestats      : cmd      :      : Erases current game stats and writes out a blank stats file
_restart            : cmd      :      : Shutdown and restart the engine.
achievement_debug    : 0        : , "sv", "cheat", "rep" : Turn on achievement debug msgs.
achievement_disable  : 0        : , "sv", "cheat", "rep" : Turn off achievements.
addip               : cmd      :      : Add an IP address to the ban list.
ai_debug_los        : 0        : , "sv", "cheat" : NPC Line-Of-Sight debug mode. If 1, solid entities that block NPC LOC will be highlighted with white bounding boxes. If 2, it'll
ai_debug_shoot_positions : 0        : , "sv", "cheat", "rep" :
ai_talk_idle_enabled : 1        : , "sv", "cheat" : Set to 0 to disable TLK_IDLEs on survivors
air_density         : cmd      :      : Changes the density of air for drag computations.
alias               : cmd      :      : Alias a command.
banid               : cmd      :      : Add a user ID to the ban list.
banip               : cmd      :      : Add an IP address to the ban list.
bind                : cmd      :      : Bind a key.
BindToggle          : cmd      :      : Performs a bind <key> 'increment var <cvar> 0 1 1'
blackbox_dump       : cmd      :      : Dump the contents of the blackbox
blackbox_record     : cmd      :      : Record an entry into the blackbox
boomer_exposed_time_tolerance : 1        : , "sv", "cheat" : How long an out-of-range Boomer will tolerate being visible before fleeing
boomer_vomit_delay  : 1        : , "sv", "cheat" : How long the Boomer waits before he vomits on his target on Normal difficulty
bot_crouch          : 0        : , "sv", "cheat" :
bot_freeze          : 0        : , "sv", "cheat" :
bot_mimic           : 0        : , "sv", "cheat", "rep" :
bot_mimic_yaw_offset : 180      : , "sv", "cheat" :
buddha              : 0        : , "sv", "cheat", "nf" : Survivors take damage but won't die
budget_toggle_group : cmd      :      : Turn a budget group on/off
bug_swap            : cmd      :      : Automatically swaps the current weapon for the bug bait and back again.
cache_print         : cmd      :      : cache_print [section] Print out contents of cache memory.
cache_print_lru     : cmd      :      : cache_print_lru [section] Print out contents of cache memory.
cache_print_summary : cmd      :      : cache_print_summary [section] Print out a summary contents of cache memory.
callvote           : cmd      :      : Start a vote on an issue.
cast_hull           : cmd      :      : Tests hull collision detection
cast_ray            : cmd      :      : Tests collision detection
ch_createairboat    : cmd      :      : Spawn airboat in front of the player.
ch_createjeep       : cmd      :      : Spawn jeep in front of the player.
changelevel         : cmd      :      : Change server to the specified map
changelevel2        : cmd      :      : Transition to the specified map in single player
changelevel_inhibit : 0        : , "sv", "cheat" :
changelevel_pause_interval : 8        : , "sv", "cheat" :
chet_debug_idle     : 0        : , "a", "sv" : If set one, many debug prints to help track down the TLK_IDLE issue. Set two for super verbose info
cl_clock_correction : 1        : , "cheat" : Enable/disable clock correction on the client.
cl_clock_correction_adjustment_max_amount : 200      : , "cheat" : Sets the maximum number of milliseconds per second it is allowed to correct the client clock. It will only correct this amount
cl_clock_correction_adjustment_max_offset : 90       : , "cheat" : As the clock offset goes from cl_clock_correction_adjustment_min_offset to this value (in milliseconds), it moves towards apply
cl_clock_correction_adjustment_min_offset : 10       : , "cheat" : If the clock offset is less than this amount (in milliseconds), then no clock correction is applied.
cl_clock_correction_force_server_tick : 999     : , "cheat" : Force clock correction to match the server tick + this offset (-999 disables it).
cl_clock_showdebuginfo : 0        : , "cheat" : Show debugging info about the clock drift.
cl_clockdrift_max_ms : 150      : , "cheat" : Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the server's.
cl_clockdrift_max_ms_threadmode : 0        : , "cheat" : Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the server's.
cl_cmdrate          : 30       : , "a", "user" : Max number of command packets sent to server per second
cl_skipslowpath     : 0        : , "cheat" : Set to 1 to skip any models that don't go through the model fast path
cl_updaterate       : 20       : , "a", "user" : Number of packets per second of updates you are requesting from the server
claw_force          : 240      : , "sv", "cheat", "rep" : Force with witch the claw shoves other zombies away
claw_plays_hit_anims : 0        : , "sv", "cheat", "rep" : Play the new hit anims for debugging?
claw_range          : 52       : , "sv", "cheat", "rep" : Range of the Claw weapon
claw_range_down     : 70       : , "sv", "cheat", "rep" : Range of the Claw weapon when looking straight down, so it can reach your feet from your eyes.
claw_swing_duration : 0        : , "sv", "cheat", "rep" :
claw_swing_interval : 1        : , "sv", "cheat", "rep" :
claw_swing_miss_interval : 0        : , "sv", "cheat", "rep" :
clear_attribute     : cmd      :      : Remove given attribute from all areas in the selected set.
clear_debug_overlays : cmd      :      : clears debug overlays
clientport          : 27005    :      : Host game client port
closecaption        : 0        : , "a", "user" : Enable close captioning.
cmd                 : cmd      :      : Forward command to server.
cmd1                : cmd      :      : sets userinfo string for split screen player in slot 1
cmd2                : cmd      :      : sets userinfo string for split screen player in slot 2
cmd3                : cmd      :      : sets userinfo string for split screen player in slot 3
cmd4                : cmd      :      : sets userinfo string for split screen player in slot 4
collision_test      : cmd      :      : Tests collision system
commentary_cvarsnotchanging : cmd      :      :
commentary_finishnode : cmd      :      :
create_flashlight   : cmd      :      :
CreatePredictionError : cmd      :      : Create a prediction error
cs_make_vip         : cmd      :      : Marks a player as the VIP
cs_ShowStateTransitions : -2       : , "sv", "cheat" : cs_ShowStateTransitions <ent index or -1 for all>. Show player state transitions.
current_flow_distance : cmd      :      : Reports the flow distance for the local player
cvarlist           : cmd      :      : Show the list of convars/concommands.
dbghist_addline     : cmd      :      : Add a line to the debug history. Format: <category id> <line>
dbghist_dump        : cmd      :      : Dump the debug history to the console. Format: <category id> Categories: 0: Entity I/O 1: AI Decisions 2: Sc
debug_visibility_monitor : 0        : , "sv", "cheat" :
devshots_nextmap    : cmd      :      : Used by the devshots system to go to the next map in the devshots maplist.
differences         : cmd      :      : Show all convars which are not at their default values.
director_ai_tanks   : 0        : , "sv", "cheat" :
director_build_up_min_interval : 15      : , "sv", "cheat" :

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director_convert_pills : 1 : , "sv", "cheat" :
director_convert_pills_critical_health : 50 : , "sv", "cheat" :
director_debug : 0 : , "sv", "cheat" :
director_debug_scavenge_items : 0 : , "sv", "cheat" :
director_debug_threat_placement : 0 : , "sv", "cheat" :
director_finale_infinite : 0 : , "sv", "cheat" : Never bring in a rescue vehicle.
director_finale_item_cluster_count : 3 : , "sv", "cheat" : How many clusters of items will be populated in the finale
director_finale_max_loops : 2 : , "sv", "cheat" : Versus mode: Number of times to loop through the finale waves before rescue.
director_finale_mob_max_interval : 45 : , "sv", "cheat" :
director_finale_mob_min_interval : 5 : , "sv", "cheat" :
director_finale_mob_relax_interval : 20 : , "sv", "cheat" : How long a 'relax' wave lasts during the finale
director_finale_stage_delay : 5 : , "sv", "cheat" :
director_force_background : 0 : , "sv", "cheat" : Forces background map population logic for testing
director_force_panic_event : cmd : , "sv", "cheat" : Forces a 'PanicEvent' to occur
director_force_tank : 0 : , "sv", "cheat" :
director_force_versus_start : cmd : , "sv", "cheat" : Force start the versus game, so PZs can spawn even if survivors are still in the safe room
director_force_witch : 0 : , "sv", "cheat" :
director_gas_can_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_impossible_retry : 1 : , "sv", "cheat" :
director_ingress_range : 3000 : , "sv", "cheat" :
director_intensity_relax_allow_wanderers_threshold : 0 : , "sv", "cheat" : All survivors must be below this intensity during RELAX for wandering zombies to be spawned
director_intensity_relax_allow_wanderers_threshold_expert : 0 : , "sv", "cheat" : All survivors must be below this intensity during RELAX for wandering zombies to be spawned
director_intensity_relax_allow_wanderers_threshold_hard : 0 : , "sv", "cheat" : All survivors must be below this intensity during RELAX for wandering zombies to be spawned
director_intensity_relax_threshold : 0 : , "sv", "cheat" : All survivors must be below this intensity before a Peak is allowed to switch to Relax (in addition to the normal peak timer)
director_intensity_threshold : 0 : , "sv", "cheat", "rep" :
director_item_cluster_range : 50 : , "sv", "cheat" : Scavenge items of the same kind that are this close to each other are considered a single 'cluster' for population purposes
director_molotov_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_must_create_all_scavenge_items : 0 : , "sv", "cheat" :
director_no_bosses : 0 : , "sv", "cheat" : Disable boss spawns
director_no_death_check : 0 : , "sv", "cheat" : Disable survivor team death ending scenario
director_no_mobs : 0 : , "sv", "cheat" : Disable mob rushes
director_no_specials : 0 : , "sv", "cheat" : Disable PZ spawns
director_no_survivor_bots : 0 : , "sv", "cheat" : Disable filling out the survivor team with bots
director_oxygen_tank_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_pain_pill_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_panic_forever : 0 : , "sv", "cheat" : Panic events never end
director_pipe_bomb_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_pistol_density : 4 : , "sv", "cheat" : Items per 100 yards square
director_print_player_counts : cmd : , "sv", "cheat" : Prints out counts of connected players and transitioning players (for debugging)
director_propane_tank_density : 6 : , "sv", "cheat" : Items per 100 yards square
director_ready_duration : 60 : , "sv", "cheat" : If nonzero, survivor team has this amount of time to get ready before starting out
director_ready_radius : 3000 : , "sv", "cheat" : The distance survivors can move from the starting weapons during the ready period
director_relax_max_flow_travel : 3000 : , "sv", "cheat" :
director_relax_max_interval : 45 : , "sv", "cheat" :
director_relax_min_interval : 30 : , "sv", "cheat" :
director_report : cmd : , "sv", "cheat" : Prints a snapshot of the director's state
director_scavenge_item_override : 0 : , "sv", "cheat" : Override map-specified item densities with cvar values for tuning
director_short_finale : 0 : , "sv", "cheat" : Short finale for testing escape vehicles
director_special_battlefield_respawn_interval : 10 : , "sv", "cheat" :
director_special_finale_offer_length : 10 : , "sv", "cheat" : How long is given to a player to accept the offer of a special zombie during the finale.
director_special_initial_spawn_delay_max : 60 : , "sv", "cheat" :
director_special_initial_spawn_delay_max_extra : 180 : , "sv", "cheat" :
director_special_initial_spawn_delay_min : 30 : , "sv", "cheat" :
director_special_original_offer_length : 30 : , "sv", "cheat" : How long is given to the first player to accept the offer of a special zombie.
director_special_respawn_interval : 45 : , "sv", "cheat" :
director_spectate_specials : 0 : , "sv", "cheat" : Allow spectating zombies
director_start : cmd : , "sv", "cheat" : Restores spawning of all wanderers, mobs, specials, and bosses
director_stop : cmd : , "sv", "cheat" : Shuts off all wanderers, mobs, specials, and bosses
director_sustain_peak_max_time : 5 : , "sv", "cheat" :
director_sustain_peak_min_time : 3 : , "sv", "cheat" :
director_tank_bypass_max_flow_travel : 1500 : , "sv", "cheat" :
director_tank_checkpoint_interval : 15 : , "sv", "cheat" : Min time after leaving a checkpoint that a tank can spawn
director_tank_force_offer : 0 : , "sv", "cheat" : Forces the director to offer a tank
director_tank_lottery_entry_time : 0 : , "sv", "cheat" : Time it takes for entry into the tank lottery
director_tank_lottery_selection_time : 4 : , "sv", "cheat" : Time it takes for selection in the tank lottery
director_tank_max_interval : 500 : , "sv", "cheat" :
director_tank_min_interval : 350 : , "sv", "cheat" :
director_tank_offer_debug : 0 : , "sv", "cheat" :
director_threat_clear_radius : 500 : , "sv", "cheat" : Prevent wandering zombies within this radius of threats
director_threat_max_separation : 5000 : , "sv", "cheat" :
director_threat_min_separation : 5000 : , "sv", "cheat" :
director_threat_radius : 1000 : , "sv", "cheat" :
director_transition_timeout : 20 : , "sv", "cheat" : Duration (in seconds) to wait for survivors to transition across changelevels
director_unfreeze_time : 60 : , "sv", "cheat" : Duration (in seconds) to wait to unfreeze a team after the first player has connected
disable_dynamic_prop_loading : 0 : , "sv", "cheat" : If non-zero when a map loads, dynamic props won't be loaded
disable_static_prop_loading : 0 : , "cheat" : If non-zero when a map loads, static props won't be loaded
disconnect : cmd : , "sv", "cheat" : Disconnect game from server.
display_elapsedtime : cmd : , "sv", "cheat" : Displays how much time has elapsed since the game started
display_game_events : 0 : , "cheat" :
drawcross : cmd : , "sv", "cheat" : Draws a cross at the given location Arguments: x y z
drawline : cmd : , "sv", "cheat" : Draws line between two 3D Points. Green if no collision Red is collides with something Arguments: x1 y1 z1 x2 y2 z2
dti_flush : cmd : , "sv", "cheat" : Write out the datatable instrumentation files (you must run with -dti for this to work).
dump_entity_sizes : cmd : , "sv", "cheat" : Print sizeof(entclass)

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dump_globals           : cmd      : : Dump all global entities/states
dump_player_reports    : cmd      : : Dump all player reports to the console for debugging.
dump_pz_data           : cmd      : : Dump PZ data
dumpentityfactories    : cmd      : : Lists all entity factory names.
dumpeventqueue         : cmd      : : Dump the contents of the Entity I/O event queue to the console.
dumpgamestringtable    : cmd      : : Dump the contents of the game string table to the console.
dumpstringtables       : cmd      : : Print string tables to console.
echo                   : cmd      : : Echo text to console.
endround               : cmd      : : End the current round.
ent_absbox             : cmd      : : Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar
ent_attachments        : cmd      : : Displays the attachment points on an entity. Arguments: {entity name} / {class name} / no argument picks what player is loo
ent_autoaim            : cmd      : : Displays the entity's autoaim radius. Arguments: {entity name} / {class name} / no argument picks what player is looking at
ent_bbox               : cmd      : : Displays the movement bounding box for the given entity(ies) in orange. Some entites will also display entity specific overlay
ent_cancelpendingentfires : cmd      : : Cancels all ent_fire created outputs that are currently waiting for their delay to expire.
ent_create             : cmd      : : Creates an entity of the given type where the player is looking.
ent_dump               : cmd      : : Usage: ent_dump <entity name>
ent_fire               : cmd      : : Usage: ent_fire <target> [action] [value] [delay]
ent_info               : cmd      : : Usage: ent_info <class name>
ent_keyvalue           : cmd      : : Applies the comma delimited key=value pairs to the entity with the given Hammer ID. Format: ent_keyvalue <entity id> <key>=<v
ent_messages           : cmd      : : Toggles input/output message display for the selected entity(ies). The name of the entity will be displayed as well as any mes
ent_messages_draw      : 0        : , "sv", "cheat" : Visualizes all entity input/output activity.
ent_name               : cmd      : :
ent_orient             : cmd      : : Orient the specified entity to match the player's angles. By default, only orients target entity's YAW. Use the 'allangles' opt
ent_pause              : cmd      : : Toggles pausing of input/output message processing for entities. When turned on processing of all message will stop. Any mess
ent_pivot              : cmd      : : Displays the pivot for the given entity(ies). (y=up=green, z=forward=blue, x=left=red). Arguments: {entity name} / {class
ent_rbox               : cmd      : : Displays the total bounding box for the given entity(s) in green. Some entites will also display entity specific overlays. Ar
ent_remove             : cmd      : : Removes the given entity(s) Arguments: {entity_name} / {class_name} / no argument picks what player is looking at
ent_remove_all         : cmd      : : Removes all entities of the specified type Arguments: {entity_name} / {class_name}
ent_rotate             : cmd      : : Rotates an entity by a specified # of degrees
ent_setang             : cmd      : : Set entity angles
ent_setname            : cmd      : : Sets the targetname of the given entity(s) Arguments: {new entity name} {entity_name} / {class_name} / no argument picks wh
ent_setpos             : cmd      : : Move entity to position
ent_show_response_criteria : cmd      : : Print, to the console, an entity's current criteria set used to select responses. Arguments: {entity_name} / {class_name} /
ent_step               : cmd      : : When 'ent_pause' is set this will step through one waiting input / output message at a time.
ent_teleport           : cmd      : : Teleport the specified entity to where the player is looking. Format: ent_teleport <entity name>
ent_text               : cmd      : : Displays text debugging information about the given entity(ies) on top of the entity (See Overlay Text) Arguments: {entity_
ent_viewoffset         : cmd      : : Displays the eye position for the given entity(ies) in red. Arguments: {entity_name} / {class_name} / no argument picks wha
exec                   : cmd      : : Execute script file.
exit                   : cmd      : : Exit the engine.
explode                : cmd      : : Kills the player with explosive damage
explodevector          : cmd      : : Kills a player applying an explosive force. Usage: explodevector <player> <x value> <y value> <z value>
fade_crosshair         : cmd      : : Fades the prop being looked at
fade_immediately       : 0        : , "sv", "cheat" :
fadein                 : cmd      : : fadein {time r g b}: Fades the screen in from black or from the specified color over the given number of seconds.
fadeout                : cmd      : : fadeout {time r g b}: Fades the screen to black or to the specified color over the given number of seconds.
find                   : cmd      : : Find concommands with the specified string in their name/help text.
find_ent               : cmd      : : Find and list all entities with classnames or targetnames that contain the specified substring. Format: find_ent <substring>
find_ent_index         : cmd      : : Display data for entity matching specified index. Format: find_ent_index <index>
findflags              : cmd      : : Find concommands by flags.
firetarget             : cmd      : :
first_aid_heal_percent : 0        : , "sv", "cheat" : Percent of injuries to heal
first_aid_kit_max_heal : 100     : , "sv", "cheat", "rep" :
first_aid_kit_range    : 100     : , "sv", "cheat", "rep" :
first_aid_kit_use_duration : 5       : , "sv", "cheat", "rep" :
fish_dormant           : 0        : , "sv", "cheat", "rep" : Turns off interactive fish behavior. Fish become immobile and unresponsive.
flush                  : cmd      : : Flush unlocked cache memory.
flush_locked           : cmd      : : Flush unlocked and locked cache memory.
fog_enable_water_fog   : 1        : , "cheat" :
forcebind              : cmd      : : Bind a command to an available key. (forcebind command opt:suggestedKey)
foundry_engine_get_mouse_control : cmd      : : Give the engine control of the mouse.
foundry_engine_release_mouse_control : cmd      : : Give the control of the mouse back to Hammer.
foundry_select_entity  : cmd      : : Select the entity under the crosshair or select entities with the specified name.
foundry_sync_hammer_view : cmd      : : Move Hammer's 3D view to the same position as the engine's 3D view.
foundry_update_entity  : cmd      : : Updates the entity's position/angles when in edit mode
fs_printopenfiles      : cmd      : : Show all files currently opened by the engine.
fs_warning_level       : cmd      : : Set the filesystem warning level.
func_break_max_pieces  : 15      : , "a", "sv", "rep" :
g_debug_angularsensor  : 0        : , "sv", "cheat" :
g_debug_constraint_sounds : 0       : , "sv", "cheat" : Enable debug printing about constraint sounds.
g_debug_physcannon     : 0        : , "sv", "cheat", "rep" :
g_debug_ragdoll_removal : 0        : , "sv", "cheat", "rep" :
g_debug_vehiclebase    : 0        : , "sv", "cheat" :
g_debug_vehicleexit    : 0        : , "sv", "cheat" :
g_debug_vehiclesound    : 0        : , "sv", "cheat" :
give                   : cmd      : : Give item to player. Arguments: <item name>
givecurrentammo        : cmd      : : Give a supply of ammo for current weapon..
global_set             : cmd      : : global_set <globalname> <state>: Sets the state of the given env_global (0 = OFF, 1 = ON, 2 = DEAD).
go_away_from_keyboard  : cmd      : : Go away from the keyboard so a bot will take over.
god                    : 0        : , "sv", "cheat", "nf" : Survivors don't take damage
groundlist             : cmd      : : Display ground entity list <index>
hammer_update_entity   : cmd      : : Updates the entity's position/angles when in edit mode
hammer_update_safe_entities : cmd      : : Updates entities in the map that can safely be updated (don't have parents or are affected by constraints). Also excludes entit
heartbeat              : cmd      : : Force heartbeat of master servers

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help                : cmd      : Find help about a convar/concommand.
host_flush_threshold : 12      : Memory threshold below which the host should flush caches between server instances
host_map            : 0       : Current map name.
host_runofftime     : cmd     : Run off some time without rendering/updating sounds
host_sleep          : 0       : Force the host to sleep a certain number of milliseconds each frame.
hostfile            : 0       : The HOST file to load.
hostip              : 167969040.000 : Host game server ip
hostname            : 0       : Hostname for server.
hostport            : 27015   : Host game server port
hunter_committed_attack_range : 75      : , "sv", "cheat" :
hunter_leap_away_give_up_range : 1000    : , "sv", "cheat" :
hunter_pounce_air_speed : 700     : , "sv", "cheat" :
hunter_pounce_loft_rate : 0       : , "sv", "cheat" : Hunter adds this angle/distance when pouncing
hunter_pounce_max_loft_angle : 45      : , "sv", "cheat" : Maximum loft angle for Hunter Pounce angle adjustment
hunter_pounce_ready_range : 500     : , "sv", "cheat" : If victim is this close, crouch and get ready
hunter_pz_claw_dmg : 10      : , "sv", "cheat", "rep" : Amount of damage done by a PZ hunter's regular melee attack
hurtme              : cmd     : Hurts the player. Arguments: <health to lose>
in_forceuser       : 0       : , "cheat"      : Force user input to this split screen player.
incrementvar        : cmd     : Increment specified convar value.
inferno_child_spawn_interval_multiplier : 1       : , "sv", "cheat" : Amount spawn interval increases for each child
inferno_child_spawn_max_depth : 4       : , "sv", "cheat" :
inferno_damage      : 40      : , "sv", "cheat" : Damage per second
inferno_debug       : 0       : , "sv", "cheat" :
inferno_flame_lifetime : 15      : , "sv", "cheat" : Average lifetime of each flame in seconds
inferno_flame_spacing : 50      : , "sv", "cheat" : Minimum distance between separate flame spawns
inferno_friendly_fire_duration : 6       : , "sv", "cheat" : For this long, FF is credited back to the thrower.
inferno_initial_spawn_interval : 0       : , "sv", "cheat" : Time between spawning flames for first fire
inferno_max_child_spawn_interval : 1       : , "sv", "cheat" : Largest time interval for child flame spawning
inferno_max_flames : 32       : , "sv", "cheat" : Maximum number of flames that can be created
inferno_max_range   : 500     : , "sv", "cheat" : Maximum distance flames can spread from their initial ignition point
inferno_particles   : 0       : , "sv", "cheat", "rep" :
inferno_per_flame_spawn_duration : 5       : , "sv", "cheat" : Duration each new flame will attempt to spawn new flames
inferno_scorch_decals : 0       : , "sv", "cheat" :
inferno_spawn_angle : 45      : , "sv", "cheat" : Angular change from parent
inferno_surface_offset : 20      : , "sv", "cheat" :
inferno_velocity_decay_factor : 0       : , "sv", "cheat" :
inferno_velocity_factor : 0       : , "sv", "cheat" :
inferno_velocity_normal_factor : 0       : , "sv", "cheat" :
infinite_loop       : cmd     : Hang server with an infinite loop to test crash recovery.
intensity_averaged_following_decay : 20      : , "sv", "cheat" : Seconds for the 'time averaged intensity' to meet the baseline intensity
intensity_decay_time : 30      : , "sv", "cheat" : Seconds to decay full intensity to zero
intensity_enemy_death_far_range : 500     : , "sv", "cheat" :
intensity_enemy_death_near_range : 150     : , "sv", "cheat" :
intensity_factor    : 0       : , "sv", "cheat" : How quickly intensity increases
intensity_lock      : -1      : , "sv", "cheat" : Lock players' intensities at this value
ip                  : 10      : Overrides IP for multihomed hosts
kdtree_test         : cmd     : Tests spatial partition for entities queries.
key_findbinding     : cmd     : Find key bound to specified command string.
key_listboundkeys   : cmd     : List bound keys with bindings.
kick                : cmd     : Kick a player by name.
kick_transitioning   : cmd     : Kick a transitioning player by userID
kickid              : cmd     : Kick a player by userid or uniqueid, with a message.
kill                : cmd     : Kills the player with generic damage
killserver          : cmd     : Shutdown the server.
killvector          : cmd     : Kills a player applying force. Usage: killvector <player> <x value> <y value> <z value>
left_4_dead_radio   : 0       : , "sv", "cheat" :
listid              : cmd     : Lists banned users.
listip              : cmd     : List IP addresses on the ban list.
listissues          : cmd     : List all the issues that can be voted on.
listmodels          : cmd     : List loaded models.
listRecentNPCspeech : cmd     : Displays a list of the last 5 lines of speech from NPCs.
log                 : cmd     : Enables logging to file, console, and udp < on | off >.
logaddress_add      : cmd     : Set address and port for remote host <ip:port>.
logaddress_del      : cmd     : Remove address and port for remote host <ip:port>.
logaddress_delall   : cmd     : Remove all udp addresses being logged to
logaddress_list     : cmd     : List all addresses currently being used by logaddress.
map                 : cmd     : Start playing on specified map.
map_background      : cmd     : Runs a map as the background to the main menu.
map_commentary      : cmd     : Start playing, with commentary, on a specified map.
map_showspawnpoints : cmd     : Shows player spawn points (red=invalid)
maps                : cmd     : Displays list of maps.
mark                : cmd     : Set attribute of selected area.
mat_bumpbasis       : 0       : , "cheat"      :
mat_configcurrent   : cmd     : show the current video control panel config for the material system
mat_debug           : cmd     : Activates debugging spew for a specific material.
mat_debugalrttab   : 0       : , "cheat"      :
mat_depthbias_normal : 0       : , "cheat"      :
mat_drawflat        : 0       : , "cheat"      :
mat_fastnobump      : 0       : , "cheat"      :
mat_fillrate        : 0       : , "cheat"      :
mat_forcedynamic    : 0       : , "cheat"      :
mat_fullbright      : 0       : , "cheat"      :
mat_hdr_enabled     : cmd     : Report if HDR is enabled for debugging

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mat_hdr_tonemapscale      : 1      : , "sv", "cheat" : The HDR tonemap scale. 1 = Use autoexposure, 0 = eyes fully closed, 16 = eyes wide open.
mat_info                  : cmd   :                : Shows material system info
mat_leafvis               : 0      : , "cheat"       : Draw wireframe of current leaf
mat_loadtextures          : 1      : , "cheat"       :
mat_luxels                : 0      : , "cheat"       :
mat_measurefillrate      : 0      : , "cheat"       :
mat_monitorgamma_tv_enabled : 0      : , "a"           :
mat_morphstats           : 0      : , "cheat"       :
mat_norendering           : 0      : , "cheat"       :
mat_normalmaps           : 0      : , "cheat"       :
mat_normals              : 0      : , "cheat"       :
mat_proxy                : 0      : , "cheat"       :
mat_queue_mode           : -1     :                : The queue/thread mode the material system should use: -1=default, 0=synchronous single thread, 1=queued single thread, 2=queued
mat_reloadallmaterials   : cmd   :                : Reloads all materials
mat_reloadmaterial       : cmd   :                : Reloads a single material
mat_reloadtextures       : cmd   :                : Reloads all textures
mat_reporthwmmorphmemory : cmd   :                : Reports the amount of size in bytes taken up by hardware morph textures.
mat_reversedepth         : 0      : , "cheat"       :
mat_savechanges          : cmd   :                : saves current video configuration to the registry
mat_showmaterials        : cmd   :                : Show materials.
mat_showmaterialsverbose : cmd   :                : Show materials (verbose version).
mat_showtextures         : cmd   :                : Show used textures.
mat_softwareskin         : 0      : , "cheat"       :
mat_spewalloc            : 0      : , "a"           :
mat_suppress             : cmd   :                : Supress a material from drawing
mat_wireframe            : 0      : , "cheat"       :
matchmakingport         : 27025  :                : Host Matchmaking port
maxplayers               : cmd   :                : Change the maximum number of players allowed on this server.
mem_compact              : cmd   :                :
mem_dump                 : cmd   :                : Dump memory stats to text file.
mem_eat                  : cmd   :                :
mem_incremental_compact  : cmd   :                :
mem_incremental_compact_rate : 0      : , "cheat"       : Rate at which to attempt internal heap compation
mem_test                 : cmd   :                :
mem_vcollide             : cmd   :                : Dumps the memory used by vcollides
memory                   : cmd   :                : Print memory stats.
memory_diff              : cmd   :                : show memory stats relative to snapshot
memory_list              : cmd   :                : dump memory list (linux only)
memory_mark              : cmd   :                : snapshot current allocation status
memory_status            : cmd   :                : show memory stats (linux only)
mission_reload           : cmd   :                : Reload the mission description.
mission_save             : cmd   :                : Save the mission description.
mix_dynamic_cull_max_CI_emitters : 0      : , "sv", "cheat" :
mix_dynamic_debug_CI    : 0      : , "sv", "cheat" :
mix_dynamic_max_CI_emitters : 30     : , "sv", "cheat" :
mix_dynamic_num_attack_vox_CI : 2      : , "sv", "cheat" :
motd_enabled            : 1      : , "sv"         : Toggles whether or not to show the MOTD to clients when they connect.
motdfile                 : 0      : , "sv"         : The MOTD file to load.
mp_disable_autokick     : cmd   :                : Prevents a userid from being auto-kicked
mp_forcerespawnplayers  : cmd   :                : Force all players to respawn.
mp_forcewin             : cmd   :                : Forces team to win
mp_scrambleteams        : cmd   :                : Scramble the teams and restart the game
mp_switchteams          : cmd   :                : Switch teams and restart the game
multiplayerendgame      : cmd   :                : Take all of the connected clients and take them to the end game state.
multivar                 : cmd   :                : Multiply specified convar value.
music_calm_min_interval : 45     : , "sv", "cheat" : Minimum time between DisturbingAtmosphere performances
music_dynamic_action_decay : 10     : , "sv", "cheat" :
music_dynamic_ambient_decay : 7      : , "sv", "cheat" :
music_dynamic_ambient_in_max : 0      : , "sv", "cheat" :
music_dynamic_ambient_in_min : 0      : , "sv", "cheat" :
music_dynamic_ambient_out_max : 1      : , "sv", "cheat" :
music_dynamic_ambient_out_min : 0      : , "sv", "cheat" :
music_dynamic_ambient_vol_min_alert : 0      : , "sv", "cheat" :
music_dynamic_asg_speed  : 1      : , "sv", "cheat" :
music_dynamic_attack_CI_close_decay : 0      : , "sv", "cheat" :
music_dynamic_attack_CI_close_distmax : 600    : , "sv", "cheat" :
music_dynamic_attack_CI_distmax : 2400   : , "sv", "cheat" :
music_dynamic_attack_CI_near_decay : 0      : , "sv", "cheat" :
music_dynamic_attack_CI_near_distmax : 300    : , "sv", "cheat" :
music_dynamic_attack_CI_num : 30     : , "sv", "cheat" :
music_dynamic_attack_CI_veryclose_decay : 0      : , "sv", "cheat" :
music_dynamic_attack_CI_veryclose_distmax : 94     : , "sv", "cheat" :
music_dynamic_boomer_interval_beats : 5      : , "sv", "cheat" :
music_dynamic_calm_decay : 15     : , "sv", "cheat" :
music_dynamic_CI_sight_decay : 8      : , "sv", "cheat" :
music_dynamic_damage_decay : 10     : , "sv", "cheat" :
music_dynamic_damage_duck_damage_max : 1      : , "sv", "cheat" :
music_dynamic_damage_duck_damage_min : 0      : , "sv", "cheat" :
music_dynamic_damage_duck_max : 0      : , "sv", "cheat" :
music_dynamic_damage_duck_min : 0      : , "sv", "cheat" :
music_dynamic_damage_increment : 0      : , "sv", "cheat" :
music_dynamic_debug      : 0      : , "sv", "cheat" : Draw parameter meters
music_dynamic_dodamage_decay : 4      : , "sv", "cheat" :

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music_dynamic_dodamage_increment      : 0      : , "sv", "cheat" :
music_dynamic_gunfire_decay           : 1      : , "sv", "cheat" :
music_dynamic_gunfire_increment       : 0      : , "sv", "cheat" :
music_dynamic_gunfireslow_decay       : 3      : , "sv", "cheat" :
music_dynamic_gunfireslow_increment   : 0      : , "sv", "cheat" :
music_dynamic_hunter_interval_beats   : 5      : , "sv", "cheat" :
music_dynamic_huntrifle_speed         : 3      : , "sv", "cheat" :
music_dynamic_melee_speed             : 2      : , "sv", "cheat" :
music_dynamic_mgun_speed              : 0      : , "sv", "cheat" :
music_dynamic_mob_action_close_max    : 0      : , "sv", "cheat" :
music_dynamic_mob_action_close_min    : 0      : , "sv", "cheat" :
music_dynamic_mob_action_decay        : 15     : , "sv", "cheat" :
music_dynamic_mob_action_increment    : 0      : , "sv", "cheat" :
music_dynamic_mob_action_max          : 1      : , "sv", "cheat" :
music_dynamic_mob_action_min          : 0      : , "sv", "cheat" :
music_dynamic_mob_choir_BPM           : 90     : , "sv", "cheat" :
music_dynamic_mob_choir_interval_beats : 16     : , "sv", "cheat" :
music_dynamic_mob_choir_interval_randmultmax : 3      : , "sv", "cheat" :
music_dynamic_mob_damage_max          : 1      : , "sv", "cheat" :
music_dynamic_mob_damage_min          : 0      : , "sv", "cheat" :
music_dynamic_mob_decay               : 15     : , "sv", "cheat" :
music_dynamic_mob_increment           : 0      : , "sv", "cheat" :
music_dynamic_mob_large               : 49     : , "sv", "cheat" : Spawning a large mob
music_dynamic_mob_max                 : 1      : , "sv", "cheat" :
music_dynamic_mob_med                 : 29     : , "sv", "cheat" : Spawning a med mob
music_dynamic_mob_min                 : 0      : , "sv", "cheat" :
music_dynamic_mob_size                : 25     : , "sv", "cheat" : Spawning a mob this large can play music
music_dynamic_mob_small               : 20     : , "sv", "cheat" : Spawning a small mob
music_dynamic_mobstop_size            : 8      : , "sv", "cheat" : When a mob gets to this size we think about stopping the music
music_dynamic_on                      : 1      : , "sv", "cheat" :
music_dynamic_pistol_speed            : 0      : , "sv", "cheat" :
music_dynamic_psg_speed               : 2      : , "sv", "cheat" :
music_dynamic_PZ_BPM                 : 80     : , "sv", "cheat" :
music_dynamic_PZ_interval_randmultmax : 5      : , "sv", "cheat" :
music_dynamic_rifle_speed             : 0      : , "sv", "cheat" :
music_dynamic_scanmobstop_size        : 3      : , "sv", "cheat" : When see less than this many of a mob, music stops
music_dynamic_SI_close_distmax        : 1200   : , "sv", "cheat" :
music_dynamic_SI_far_distmin          : 1800   : , "sv", "cheat" :
music_dynamic_SI_inrange_distmax      : 2400   : , "sv", "cheat" :
music_dynamic_smg_speed               : 0      : , "sv", "cheat" :
music_dynamic_smoker_interval_beats   : 5      : , "sv", "cheat" :
music_dynamic_solosuccess_damagemin   : 0      : , "sv", "cheat" :
music_dynamic_solosuccess_decay       : 4      : , "sv", "cheat" :
music_dynamic_solosuccess_increment   : 1      : , "sv", "cheat" :
music_dynamic_threat_decay            : 6      : , "sv", "cheat" :
music_dynamic_update_interval         : 0      : , "sv", "cheat" : interval between music status/action update
music_dynamic_witch_alert_interval    : 37     : , "sv", "cheat" :
music_dynamic_witch_near_max          : 1800   : , "sv", "cheat" :
music_dynamic_witch_near_min          : 360    : , "sv", "cheat" :
music_intensity_override              : -1     : , "sv", "cheat", "rep" : Overrides the player's music intensity track for testing
music_intensity_threshold             : 0      : , "sv", "cheat", "rep" :
music_large_area_reveal_repeat_threshold : 60     : , "sv", "cheat" : The minimum time in seconds between performances of this music
music_large_area_reveal_threshold     : 500000 : , "sv", "cheat" : How much new area must be revealed to trigger the reveal music
music_manager                         : 1      : , "sv", "cheat" : Using the new music manager system.
music_min_pending_threat_time         : 10     : , "sv", "cheat" : Minimum time until the next mob or boss. Used when deciding to play MomentOfSilence
music_min_safe_time                   : 3      : , "sv", "cheat" : Minimum time that we haven't seen a threat or been injured. Used when deciding to play MomentOfSilence
music_moment_of_silence_repeat_interval : 600    : , "sv", "cheat" : Minimum time between successive MomentOfSilence performances
music_moment_of_silence_start_delay   : 60     : , "sv", "cheat" : Minimum time before we can play a MomentOfSilence after leaving a Checkpoint
name                                   : 0      : , "a", "user", "print", "server_can_execute", "ss" : Current user name
name2                                  : 0      : , "a", "user", "print", "server_can_execute", "ss added" : Current user name
nav_add_to_selected_set                : cmd    : : Add current area to the selected set.
nav_add_to_selected_set_by_id          : cmd    : : Add specified area id to the selected set.
nav_analyze                            : cmd    : : Re-analyze the current Navigation Mesh and save it to disk.
nav_area_bgcolor                       : 0      : , "sv", "cheat" : RGBA color to draw as the background color for nav areas while editing.
nav_area_max_size                      : 50     : , "sv", "cheat" : Max area size created in nav generation
nav_avoid                              : cmd    : : Toggles the 'avoid this area when possible' flag used by the AI system.
nav_begin_area                         : cmd    : : Defines a corner of a new Area or Ladder. To complete the Area or Ladder, drag the opposite corner to the desired location and
nav_begin_selecting                    : cmd    : : Start continuously adding to the selected set.
nav_begin_shift_xy                     : cmd    : : Begin shifting the Selected Set.
nav_build_ladder                       : cmd    : : Attempts to build a nav ladder on the climbable surface under the cursor.
nav_check_file_consistency             : cmd    : : Scans the maps directory and reports any missing/out-of-date navigation files.
nav_check_floor                        : cmd    : : Updates the blocked/unblocked status for every nav area.
nav_check_stairs                       : cmd    : : Update the nav mesh STAIRS attribute
nav_chop_selected                      : cmd    : : Chops all selected areas into their component 1x1 areas
nav_clear_attribute                    : cmd    : : Remove given nav attribute from all areas in the selected set.
nav_clear_selected_set                 : cmd    : : Clear the selected set.
nav_clear_walkable_marks               : cmd    : : Erase any previously placed walkable positions.
nav_compress_id                        : cmd    : : Re-orders area and ladder ID's so they are continuous.
nav_connect                             : cmd    : : To connect two Areas, mark the first Area, highlight the second Area, then invoke the connect command. Note that this creates a
nav_coplanar_slope_limit               : 0      : , "sv", "cheat" :
nav_coplanar_slope_limit_displacement : 0      : , "sv", "cheat" :
nav_corner_adjust_adjacent            : 18     : , "sv", "cheat" : radius used to raise/lower corners in nearby areas when raising/lowering corners.
nav_corner_lower                       : cmd    : : Lower the selected corner of the currently marked Area.

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nav_corner_place_on_ground : cmd : : Places the selected corner of the currently marked Area on the ground.
nav_corner_raise : cmd : : Raise the selected corner of the currently marked Area.
nav_corner_select : cmd : : Select a corner of the currently marked Area. Use multiple times to access all four corners.
nav_create_area_at_feet : 0 : , "sv", "cheat" : Anchor nav_begin_area Z to editing player's feet
nav_create_place_on_ground : 0 : , "sv", "cheat" : If true, nav areas will be placed flush with the ground when created by hand.
nav_crouch : cmd : : Toggles the 'must crouch in this area' flag used by the AI system.
nav_debug_blocked : 0 : , "sv", "cheat" :
nav_debug_finale_area : 0 : , "sv", "cheat" : Show extents of finale area and selected finale center
nav_delete : cmd : : Deletes the currently highlighted Area.
nav_delete_marked : cmd : : Deletes the currently marked Area (if any).
nav_disconnect : cmd : : To disconnect two Areas, mark an Area, highlight a second Area, then invoke the disconnect command. This will remove all connec
nav_displacement_test : 10000 : , "sv", "cheat" : Checks for nodes embedded in displacements (useful for in-development maps)
nav_dont_hide : cmd : : Toggles the 'area is not suitable for hiding spots' flag used by the AI system.
nav_draw_limit : 500 : , "sv", "cheat" : The maximum number of areas to draw in edit mode
nav_edit : 0 : , "sv", "cheat" : Set to one to interactively edit the Navigation Mesh. Set to zero to leave edit mode.
nav_end_area : cmd : : Defines the second corner of a new Area or Ladder and creates it.
nav_end_selecting : cmd : : Stop continuously adding to the selected set.
nav_end_shift_xy : cmd : : Finish shifting the Selected Set.
nav_flood_select : cmd : : Selects the current Area and all Areas connected to it, recursively. To clear a selection, use this command again.
nav_fog_edit : 0 : , "sv", "cheat" :
nav_fog_mark : cmd : : Sets fog value for selected areas.
nav_fog_pick : cmd : : Sets fog value for selected areas.
nav_fog_set : cmd : : If used without arguments, all available Fog values will be listed. If a Fog argument is given, the current Fog is set.
nav_gen_cliffs_approx : cmd : : Mark cliff areas, post-processing approximation
nav_generate : cmd : : Generate a Navigation Mesh for the current map and save it to disk.
nav_generate_fence_tops : 1 : , "sv", "cheat" : Autogenerate nav areas on fence and obstacle tops
nav_generate_fixup_jump_areas : 1 : , "sv", "cheat" : Convert obsolete jump areas into 2-way connections
nav_generate_incremental : cmd : : Generate a Navigation Mesh for the current map and save it to disk.
nav_generate_incremental_range : 2000 : , "sv", "cheat" :
nav_jump : cmd : : Toggles the 'traverse this area by jumping' flag used by the AI system.
nav_ladder_flip : cmd : : Flips the selected ladder's direction.
nav_load : cmd : : Loads the Navigation Mesh for the current map.
nav_make_sniper_spots : cmd : : Chops the marked area into disconnected sub-areas suitable for sniper spots.
nav_mark : cmd : : Marks the Area or Ladder under the cursor for manipulation by subsequent editing commands.
nav_mark_attribute : cmd : : Set nav attribute for all areas in the selected set.
nav_mark_unnamed : cmd : : Mark an Area with no Place name. Useful for finding stray areas missed when Place Painting.
nav_mark_walkable : cmd : : Mark the current location as a walkable position. These positions are used as seed locations when sampling the map to generate
nav_max_view_distance : 0 : , "sv", "cheat" : Maximum range for precomputed nav mesh visibility (0 = no limit)
nav_max_vis_delta_list_length : 64 : , "sv", "cheat" :
nav_merge : cmd : : To merge two Areas into one, mark the first Area, highlight the second by pointing your cursor at it, and invoke the merge comm
nav_merge_mesh : cmd : : Merges a saved selected set into the current mesh.
nav_no_hostages : cmd : : Toggles the 'hostages cannot use this area' flag used by the AI system.
nav_no_jump : cmd : : Toggles the 'dont jump in this area' flag used by the AI system.
nav_obscurerange : 400 : , "sv", "cheat" :
nav_place_floodfill : cmd : : Sets the Place of the Area under the cursor to the curent Place, and 'flood-fills' the Place to all adjacent Areas. Flood-filli
nav_place_list : cmd : : Lists all place names used in the map.
nav_place_pick : cmd : : Sets the current Place to the Place of the Area under the cursor.
nav_place_replace : cmd : : Replaces all instances of the first place with the second place.
nav_place_set : cmd : : Sets the Place of all selected areas to the current Place.
nav_potentially_visible_dot_tolerance : 0 : , "sv", "cheat" :
nav_precise : cmd : : Toggles the 'dont avoid obstacles' flag used by the AI system.
nav_print_visibility_info : cmd : : Dumps some visibility-related data to the console.
nav_quicksave : 1 : , "sv", "cheat" : Set to one to skip the time consuming phases of the analysis. Useful for data collection and testing.
nav_recall_selected_set : cmd : : Re-selects the stored selected set.
nav_recompute_flow : cmd : : Recomputes flow distance
nav_remove_from_selected_set : cmd : : Remove current area from the selected set.
nav_remove_jump_areas : cmd : : Removes legacy jump areas, replacing them with connections.
nav_run : cmd : : Toggles the 'traverse this area by running' flag used by the AI system.
nav_save : cmd : : Saves the current Navigation Mesh to disk.
nav_save_selected : cmd : : Writes the selected set to disk for merging into another mesh via nav_merge_mesh.
nav_select_blocked_areas : cmd : : Adds all blocked areas to the selected set
nav_select_completely_visible : cmd : : Selects all areas completely visible to the selected area.
nav_select_damaging_areas : cmd : : Adds all damaging areas to the selected set
nav_select_half_space : cmd : : Selects any areas that intersect the given half-space.
nav_select_invalid_areas : cmd : : Adds all invalid areas to the Selected Set.
nav_select_obstructed_areas : cmd : : Adds all obstructed areas to the selected set
nav_select_overlapping : cmd : : Selects nav areas that are overlapping others.
nav_select_partially_visible : cmd : : Selects all areas at least partially visible to the selected area.
nav_select_radius : cmd : : Adds all areas in a radius to the selection set
nav_select_stairs : cmd : : Adds all stairway areas to the selected set
nav_select_threat : cmd : : Selects all threat areas
nav_select_view_distance : cmd : : Selects all areas within nav_max_view_distance.
nav_select_visible_set_size : cmd : : Selects all areas with visible sets this size or greater.
nav_selected_set_border_color : 100 : , "sv", "cheat" : Color used to draw the selected set borders while editing.
nav_selected_set_color : 255 : , "sv", "cheat" : Color used to draw the selected set background while editing.
nav_set_place_mode : cmd : : Sets the editor into or out of Place mode. Place mode allows labelling of Area with Place names.
nav_shift : cmd : : Shifts the selected areas by the specified amount
nav_show_approach_points : 0 : , "sv", "cheat" : Show Approach Points in the Navigation Mesh.
nav_show_area_info : 0 : , "sv", "cheat" : Duration in seconds to show nav area ID and attributes while editing
nav_show_compass : 0 : , "sv", "cheat" :
nav_show_danger : 0 : , "sv", "cheat" : Show current 'danger' levels.
nav_show_ladder_bounds : cmd : : Draws the bounding boxes of all func_ladders in the map.
nav_show_light_intensity : 0 : , "sv", "cheat" :

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nav_show_node_grid      : 0      : , "sv", "cheat" :
nav_show_node_id       : 0      : , "sv", "cheat" :
nav_show_nodes         : 0      : , "sv", "cheat" :
nav_show_player_area   : 0      : , "sv", "cheat" : Draws the last known area for the given entindex
nav_show_player_counts : 0      : , "sv", "cheat" : Show current player counts in each area.
nav_simplify_selected   : cmd    : : : Chops all selected areas into their component 1x1 areas and re-merges them together into larger areas
nav_slope_limit        : 0      : , "sv", "cheat" : The ground unit normal's Z component must be greater than this for nav areas to be generated.
nav_slope_tolerance    : 0      : , "sv", "cheat" : The ground unit normal's Z component must be this close to the nav area's Z component to be generated.
nav_snap_to_grid       : 0      : , "sv", "cheat" : Snap to the nav generation grid when creating new nav areas
nav_solid_props        : 0      : , "sv", "cheat" : Make props solid to nav generation/editing
nav_splice             : cmd    : : : To splice, mark an area, highlight a second area, then invoke the splice command to create a new, connected area between them.
nav_split              : cmd    : : : To split an Area into two, align the split line using your cursor and invoke the split command.
nav_split_place_on_ground : 0      : , "sv", "cheat" : If true, nav areas will be placed flush with the ground when split.
nav_stand              : cmd    : : : Toggles the 'stand while hiding' flag used by the AI system.
nav_stop               : cmd    : : : Toggles the 'must stop when entering this area' flag used by the AI system.
nav_store_selected_set : cmd    : : : Stores the current selected set for later retrieval.
nav_strip              : cmd    : : : Strips all Hiding Spots, Approach Points, and Encounter Spots from the current Area.
nav_subdivide          : cmd    : : : Subdivides all selected areas.
nav_test_node         : 0      : , "sv", "cheat" :
nav_test_node_crouch  : 0      : , "sv", "cheat" :
nav_test_node_crouch_dir : 4      : , "sv", "cheat" :
nav_test_stairs       : cmd    : : : Test the selected set for being on stairs
nav_test_visibility    : cmd    : : : Tests visibility from the selected area to the one under the cursor.
nav_toggle_in_selected_set : cmd    : : : Remove current area from the selected set.
nav_toggle_place_mode  : cmd    : : : Toggle the editor into and out of Place mode. Place mode allows labelling of Area with Place names.
nav_toggle_place_painting : cmd    : : : Toggles Place Painting mode. When Place Painting, pointing at an Area will 'paint' it with the current Place.
nav_toggle_selected_set : cmd    : : : Toggles all areas into/out of the selected set.
nav_toggle_selecting   : cmd    : : : Start or stop continuously adding to the selected set.
nav_transient          : cmd    : : : Toggles the 'area is transient and may become blocked' flag used by the AI system.
nav_trouble_report     : cmd    : : : Selects areas that may be breaking the map checklist for inspection
nav_trouble_report_corner_to_corner : cmd    : : : Selects areas that can break game mechanics
nav_trouble_report_invalid : cmd    : : : Selects areas that can break game mechanics
nav_trouble_report_suggestions : cmd    : : : Selects areas that do not have a population set, only if any area has a population
nav_trouble_test_area  : 0      : , "sv", "cheat" : If nonzero, tests will be run against this areaID only
nav_trouble_test_debug_duration : 10     : , "sv", "cheat" :
nav_trouble_walkable_backtrace : 0      : , "sv", "cheat" :
nav_unmark             : cmd    : : : Clears the marked Area or Ladder.
nav_update_blocked     : cmd    : : : Updates the blocked/unblocked status for every nav area.
nav_update_lighting    : cmd    : : : Recomputes lighting values
nav_update_visibility_on_edit : 0      : , "sv", "cheat" : If nonzero editing the mesh will incrementally recompute visibility
nav_use_place          : cmd    : : : If used without arguments, all available Places will be listed. If a Place argument is given, the current Place is set.
nav_walk               : cmd    : : : Toggles the 'traverse this area by walking' flag used by the AI system.
nav_warp_to_mark       : cmd    : : : Warps the player to the marked area.
nav_world_center       : cmd    : : : Centers the nav mesh in the world
nb_acceleration        : 500    : , "sv", "cheat" :
nb_allow_avoiding      : 1      : , "sv", "cheat" :
nb_allow_climbing     : 1      : , "sv", "cheat" :
nb_allow_gap_jumping   : 1      : , "sv", "cheat" :
nb_blind               : 0      : , "sv", "cheat" : Disable vision
nb_chase_lead_time     : 2      : , "sv", "cheat" :
nb_debug               : cmd    : : : Debug NextBots. Categories are: BEHAVIOR, LOOK_AT, PATH, ANIMATION, LOCOMOTION, VISION, HEARING, EVENTS, ERRORS.
nb_debug_climbing     : 0      : , "sv", "cheat" :
nb_debug_filter        : cmd    : : : Add items to the NextBot debug filter. Items can be entindexes or part of the indentifier of one or more bots.
nb_debug_history       : 1      : , "sv" : : : If true, each bot keeps a history of debug output in memory
nb_delete_all          : cmd    : : : Delete all non-player NextBot entities.
nb_dump_debug_history  : cmd    : : : Dumps debug history for the bot under the cursor to the blackbox
nb_force_look_at      : cmd    : : : Force selected bot to look at the local player's position
nb_friction_forward    : 0      : , "sv", "cheat" :
nb_friction_sideways  : 3      : , "sv", "cheat" :
nb_goal_look_ahead_range : 50     : , "sv", "cheat" :
nb_gravity             : 1000   : , "sv", "cheat" :
nb_head_aim_settle_duration : 0      : , "sv", "cheat" :
nb_head_aim_steady_max_rate : 100    : , "sv", "cheat" :
nb_ladder_align_range  : 50     : , "sv", "cheat" :
nb_lean_forward_accel  : 100    : , "sv", "cheat" :
nb_lean_max_angle     : 30     : , "sv", "cheat" :
nb_lean_rate          : 3      : , "sv", "cheat" :
nb_move_to_cursor     : cmd    : : : Tell all NextBots to move to the cursor position
nb_path_draw_inc      : 100    : , "sv", "cheat" :
nb_path_segment_influence_radius : 100    : , "sv", "cheat" :
nb_player_crouch      : 0      : , "sv", "cheat" : Force bots to crouch
nb_player_move        : 1      : , "sv", "cheat" : Prevents bots from moving
nb_player_stop        : 0      : , "sv", "cheat" : Stop all NextBotPlayers from updating
nb_player_walk        : 0      : , "sv", "cheat" : Force bots to walk
nb_rush               : cmd    : : : Causes all infected to rush the survivors.
nb_saccade_speed      : 1000   : , "sv", "cheat" :
nb_saccade_time       : 0      : , "sv", "cheat" :
nb_select             : cmd    : : : Select the bot you are aiming at for further debug operations.
nb_speed_look_ahead_range : 150    : , "sv", "cheat" :
nb_stop               : 0      : , "sv", "cheat", "rep" : Stop all NextBots
nb_update_debug        : 0      : , "sv", "cheat" :
nb_update_framelimit  : 15     : , "sv", "cheat" :
nb_update_frequency    : 0      : , "sv", "cheat" :

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nb_update_maxslide      : 2      : , "sv", "cheat" :
nb_vision_ignore_survivors : 0      : , "sv", "cheat" :
nb_vision_notice_hidden_range : 50     : , "sv", "cheat" :
nb_warp_selected_here   : cmd    : : Teleport the selected bot to your cursor position
nb_yaw_rate             : 250    : , "sv", "cheat" :
net_blockmsg           : 0      : , "cheat"      : Discards incoming message: <0|1|name>
net_channels           : cmd    : : Shows net channel info
net_droppackets        : 0      : , "cheat"      : Drops next n packets on client
net_dumpeventstats     : cmd    : : Dumps out a report of game event network usage
net_fakejitter         : 0      : , "cheat"      : Jitter fakelag packet time
net_fakelag           : 0      : , "cheat"      : Lag all incoming network data (including loopback) by this many milliseconds.
net_fakeloss           : 0      : , "cheat"      : Simulate packet loss as a percentage (negative means drop 1/n packets)
net_maxroutable        : 1200   : , "a", "user"   : Requested max packet size before packets are 'split'.
net_showreliablesounds : 0      : , "cheat"      :
net_showsplits         : 0      : : Show info about packet splits
net_splitrate         : 3      : : Number of fragments for a splitpacket that can be sent per frame
net_start              : cmd    : : Inits multiplayer network sockets
net_status             : cmd    : : Shows current network status
net_steamcnx_status    : cmd    : : Print status of steam connection sockets.
next                   : 0      : , "cheat"      : Set to 1 to advance to next frame ( when singlestep == 1 )
noclip                 : cmd    : : Toggle. Player becomes non-solid and flies. Optional argument of 0 or 1 to force enable/disable
noclip_fixup          : 1      : , "sv", "cheat" :
notarget              : cmd    : : Toggle. Player becomes hidden to NPCs.
npc_height_adjust     : 1      : , "a", "sv"     : Enable test mode for ik height adjustment
null_ptr_references    : cmd    : : Produce a null ptr reference.
outtro_stats_done     : cmd    : : Fire an output when the outtro stats are finished
pain_pills_decay_rate : 0      : , "sv", "cheat", "rep" :
pain_pills_health_threshold : 99     : , "sv", "cheat", "rep" : Pills can't be used unless total health is less than this amount
pain_pills_health_value : 50     : , "sv", "cheat", "rep" :
particle_test_attach_attachment : 0      : , "sv", "cheat" : Attachment index for attachment mode
particle_test_attach_mode : 0      : , "sv", "cheat" : Possible Values: 'start_at_attachment', 'follow_attachment', 'start_at_origin', 'follow_origin'
particle_test_file     : 0      : , "sv", "cheat" : Name of the particle system to dynamically spawn
particle_test_start    : cmd    : : Dispatches the test particle system with the parameters specified in particle_test_file, particle_test_attach_mode and particl
particle_test_stop     : cmd    : : Stops all particle systems on the selected entities. Arguments: {entity_name} / {class_name} / no argument picks what playe
password               : 0      : , "a", "norecord" : Current server access password
path                  : cmd    : : Show the engine filesystem path.
pause                 : cmd    : : Toggle the server pause state.
physics_budget        : cmd    : : Times the cost of each active object
physics_constraints    : cmd    : : Highlights constraint system graph for an entity
physics_debug_entity  : cmd    : : Dumps debug info for an entity
physics_highlight_active : cmd    : : Turns on the absbox for all active physics objects
physics_report_active : cmd    : : Lists all active physics objects
physics_select        : cmd    : : Dumps debug info for an entity
picker                : cmd    : : Toggles 'picker' mode. When picker is on, the bounding box, pivot and debugging text is displayed for whatever entity the play
ping                  : cmd    : : Display ping to server.
player_debug_print_damage : 0      : , "sv", "cheat" : When true, print amount and type of all damage received by player to console.
plugin_load           : cmd    : : plugin_load <filename> : loads a plugin
plugin_pause          : cmd    : : plugin_pause <index> : pauses a loaded plugin
plugin_pause_all      : cmd    : : pauses all loaded plugins
plugin_print          : cmd    : : Prints details about loaded plugins
plugin_unload         : cmd    : : plugin_unload <index> : unloads a plugin
plugin_unpause        : cmd    : : plugin_unpause <index> : unpauses a disabled plugin
plugin_unpause_all    : cmd    : : unpauses all disabled plugins
prop_crosshair        : cmd    : : Shows name for prop looking at
prop_debug            : cmd    : : Toggle prop debug mode. If on, props will show colorcoded bounding boxes. Red means ignore all damage. White means respond phys
prop_dynamic_create   : cmd    : : Creates a dynamic prop with a specific .mdl aimed away from where the player is looking. Arguments: {.mdl name}
prop_physics_create   : cmd    : : Creates a physics prop with a specific .mdl aimed away from where the player is looking. Arguments: {.mdl name}
pz_damages            : cmd    : : List player zombie damages
quit                  : cmd    : : Exit the engine.
r_3dnow               : cmd    : : Enable/disable 3DNow code
r_AirboatViewDampenDamp : 1      : , "sv", "cheat", "nf", "rep" :
r_AirboatViewDampenFreq : 7      : , "sv", "cheat", "nf", "rep" :
r_AirboatViewZHeight  : 0      : , "sv", "cheat", "nf", "rep" :
r_ambientfraction     : 0      : , "cheat"      : Fraction of direct lighting used to boost lighting when model requests
r_colorstaticprops   : 0      : , "cheat"      :
r_debugrandomstaticlighting : 0      : , "cheat"      : Set to 1 to randomize static lighting for debugging. Must restart for change to take affect.
r_DispBuildable       : 0      : , "cheat"      :
r_DispWalkable        : 0      : , "cheat"      :
r_drawbrushmodels     : 1      : , "cheat"      : Render brush models. 0=Off, 1=Normal, 2=Wireframe
r_drawdecals          : 1      : , "cheat"      : Render decals.
r_DrawDisp            : 1      : , "cheat"      : Toggles rendering of displacment maps
r_drawentities        : 1      : , "cheat"      :
r_drawfuncdetail      : 1      : , "cheat"      : Render func_detail
r_drawleaf            : -1     : , "cheat"      : Draw the specified leaf.
r_drawlightcache      : 0      : , "cheat"      : 0: off 1: draw light cache entries 2: draw rays
r_DrawModelLightOrigin : 0      : , "cheat"      :
r_drawmodelstatoverlay : 0      : , "cheat"      :
r_drawmodelstatoverlaydistance : 500    : , "cheat"      :
r_drawmodelstatoverlaymax : 1      : , "a"          : time in milliseconds beyond which a model overlay is fully red in r_drawmodelstatoverlay 2
r_drawmodelstatoverlaymin : 0      : , "a"          : time in milliseconds that a model must take to render before showing an overlay in r_drawmodelstatoverlay 2
r_drawstaticprops     : 1      : , "cheat"      : 0=Off, 1=Normal, 2=Wireframe
r_drawtranslucentworld : 1      : , "cheat"      :
r_drawworld           : 1      : , "cheat"      : Render the world.

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r_dscale_basefov      : 90      : , "cheat" :
r_dscale_fardist     : 2000   : , "cheat" :
r_dscale_farscale    : 4       : , "cheat" :
r_dscale_nearlist    : 100    : , "cheat" :
r_dscale_nearscale   : 1       : , "cheat" :
r_eyemove            : 1       : , "a"      :
r_eyeshift_x         : 0       : , "a"      :
r_eyeshift_y         : 0       : , "a"      :
r_eyeshift_z         : 0       : , "a"      :
r_eyesize            : 0       : , "a"      :
r_flashlightscissor : 1       : , "cheat" :
r_flushlod           : cmd     : , "cheat" : Flush and reload LODs.
r_hwmorph            : 0       : , "cheat" :
r_itemblinkmax       : 0       : , "cheat" :
r_itemblinkrate      : 4       : , "cheat" :
r_jeepFOV            : 90      : , "sv", "cheat", "rep" :
r_jeepViewDampenDamp : 1       : , "sv", "cheat", "nf", "rep" :
r_jeepViewDampenFreq : 7       : , "sv", "cheat", "nf", "rep" :
r_jeepViewZHeight    : 10      : , "sv", "cheat", "nf", "rep" :
r_lightcachemodel    : -1      : , "cheat" :
r_lightinterp        : 5       : , "cheat" : Controls the speed of light interpolation, 0 turns off interpolation
r_lightmap           : -1      : , "cheat" :
r_lightstyle         : -1      : , "cheat" :
r_lockpvs            : 0       : , "cheat" : Lock the PVS so you can fly around and inspect what is being drawn.
r_modelwireframedecal : 0       : , "cheat" :
r_nohw               : 0       : , "cheat" :
r_nosw               : 0       : , "cheat" :
r_novis              : 0       : , "cheat" : Turn off the PVS.
r_occlusionspew      : 0       : , "cheat" : Activate/deactivates spew about what the occlusion system is doing.
r_partition_level    : -1      : , "cheat" : Displays a particular level of the spatial partition system. Use -1 to disable it.
r_printdecalinfo     : cmd     : , "cheat" :
r_proplightingpooling : -1      : , "cheat" : 0 - off, 1 - static prop color meshes are allocated from a single shared vertex buffer (on hardware that supports stream offset
r_randomflex         : 0       : , "cheat" :
r_shadow_deferred    : 0       : , "cheat" : Toggle deferred shadow rendering
r_showenvcubemap     : 0       : , "cheat" :
r_skin               : 0       : , "cheat" :
r_slowpathwireframe  : 0       : , "cheat" :
r_sse2               : cmd     : , "cheat" : Enable/disable SSE2 code
r_vehicleBrakeRate   : 1       : , "sv", "cheat" :
r_vehicleViewDampen : 1       : , "sv", "cheat", "nf", "rep" :
r_visocclusion        : 0       : , "cheat" : Activate/deactivate wireframe rendering of what the occlusion system is doing.
r_visualizetraces    : 0       : , "sv", "cheat" :
rate                 : 10000  : , "user"   : Max bytes/sec the host can receive data
rcon_password        : 0       : , "norecord" : remote console password.
recompute_speed      : cmd     : , "cheat" : Recomputes clock speed (for debugging purposes).
reload               : cmd     : , "cheat" : Reload the most recent saved game (add setpos to jump to current view position on reload).
removeid             : cmd     : , "cheat" : Remove a user ID from the ban list.
removeip             : cmd     : , "cheat" : Remove an IP address from the ban list.
report               : cmd     : , "cheat" :
report_entities      : cmd     : , "cheat" : Lists all entities
report_simthinklist  : cmd     : , "cheat" : Lists all simulating/thinking entities
report_soundpatch    : cmd     : , "cheat" : reports sound patch count
report_touchlinks    : cmd     : , "cheat" : Lists all touchlinks
rescue_distance      : 4500   : , "sv", "cheat" : Living survivors must travel this far past a dead survivor's corpse to be able to rescue him
rescue_finale_ignore_distance : 4000 : , "sv", "cheat" : If living survivors are this far past a rescuable survivor, he stops calling for help
rescue_finale_spawn_range : 4000 : , "sv", "cheat" : info_survivor_rescue ents will be considered if they are this close to the leading survivor
rescue_ignore_distance : 2000 : , "sv", "cheat" : If living survivors are this far past a rescuable survivor, he stops calling for help
rescue_interval      : 2       : , "sv", "cheat" : Dead survivors are checked to start calling for help this often
rescue_min_dead_time : 60     : , "sv", "cheat" : Duration in seconds a survivor must be dead before being rescuable
rescue_range         : 1000   : , "sv", "cheat" : if a survivor gets this close to an active info_survivor_rescue, it will be triggered
rescue_show          : cmd     : , "cheat" : Shows debugging info for info_survivor_rescue ents
rescue_spawn_flow    : 400    : , "sv", "cheat" : info_survivor_rescue ents will be considered if they are no more than this far ahead in flow distance from the leading survivor
rescue_spawn_range   : 2000   : , "sv", "cheat" : info_survivor_rescue ents will be considered if they are this close to the leading survivor
rescue_update_nav    : cmd     : , "cheat" : Updates RESCUE_CLOSET nav flags
rescue_vs            : 0       : , "sv", "cheat" : Rescue closets in vs mode
rescue_yell_delay    : 1       : , "sv", "cheat" : Delay before yelling when activating
rescue_yell_interval : 6       : , "sv", "cheat" : Interval at which an info_survivor_rescue yells for help
reset_gameconvars    : cmd     : , "cheat" : Reset a bunch of game convars to default values
respawn_entities     : cmd     : , "cheat" : Respawn all the entities in the map.
restart              : cmd     : , "cheat" : Restart the game on the same level (add setpos to jump to current view position on restart).
rr_followup_maxdist  : 1800   : , "sv", "cheat" : 'then ANY' or 'then ALL' response followups will be dispatched only to characters within this distance.
rr_reloadresponsesystems : cmd     : , "cheat" : Reload all response system scripts.
rr_remarkable_world_entities_replay_limit : 1 : , "sv", "cheat" : TLK REMARKS will be dispatched no more than this many times for any given info_remarkable
rr_thenany_score_slop : 0       : , "a", "sv", "cheat" : When computing respondents for a 'THEN ANY' rule, all rule-matching scores within this much of the best score will be considere
say                  : cmd     : , "cheat" : Display player message
say_team            : cmd     : , "cheat" : Display player message to team
sb_add               : cmd     : , "cheat" : Add a Survivor Bot.
sb_all_bot_team     : 0       : , "sv", "cheat" : Allow a team of nothing but bots
sb_always_hurry_vs  : 1       : , "sv", "cheat" : If nonzero, never walk, always run in VS mode
sb_battlestation_give_up_range_from_human : 1500 : , "sv", "cheat" :
sb_battlestation_human_hold_time : 4 : , "sv", "cheat" : How long the nearest human must hold their place before SurvivorBots will re-evaluate their Battlestations
sb_close_checkpoint_door_interval : 2 : , "sv", "cheat" :
sb_close_threat_range : 200    : , "sv", "cheat" :

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sb_combat_saccade_speed      : 1000    : , "sv", "cheat" :
sb_crouch                   : 0      : , "sv", "cheat" : Forces survivor bots to crouch
sb_debug_apoapproach_wait_time : 5      : , "sv", "cheat" : How long a SurvivorBot waits once it reaches its debug move-to spot
sb_debug_buddy              : 0      : , "sv", "cheat" :
sb_debug_locomotion         : 0      : , "sv", "cheat" :
sb_debug_retreat           : 0      : , "sv", "cheat" :
sb_debug_team_avoidance    : 0      : , "sv", "cheat" :
sb_dont_bash                : 0      : , "sv", "cheat" : Force SurvivorBots to not bash
sb_dont_shoot               : 0      : , "sv", "cheat" : Force SurvivorBots to not fire their weapons
sb_enforce_proximity_lookat_timeout : 10    : , "sv", "cheat" :
sb_enforce_proximity_range  : 1500   : , "sv", "cheat" :
sb_far_hearing_range       : 1500   : , "sv", "cheat" :
sb_flashlight               : 0      : , "sv", "cheat" : Forces survivor bots to use flashlights (-1 to force off)
sb_follow_stress_factor     : 0      : , "sv", "cheat" :
sb_force_max_intensity     : cmd    : : : Force intensity of selected SurvivorBot to maximum level.
sb_friend_immobilized_reaction_time_expert : 0    : , "sv", "cheat" : How quickly a SurvivorBot realizes a friend has been Pounced or Tongued
sb_friend_immobilized_reaction_time_hard : 1    : , "sv", "cheat" : How quickly a SurvivorBot realizes a friend has been Pounced or Tongued
sb_friend_immobilized_reaction_time_normal : 2    : , "sv", "cheat" : How quickly a SurvivorBot realizes a friend has been Pounced or Tongued
sb_friend_immobilized_reaction_time_vs : 0    : , "sv", "cheat" : How quickly a SurvivorBot realizes a friend has been Pounced or Tongued
sb_friendlyfire            : 0      : , "sv", "cheat" :
sb_give                    : cmd    : : : Give an item to each Survivor bot
sb_give_random_weapon     : cmd    : : : Give a random weapon to each Survivor bot
sb_hindrance_range        : 150    : , "sv", "cheat" :
sb_hold_position          : 0      : , "sv", "cheat" : Force SurvivorBots to stand still
sb_locomotion_wait_threshold : 10     : , "sv", "cheat" :
sb_max_battlestation_range_from_human : 750   : , "sv", "cheat" :
sb_max_scavenge_separation : 750    : , "sv", "cheat" : SurvivorBots won't scavenge items farther away from the group than this
sb_min_attention_notice_time : 0      : , "sv", "cheat" : If someone looks at me longer than this, I'll notice
sb_min_orphan_time_to_cover : 1      : , "sv", "cheat" :
sb_move                   : 1      : , "sv", "cheat" : Stop all SurvivorBots from moving
sb_move_to_cursor         : cmd    : : : Sends survivor bots to cursor target
sb_narrow_corridor_width  : 100    : , "sv", "cheat" :
sb_near_hearing_range     : 500    : , "sv", "cheat" :
sb_neighbor_range        : 300    : , "sv", "cheat" : How close a friend needs to be to feel safe
sb_normal_saccade_speed   : 350    : , "sv", "cheat" :
sb_open_fire              : 0      : , "sv", "cheat" : Forces survivor bots to fire continuously
sb_path_lookahead_range   : 300    : , "sv", "cheat" :
sb_perf_crawl            : 0      : , "sv", "cheat", "rep" : If true, survivor bot will be doing a perf-crawl walk through the map
sb_perf_crawl_ang        : 5      : , "sv", "cheat" : Rotation angles at perf-crawl snapshots in the map
sb_perf_crawl_dist       : 128    : , "sv", "cheat" : Distance between perf-crawl snapshots in the map
sb_perf_crawl_time       : 1      : , "sv", "cheat" : How much time is spent at each perf-crawl spot/ang in the map
sb_perf_dump             : 0      : , "sv", "cheat", "rep" : If true, low perf places will be dumped
sb_perf_dump_bots        : 0      : , "sv", "cheat", "rep" : Which bots to use for dumping: namvet, girl, biker, manager
sb_pushscale             : 1      : , "sv", "cheat", "rep" :
sb_reachability_cache_lifetime : 3      : , "sv", "cheat" :
sb_replacement_interval  : 0      : , "sv", "cheat" : Force SurvivorBots to be replaced after this many seconds for stress testing
sb_rescue_vehicle_loading_range : 300    : , "sv", "cheat" : How close to the arrival point of the rescue vehicle SurvivorBots try to get
sb_separation_danger_max_range : 600    : , "sv", "cheat" : A Survivor teammate this far away needs to be gathered back into the group
sb_separation_danger_min_range : 500    : , "sv", "cheat" : A Survivor teammate this far away is straying from the group
sb_separation_range      : 200    : , "sv", "cheat" : Desired distance between Survivors
sb_show_threat_areas     : 0      : , "sv", "cheat" :
sb_sidestep_for_horde    : 0      : , "sv", "cheat" : Allow sidestepping left/right to acquire common infected targets
sb_stop                  : 0      : , "sv", "cheat" : Forces survivor bots to stand still
sb_takecontrol           : cmd    : : : Take control of a bot.
sb_threat_close_range    : 150    : , "sv", "cheat" : Very close range for threats
sb_threat_exposure_stop  : 200000 : , "sv", "cheat" :
sb_threat_exposure_walk  : 50000  : , "sv", "cheat" :
sb_threat_far_range     : 600    : , "sv", "cheat" : Close enough to be a threat if near several other threats
sb_threat_medium_range   : 300    : , "sv", "cheat" : Too close for comfort, even when neutral
sb_threat_very_close_range : 150    : , "sv", "cheat" :
sb_threat_very_far_range : 1500   : , "sv", "cheat" : Too far to be a threat, even for boss infected
sb_unstick              : 1      : , "sv", "cheat" :
sb_use_button_range     : 1000   : , "sv", "cheat" :
sb_vomit_blind_time     : 5      : , "sv", "cheat" : How long Boomer vomit/explosion gore blinds us
scene_flush             : cmd    : : : Flush all .vcds from the cache and reload from disk.
scene_showlook         : 0      : , "a", "sv" : When playing back, show the directions of look events.
scene_showmoveto       : 0      : , "a", "sv" : When moving, show the end location.
scene_showunlock       : 0      : , "a", "sv" : Show when a vcd is playing but normal AI is running.
select_cliff           : cmd    : : : Selects all NAV_MESH_CLIFF areas.
select_invalid_finale_nospawn : cmd    : : : Selects all FINALE_NOSPAWN areas that aren't also FINALE.
select_with_attribute   : cmd    : : : Selects areas with the given attribute.
server_game_time       : cmd    : : : Gives the game time in seconds (server's curtime)
setang                 : cmd    : : : Snap player eyes to specified pitch yaw <roll:optional> (must have sv_cheats).
setang_exact          : cmd    : : : Snap player eyes and orientation to specified pitch yaw <roll:optional> (must have sv_cheats).
setmaster             : cmd    : : : add/remove/enable/disable master servers
setmodel              : cmd    : : : Changes's player's model
setpause              : cmd    : : : Set the pause state of the server.
setpos                : cmd    : : : Move player to specified origin (must have sv_cheats).
setpos_exact         : cmd    : : : Move player to an exact specified origin (must have sv_cheats).
setpos_player        : cmd    : : : Move specified player to specified origin (must have sv_cheats).
shake                 : cmd    : : : Shake the screen.
shout_going_to_die_interval : 20    : , "sv", "cheat" :
shout_make_way_interval : 2      : , "sv", "cheat" :

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shout_max_warn_range      : 2000 : , "sv", "cheat" :
shout_min_special_warn_interval : 5 : , "sv", "cheat" :
shout_min_use_range      : 200 : , "sv", "cheat" :
shout_min_warn_interval  : 10 : , "sv", "cheat" :
shout_threat_range       : 500 : , "sv", "cheat" :
shout_view_motion_threshold : 0 : , "sv", "cheat" :
shout_view_target_threshold : 0 : , "sv", "cheat" :
showtriggers             : 0 : , "sv", "cheat" : Shows trigger brushes
showtriggers_toggle      : cmd : : Toggle show triggers
shriek_shake_amplitude   : 10 : , "sv", "cheat" :
shriek_shake_duration    : 2 : , "sv", "cheat" :
shriek_shake_frequency   : 5 : , "sv", "cheat" :
singlestep               : 0 : , "cheat" : Run engine in single step mode ( set next to 1 to advance a frame )
sk_autoaim_mode          : 1 : , "a", "sv", "rep" :
skill                    : 1 : , "a" : Game skill level (1-3).
Smoker_escape_range      : 750 : , "sv", "cheat" :
smoker_tongue_delay      : 1 : , "sv", "cheat" :
snd_foliage_db_loss      : 4 : , "cheat" : foliage dB loss per 1200 units
snd_gain                  : 1 : , "cheat" :
snd_gain_max             : 1 : , "cheat" :
snd_gain_min             : 0 : , "cheat" :
snd_play_in_out          : cmd : : Plays one of two sounds from entity depending on players in/out location
snd_refdb                 : 60 : , "cheat" : Reference dB at snd_refdist
snd_refdist              : 36 : , "cheat" : Reference distance for snd_refdb
snd_restart              : cmd : : Restart sound system.
soundscape_debug         : 0 : , "sv", "cheat" : When on, draws lines to all env_soundscape entities. Green lines show the active soundscape, red lines show soundscapes that ar
soundscape_flush         : cmd : : Flushes the server & client side soundscapes
spec_freeze_time         : 4 : , "sv", "cheat", "rep" : Time spend frozen in observer freeze cam.
spec_freeze_traveltime   : 0 : , "sv", "cheat", "rep" : Time taken to zoom in to frame a target in observer freeze cam.
spec_target              : cmd : :
spec_target_clear        : cmd : :
spike                     : cmd : : generates a fake spike
star_memory              : cmd : : Dump memory stats
stats                    : cmd : : Prints server performance variables
status                   : cmd : : Display map and connection status.
stringtabledictionary    : cmd : : Create dictionary for current strings.
stuffcmds                : cmd : : Parses and stuffs command line + commands to command buffer.
suitvolume                : 0 : , "a", "sv" :
surfaceprop              : cmd : : Reports the surface properties at the cursor
survivor_accuracy_upgrade_factor : 0 : , "sv", "cheat", "rep" :
survivor_burn_factor_easy : 0 : , "sv", "cheat" : Flame damage multiplier
survivor_burn_factor_expert : 1 : , "sv", "cheat" : Flame damage multiplier
survivor_burn_factor_hard : 0 : , "sv", "cheat" : Flame damage multiplier
survivor_burn_factor_normal : 0 : , "sv", "cheat" : Flame damage multiplier
survivor_calm_damage_delay : 5 : , "sv", "cheat" : survivors are not calm for this many seconds after taking damage
survivor_calm_deploy_delay : 2 : , "sv", "cheat" : survivors are not calm for this many seconds after switching weapons
survivor_calm_intensity : 0 : , "sv", "cheat" : survivors are not calm if their intensity level is above this point
survivor_calm_no_flashlight : 1 : , "sv", "cheat" : survivors are not calm if they have their flashlight on, to keep the weapon pointing along the flashlight beam
survivor_calm_recent_enemy_delay : 5 : , "sv", "cheat" : survivors are not calm for this many seconds after seeing an enemy
survivor_calm_weapon_delay : 5 : , "sv", "cheat" : survivors are not calm for this many seconds after firing
survivor_commando_factor : 2 : , "sv", "cheat" :
survivor_crawl_speed     : 15 : , "sv", "cheat", "rep" :
survivor_crouch_speed    : 75 : , "sv", "cheat", "rep" :
survivor_damage_speed_factor : 0 : , "sv", "cheat" : How much a Survivor is slowed when hit by an Infected
survivor_debug_active_area_set : 0 : , "sv", "cheat" :
survivor_debug_in_combat : 0 : , "sv", "cheat" :
survivor_debug_visibility : 0 : , "sv", "cheat" :
survivor_drag_speed_multiplier : 0 : , "sv", "cheat", "rep" : Multiplier to speed when we are dragging somebody.
survivor_drag_type       : 0 : , "sv", "cheat" : 0: no dragging, 1: short tug, 2: continuous drag
survivor_extra_damage_ammofactor : 1 : , "sv", "cheat" :
survivor_ff_avoidance    : 0 : , "sv", "cheat" :
survivor_ff_avoidance_pitch : 20 : , "sv", "cheat" :
survivor_ff_avoidance_yaw : 10 : , "sv", "cheat" :
survivor_ff_tolerance    : 26 : , "sv", "cheat" :
survivor_fog_vocalize_percent : 0 : , "sv", "cheat" : The percent of the fog end distance that stops vocalizations.
survivor_friendly_fire_factor_easy : 0 : , "sv", "cheat" :
survivor_friendly_fire_factor_expert : 1 : , "sv", "cheat" :
survivor_friendly_fire_factor_hard : 0 : , "sv", "cheat" :
survivor_friendly_fire_factor_normal : 0 : , "sv", "cheat" :
survivor_fumes_run_speed : 85 : , "sv", "cheat", "rep" :
survivor_fumes_walk_speed : 85 : , "sv", "cheat", "rep" :
survivor_groupie_range   : 350 : , "sv", "cheat" :
survivor_groupie_regenerate_rate : 0 : , "sv", "cheat" :
survivor_hanging_eye_height : 85 : , "sv", "cheat", "rep" :
survivor_hanging_from_tongue_eye_height : 40 : , "sv", "cheat", "rep" :
survivor_helping_hand_inhibit_duration : 1 : , "sv", "cheat", "rep" :
survivor_hitsound_interval_timer : 0 : , "sv", "cheat" :
survivor_incapacitated_accuracy_penalty : 0 : , "sv", "cheat", "rep" : Penalty given for shooting while incapacitated.
survivor_incapacitated_cycle_time : 0 : , "sv", "cheat", "rep" : New cycle time (RoF) used when incapacitated, overriding weapon.
survivor_incapacitated_dizzy_severity : 2 : , "sv", "cheat", "rep" : From negative to positive this, how much bump we add to a incap'd player's mouse.
survivor_incapacitated_dizzy_timer : 2 : , "sv", "cheat", "rep" : How often our incap'd dizzy-drift changes directions.
survivor_incapacitated_eye_height : 24 : , "sv", "cheat", "rep" :
survivor_incapacitated_max_yaw : 180 : , "sv", "cheat", "rep" :

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survivor_incapacitated_reload_multiplier : 1      : , "sv", "cheat", "rep" : Multiplier to reload time when incapacitated.
survivor_incapacitated_roll              : 20     : , "sv", "cheat", "rep" :
survivor_intensity_decay_threat_range    : 750    : , "sv", "cheat" :
survivor_intensity_recent_enemy_duration : 5      : , "sv", "cheat" :
survivor_it_duration                     : 20     : , "sv", "cheat", "rep" :
survivor_knockdown_roll                  : -20    : , "sv", "cheat" :
survivor_ledge_scales_health             : 1      : , "sv", "cheat" :
survivor_limp_health                     : 40     : , "sv", "cheat", "rep" :
survivor_limp_run_speed                  : 150    : , "sv", "cheat", "rep" :
survivor_limp_walk_speed                 : 85     : , "sv", "cheat", "rep" :
survivor_max_incapacitated_count         : 2      : , "sv", "cheat" : How many times you can be incapacitated instead of killed between health kits.
survivor_max_lunge_stagger_distance      : 30     : , "sv", "cheat" : Max distance a stationary, crouched survivor can stagger after being lunged.
survivor_max_lunge_stagger_speed         : 220    : , "sv", "cheat" : Hunters lunging this fast stagger survivors with full power.
survivor_max_tongue_stagger_distance     : 200    : , "sv", "cheat" :
survivor_max_tongue_stagger_duration     : 1      : , "sv", "cheat" :
survivor_max_tug_distance                 : 300    : , "sv", "cheat" :
survivor_max_tug_duration                : 1      : , "sv", "cheat" :
survivor_min_lunge_stagger_speed         : 50     : , "sv", "cheat" : Hunters must be lunging this fast to stagger a survivor.
survivor_no_pounce_or_hang              : 0      : , "sv", "cheat" :
survivor_pounce_victim_eye_height        : 12     : , "sv", "cheat", "rep" :
survivor_push                            : 0      : , "sv", "cheat" :
survivor_revive_duration                 : 5      : , "sv", "cheat" :
survivor_revive_health                   : 30     : , "sv", "cheat" : How much temp health you get revived with.
survivor_revive_successive_penalty       : 0      : , "sv", "cheat" : How much less temp health you get each revive.
survivor_shove_teammates                 : 0      : , "sv", "cheat" :
survivor_speed                           : 210    : , "sv", "cheat" :
survivor_speed_boost_factor              : 1      : , "sv", "cheat", "rep" : Speed boost from upgrade
survivor_sprint_multiplier                : 1      : , "sv", "cheat", "rep" :
survivor_still_penalty                   : 3      : , "sv", "cheat", "rep" : Amount gun accuracy is affected when the view is not still
survivor_stun_immunity_duration          : 0      : , "sv", "cheat" :
survivor_team_hit_pitch_max              : 10     : , "sv", "cheat" :
survivor_team_hit_pitch_min              : -10    : , "sv", "cheat" :
survivor_team_hit_yaw_max                : 10     : , "sv", "cheat" :
survivor_team_hit_yaw_min                : -10    : , "sv", "cheat" :
survivor_unstoppable_speed               : 150    : , "sv", "cheat", "rep" :
survivor_upgrade_accuracy                : 0      : , "sv", "cheat", "rep" :
survivor_upgrade_quickdraw              : 0      : , "sv", "cheat", "rep" :
survivor_vision_range                    : 1500   : , "sv", "cheat" :
survivor_vision_range_obscured           : 750    : , "sv", "cheat" :
survivor_walk_speed                      : 85     : , "sv", "cheat", "rep" :
sv_allow_color_correction                 : 1      : , "rep" : Allow or disallow clients to use color correction on this server.
sv_allow_lobby_connect_only              : 1      : : If set, players may only join this server from matchmaking lobby, may not connect directly.
sv_allow_wait_command                    : 1      : , "rep" : Allow or disallow the wait command on clients connected to this server.
sv_alltalk                               : 0      : , "sv", "nf" : Players can hear all other players' voice communication, no team restrictions
sv_alternateticks                        : 0      : , "sp" : If set, server only simulates entities on even numbered ticks.
sv_cheats                                 : 0      : , "nf", "rep" : Allow cheats on server
sv_clearhinhistory                       : cmd   : : Clear memory of server side hints displayed to the player.
sv_consistency                           : 1      : , "rep" : Whether the server enforces file consistency for critical files
sv_contact                               : 0      : , "nf" : Contact email for server sysop
sv_crash                                  : cmd   : : Causes a server crash for testing
sv_cycleLatchTimer                       : 0      : , "sv", "cheat" : How often to transmit our cycle to the client for corrections.
sv_disable_querycache                     : 0      : , "sv", "cheat" : debug - disable trace query cache
sv_doors_push_players                     : 0      : , "sv", "cheat" : If true, a door will push players out of the way as it opens and closes.
sv_downloadurl                            : 0      : , "rep" : Location from which clients can download missing files
sv_dumpstringtables                       : 0      : , "cheat" :
sv_findsoundname                          : cmd   : : Find sound names which reference the specified wave files.
sv_footstepinterval                       : 0      : , "sv", "cheat", "rep" :
sv_forcepreload                           : 0      : , "a" : Force server side preloading.
sv_infinite_amm0                          : 0      : , "sv", "cheat", "rep" : Player's active weapon will never run out of ammo
sv_lagcompensationforcerestore            : 1      : , "sv", "cheat" : Don't test validity of a lag comp restore, just do it.
sv_lan                                     : 1      : : Server is a lan server ( no heartbeat, no authentication, no non-class C addresses )
sv_log_onefile                             : 0      : , "a" : Log server information to only one file.
sv_logbans                                : 1      : , "a" : Log server bans in the server logs.
sv_logecho                                 : 1      : , "a" : Echo log information to the console.
sv_logfile                                 : 1      : , "a" : Log server information in the log file.
sv_logflush                                : 0      : , "a" : Flush the log file to disk on each write (slow).
sv_logsdir                                 : 0      : , "a" : Folder in the game directory where server logs will be stored.
sv_maxcmdrate                             : 40     : , "rep" : (If sv_mincmdrate is > 0), this sets the maximum value for cl_cmdrate.
sv_memlimit                               : 0      : , "cheat" : If set, whenever a game ends, if the total memory used by the server is greater than this # of megabytes, the server will exit.
sv_mincmdrate                             : 0      : , "rep" : This sets the minimum value for cl_cmdrate. 0 == unlimited.
sv_noclipaccelerate                       : 5      : , "a", "sv", "nf", "rep" :
sv_noclipduringpause                      : 0      : , "sv", "cheat", "rep" : If cheats are enabled, then you can noclip with the game paused (for doing screenshots, etc.).
sv_noclipSpeed                             : 5      : , "a", "sv", "nf", "rep" :
sv_password                                : 0      : , "nf", "prot", "norecord" : Server password for entry into multiplayer games
sv_pausable                               : 0      : : Is the server pausable.
sv_precacheinfo                            : cmd   : : Show precache info.
sv_prop_door_max_close_attempts           : 8      : , "sv", "cheat" : Number of times blocked doors will try to close before becoming non-solid and forcing a close.
sv_pure                                    : cmd   : : Show user data.
sv_pure_kick_clients                       : 1      : : If set to 1, the server will kick clients with mismatching files. Otherwise, it will issue a warning to the client.
sv_pure_trace                             : 0      : : If set to 1, the server will print a message whenever a client is verifying a CRC for a file.
sv_pvsSkipanimation                       : 1      : , "a", "sv" : Skips SetupBones when npc's are outside the PVS
sv_querycache_stats                       : cmd   : : Display status of the query cache (client only)
sv_region                                  : 0      : : The region of the world to report this server in.

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sv_reservation_timeout      : 45      :      : Time in seconds before lobby reservation expires.
sv_search_key               : 0      :      : When searching for a dedicated server from lobby, restrict search to only dedicated servers having the same sv_search_key.
sv_showfootsteps            : 0      : , "sv", "cheat", "rep" : Shows client (red) and server (green) footsteps (1=client-only, 2=server-only, 3=both)
sv_showhitboxes             : -1     : , "sv", "cheat" : Send server-side hitboxes for specified entity to client (NOTE: this uses lots of bandwidth, use on listen server only).
sv_showlagcompensation      : 0      : , "sv", "cheat" : Show lag compensated hitboxes whenever a player is lag compensated.
sv_showposeparams          : 1      : , "sv", "cheat" :
sv_shutdown                 : cmd    :      : Sets the server to shutdown when all games have completed
sv_skyname                  : 0      : , "a", "sv", "rep" : Current name of the skybox texture
sv_soundemitter_filecheck   : cmd    :      : Report missing wave files for sounds and game_sounds files.
sv_soundemitter_flush      : cmd    :      : Flushes the sounds.txt system (server only)
sv_soundscape_printdebuginfo : cmd    :      : print soundscapes
sv_specaccelerate          : 5      : , "a", "sv", "nf", "rep" :
sv_specnoclip              : 1      : , "a", "sv", "nf", "rep" :
sv_specspeed               : 3      : , "a", "sv", "nf", "rep" :
sv_spectatoridletime       : 3      : , "sv", "cheat" :
sv_tags                     : 0      : , "nf" : Server tags. Used to provide extra information to clients when they're browsing for servers. Separate tags with a comma.
sv_tankpropfade            : 1      : , "sv", "cheat" :
sv_turbophysics_shadow     : 0      : , "sv", "cheat" : players have physics shadows even when sv_turbophysics is 1
sv_unlockedchapters        : 1      : , "a", "sv" :
sv_unreserve                : cmd    :      : Clears any lobby reservation for this server
sv_visiblemaxplayers       : -1     :      : Overrides the max players reported to prospective clients
sv_voiceenable             : 1      : , "a", "nf" :
systemlinkport             : 27030  :      : System Link port
tank_attack_range          : 50     : , "sv", "cheat", "rep" : Distance from Survivor that tank triggers own swing.
tank_auto_swing            : 0      : , "sv", "cheat", "rep" :
tank_burn_duration_expert   : 40     : , "sv", "cheat" : Number of seconds a burning Tank takes to die
tank_burn_duration_hard    : 35     : , "sv", "cheat" : Number of seconds a burning Tank takes to die
tank_burn_duration_normal  : 30     : , "sv", "cheat" : Number of seconds a burning Tank takes to die
tank_burn_duration_vs      : 30     : , "sv", "cheat" : Number of seconds a burning Tank takes to die
tank_fist_radius           : 15     : , "sv", "cheat", "rep" :
tank_ground_pound_duration : 1      : , "sv", "cheat", "rep" :
tank_ground_pound_reveal_distance : 500 : , "sv", "cheat" :
tank_raffle_debug         : 0      : , "sv", "cheat", "rep" : Fill the tank raffle with dummy values for debugging
tank_stuck_failsafe        : 1      : , "sv", "cheat" :
tank_stuck_time_choose_new_target : 2 : , "sv", "cheat" :
tank_stuck_time_suicide    : 10     : , "sv", "cheat" :
tank_stuck_visibility_tolerance_choose_new_target : 5 : , "sv", "cheat" :
tank_stuck_visibility_tolerance_suicide : 15 : , "sv", "cheat" :
tank_swing_arc             : 180    : , "sv", "cheat", "rep" :
tank_swing_duration        : 0      : , "sv", "cheat", "rep" : Duration of the actual swing
tank_swing_fast_interval   : 0      : , "sv", "cheat", "rep" : Interval between tank swings when he is clearing zombies out of his path
tank_swing_interval        : 1      : , "sv", "cheat", "rep" : Interval between tank swings
tank_swing_miss_interval   : 1      : , "sv", "cheat", "rep" : Interval between tank swings after a miss
tank_swing_physics_prop_force : 4 : , "sv", "cheat", "rep" : Multiplier for tank hitting a phys prop.
tank_swing_range           : 56     : , "sv", "cheat", "rep" : Range of the actual swing
tank_swing_yaw             : 80     : , "sv", "cheat", "rep" :
tank_throw_aim_error       : 100    : , "sv", "cheat" : Margin of error for Easy mode Tank rock throws
tank_throw_allow_range     : 250    : , "sv", "cheat" : How far away our victim must be before we'll try to throw debris at them
tank_throw_lead_time_factor : 0      : , "sv", "cheat" : How much to lead a moving target
tank_throw_loft_rate       : 0      : , "sv", "cheat" : Beyond no-loft range, Tank adds this angle/distance when throwing
tank_throw_max_loft_angle  : 30     : , "sv", "cheat" : Maximum loft angle for Tank throw angle adjustment
tank_throw_min_interval    : 8      : , "sv", "cheat" : Minimum interval between Tank rock throws
tank_visibility_tolerance_suicide : 60 : , "sv", "cheat" :
tank_windup_time           : 0      : , "sv", "cheat", "rep" : Time from intent to swing that swing actually happens.
team_desired               : 0      : , "user", "print", "server_can_execute", "ss" : Desired team and team member name on server join
team_desired2              : 0      : , "user", "print", "server_can_execute", "ss_added" : Desired team and team member name on server join
terror_amm0_multiplier     : 2      : , "sv", "cheat" :
Test_CreateEntity          : cmd    :      :
test_dispatcheffect        : cmd    :      : Test a clientside dispatch effect. Usage: test_dispatcheffect <effect name> <distance away> <flags> <magnitude> <scale> Defau
Test_EHandle               : cmd    :      :
test_entity_blocker       : cmd    :      : Test command that drops an entity blocker out in front of the player.
Test_InitRandomEntitySpawner : cmd :      :
Test_Loop                  : cmd    :      : Test_Loop <loop name> - loop back to the specified loop start point unconditionally.
Test_LoopCount             : cmd    :      : Test_LoopCount <loop name> <count> - loop back to the specified loop start point the specified # of times.
Test_LoopForNumSeconds     : cmd    :      : Test_LoopForNumSeconds <loop name> <time> - loop back to the specified start point for the specified # of seconds.
test_outtro_stats         : cmd    :      :
test_point                 : cmd    :      :
test_progression_loop      : 0      : , "sv", "cheat" : Allow a team of nothing but bots, advance through maps and loop back to start
test_progression_loop_rotate_maps : 1 : , "sv", "cheat" : When looping, advance to the next map when reach end of campaign
test_progression_loop_time : 3      : , "sv", "cheat" : When looping, stay in each map for at most the amount of time, in minutes, specified
test_progression_restarts_before_rotate : 4 : , "sv", "cheat" : When looping and rotating, how many times to restart before moving to next campaign
Test_ProxyToggle_EnableProxy : cmd :      :
Test_ProxyToggle_SetValue : cmd    :      :
Test_RandomChance          : cmd    :      : Test_RandomChance <percent chance, 0-100> <token1> <token2...> - Roll the dice and maybe run the command following the percenta
Test_RandomizeInPVS       : cmd    :      :
Test_RandomPlayerPosition  : cmd    :      :
Test_RemoveAllRandomEntities : cmd :      :
Test_RunFrame              : cmd    :      :
Test_SendKey               : cmd    :      :
Test_SpawnRandomEntities   : cmd    :      :
Test_StartLoop             : cmd    :      : Test_StartLoop <loop name> - Denote the start of a loop. Really just defines a named point you can jump to.
Test_StartScript           : cmd    :      : Start a test script running..
Test_Wait                  : cmd    :      :

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Test_WaitForCheckPoint      : cmd      :
think_limit                 : 0        : , "sv", "rep" : Maximum think time in milliseconds, warning is printed if this is exceeded.
timeleft                    : cmd      :
toggle                      : cmd      :
                             :          : : Prints the time remaining until the next mission
tongue_allow_voluntary_release : 0        : , "sv", "cheat" : Toggles a convar on or off, or cycles through a set of values.
tongue_bend_point_deflection : 5        : , "sv", "cheat" : Can a Smoker let go with his tongue by clicking or turning away?
tongue_bend_point_needs_LOS : 0        : , "sv", "cheat", "rep" : How far off the first obstacle the tongue bends.
                             :          : : "rep" : Does a bent tongue still need LOS from the bend point?
tongue_break_from_damage_amount : 50       : , "sv", "cheat" : How much damage to the smoker makes him let go of his victim.
tongue_choke_damage_amount  : 10       : , "sv", "cheat" : How much damage the choke does.
tongue_choke_damage_interval : 1        : , "sv", "cheat" : How often the choke does damage.
tongue_cone_start_tolerance  : 0        : , "sv", "cheat" : How wide the cone is for a tongue hit.
tongue_debug                : 0        : , "sv", "cheat" : Print debug info for tongue
tongue_dropping_to_ground_time : 2        : , "sv", "cheat" : A miss or a wall hit will wait this long before pulling back..
tongue_fire_hit_mulligan    : 0        : , "sv", "cheat", "rep" : If we break after a hit this soon, and we broke for a good reason, then treat as a miss for the fire timer, not a hit.
tongue_fly_speed            : 1000     : , "sv", "cheat" : How fast a tongue flies through the air.
tongue_force_break         : 0        : , "sv", "cheat" : Force an existing attached tongue to break, for debugging
tongue_gravity_force       : 4000     : , "sv", "cheat", "rep" : The speed that gravity tries to pull us downwards while being tongued.
tongue_health              : 100      : , "sv", "cheat" : Tongue health
tongue_hit_delay           : 20       : , "sv", "cheat", "rep" : How long a smoker must wait to shoot his tongue after a hit, from the time he lets go.
tongue_kill_smoker_on_detach : 1        : , "sv", "cheat" : Do we kill the smoker when they take enough damage to detach the tongue?
tongue_los_forgiveness_time : 1        : , "sv", "cheat" : A traveling tongue can lose LOS for this amount of time and still hit.
tongue_miss_delay         : 15       : , "sv", "cheat" : How long a smoker must wait to shoot his tongue after a miss.
tongue_no_progress_break_interval : 10       : , "sv", "cheat" : How long of the victim making no progress until we break the tongue.
tongue_no_progress_choke_early_ambush_delay : 0        : , "sv", "cheat" : Use a smaller delay if the smoker started choking us from behind. So this plus TongueNoProgressChokeTime equals the earliest st
tongue_no_progress_choke_early_delay : 1        : , "sv", "cheat" : We won't think about ground choking for this long after the hit. So this plus TongueNoProgressChokeTime equals the earliest sta
tongue_no_progress_choke_time : 0        : , "sv", "cheat" : If our victim doesn't make tongue_no_progress_tolerance progress towards in this time, start to hurt him.
tongue_no_progress_damage_interval : 0        : , "sv", "cheat" : How long of the victim making no progress until we start choking him.
tongue_no_progress_tolerance : 25       : , "sv", "cheat" : If our victim doesn't make this much progress in tongue_no_progress_release_time, start to hurt him.
tongue_player_dropping_to_ground_time : 1        : , "sv", "cheat" : How long after the tongue disconnects will a player need to wait.
tongue_range               : 750      : , "sv", "cheat" : How far a smoker can shoot his tongue.
tongue_release_fatigue_penalty : 2500     : , "sv", "cheat" : How much fatigue the victim gets when released, to slow him down.
tongue_start_pull_delay    : 0        : , "sv", "cheat", "rep" : How long from tongue contact to tongue pulling.
tongue_unbend              : 1        : , "sv", "cheat" : Can the smoker tongue unbend?
tongue_vertical_choke_dot   : 0        : , "sv", "cheat" : DotProduct between tongue and vertical required to start choking.
tongue_vertical_choke_height : 40       : , "sv", "cheat" : Need to have victim this high off ground to choke him.
tongue_vertical_choke_time_off_ground : 0        : , "sv", "cheat" : Need to have victim off ground for this long to choke him.
tongue_victim_acceleration  : 30       : , "sv", "cheat", "rep" : Acceleration while tongued.
tongue_victim_accuracy_penalty : 0        : , "sv", "cheat", "rep" : How much someone's accuracy suffers while being dragged by a tongue.
tongue_victim_max_speed     : 175      : , "sv", "cheat", "rep" : The fastest the tongue can get you going.
tp_schedule_post_think     : 1        : , "sv", "cheat" : Schedule post-think operations to run at 10hz
travel_distance            : cmd      :
                             :          : : Build the shortest path from the previously marked area to the currently selected one and print the length of that path.
tv_clients                 : cmd      :
                             :          : : Shows list of connected SourceTV clients.
tv_enable                  : 0        :
                             :          : : Activates SourceTV on server.
tv_msg                     : cmd      :
                             :          : : Send a screen message to all clients.
tv_port                    : 27020    :
                             :          : : Host SourceTV port
tv_record                  : cmd      :
                             :          : : Starts SourceTV demo recording.
tv_relay                   : cmd      :
                             :          : : Connect to SourceTV server and relay broadcast.
tv_retry                   : cmd      :
                             :          : : Reconnects the SourceTV relay proxy.
tv_status                  : cmd      :
                             :          : : Show SourceTV server status.
tv_stop                    : cmd      :
                             :          : : Stops the SourceTV broadcast.
tv_stoprecord              : cmd      :
                             :          : : Stops SourceTV demo recording.
unbind                     : cmd      :
                             :          : : Unbind a key.
unbindall                  : cmd      :
                             :          : : Unbind all keys.
unpause                    : cmd      :
                             :          : : Unpause the game.
use                         : cmd      :
                             :          : : Use a particular weapon Arguments: <weapon_name>
user                       : cmd      :
                             :          : : Show user data.
users                      : cmd      :
                             :          : : Show user info for players on server.
vehicle_flushscript        : cmd      :
                             :          : : Flush and reload all vehicle scripts
version                    : cmd      :
                             :          : : Print version info string.
versus_shove_fov_pounce_only : 0        : , "sv", "cheat", "rep" : If set, then versus_shove_hunter_fov is only used if the hunter being hit is pouncing
versus_shove_hunter_fov    : 90       : , "sv", "cheat", "rep" : Angle that survivor shove will hit hunters
versus_tank_bonus_health   : 1        : , "sv", "cheat" :
view_offset_down           : 16       : , "sv", "cheat", "rep" :
view_offset_forward        : 8        : , "sv", "cheat", "rep" :
view_offset_up             : -16      : , "sv", "cheat", "rep" :
vis_debug                  : 0        : , "sv", "cheat" :
vis_force                  : 0        : , "sv", "cheat" :
vismon_poll_frequency      : 0        : , "sv", "cheat" :
vismon_trace_limit         : 12       : , "sv", "cheat" :
voice_inputfromfile        : 0        :
                             :          : : Get voice input from 'voice_input.wav' rather than from the microphone.
voice_recordtofile         : 0        :
                             :          : : Record mic data and decompressed voice data into 'voice_micdata.wav' and 'voice_decompressed.wav'
vox_reload                 : cmd      :
                             :          : : Reload sentences.txt file
voxeltree_box              : cmd      :
                             :          : : View entities in the voxel-tree inside box <Vector(min), Vector(max)>.
voxeltree_playerview       : cmd      :
                             :          : : View entities in the voxel-tree at the player position.
voxeltree_sphere           : cmd      :
                             :          : : View entities in the voxel-tree inside sphere <Vector(center), float(radius)>.
voxeltree_view             : cmd      :
                             :          : : View entities in the voxel-tree.
vphys_sleep_timeout        : cmd      :
                             :          : : set sleep timeout: large values mean stuff won't ever sleep
vprof                      : cmd      :
                             :          : : Toggle VProf profiler
vprof_cachemiss            : cmd      :
                             :          : : Toggle VProf cache miss checking
vprof_cachemiss_off        : cmd      :
                             :          : : Turn off VProf cache miss checking
vprof_cachemiss_on         : cmd      :
                             :          : : Turn on VProf cache miss checking
vprof_dump_counters        : cmd      :
                             :          : : Dump vprof counters to the console
vprof_dump_groupnames      : cmd      :
                             :          : : Write the names of all of the vprof groups to the console.

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vprof_generate_report      : cmd      : : Generate a report to the console.
vprof_generate_report_AI  : cmd      : : Generate a report to the console.
vprof_generate_report_AI_only : cmd      : : Generate a report to the console.
vprof_generate_report_budget : cmd      : : Generate a report to the console based on budget group.
vprof_generate_report_hierarchy : cmd      : : Generate a report to the console.
vprof_generate_report_hierarchy_per_frame_and_count_only : cmd      : : Generate a minimal hierarchical report to the console.
vprof_generate_report_map_load : cmd      : : Generate a report to the console.
vprof_off                  : cmd      : : Turn off VProf profiler
vprof_on                   : cmd      : : Turn on VProf profiler
vprof_playback_average     : cmd      : : Average the next N frames.
vprof_playback_start       : cmd      : : Start playing back a recorded .vprof file.
vprof_playback_step        : cmd      : : While playing back a .vprof file, step to the next tick.
vprof_playback_stepback   : cmd      : : While playing back a .vprof file, step to the previous tick.
vprof_playback_stop       : cmd      : : Stop playing back a recorded .vprof file.
vprof_record_start        : cmd      : : Start recording vprof data for playback later.
vprof_record_stop         : cmd      : : Stop recording vprof data
vprof_reset               : cmd      : : Reset the stats in VProf profiler
vprof_reset_peaks         : cmd      : : Reset just the peak time in VProf profiler
vprof_vtune_group         : cmd      : : enable vtune for a particular vprof group ('disable' to disable)
vs_tank_damage            : 24      : , "sv", "cheat" : Amount of damage done by a vs tank's melee attack
vs_threat_initial_distance_first_map_max : 12000  : , "sv", "cheat" : Max distance of starting threat area in vs mode on the first map
vs_threat_initial_distance_first_map_min : 8000   : , "sv", "cheat" : Min distance of starting threat area in vs mode on the first map
vs_threat_initial_distance_max : 8000   : , "sv", "cheat" : Max distance of starting threat area in vs mode
vs_threat_initial_distance_min : 3000   : , "sv", "cheat" : Min distance of starting threat area in vs mode
vs_threat_radius          : 200    : , "sv", "cheat" : Distance from the escape route for placing threats
warp_all_survivors_here   : cmd      : : Warp all survivors to the player's cursor
warp_all_survivors_to_battlefield : cmd      : : Warp all Survivors to the battlefield
warp_all_survivors_to_checkpoint : cmd      : : Warp all Survivors to the exit checkpoint
warp_all_survivors_to_finale : cmd      : : Warp all Survivors to the finale radio
warp_far_survivor_here    : cmd      : : Teleport the farthest away Survivor to your cursor position
warp_to_start_area        : cmd      : : Warp yourself to a survivor spawn area
weapon_reparse_server     : cmd      : : Reloads the weapon script files
wipe_attributes           : cmd      : : Clear all attributes of selected area.
wipe_nav_attributes       : cmd      : : Clear all nav attributes of selected area.
writeid                   : cmd      : : Writes a list of permanently-banned user IDs to banned_user.cfg.
writeip                   : cmd      : : Save the ban list to banned_ip.cfg.
xbox_autothrottle        : 1       : , "a", "sv"      :
xbox_throttlebias        : 100    : , "a", "sv"      :
xbox_throttlespoof       : 200    : , "a", "sv"      :
z_acquire_far_range      : 2500   : , "sv", "cheat" :
z_acquire_far_time       : 5      : , "sv", "cheat" :
z_acquire_near_range     : 200    : , "sv", "cheat" :
z_acquire_near_time      : 0      : , "sv", "cheat" :
z_acquire_time_variance_factor : 0      : , "sv", "cheat" :
z_add                    : cmd      : : Add an Infected - optional x y z arguments for world position to add them
z_alert_dot              : 0      : , "sv", "cheat" :
z_alert_range            : 1000   : , "sv", "cheat" :
z_allow_ai_to_use_abilities : 1      : , "sv", "cheat" : If zero, Hunters wont pounce, Tanks wont throw rocks, etc
z_attack_flow_range      : 1500   : , "sv", "cheat" :
z_attention_range_lying_modifier : 0      : , "sv", "cheat" :
z_attention_range_sitting_modifier : 0      : , "sv", "cheat" :
z_avoid_max_range        : 100    : , "sv", "cheat" :
z_avoid_min_range        : 30     : , "sv", "cheat" :
z_avoid_power            : 10     : , "sv", "cheat" :
z_avoidforce             : 2500   : , "sv", "cheat", "rep" :
z_avoidteammates         : 1      : , "sv", "cheat", "rep" :
z_award_debug            : 0      : , "sv", "cheat", "rep" : Get debugging info on all award calcs to the console. (0|1|2|3 for none|yes-no thoughts|every thought|every spammy calc)
z_background_limit       : 20     : , "sv", "cheat" : How many common infected are on the background map at once.
z_backspeed              : 450    : , "sv", "cheat", "rep" :
z_boomer_near_dist      : 180    : , "sv", "cheat" :
z_boss_crouch            : 0      : , "sv", "cheat" : Forces boss zombie bots to crouch
z_boundary_clear_type    : 1      : , "sv", "cheat" : 0 = floodfill, 1 = new creep
z_boundary_max_range     : 5000   : , "sv", "cheat" :
z_boundary_spread_speed  : 200    : , "sv", "cheat" :
z_brawl_chance           : 2      : , "sv", "cheat" :
z_breakable_damage       : 4      : , "sv", "cheat" :
z_burning_lifetime       : 30     : , "sv", "cheat" : Number of seconds a burning zombie takes to crisp
z_carry_max_mass         : 250    : , "sv", "cheat", "rep" :
z_chance                 : 60     : , "sv", "cheat" :
z_claw_hit_pitch_max     : 20     : , "sv", "cheat" :
z_claw_hit_pitch_min    : -20    : , "sv", "cheat" :
z_claw_hit_yaw_max      : 20     : , "sv", "cheat" :
z_claw_hit_yaw_min      : -20    : , "sv", "cheat" :
z_clear_area_range       : 300    : , "sv", "cheat" :
z_clear_max_time         : 5      : , "sv", "cheat" :
z_clear_min_time        : 0      : , "sv", "cheat" :
z_clear_min_time_range   : 300    : , "sv", "cheat" :
z_clear_range            : 750    : , "sv", "cheat" :
z_close_target_notice_distance : 60     : , "sv", "cheat" : How far an attacking zombie will look for a nearby target on their way to their chosen victim.
z_common_limit           : 30     : , "sv", "cheat" : How many common infecteds we can have at once.
z_cooldown_spawn_safety_range : 1000   : , "sv", "cheat" :
z_cough_cloud_expire     : 14     : , "sv", "cheat" : You don't cough after a smoke cloud has existed this long.
z_cough_cloud_initial_cough_delay : 0      : , "sv", "cheat" : You don't cough until smoke cloud exists for this long.

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z_cough_cloud_radius      : 175      : , "sv", "cheat" : How far from center of smoke cloud makes you cough.
z_cough_duration          : 5      : , "sv", "cheat", "rep" : How long a cougher continuously coughs for.
z_cough_fatigue           : 3000   : , "sv", "cheat", "rep" : Stamina impact of coughing. High number will pin in place for a long time, lower will just slow.
z_cough_interval          : 20     : , "sv", "cheat", "rep" : How often a cougher can cough.
z_credits_interval        : 0      : , "sv", "cheat" :
z_crouch_speed            : 75     : , "sv", "cheat", "rep" :
z_cull_timeout            : 5      : , "sv", "cheat" : Grace period before player zombie is culled for being too far away
z_deafen_radius_one       : 100    : , "sv", "cheat" :
z_deafen_radius_three    : 200    : , "sv", "cheat" :
z_deafen_radius_two      : 150    : , "sv", "cheat" :
z_debug                   : 0      : , "sv", "cheat" :
z_debug_activities        : 0      : , "sv", "cheat" :
z_debug_avoid             : 0      : , "sv", "cheat" :
z_debug_breakables       : 0      : , "sv", "cheat" :
z_debug_climb             : 0      : , "sv", "cheat" :
z_debug_cull              : 0      : , "sv", "cheat" :
z_debug_escape_scan      : 0      : , "sv", "cheat" :
z_debug_falling_damage    : 0      : , "sv", "cheat" :
z_debug_fog               : 0      : , "sv", "cheat" :
z_debug_infected_anim_report : cmd    : : Prints the server's layer info for the specified infected
z_debug_ledges            : 0      : , "sv", "cheat" :
z_debug_mob_spawn         : 0      : , "sv", "cheat" :
z_debug_neighbors        : 0      : , "sv", "cheat" :
z_debug_path_stress_test  : cmd    : : Stress-tests Path::Compute() on an Infected. Optional argument is number of times to invoke Compute()
z_debug_population        : 0      : , "sv", "cheat" :
z_debug_spawn Ahead      : 0      : , "sv", "cheat" :
z_debug_spawn_set         : -1     : , "sv", "cheat" : 0=Anywhere, 1=Behind, 2=IT, 3=Specials in front, 4=Specials anywhere, 5=Far Away, 6=Above
z_debug_spawnable_areas   : 0      : , "sv", "cheat" : Draws areas mobs can spawn from in green (normal) or blue (marked as OBSCURED in the nav)
z_debug_tank_spawn        : 1      : , "sv", "cheat" : When console spawning a tank automatically give it to a player.
z_decals                  : cmd    : : Splat decals on all infected
z_density_region_length   : 1500   : , "sv", "cheat" :
z_destroy_on_attack       : 0      : , "sv", "cheat" : When an infected starts punching its victim, destroy it. Useful for demos.
z_difficulty              : 0      : , "sv", "rep" : Difficulty of the current game (Easy, Normal, Hard, Impossible)
z_director_special_spawn_delay : 10     : , "sv", "cheat" :
z_discard_min_range       : 1000   : , "sv", "cheat" : Don't relocate PZs closer than this regardless of flow distance
z_discard_range           : 2500   : , "sv", "cheat" : Discard Zombies farther away than this
z_do_tracers              : 1      : , "sv", "cheat", "rep" : Do we want tracers at all?
z_dont_clear              : 0      : , "sv", "cheat" :
z_door_reopen_interval    : 0      : , "sv", "cheat" : Closed doors can be re-opened after this amount of time
z_door_retry_interval     : 1      : , "sv", "cheat" : Interval at which blocked doors will try to reopen
z_exploding_health        : 50     : , "sv", "cheat" : Exploding Zombie max health
z_exploding_limit         : 1      : , "sv", "cheat" :
z_exploding_shove_interval : 10     : , "sv", "cheat" :
z_exploding_shove_max     : 5      : , "sv", "cheat" :
z_exploding_shove_min     : 4      : , "sv", "cheat" :
z_exploding_speed         : 175    : , "sv", "cheat", "rep" :
z_exploding_splat        : 50     : , "sv", "cheat" : Boomers splat instead of making a thud when taking this much falling damage
z_exploding_splat_radius  : 200    : , "sv", "cheat" : Boomers splattering on the ground make survivors inside this radius it
z_expressions             : 1      : , "sv", "cheat" :
z_falling_land_forward_speed : 200    : , "sv", "cheat" : Minimum falling speed to cause a stumbling forward landing animation to occur
z_falling_land_hard_speed  : 200    : , "sv", "cheat" : Minimum falling speed to cause a 'hard' landing animation to occur
z_falling_land_speed      : 200    : , "sv", "cheat" : Minimum falling speed to cause a landing animation to occur
z_finale_chance           : 100    : , "sv", "cheat" :
z_finale_spawn_safety_range : 600    : , "sv", "cheat" :
z_first_aid_cabinets      : 0      : , "sv", "cheat" :
z_force_attack_from_sound_range : 750    : , "sv", "cheat" :
z_forcezombiemodel        : 0      : , "sv", "cheat" : remove variability in infected models and instead use the specified model from z_zombieforcemodelname
z_forcezombiemodelname    : 0      : , "sv", "cheat" : base name for the model from the models/infected directory to use for all infected if z_forcezombiemodel is set.
z_forwardspeed            : 450    : , "sv", "cheat", "rep" :
z_friendly_fire_forgiveness : 1      : , "sv", "cheat" : Ignore friendly fire that appears to be unintentional.
z_frustration             : 1      : , "sv", "cheat", "rep" :
z_frustration_lifetime    : 20     : , "sv", "cheat" : Frustration will accumulate for this many seconds before forcing an AI tank takeover
z_frustration_los_delay   : 2      : , "sv", "cheat" :
z_frustration_spawn_delay  : 10     : , "sv", "cheat" :
z_gas_health              : 250    : , "sv", "cheat" : Gas Zombie max health
z_gas_limit               : 1      : , "sv", "cheat" :
z_gas_speed               : 210    : , "sv", "cheat", "rep" :
z_ghost_checkpoint_spawn_interval : 30     : , "sv", "cheat" : Interval for spawning special zombies while survivors are in the checkpoint
z_ghost_finale_spawn_interval : 20     : , "sv", "cheat" : Interval for spawning special zombies during the finale
z_ghost_spawn_in_start    : 0      : , "sv", "cheat" : Allow ghosts to materialize while players are in the start area
z_ghost_spawn_interval    : 60     : , "sv", "cheat" : Interval for spawning special zombies
z_ghost_speed             : 450    : , "sv", "cheat", "rep" :
z_ghost_travel_distance   : 1000   : , "sv", "cheat" : Ghosts this far away from survivors in travel distance can materialize regardless of linear distance from survivors
z_gib_limb_distance       : 400    : , "sv", "cheat" : Rifles and sniper rifles can dismember at this range
z_gib_limb_distance_buckshot : 350    : , "sv", "cheat" : Shotguns can dismember at this range
z_gib_limb_distance_headshot : 2000   : , "sv", "cheat" : Rifles and sniper rifles can decapitate at this range
z_gib_limb_distance_headshot_zoomed : 4000   : , "sv", "cheat" : Sniper rifles can decapitate at this range when zoomed
z_gib_limb_distance_zoomed : 800    : , "sv", "cheat" : Sniper rifles can dismember at this range when zoomed
z_gib_limbs               : 25     : , "sv", "cheat" : Limbs can be shot off infected when doing this much damage (0 disables)
z_grab_force              : 0      : , "sv", "cheat" : For testing - always grab ledges regardless of estimated falling damage
z_grab_ledges_solo        : 0      : , "sv", "cheat" : For testing - grab ledges even if you're the last survivor
z_gun_damage              : 10     : , "sv", "cheat", "rep" :
z_gun_debug_player_index  : 0      : , "sv", "cheat", "rep" :

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z_gun_force : 300 : , "sv", "cheat" :
z_gun_horiz_punch : 0 : , "sv", "cheat", "rep" : Toggles horizontal punchangles for guns
z_gun_kick : 0 : , "sv", "cheat", "rep" : Firing a gun can knock the player's view this amount of the current spread
z_gun_physics_force : 25 : , "sv", "cheat" : How hard we push things that aren't players or doors.
z_gun_range : 75 : , "sv", "cheat", "rep" :
z_gun_stun_duration : 1 : , "sv", "cheat", "rep" :
z_gun_survivor_force : 200 : , "sv", "cheat" :
z_gun_survivor_friend_push : 1 : , "sv", "cheat", "rep" : Allow survivors to push survivors with a right click.
z_gun_survivor_shove_dot : 0 : , "sv", "cheat" : Max dot of a shove swing that can push a fellow survivor
z_gun_swing_duration : 0 : , "sv", "cheat", "rep" :
z_gun_swing_interval : 0 : , "sv", "cheat", "rep" :
z_gun_swing_vs_amt_penalty : 1 : , "sv", "cheat", "rep" :
z_gun_swing_vs_cooldown : 1 : , "sv", "cheat", "rep" :
z_gun_swing_vs_max_penalty : 6 : , "sv", "cheat", "rep" :
z_gun_swing_vs_min_penalty : 3 : , "sv", "cheat", "rep" :
z_gun_swing_vs_restore_time : 4 : , "sv", "cheat", "rep" :
z_gun_vertical_punch : 1 : , "sv", "cheat", "rep" : Toggles vertical punchangles for guns
z_health : 50 : , "sv", "cheat" : Zombie max health
z_hear_gunfire_range : 200 : , "sv", "cheat" :
z_hear_runner_far_range : 750 : , "sv", "cheat" :
z_hear_runner_near_range : 500 : , "sv", "cheat" :
z_hit_from_behind_cosine : 0 : , "sv", "cheat" :
z_hit_from_behind_factor : 0 : , "sv", "cheat" : Damage multiplier if zombie hits Survivor from behind
z_hit_incap_factor_easy : 0 : , "sv", "cheat" : Damage multiplier if zombie hits incapacitated Survivor
z_hit_incap_factor_expert : 1 : , "sv", "cheat" : Damage multiplier if zombie hits incapacitated Survivor
z_hit_incap_factor_hard : 1 : , "sv", "cheat" : Damage multiplier if zombie hits incapacitated Survivor
z_hit_incap_factor_normal : 1 : , "sv", "cheat" : Damage multiplier if zombie hits incapacitated Survivor
z_hunter_claw_buildup_growl_percent : 0 : , "sv", "cheat" : When at least this charged up, Hunter starts growling constantly.
z_hunter_claw_force : 240 : , "sv", "cheat", "rep" : Force with which the claw shoves other zombies away
z_hunter_claw_max_buildup_time : 3 : , "sv", "cheat" : Attack button held longer than this gets no extra benefit.
z_hunter_claw_plays_hit_anims : 0 : , "sv", "cheat", "rep" : Play the new hit anims for debugging?
z_hunter_claw_range : 52 : , "sv", "cheat", "rep" : Range of the Claw weapon
z_hunter_claw_range_down : 70 : , "sv", "cheat", "rep" : Range of the Claw weapon when looking straight down, so it can reach your feet from your eyes.
z_hunter_claw_start_buildup_time : 0 : , "sv", "cheat" : Attack button released in less than this time is just a click.
z_hunter_claw_swing_duration : 0 : , "sv", "cheat", "rep" :
z_hunter_claw_swing_interval : 1 : , "sv", "cheat", "rep" :
z_hunter_claw_swing_miss_interval : 0 : , "sv", "cheat", "rep" :
z_hunter_ground_normal : 0 : , "sv", "cheat", "rep" :
z_hunter_health : 250 : , "sv", "cheat" : Zombie max health
z_hunter_limit : 1 : , "sv", "cheat" :
z_hunter_lunge_stagger_time : 1 : , "sv", "cheat" :
z_hunter_speed : 300 : , "sv", "cheat", "rep" :
z_increment_head : cmd : : Switch to next head bodygroup
z_increment_lower : cmd : : Switch to next lower body bodygroup
z_increment_skin : cmd : : Switch to next skin
z_increment_upper : cmd : : Switch to next upper body bodygroup
z_infected_flashlight : 1 : , "sv", "cheat" :
z_infected_invuln : 0 : , "sv", "cheat" :
z_infected_move : 1 : , "sv", "cheat" :
z_last_area_update_tolerance : 4 : , "sv", "cheat" : Distance a character needs to travel in order to invalidate cached area
z_last_man_run_interval : 3 : , "sv", "cheat" :
z_lean_wall_align_speed : 300 : , "sv", "cheat" :
z_look_at_local_player : 0 : , "sv", "cheat" : For demo purposes
z_lunge_interval : 0 : , "sv", "cheat", "rep" :
z_lunge_power : 600 : , "sv", "cheat", "rep" :
z_lunge_up : 200 : , "sv", "cheat", "rep" :
z_max_hunter_pounce_stagger_duration : 0 : , "sv", "cheat" : Max time a PZ staggers when bashed by a survivor that was pounced by said hunter.
z_max_neighbor_range : 200 : , "sv", "cheat" : Max range for neighbor collection for avoidance
z_max_path_length : 5000 : , "sv", "cheat" :
z_max_stagger_duration : 6 : , "sv", "cheat" : Max time a PZ staggers when bashed by a survivor.
z_mega_mob_size : 50 : , "sv", "cheat" :
z_mega_mob_spawn_max_interval : 900 : , "sv", "cheat" :
z_mega_mob_spawn_min_interval : 420 : , "sv", "cheat" :
z_min_ladder_mount_dot : 0 : , "sv", "cheat", "rep" : Minimum 2D dot product from player's view to a ladder to be able to grab it
z_minigun_cooldown_time : 3 : , "sv", "cheat" : Minigun cooldown time
z_minigun_damage_rate : 48000 : , "sv", "cheat" : Minigun damage rate, in health/minute
z_minigun_fire_think_interval : 0 : , "sv", "cheat" :
z_minigun_overheat_time : 20 : , "sv", "cheat" : Minigun overheat time
z_minigun_rate_of_fire : 1500 : , "sv", "cheat" : Minigun rate of fire, in bullets/minute
z_minion_aim_tolerance : 0 : , "sv", "cheat" :
z_minion_limit : 3 : , "sv", "cheat" :
z_mob_min_notify_count : 10 : , "sv", "cheat" : Mobs at least this large trigger 'mob' events
z_mob_music_size : 2 : , "sv", "cheat" : Spotting a mob this large plays music
z_mob_population_density : 0 : , "sv", "cheat" : Density of mob spawns, per square inch (0.0064 = 4 per 1x1 nav area)
z_mob_recharge_rate : 0 : , "sv", "cheat" :
z_mob_sacrifice_timeout : 5 : , "sv", "cheat" :
z_mob_spawn_finale_size : 20 : , "sv", "cheat" :
z_mob_spawn_max_interval_easy : 240 : , "sv", "cheat" :
z_mob_spawn_max_interval_expert : 180 : , "sv", "cheat" :
z_mob_spawn_max_interval_hard : 180 : , "sv", "cheat" :
z_mob_spawn_max_interval_normal : 180 : , "sv", "cheat" :
z_mob_spawn_max_size : 30 : , "sv", "cheat" :
z_mob_spawn_min_interval_easy : 120 : , "sv", "cheat" :

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z_mob_spawn_min_interval_expert      : 90      : , "sv", "cheat" :
z_mob_spawn_min_interval_hard        : 90      : , "sv", "cheat" :
z_mob_spawn_min_interval_normal      : 90      : , "sv", "cheat" :
z_mob_spawn_min_size                  : 10      : , "sv", "cheat" :
z_must_wander                         : 0       : , "sv", "cheat" : For testing. 0: default. 1: wandering zombies don't sit/lie down. -1: wandering zombies always sit/lie down.
z_mute_infected                       : 0       : , "sv", "cheat" : If nonzero, common infected will not growl, yell, etc
z_nav_debug                           : 0       : , "sv", "cheat" :
z_nextmission                         : cmd     : , "sv", "cheat" : Sets the next mission at the end of the current mission
z_no_cull                             : 0       : , "sv", "cheat" : If nonzero, the Director will not cull common infected
z_noise_level_display                 : 0       : , "sv", "cheat" : Show noise levels on players?
z_noise_level_fade_rate               : 40      : , "sv", "cheat", "rep" : How much noise we lose each tick, after hold_time expires.
z_noise_level_footstep                : 50      : , "sv", "cheat" : How much noise we make with a footstep.
z_noise_level_footstep_in_water       : 75      : , "sv", "cheat" : How much noise we make with a footstep while in water.
z_noise_level_hold_time               : 0       : , "sv", "cheat", "rep" : How long we hold a given noise level before it starts to fade.
z_noise_level_max                     : 135     : , "sv", "cheat", "rep" : The highest the noise level can go.
z_noise_level_vocalize                : 75      : , "sv", "cheat" : How much noise we make when we say things.
z_non_head_damage_factor_easy         : 2       : , "sv", "cheat" : Damage to zombie from non-headshots is multiplied by this factor
z_non_head_damage_factor_expert       : 0       : , "sv", "cheat" : Damage to zombie from non-headshots is multiplied by this factor
z_non_head_damage_factor_hard         : 0       : , "sv", "cheat" : Damage to zombie from non-headshots is multiplied by this factor
z_non_head_damage_factor_normal       : 1       : , "sv", "cheat" : Damage to zombie from non-headshots is multiplied by this factor
z_notice_it_range                     : 1500    : , "sv", "cheat" :
z_notice_near_range                  : 100     : , "sv", "cheat" :
z_player_lunge_up                     : 150     : , "sv", "cheat", "rep" :
z_player_zombie_debug                 : 0       : , "sv", "cheat" :
z_player_zombie_land_delay            : 0       : , "sv", "cheat" :
z_player_zombie_min_dead_time         : 2       : , "sv", "cheat" : The minimum time a PC zombie must be dead before being eligible to respawn
z_pounce_allow_partial_hidden         : 1       : , "sv", "cheat" :
z_pounce_crouch_delay                 : 1       : , "sv", "cheat", "rep" :
z_pounce_damage                       : 5       : , "sv", "cheat" :
z_pounce_damage_delay                 : 1       : , "sv", "cheat" :
z_pounce_damage_interrupt             : 50      : , "sv", "cheat" : Taking this much damage interrupts a pounce attempt
z_pounce_damage_interval              : 0       : , "sv", "cheat" :
z_pounce_delay                        : 0       : , "sv", "cheat" :
z_pounce_door_damage                  : 500     : , "sv", "cheat" :
z_pounce_silence_range                : 500     : , "sv", "cheat" :
z_pounce_stumble_force                : 5       : , "sv", "cheat" : Force of the stumble effect when a hunter pounces on someone
z_prevent_burrowing                  : 1       : , "sv", "cheat" : Use extra tracelines to prevent burrowing zombies
z_puking_eye_height                   : 44      : , "sv", "cheat", "rep" :
z_push_force                          : 2000    : , "sv", "cheat" :
z_push_mass_max                       : 200     : , "sv", "cheat" :
z_pushaway_force                      : 100     : , "sv", "cheat" : How hard the infected shove non-IT Survivors out of their way to reach the IT victim
z_randombodygroups                    : 1       : , "sv", "cheat" : Set to zero to disable random body groups on infected
z_randomskins                         : 1       : , "sv", "cheat" : Set to zero to disable random skins on infected
z_reload_chatter_debug                : 0       : , "sv", "cheat" : Should we give devtext explanations of why we didn't say 'Reloading'?
z_reload_chatter_intensity            : 0       : , "sv", "cheat" : Intensity level at which players start saying 'Reloading'
z_reload_chatter_nearby_friend_range  : 600     : , "sv", "cheat" : A friend needs to be this close to say 'Reloading'
z_reload_chatter_recent_enemy         : 1       : , "sv", "cheat" : An enemy needs to have been seen this recently to say 'Reloading'
z_reload_chatter_shotgun_amm0_threshold : 6       : , "sv", "cheat" : Players don't say 'Reloading' when reloading a shotgun that has this many shells already
z_reload_chatter_shotgun_interval     : 10      : , "sv", "cheat" :
z_removeitems                         : cmd     : , "sv", "cheat" : Removes all items from survivors
z_reset_population_counter             : cmd     : , "sv", "cheat" : For debugging
z_respawn_distance                    : 100     : , "sv", "cheat" : Infected can try a respawn within this far of their original spawn
z_respawn_interval                    : 10      : , "sv", "cheat" : Infected can try a respawn within this many seconds of spawning
z_restrict_team_change                 : 0       : , "sv", "cheat" :
z_round_start_replacement_time        : 30      : , "sv", "cheat" :
z_run_exertion_interval                : 1       : , "sv", "cheat" :
z_safe_spawn_range                     : 250     : , "sv", "cheat" : Minimum range for spawning special zombies
z_scout_mob_spawn_range                : 3000    : , "sv", "cheat" :
z_shotgun_bonus_damage_multiplier     : 5       : , "sv", "cheat" : The multiplier to damage from a shotgun pellet within z_shotgun_bonus_damage_range range.
z_shotgun_bonus_damage_range          : 100     : , "sv", "cheat" : A shotgun pellet hitting a common infected within this distance will get the z_shotgun_bonus_damage_multiplier bonus.
z_shove_friend_speed                  : 130     : , "sv", "cheat" :
z_show_bottlenecks                    : 0       : , "sv", "cheat" :
z_show_clear                          : 0       : , "sv", "cheat" :
z_show_completely_visible_to_survivor_team : 0      : , "sv", "cheat" :
z_show_damaging                       : 0       : , "sv", "cheat" :
z_show_escape_route                   : 0       : , "sv", "cheat" :
z_show_flow_delta                     : 0       : , "sv", "cheat" :
z_show_flow_distance                  : 0       : , "sv", "cheat" :
z_show_infected                       : 0       : , "sv", "cheat" :
z_show_last_area                      : 0       : , "sv", "cheat" : Draws a line from each player to the center of their last known nav area
z_show_mutually_visible_set           : 0       : , "sv", "cheat" :
z_show_population_density              : 0       : , "sv", "cheat" :
z_show_potentially_visible            : 0       : , "sv", "cheat" :
z_show_potentially_visible_to_survivor_team : 0      : , "sv", "cheat" :
z_show_swings                         : 0       : , "sv", "cheat", "rep" :
z_show_traffic                        : 0       : , "sv", "cheat" :
z_sidespeed                           : 450     : , "sv", "cheat", "rep" :
z_skirmish_spawn_max_interval          : 90      : , "sv", "cheat" :
z_skirmish_spawn_max_size             : 4       : , "sv", "cheat" :
z_skirmish_spawn_min_interval         : 45      : , "sv", "cheat" :
z_skirmish_spawn_min_size             : 1       : , "sv", "cheat" :
z_spawn                               : cmd     : , "sv", "cheat" : <tank|boomer|smoker|witch|hunter|mob|common> <auto> <ragdoll> <area>. Spawns the specified zombie(s) under your cursor, or out
z_spawn_flow_limit                     : 1500    : , "sv", "cheat" :

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z_spawn_height : 0 : , "sv", "cheat" : Height above ground z_spawn places new infected
z_spawn_mobs_behind_chance : 75 : , "sv", "cheat" : Percentage chance that a mob will spawn behind the Survivor team
z_spawn_mobs_from_selected_set : 0 : , "sv", "cheat" : Spawn subsequent mobs from the currently selected set via the nav mesh editor
z_spawn_range : 1500 : , "sv", "cheat" :
z_spawn_safety_range : 550 : , "sv", "cheat" :
z_spawn_speed : 450 : , "sv", "cheat", "rep" :
z_special_spawn_interval : 45 : , "sv", "cheat" : Interval for spawning special zombies
z_speed : 250 : , "sv", "cheat", "rep" :
z_splat_survivor_pitch_max : 25 : , "sv", "cheat" :
z_splat_survivor_pitch_min : 15 : , "sv", "cheat" :
z_splat_survivor_shake_amplitude : 50 : , "sv", "cheat" :
z_splat_survivor_shake_duration : 1 : , "sv", "cheat" :
z_splat_survivor_shake_frequency : 150 : , "sv", "cheat" :
z_splat_survivor_shake_radius : 10 : , "sv", "cheat" :
z_splat_survivor_yaw_max : 10 : , "sv", "cheat" :
z_splat_survivor_yaw_min : -10 : , "sv", "cheat" :
z_stagger_immunity_time : 0 : , "sv", "cheat" : How long after a hunter or smoker has been staggered until they can be staggered again.
z_state_debug : 0 : , "sv", "cheat" : Gives feedback on current zombie state.
z_stomp_always : 0 : , "sv", "cheat" : Force melee attacks on single infected to always be stomps.
z_stumble_max_curve_accel : 5 : , "sv", "cheat" : Rate of turn increase per second
z_stumble_max_curve_rate : 10 : , "sv", "cheat" : Maximum degrees/sec turning while stumbling forward
z_tank_attack_interval : 1 : , "sv", "cheat" :
z_tank_damage_slow_max_range : 400 : , "sv", "cheat" : Range at which Tank is slowed by gunfire
z_tank_damage_slow_min_range : 200 : , "sv", "cheat" : Range at which Tank is slowed by gunfire
z_tank_grenade_damage : 750 : , "sv", "cheat" : How much damage a Tank takes from a grenade.
z_tank_grenade_roll : -10 : , "sv", "cheat", "rep" :
z_tank_grenade_slowdown : 0 : , "sv", "cheat" : The speed setting put on a Tank when hit by a grenade.
z_tank_has_special_blood : 0 : , "sv", "cheat" : Does the Tank get his own blood effect instead of the normal infected one?
z_tank_health : 4000 : , "sv", "cheat" : Tank Zombie max health
z_tank_incapacitated_decay_rate : 1 : , "sv", "cheat" : How much health a dying Tank loses each update.
z_tank_incapacitated_health : 5000 : , "sv", "cheat" : Health Tank starts with in death throes.
z_tank_max_stagger_distance : 400 : , "sv", "cheat" : Max distance a Tank staggers when hurt by a grenade.
z_tank_max_stagger_duration : 6 : , "sv", "cheat" : Max time a Tank staggers when hit by a grenade.
z_tank_max_stagger_fade_duration : 6 : , "sv", "cheat" : Fade in time when a Tank is staggered by a grenade.
z_tank_rock_debug : 0 : , "sv", "cheat" : Show debug for the rock thinking about detonating on people.
z_tank_rock_radius : 100 : , "sv", "cheat" :
z_tank_speed : 210 : , "sv", "cheat", "rep" :
z_tank_speed_vs : 210 : , "sv", "cheat", "rep" :
z_tank_stagger_fade_alpha : 192 : , "sv", "cheat" : How opaque the screen fade is when a Tank is hit by a grenade.
z_tank_stagger_fade_duration : 3 : , "sv", "cheat" : How long the screen fade lasts when a Tank is hit by a grenade.
z_tank_throw_fail_interval : 0 : , "sv", "cheat", "rep" : How soon a tank can try again after failing to throw.
z_tank_throw_force : 800 : , "sv", "cheat" :
z_tank_throw_health : 50 : , "sv", "cheat" : Health of the tank projectile (0 disables)
z_tank_throw_interval : 5 : , "sv", "cheat", "rep" : How often a tank can throw.
z_tank_walk_speed : 100 : , "sv", "cheat", "rep" :
z_tanks_block_molotovs : 1 : , "sv", "cheat" :
z_terrify_duration : 2 : , "sv", "cheat" :
z_throttle_hit_interval_easy : 0 : , "sv", "cheat" : Minimum time between damaging a Survivor from a mob
z_throttle_hit_interval_expert : 1 : , "sv", "cheat" : Minimum time between damaging a Survivor from a mob
z_throttle_hit_interval_hard : 0 : , "sv", "cheat" : Minimum time between damaging a Survivor from a mob
z_throttle_hit_interval_normal : 0 : , "sv", "cheat" : Minimum time between damaging a Survivor from a mob
z_throwforce : 2500 : , "sv", "cheat", "rep" :
z_tracer_spacing : 1 : , "sv", "cheat", "rep" : One in how many bullets is a tracer in automatic weapons.
z_transitioning_players_remove : 1 : , "sv", "cheat" :
z_use_tolerance : 0 : , "sv", "cheat", "rep" :
z_vision_range : 500 : , "sv", "cheat" : How far a Zombie can see.
z_vision_range_alert : 1500 : , "sv", "cheat" : How far a Zombie can see when alert.
z_vision_range_obscured : 500 : , "sv", "cheat" : How far a Zombie can see in OBSCURED areas.
z_vision_range_obscured_alert : 750 : , "sv", "cheat" : How far a Zombie can see in OBSCURED areas when alert.
z_vocalize_burn_max_interval : 3 : , "sv", "cheat" : The maximum time between vocalizing being burned
z_vocalize_burn_min_interval : 2 : , "sv", "cheat" : The minimum time between vocalizing being burned
z_vocalize_shot_interval : 0 : , "sv", "cheat" : The minimum time between vocalizing being shot
z_vomit : 1 : , "sv", "cheat" :
z_vomit_boxsize : 1 : , "sv", "cheat" : Size of vomit damage entities.
z_vomit_debug : 0 : , "sv", "cheat", "rep" : Visualize the vomit damage.
z_vomit_drag : 0 : , "sv", "cheat" : Air drag of vomit damage entities.
z_vomit_duration : 1 : , "sv", "cheat", "rep" : How long a puker continuously puked for.
z_vomit_fade_duration : 5 : , "sv", "cheat", "rep" : How long the fade takes
z_vomit_fade_start : 5 : , "sv", "cheat", "rep" : When the vomit starts to fade away
z_vomit_fatigue : 3000 : , "sv", "cheat", "rep" : Stamina impact of puking. High number will pin in place for a long time, lower will just slow.
z_vomit_float : -130 : , "sv", "cheat", "rep" : Upward float velocity of vomit damage entities.
z_vomit_hit_pitch_max : 15 : , "sv", "cheat" :
z_vomit_hit_pitch_min : -15 : , "sv", "cheat" :
z_vomit_hit_yaw_max : 10 : , "sv", "cheat" :
z_vomit_hit_yaw_min : -10 : , "sv", "cheat" :
z_vomit_interval : 30 : , "sv", "cheat", "rep" : How often a puker can puke.
z_vomit_lifetime : 0 : , "sv", "cheat" : Time to live of vomit damage entities.
z_vomit_maxdamagedist : 350 : , "sv", "cheat" : Maximum damage distance for vomit.
z_vomit_range : 300 : , "sv", "cheat", "rep" :
z_vomit_slide_mult : 0 : , "sv", "cheat", "rep" : Multiplier for second texture slide rate
z_vomit_slide_rate : 0 : , "sv", "cheat", "rep" : Percentage of screen height per second
z_vomit_vecrand : 0 : , "sv", "cheat" : Random vector added to initial velocity of vomit damage entities.
z_vomit_velocity : 1700 : , "sv", "cheat" : Initial velocity of vomit damage entities.

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z_vomit_velocityfadeend      : 0      : , "sv", "cheat" : Time at which attacker's velocity contribution finishes fading.
z_vomit_velocityfadestart    : 0      : , "sv", "cheat" : Time at which attacker's velocity contribution starts to fade.
z_walk_speed                 : 85     : , "sv", "cheat", "rep" :
z_wandering_density         : 0      : , "sv", "cheat" :
z_witch_allow_change_victim  : 1      : , "sv", "cheat" :
z_witch_anger_rate          : 0      : , "sv", "cheat" :
z_witch_attack_range        : 60     : , "sv", "cheat" :
z_witch_berserk_range       : 200    : , "sv", "cheat" :
z_witch_burn_time           : 15     : , "sv", "cheat" :
z_witch_damage              : 100    : , "sv", "cheat" :
z_witch_damage_per_kill_hit : 30     : , "sv", "cheat" :
z_witch_discard_range       : 2000   : , "sv", "cheat" :
z_witch_flashlight_range    : 400    : , "sv", "cheat" :
z_witch_health              : 1000   : , "sv", "cheat" : Witch max health
z_witch_hostile_at_me_anger  : 2      : , "sv", "cheat" :
z_witch_max_retreat_range    : 2000   : , "sv", "cheat" :
z_witch_max_threat_time     : 7      : , "sv", "cheat" :
z_witch_min_retreat_range   : 750    : , "sv", "cheat" :
z_witch_min_threat_time     : 5      : , "sv", "cheat" :
z_witch_personal_space      : 100    : , "sv", "cheat" :
z_witch_relax_rate          : 0      : , "sv", "cheat" :
z_witch_retreat_exit_hidden_duration : 10 : , "sv", "cheat" :
z_witch_retreat_exit_range  : 1000   : , "sv", "cheat" :
z_witch_retreat_min_duration : 10     : , "sv", "cheat" :
z_witch_speed               : 300    : , "sv", "cheat", "rep" :
z_witch_speed_inured        : 200    : , "sv", "cheat", "rep" :
z_witch_threat_hostile_range : 600    : , "sv", "cheat" :
z_witch_threat_normal_range : 300    : , "sv", "cheat" :
z_zombie_knockoff_death     : 0      : , "sv", "cheat", "rep" : Knocking off a pouncing zombie instantly kills them.
z_zombie_lunge_push         : 0      : , "sv", "cheat" : Does the zombie lunge push players?

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1688 total convars/concommands