

knockba	Current value	Default value	Type	Range	Description	Locked?
editor_create_location	normal	normal	string		Set the mode where new props should be located when added. 'normal': Based on params. 'crosshair': Locate on crosshair.	
hud_crosshair_mask_aperture	none	none	string		N/A	
hud_zoom_crosshair_mask_aperture	none	none	string		N/A	
customization_song	music_dd	music_dd	string		Currently selected song for the Diabotical upgrade.	
editor_lock_list	liquid_ocean, prop_terrain_mountains_mou, prop_terrain_mountains_mou_1, prop_terrain_mountains_mou_2	liquid_ocean,prop_terrain_mountains_mou, prop_terrain_mountains_mou_1, prop_terrain_mountains_mou_2	string		A comma separated list of entity name tokens to lock matching entities.	
game_damage_numbers_color	ffffff	ffffff	string			
game_enemy_names_color	ffffff	ffffff	string			
game_team_names_color	ffffff	ffffff	string			
hud_crosshair_color	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
hud_crosshair_color2	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
hud_crosshair_color3	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
hud_zoom_crosshair_color	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
hud_zoom_crosshair_color2	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
hud_zoom_crosshair_color3	ffffff	ffffff	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.	
game_team2_color_override	f1ee00	f1ee00	string		Hex color override code for team 2.	
game_team5_color_override	ffa1ce	ffa1ce	string		Hex color override code for team 5.	
game_team3_color_override	f18800	f18800	string		Hex color override code for team 3.	
game_team7_color_override	ff1c1c	ff1c1c	string		Hex color override code for team 7.	
hud_crosshair_hit_color	ff0000	ff0000	string		N/A	
hud_crosshair_hit_color2	ff0000	ff0000	string		N/A	
hud_crosshair_hit_color3	ff0000	ff0000	string		N/A	
hud_zoom_crosshair_hit_color	ff0000	ff0000	string		N/A	
hud_zoom_crosshair_hit_color2	ff0000	ff0000	string		N/A	
hud_zoom_crosshair_hit_color3	ff0000	ff0000	string		N/A	
game_team6_color_override	f3f723	f3f723	string		Hex color override code for team 6.	
game_critical_hit_sound	default	default	string		Hit sound.	
game_hit_sound	default	default	string		Hit sound.	
game_team8_color_override	7a874e	7a874e	string		Hex color override code for team 8.	
lobby_team_offset_2	70,-10,140	70,-10,140	string		Offset of second eggbot in menu in relation to first one. Format: x,z,yaw (No spaces)	
game_team4_color_override	18c7ff	18c7ff	string		Hex color override code for team 4.	
lobby_team_offset_3	110,15,120	110,15,120	string		Offset of third eggbot in menu in relation to first one. Format: x,z,yaw (No spaces)	
game_skin_color	08a8ff	08a8ff	string		Hex color code for the player's skin.	
game_team1_color_override	08a8ff	08a8ff	string		Hex color override code for team 1.	
game_weapon_definition	{}	{}	string		Machine generated string that stores the weapon skin definition.	
hud_crosshair_definition	{}	{}	string			
hud_saved_crosshair_definition	{}	{}	string			
hud_zoom_crosshair_definition	{}	{}	string			
lobby_search	{}	{}	string		Lobby custom games user setting	
video_scene_cloud_threshold	100000	100000	floating	0—100000	Advanced rendering setting.	
phy_bolt_pre_activation_window	99999	99999	floating	0—1e+07	Extra air acceleration time for Bolt.	
phy_bolt_kinetic_energy	51200	51200	floating	0—100000	Max area selection distance	
editor_area_selection_distance	10000	10000	floating	0—999999	Size of the editing area in region isolation mode.	
editor_region_size	5000	5000	integer	0—100000	Maximum respawn time.	
game_maximum_respawn_time_ms	5000	5000	integer	0—10000	Speed of the blink skill.	
phy_blink_speed	4500	4500	floating	0—999999	Maximum sound distance	
sound_max_distance	2000	2000	floating	0—100000	Minimum respawn time.	
game_minimum_respawn_time_ms	1500	1500	integer	0—2000	Death from above impulse.	
phy_dfa_impulse	1500	1500	floating	-999999—999999	Distance low pass filtering center frequency (Requires restart). Use a negative number to disable filtering	
sound_filtering_center	1500	1500	floating	0—100000	Advanced rendering setting.	
video_scene_max_cloud_size	1100	1100	floating	0—100000	Bot respawn time.	
game_bot_respawn_time_ms	1000	1000	integer	0—1e+07	2nd layer of physics acceleration.	
phy_2nd_accel	1000	1000	floating	0—1e+07	2nd layer of physics friction rate.	
phy_2nd_friction	1000	1000	floating	0—999999	Air acceleration slow down limit.	
phy_accel_air_factor_limit	1000	1000	floating	0—10000	Cap for the speed an user can have on release of the hook.	
phy_hook_momentum_max	900	900	floating	0—1e+08	phy_speed_filtering_end.	
phy_speed_filtering_end	900	900	floating	0—100000	Power jump impulse.	
phy_powerjump_impulse	850	850	floating	0—1e+06	Specifies your mouse DPI to make the mouse_circumference setting accurate.	
mouse_dpi	800	800	floating	0—100000	Amount of gravity.	
phy_gravity	800	800	floating	0—10000	Speed of the hook ability.	
phy_hook_speed	800	800	floating	0—100000	Degree of sliding maneuverability.	
phy_double_jump_impulse	540	540	floating	0—10000	Maximum speed granted by jumping forward.	
phy_jump_speedup_max	525	525	floating	256—1024	Advanced setting. Higher values give more stability, lower values give lower latency.	
sound_buffer_size	512	512	integer	1—1e+06	Range of the swap ability.	
game_swap_range	500	500	floating	0—10000	Bolt ability base speed.	
phy_bolt_base_speed	450	450	floating	0—1e+08	phy_speed_filtering_start.	
phy_speed_filtering_start	400	400	floating	0—100000	Scaling factor of base speed while on air.	
phy_air_speed	320	320	floating	0—100000	Base speed for flying in editing mode.	
phy_fly_speed	320	320	floating	0—100000	Maximum speed on ground, on use if different than 0.	
phy_knockback_yank_min_speed	320	320	floating	0—100000	Base player speed.	
phy_speed	320	320	floating	0—999999	Radius of melt mechanic for rocket tag.	
game_freeze_save_radius	300	300	floating	0—100000	Regular jump impulse.	
phy_jump_impulse	275	275	floating	1—2000	Time it takes the bot to reach 320 speed on ground.	
game_bot_time_to_max_speed_ms	250	250	integer	0—999999	Maximum sound distance	
sound_min_distance	250	250	floating	0—999999	Maximum FPS while on the menu. 0: Disable capping. >0 The limit in frames per second. The cap only has effect when VSync is disabled.	
video_lobby_max_fps	250	250	integer	0—999999	Maximum FPS. 0: Disable capping. >0 The limit in frames per second. The cap only has effect when VSync is disabled.	
video_max_fps	250	250	integer	0—100000	Base player speed while crouching.	
phy_crouch_speed	210	210	floating	0—1000000	Maximum player armor (server variable).	
game_max_armor	200	200	integer	1—10000000	Maximum player HP (server variable).	
game_max_hp	200	200	integer	0—10000000	Medium player armor (server variable). Only red/yellow armor goes above.	
game_medium_armor	200	200	integer	0—100000	Extra air acceleration time for Bolt.	
phy_bolt_ascent_impulse	200	200	floating	0—10000000	High player armor (server variable). Only red armor goes above.	
game_high_armor	175	175	integer	0—1e+07	2nd layer of physics max speed.	
phy_2nd_max_speed	170	170	floating	0—	If greater than 0, other players within this unit radius will not be shown. (Default: 160)	
game_race_nodraw_distance	160	160	integer	2147483647	Strength of the charge ability.	
phy_charge_impulse	150	150	floating	0—10000		

phy_ramp_impulse_up	150	150	floating	0—100000	Ramp impulse factor going up.
game_bot_dodge_desired_distance	140	140	integer	0—640	Bot dodge desired distance.
hud_crosshair_mask_diameter	133.333	133.33333	floating	0—999999	N/A
hud_zoom_crosshair_mask_diameter	133.333	133.33333	floating	0—999999	N/A
editor_undo_levels	128	128	integer	0—1024	Editing setting: Set levels of undo. A value of 0 will disable undo functionality.
game_hp	125	125	integer	1—1000000	Starting player hit points (server variable).
phy_target_tickrate	125	125	floating	1—100000	Target tickrate for acceleration calculations.
game_footstep_distance	120	120	floating	1—1e+06	Footstep range.
game_overtime	120	120	integer	0—10000	Overtime in seconds.
game_powerup_first_spawn_time	120	120	integer	0—999999	How long before it spawns the first powerup
game_powerup_time_between_spawns	120	120	integer	0—999999	How long before each powerup spawn.
sound_height_threshold	119	119	floating	-1e+07—1e+07	Threshold at which low/high sounds are played.
editor_grid_size	100	100	integer	10—200	Editor grid size
game_ghost_limit_hp	100	100	integer	1—1000000	Ghosts dropped by enemies won't grant HP above this value (server variable).
game_max_energy	100	100	integer	0—1000000	Maximum player energy (server variable).
game_stable_armor	100	100	integer	1—1000000	Armor won't degenerate below this value (server variable).
game_stable_hp	100	100	integer	1—1000000	HP won't degenerate below this value (server variable).
phy_deceleration_ground	100	100	floating	0—100000	Brake rate on ground.
phy_deceleration_water	100	100	floating	0—100000	Brake rate on water.
game_fov	83	83	floating	1—140	Specifies your camera's angle of vision.
phy_air_pushback	70	70	floating	0—99999	Strength of air control pushback.
game_zoom_fov	48	48	floating	0—140	Specifies your camera's angle of vision during zoom.
sound_doppler_factor	40	40	floating	0—999999	Distance scaling for purposes of doppler effect.
game_draft_time	30	30	integer	0—10000	Maximum time per round of drafting.
game_player_hitbox_width	720:00:00	30	floating	0.01—100000	
game_weapon_drop_expiration	30	30	floating	0—1e+06	Time for drops to expire. 0 means no expiration.
game_weapon_focal_distance	30	30	floating	0—1e+08	Focal distance for orientation of carried weapon.
phy_dfa_angle_cap	30	30	floating	0—100000	Death from above angle cap.
phy_sprint_max	30	30	floating	0—1e+07	Maximum sprint velocity.
game_player_col_radius_ver_top	27.5	27.5	floating	0.01—100000	Vertical player environment collision top radius.
game_player_view_height	26	26	floating	0.01—100000	Agent camera view height.
game_fast_energy	25	25	integer	0—10000000	Energy will increase twice as fast up below this point (server variable).
game_powerup_armor	25	25	integer	0—1000	How much armor you get by picking up a powerup.
game_powerup_health	25	25	integer	0—1000	How much health you get by picking up a powerup.
game_player_col_radius_ver_bottom	24	24	floating	0.01—100000	Vertical player environment collision radius.
phy_bolt_pitch	22.5	22.5	floating	-361—361	Bolt ability pitch angle. Use 0 to use camera angle. Use 360 for actual 0 degrees.
phy_step_distance	21	21	floating	0—100000	
editor_discovery_radius	16	16	integer	0—10000	
lobby_custom_max_clients	16	16	integer	1—32	Lobby custom games user setting.
mouse_accel_domain	16	16	floating	0—1e+06	
game_player_crouch_offset	15	15	floating	-10000—10000	Crouch offset.
game_warmup_time	15	15	integer	-1—10000	Warmup time in seconds before a start is forced. 0 means no countdown, -1 means infinite.
sound_listener_radius	15	15	floating	0—999999	
game_player_col_radius_hor	14	14	floating	0.01—100000	Horizontal game environment collision radius.
game_player_crouch_view_height	11	11	floating	0.01—100000	Agent camera view height.
game_crouch_transition_speed	10	10	floating	0—100000	Crouching camera transition speed.
game_initial_item_time	10	10	integer	0—10000	Initial item spawn time.
phy_accel_ground	10	10	floating	0—1000	Ground acceleration. Valid range: 0 - 1000.
phy_slide_accel	10	10	floating	0—999999	N/A
game_freeze_time	8	8	integer	0—10000000	Time to death after freezing in tag modes, set to 0 to disable tag.
game_weapon_sway_speed	8	8	floating	0—10000	Speed of weapon sway.
video_scene_tree_bypass_level	8	8	integer	0—16	Accepted values: 0 to 16
phy_surface_friction	6	6	floating	0—1000	Surface friction. Valid range: 0 - 1000.
game_countdown	5	5	integer	0—10000	Game countdown in seconds.
game_double_jump_bob_offset	5	5	floating	0—1000	Vertical distance travelled by the camera on double jump.
game_landing_bob_offset	5	5	floating	0—1000	Vertical distance travelled by the camera on landing.
game_round_countdown	5	5	integer	0—10000	Game countdown in seconds.
game_truce_time	5	5	integer	0—10000	Duration of truce at the start of the game.
game_weapon_translation_z	4.5	4.5	floating	-1e+08—1e+08	Carried weapon translation from back to front.
game_weapon_translation_x	4	4	floating	-1e+08—1e+08	Carried weapon translation from left to right.
hud_editing_crosshair_type	4	4	integer	0—10000	Sets crosshair type in editing mode.
lobby_custom_spawn_logic	4	4	integer	0—4	Lobby custom games user setting.
net_interpolation_max	4	4	floating	0—10000	Network smoothing upper threshold.
phy_bolt_cooldown	4	4	floating	0—100000	Bolt ability internal cooldown.
sound_buffer_count	4	4	integer	4—4	Advanced setting. Higher values give more stability, lower values give lower latency.
sound_doppler_strength	4	4	floating	0—999999	Intensity of doppler effect.
sound_reverb_mode	4	4	integer	0—32	General sound volume. Valid range: 0-1.
video_ambient_occlusion_radius	4	4	floating	1e-05—1e+06	Ambient occlusion radius.
video_scene_tree_max_depth	4	4	integer	1—16	Accepted values: 1 to 16
editor_drag_min_angle	3	3	floating	0—100000	Minimum angle that cursor has moved before you can start dragging an item after clicking it.
game_freeze_save_time	3	3	integer	0—100000	Time that it takes to be melted by a teammate in tag modes.
game_spawn_farthest_threshold	3	3	integer	0—999999	Amount of top N farthest spawn to consider for the case of spawning using farthest logic
video_scene_tree_divider	3	3	integer	2—3	Accepted values: 2 or 3
mouse_sensitivity	2.7	2.7	floating	0—1e+06	Mouse sensitivity.
game_damage_numbers	2	2	integer	0—2	
game_ping_waypoints	2	2	integer	0—2	
game_team_names_color_mode	2	2	integer	0—2	
hud_crosshair_stroke_width	2	2	floating	0—10	Thickness of crosshair stroke.
hud_crosshair_stroke_width2	2	2	floating	0—10	Thickness of crosshair stroke.
hud_crosshair_stroke_width3	2	2	floating	0—10	Thickness of crosshair stroke.
hud_show_chat	2	2	integer	0—2	
hud_zoom_crosshair_stroke_width	2	2	floating	0—10	Thickness of crosshair stroke.
hud_zoom_crosshair_stroke_width2	2	2	floating	0—10	Thickness of crosshair stroke.
hud_zoom_crosshair_stroke_width3	2	2	floating	0—10	Thickness of crosshair stroke.
lobby_custom_min_players	2	2	integer	1—10	Lobby custom games user setting.
mouse_accel_cap	2	2	floating	0—1e+06	
mouse_accel_norm	2	2	floating	0—1e+06	
net_interpolation	2	2	floating	0—10000	Relative degree of network smoothing in timesteps.

net_tickrate_ratio	2	2	integer	1—4	
phy_slide_duration_eigenvalue	2	2	floating	0—999999	N/A
phy_slide_duration_max	2	2	floating	0—999999	N/A
video_glow_power	2	2	floating	0—1e+06	Glow effects power.
video_shadow_mapping	2	2	integer	1—3	Sets shadow mapping quality. 1: Low. 2: Medium. 3: High.
mouse_accel_gamma	1.5	1.5	floating	0—1e+06	
sound_occlusion_lopass_taper_max	1.5	1.5	floating	0—999999	
sound_occlusion_lopass_taper_min	1.5	1.5	floating	0—999999	
mouse_zoom_sensitivity	1.35875	1.35875	floating	0—1e+06	Mouse zoom sensitivity.
video_ambient_occlusion_power	1.25	1.25	floating	1e-05—1e+06	Ambient occlusion intensity.
dev_gizmos	1	1	integer	0—1	Enables or disables on-screen editing gizmos. 0: Disabled. 1: Enabled.
dev_web_support	1	1	integer	0—1	Enables loading of new web surfaces. 0: Disabled. 1: Enabled.
editor_area_selection_hover	1	1	integer	0—1	Enables or disable hovering while using the area selection tool. It can increase performance when disabled. 0: Disabled. 1: Enabled
editor_edit_invisible	1	1	integer	0—1	Editing toggle; allows to edit invisible objects.
editor_hardness	1	1	floating	0—1	Hardness for terrain tools (e.g. texture painting, height edition, etc...)
editor_hover_enable	1	1	integer	0—1	Toggle editor props hover
editor_layer	1	1	integer	0—100000	Active layer in the editor.
editor_logic_enabled	1	1	integer	0—1	Editing setting: Enable or disable logic entities while in edit mode. 0: Disabled. 1: Enabled
editor_multiselection_scaling	1	1	integer	0—1	Enables or disable proportional scaling of multiselections. 0: Disabled. 1: Enabled
editor_orientation_mode	1	1	integer	0—2	Change alignment of the transformation axes (only for rotation and translation). 0: Local space. 1: World Space. 2: Custom space
game_allow_explosive_weeball	1	1	integer	0—1	Enables explosive weeball. 0: Disabled, 1: Enabled
game_allow_implosive_weeball	1	1	integer	0—1	Enables implosive weeball. 0: Disabled, 1: Enabled
game_allow_slowfield_weeball	1	1	integer	0—1	Enables slowfield weeball. 0: Disabled, 1: Enabled
game_allow_smoke_weeball	1	1	integer	0—1	Enables smoke weeball. 0: Disabled, 1: Enabled
game_ally_sound_override	1	1	integer	0—1	0: Disabled, 1: Enabled
game_auto_equip	1	1	integer	0—2	
game_auto_switch_ooa	1	1	integer	0—2	Enables or disables auto switch when running out of ammo. 0: Disabled; 1: Switch when out of ammo; 2: Switch when shooting out of ammo
game_damage_numbers_grouping	1	1	integer	0—1	0: Disabled, 1: Enabled
game_double_damage_invulnerability	1	1	integer	0—1	Enables or disables invulnerability with double damage.
game_drop_powerup_on_death	1	1	integer	0—1	Should the player drop its powerup on death, 0 = Disable, 1 = Enabled
game_enable_items	1	1	integer	0—3	Enable or disable item pickups and drops. 0: No item pickups or drops, 1: Item pickups and drops enabled, 2: Only item pickups enabled, 3: Only item drops enabled.
game_enemy_names	1	1	integer	0—1	0: Disabled, 1: Enabled
game_enemy_names_color_mode	1	1	integer	0—1	
game_enemy_sound_override	1	1	integer	0—2	
game_energy_rate	1	1	integer	1—100000000	Time that it takes for a player to gain an energy charge in seconds.
game_force_enemy_colors	1	1	integer	0—1	Enables or disables forcing of enemy colors. Enable: 1. Disable: 0
game_friendly_fire	1	1	integer	0—1	Toggles friendly fire. 0: Disabled. 1: Enabled
game_gain_score_on_kill	1	1	integer	0—1	Allow players to gain score by killing others?, 0 = Disable, 1 = Enabled
game_hit_sounds	1	1	integer	0—1	
game_landing_bob_enable	1	1	integer	0—1	Enables or disables camera landing bob. 0: Disabled. 1: Enabled.
game_player_attachment_scale	1	1	floating	0.0001—100000	
game_player_ring_mode	1	1	integer	0—4	
game_self_damage	1	1	integer	0—1	Enables or disables self damage with splash weapons.
game_show_player_lag	1	1	integer	0—1	
game_spawn_farthest_foe_chance	1	1	floating	0—1	Weighted probability of selecting the 'farthest from foe' spawning strategy.
game_spawn_random_chance	1	1	floating	0—1	Weighted probability of selecting the 'random' spawning strategy.
game_spec_follow_fragger	1	1	integer	0—1	
game_spec_follow_poi	1	1	integer	0—1	
game_spec_zooming	1	1	integer	0—1	
game_time_scale	1	1	floating	0—100000	Game timescale. 1 is normal time, higher is faster, lower is slower.
game_weapon_waypoints	1	1	integer	0—2	
game_wipeout_spawn_protection_s	1	1	integer	0—2147483647	Respawn invulnerability duration in Wipeout (seconds) (Default: 1)
game_zoom_weapon_scaling	1	1	integer	0—1	
hud_crosshair_type	1	1	integer	0—10000	Sets default crosshair type.
hud_fps	0	1	integer	0—2	Shows Frames Per Second on screen. 0: Disabled. 1: Enabled. 2: Extra info.
hud_minimap	1	1	integer	0—1	Enables or disables the minimap. 0: Disable, 1: Enabled.
hud_zoom_crosshair_type	1	1	integer	0—10000	Sets default crosshair type.
input_multithreaded	1	1	integer	0—1	Enables multithreaded input. Experimental and unstable. Requires restart. 0: Disabled. 1: Enabled
lobby_custom_allow_map_voting	1	1	integer	0—2	Lobby custom games user setting.
lobby_custom_allow_queue	1	1	integer	0—1	Lobby custom games user setting.
lobby_custom_continuous	1	1	integer	0—1	Lobby custom games user setting.
lobby_custom_ready_percentage	1	1	floating	0.5—1	Lobby custom games user setting.
lobby_custom_team_size	1	1	integer	1—32	Lobby custom games user setting.
lobby_custom_team_switching	1	1	integer	0—2	Lobby custom games user setting.
lobby_custom_teams	1	1	integer	1—32	Lobby custom games user setting.
lobby_region_search_nearby	1	1	integer	0—1	Lobby custom games user setting.
lobby_visibility	1	1	integer	0—1	Lobby custom games user setting.
mouse_accel_bias_x	1	1	floating	0—1e+06	
mouse_accel_bias_y	1	1	floating	0—1e+06	
mouse_accel_post_scale_x	1	1	floating	0—1e+06	
mouse_accel_post_scale_y	1	1	floating	0—1e+06	
mouse_accel_stigma_x	1	1	floating	0—1e+06	
mouse_accel_stigma_y	1	1	floating	0—1e+06	
net_enable	1	1	integer	0—1	Enables or disabling networking. 0: Disabled. 1: Enabled. Disable this if you don't want anybody connecting to any new games you create. Requires server restart.
net_server_hitscan	1	1	integer	0—1	
phy_accel_air	1	1	floating	0—1000	Air acceleration. Valid range: 0 - 1000.
phy_accel_air_lateral_multiplier	1	1	floating	0—1000	Multiplier of air acceleration when moving laterally. Valid range: 0 - 1000.
phy_accel_air_minimum_factor	1	1	floating	0—1	Air acceleration minimum slowdown multiplier.
phy_air_steering_dottenuation	1	1	floating	0—10000	Air steering jumping power. 0 to disable.

phy_auto_jump	1	1	integer	0—1	Enables or disables auto jumping. 0: Disabled. 1: Enabled.
phy_back_speed_multiplier	1	1	floating	0—100000 0.001—	Base player back speed multiplier.
phy_blink_pushback	1	1	floating	1e+06	Intensity of the blink pushback effect.
phy_bolt_type	1	1	integer	0—2	Bolt type. 0: Disabled. 1: Abrupt. 2: Inertial
phy_decel	1	1	floating	0—1000	Deceleration (in use when strafe_jumping is off). Valid range: 0 - 1000.
phy_haste_duration	1	1	floating	0—10000	Duration of the haste ability.
phy_knockback_multiplier	1	1	floating	0—1e+08	
phy_lateral_only_air_speed_multiplier	1	1	floating	0—10000	Valid range: 0 - 1000.
phy_lateral_speed_multiplier	1	1	floating	0—100000 -100000—	Base player lateral speed multiplier.
phy_ramp_speed_multiplier	1	1	floating	100000	
phy_roll_duration	1	1	floating	0—100000	Duration of the slide skill.
phy_roll_horizontal	1	1	integer	0—1	Makes wall sliding horizontal. 0: Disabled. 1: Enabled.
phy_slide_duration_gamma	1	1	floating	0—999999	N/A
phy_speed_filtering_minimum	1	1	floating	0—1e+08	phy_speed_filtering_minimum.
phy_speed_filtering_yank_power	1	1	floating	0—1e+08	
phy_strafe_cycles	1	1	integer	1—10000 -10000—	Frequency of acceleration evaluation that affects strafe jumping feel.
phy_strafe_jumping	1	1	floating	10000	Strafe jumping multiplier, set to 0 to disable strafe jump. 0: Disabled. 1:100%. 1.5:150%, etc.
phy_strafe_mode	1	1	integer	0—2	
sound_ambient_volume	1	1	floating	0—1	Ambient channel sound volume. This is modulated by the master volume. Valid range: 0-1.
sound_announcer_volume	1	1	floating	0—1	Announcer channel sound volume. This is modulated by the master volume. Valid range: 0-1.
sound_attenuation	1	1	floating	0—10	Determines how strongly sound attenuates with distance.
sound_effects_volume	1	1	floating	0—1	Effects channel sound volume. This is modulated by the master volume. Valid range: 0-1.
sound_enable_music	1	1	integer	0—1	Toggle music on/off. 0: Disabled. 1: Enabled.
sound_graph_multiplier	1	1	floating	0—999999	
sound_graph_occlusion_factor	1	1	floating	0—999999	
sound_music_volume	1	1	floating	0—1	Music channel sound volume. This is modulated by the master volume. Valid range: 0-1.
sound_occlusion_mode	1	1	integer	0—1	Sound occlusion mode: 0 = Double sided, 1 = Single sided.
sound_occlusion_vertical_factor	1	1	floating	0—999999	
sound_ping_volume	1	1	floating	0—1	Volume of ping sounds. This is modulated by the master volume. Valid range: 0-1.
sound_reverb_occlusion_factor	1	1	floating	0—1	Strength of reverb sound occlusion from geometry.
sound_vertical_factor	1	1	floating	0—999999	
sound_voip_volume	1	1	floating	0—1	VOIP channel sound volume. This is modulated by the master volume. Valid range: 0-1.
ui_current_decal_size	1	1	floating	0.0001— 10000	Runtime variable: currently selected decal size.
video_ambient_occlusion	1	1	integer	0—1	Enables or disables ambient occlusion. 0: Disable. 1: Enable. Ambient occlusion is a GPU-demanding rendering technique that approximates the shade at concavities caused by a reduced exposure to ambient lighting effects.
video_antialias	1	1	integer	0—1	Enables or disables antialias. 0: Disable. 1: Enable.
video_destruction	1	1	integer	0—1	Enables the decorative physical simulation. 0: Default, 1: Inverted.
video_frame_buffering	1	1	integer	1—16	Sets the maximum number of frames that can be buffered. Higher values reduce stuttering at the cost of increased latency.
video_gamma	1	1	floating	0.3—100000	Gamma correction, 1.0 = default, higher values are brighter.
video_glow	1	1	integer	0—1	Enables or disables glow effects. 0: Disable. 1: Enable.
video_ocean_quality	1	1	integer	0—1	Enables or disables high quality ocean. 0: Low quality, 1: High quality.
video_scale	1	1	floating	0.01—2	Scale factor of the in-game video resolution.
video_specularity_factor	1	1	floating	0—1e+06	Factor applied to all specular intensity.
video_texture_quality	1	1	integer	0—1	Enables full-quality texturing. 0: Low quality. 1: High quality.
video_true_full_Screen	1	1	integer	0—1	Enables or disabled true full screen mode. True full screen mode produces better performance generally but it makes alt+tabbing slower.
phy_vertical_smoothing_factor	0.965	0.965	floating	0—0.99	Strength of vertical smoothing factor for sudden changes in vertical position.
sound_occlusion_light_factor	0.8	0.8	floating	0—1	Strength of sound occlusion from geometry.
sound_occlusion_parallel_factor	0.8	0.8	floating	0—999999	
game_hit_pitch_variation	0.5	0.5	floating	0—4	Pitch variation of hit sounds.
game_player_inner_size	0.5	0.5	floating	0—1	Character's inner sphere scale.
game_player_names_scale	0.5	0.5	floating	0—1	
game_waypoint_scale	0.5	0.5	floating	0—1	
phy_bolt_extra_accel_time	0.5	0.5	floating	0—100000	Extra air acceleration time for Bolt.
phy_charge_duration	0.5	0.5	floating	0—10000	Duration of the charge ability.
phy_slide_friction	0.5	0.5	floating	0—999999	N/A
sound_volume	0.5	0.5	floating	0—1	General sound volume. Valid range: 0-1.
sound_occlusion_lopass_max	0.48	0.48	floating	0—999999	
phy_multi_jump_time	0.4	0.4	floating	0—100000	
phy_death_explosion_intensity	0.3	0.3	floating	0—10000	Death explosion intensity power.
game_player_model_scale	0.28	0.28	floating	100000	Character's scale. 1: Default size
game_damage_numbers_scale	0.25	0.25	floating	0—1	
hud_crosshair_size	0.25	0.25	floating	0—0.99	Size of crosshair.
hud_crosshair_size2	0.25	0.25	floating	0—0.99	Size of crosshair 2.
hud_crosshair_size3	0.25	0.25	floating	0—0.99	Size of crosshair 3.
hud_zoom_crosshair_size	0.25	0.25	floating	0—0.99	Size of crosshair.
hud_zoom_crosshair_size2	0.25	0.25	floating	0—0.99	Size of crosshair 2.
hud_zoom_crosshair_size3	0.25	0.25	floating	0—0.99	Size of crosshair 3.
phy_corner_clipping_time	0.25	0.25	floating	0—100000	Corner clipping grace period after last landing.
editor_drag_min_time	0.2	0.2	floating	0—0.5	Minimum time passed before you can start dragging an item after clicking it.
game_double_jump_bob_time	0.2	0.2	floating	0—1000	Duration of camera bob on double jump.
game_landing_bob_time	0.2	0.2	floating	0—1000	Duration of camera bob on landing.
sound_peak_volume	0.2	0.2	floating	0—1	General sound volume. Valid range: 0-1. Default: 0.5.
net_max_backwards_reconciliation_ping	0.12	0.12	floating	0—0.5	
game_zoom_in_time	0.1	0.1	floating	0—0.5	
phy_bolt_extra_speed	0.1	0.1	floating	0—100	Bolt ability extra speed as a multiplier of the current horizontal speed.
phy_bolt_minimum_ground_time	0.0697941	0.0697941	floating	0—1e+07	
mouse_accel_ramp	0.0625	0.0625	floating	0—1e+06	
mouse_accel_toe	0.0625	0.0625	floating	0—1e+06	
phy_blink_duration	0.06	0.06	floating	0—10000	Duration of the blink skill.
editor_snap	0.05	0.05	floating	0—100000	Editing prop snapping distance and terrain tool strength.
game_zoom_out_time	0.05	0.05	floating	0—0.5	

sound_occlusion_lopass_min	0.011	0.011	floating	0—999999	
phy_bolt_post_deactivation_window	0.001	0.001	floating	0—1e+07	
dev_auto_load_scripts	0	0	integer	0—1	0: Disabled. 1: Enabled.
dev_debug_collision	0	0	integer	0—1	Enables or disables collision envelope display. 0: Disabled. 1: Enabled.
dev_debug_hit	0	0	integer	0—1	
dev_debug_sounds	0	0	integer	0—1	Enables or disables sound debugging. 0: Disabled. 1: Enabled.
dev_debug_volumes	0	0	integer	0—1	Enables or disables volumetric lighting debugging. 0: Disabled. 1: Enabled.
dev_enable_coaching	0	0	integer	0—1	Enables or disables the coaching cursor. 0: Disabled. 1: Enabled.
dev_explode	0	0	integer	0—1	Makes the block components smaller so you can see the boundaries.
dev_freeze	0	0	integer	0—1	Disables updating of the game loop. 0: Disabled. 1: Enabled.
dev_profile_snafu	0	0	integer	0—999999	0: Disabled. 1: Enabled
dev_show_hidden_blocks	0	0	integer	0—1	(Not working) Enables showing of hidden blocks. 0: Disabled. 1: Enabled.
dev_show_hitboxes	0	0	integer	0—1	Shows enemy hitbox boundaries.
dev_show_net	0	0	integer	0—1	Enables netcode debugging.
dev_show_splash	0	0	floating	0—100000	Show splash radius debugging sphere.
dev_time_shooting	0	0	integer	0—1	Enable shooting timing aid. 0: Disabled. 1: Enabled.
editor_auto_save	0	0	integer	0—1	When enabled, the editor will save the map as autosave_NAME every 5 minutes.
editor_block_mode	0	0	integer	0—1	
editor_debug_logic	0	0	integer	0—1	Editing setting: If enabled, all logic entities will print debug information in edit mode. 0: Disabled. 1: Enabled
editor_force_threads	0	0	integer	0—64	Optionally forces the number of threads that the baking process will use. A value of 0 means automatic, the thread count will be the detected physical cores minus 1. Use a value greater than 0 to specify the threads to use. WARNING: This is an advanced setting, using too many threads may make your computer temporarily unresponsive. You may use this setting to reduce the number of threads if the game isn't responsive while baking.
editor_gizmos	0	0	integer	0—1	Enable gizmos to rotate, scale and translate the selected props.
editor_high_precision_selection	0	0	integer	0—1	(Experimental) Enable the high precision selection mode. 0: Disabled. 1: Enabled
editor_inspect_lights	0	0	integer	0—1	
editor_play	0	0	integer	0—1	Enables or disables gameplay testing mode while editing. 0: Disabled. 1: Enabled.
editor_region_mode	0	0	integer	0—1	Toggles region mode that only shows entities in a certain area.
editor_rotation_mode	0	0	integer	0—2	Change the pivot for rotations. 0: Self-rotation. 1: Pivot on center. 2: Pivot on last selection
editor_tool	0	0	integer	0—1	Selects the editing tool. 0: Surface tool. 1: Object tool.
game_aim_mode	0	0	integer	0—1	
game_allow_concede	0	0	integer	0—1	Are you allowed to concede the game, 0 = Disabled, 1 = Enabled
game_allow_disabling_ping	0	0	integer	0—1	0: Disabled, 1: Enabled
game_allow_knock_weeball	0	0	integer	0—1	Enables the instagib knockback weeball. 0: Disabled, 1: Enabled
game_allow_team_sound_override	0	0	integer	0—1	0: Disabled, 1: Enabled
game_armor	0	0	integer	0—10000000	Starting player armor (server variable).
game_camera_hor_offset	0	0	floating	-100000—100000	Camera offset distance. Any value greater than 0 enables 3rd person.
game_camera_offset	0	0	floating	0—100000	Camera offset distance. Any value greater than 0 enables 3rd person.
game_camera_pitch	0	0	floating	-90—90	Camera pitch angle in degrees for 3rd person mode.
game_camera_ver_offset	0	0	floating	-100000—100000	Camera vertical offset distance
game_camera_yaw	0	0	floating	-180—180	Camera yaw angle in degrees for 3rd person mode.
game_confirmation_frag	0	0	integer	0—1	Enables confirmation frag mechanic. 0: Disabled, 1: Enabled
game_ctf	0	0	integer	0—1	Is this ctf?, 0 = Disable, 1 = Enabled
game_custom_weapon_accel	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_crosshair	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_fov	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_sensitivity	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_sounds	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_visuals	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_custom_weapon_zoom_crosshair	0	0	integer	0—1	Defines whether a weapon uses custom settings. 0: No, use defaults. 1: Yes, override defaults.
game_damage_numbers_color_mode	0	0	integer	0—2	
game_deposit_coins	0	0	integer	0—1	Sets whether coins need to be deposited to award score.
game_disable_ping	0	0	integer	0—1	
game_enable_drop	0	0	integer	0—1	Enables drop weapon. 0: Disabled, 1: Enabled
game_enable_weeballs	0	0	integer	0—2	Enables give player a weeball skill. 0: Disabled, 1: Round based, 2: Random
game_energy	0	0	integer	0—10000000	Starting player energy (server variable).
game equip_empty_weapons	0	0	integer	0—1	
game_extinction	0	0	integer	0—1	Is this extinction?, 0 = Disable, 1 = Enabled
game_fla	0	0	integer	0—1	Is this fla?, 0 = Disable, 1 = Enabled
game_flagrun	0	0	integer	0—1	Is this flagrun?, 0 = Disable, 1 = Enabled
game_free_for_all	0	0	integer	0—1	If enabled, game is free for all. If disabled, it's a two-team game.
game_ft	0	0	integer	0—1	Is this freeze tag?, 0 = Disable, 1 = Enabled
game_ftc	0	0	integer	0—1	Is this freeze tag classic?, 0 = Disable, 1 = Enabled
game_full_charge	0	0	integer	0—2	Sets whether chargeable weapons (pncr) are always at full charge.
game_ghosthunt	0	0	integer	0—1	Is this ghosthunt?, 0 = Disable, 1 = Enabled
game_give_weeball_on_spawn	0	0	integer	0—2	Enables give player a weeball skill on spawn. 0: Disabled, 1: Enabled, 2: Enabled after first death
game_hud_duel	0	0	integer	0—1	Show duel hud, 0 = Disabled, 1 = Enabled
game_hud_show_team_alive_count	0	0	integer	0—1	Show you show how many people are alive in each team, 0 = Disabled, 1 = Enabled
game_inventory_slots	0	0	integer	0—100000	Inventory slots. 0 = Infinite.
game_life_count	0	0	integer	0—10000	Game life limit.
game_lifesteal	0	0	floating	-100000—100000	Lifesteal.
game_lifesteal_amount_when_last_alive	0	0	floating	0—10	Enables lifesteal when last alive in your team, amount in percent. 0: Disabled, >0: Enabled

game_logging	0	0	integer	0—1	Enables writing of JSON game events to the game.log file.
game_macguffin	0	0	integer	0—1	Is this macguffin?, 0 = Disable, 1 = Enabled
game_max_players	1	0	integer	1—128	Maximum player count. 0 = unlimited.
game_mercy_limit	0	0	integer	0—10000	Game mercy limit.
game_overtime_score_limit	0	0	integer	0—10000	Overtime-triggered extra score limit in points.
game_overtime_score_threshold	0	0	integer	0—10000	
game_player_model_bottom	0	0	floating	-100000—100000	
game_player_names_uppercase	0	0	integer	0—1	
game_powerup_time_cycle	0	0	integer	0—1	Spawns the powerups in next time cycle instead of a set time after pickup, 0 = Disabled, 1 = Enabled
game_practice	0	0	integer	0—1	Is this practice?, 0 = Disable, 1 = Enabled
game_pve	0	0	integer	0—1	
game_race	0	0	integer	0—1	Is this race?, 0 = Disable, 1 = Enabled
game_require_ready	0	0	integer	0—1	Sets whether all participants are required to ready up before the game starts.
game_respawn_time_increment_per_death_ms	0	0	integer	0—200000	How much time should be added to your time every time you died. Only affects game_respawn_time_type 2, 3, and 7.
game_respawn_time_type	0	0	integer	0—7	Player respawn time type, 0 = Default (It's game_maximum_respawn_time_ms), 1 = Always 100ms, 2 = Wipeout (Increases based on amount of deaths you have), 3 = Increases based on amount deaths on your team, 4 = CTF (Longer respawn the closer to your base you are), 5 = Extinction, 6 = Old Macguffin, 7 = Survival (Increases based on amount of deaths you have)
game_score_limit	0	0	integer	0—10000	Game frag limit.
game_show_actual_damage	0	0	integer	0—1	
game_shuffle_team_spawns	0	0	integer	0—1	Whether spawns with the 'team' property set should always match the team IDs or be shuffled (Default: 0, not shuffled)
game_spawn_farthest_chance	0	0	floating	0—1	Weighted probability of selecting the 'farthest' spawning strategy.
game_spawn_safety_radius	0	0	floating	0—999999	
game_team_mode	0	0	integer	0—1	Enable or disable team mode.
game_tide_bonus	0	0	integer	0—100000	Seconds to be subtracted from or added to timelimit for the tide mechanic.
game_tutorial	0	0	integer	0—1	Is this tutorial?, 0 = Disable, 1 = Enabled
game_unlimited_ammo	0	0	integer	0—1	
game_unlimited_weeballs	0	0	integer	0—1	Enables if weeball skill have unlimited charges. 0: Disabled, 1: Enabled
game_weapon_position	0	0	integer	0—2	
game_weapon_respawn_time	0	0	integer	0—100000	Weapon respawn time, set to 0 to use weapon defaults.
game_weapon_sound_variant	0	0	integer	0—15	
game_weapon_switch_mode	0	0	integer	0—1	
game_weapons_cap_amm0	0	0	integer	0—1	
game_wipe_out_mode	0	0	integer	0—2	Enables or disable wipe out mode, in which players don't respawn until the next round starts. 1: Clan Arena mode, 2: Pure wipe out mode
game_wipe_out_timer_mode	0	0	integer	0—1	
game_wipeout	0	0	integer	0—1	Is this wipeout?, 0 = Disable, 1 = Enabled
game_zoom_mode	0	0	integer	0—1	Defines whether the zoom button is push-to-enable or a toggle. 0: Push to enable. 1: Toggle.
game_zoom_toggle_behavior	0	0	integer	0—1	
hud_crosshair_hit_style	0	0	integer	0—1	Sets hud crosshair hit style.
hud_crosshair_hit_style2	0	0	integer	0—1	Sets hud crosshair hit style.
hud_crosshair_hit_style3	0	0	integer	0—1	Sets hud crosshair hit style.
hud_crosshair_mask_color	0	0	string		N/A
hud_crosshair_stroke	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_crosshair_stroke2	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_crosshair_stroke3	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_crosshair_type2	0	0	integer	0—10000	Sets default crosshair 2 type.
hud_crosshair_type3	0	0	integer	0—10000	Sets default crosshair 3 type.
hud_info	0	0	integer	0—1	Shows miscellaneous scene state information. 0: Disabled. 1:Enabled
hud_race_splits_compare_delta	0	0	integer	0—1	If 0, race splits display the difference of total time elapsed at the split. If 1, display the difference of time between splits.
hud_remember_chat_channel	0	0	integer	0—1	
hud_speedometer	0	0	integer	0—1	Shows player speed on screen. 0: Disabled. 1:Enabled.
hud_zoom_crosshair_hit_style	0	0	integer	0—1	Sets zoom hud crosshair hit style.
hud_zoom_crosshair_hit_style2	0	0	integer	0—1	Sets zoom hud crosshair hit style.
hud_zoom_crosshair_hit_style3	0	0	integer	0—1	Sets zoom hud crosshair hit style.
hud_zoom_crosshair_mask_color	0	0	string		N/A
hud_zoom_crosshair_stroke	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_zoom_crosshair_stroke2	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_zoom_crosshair_stroke3	0	0	string		A RGB hex color code in the format RRGGBB. For example, FFFFFFFF is white.
hud_zoom_crosshair_type2	0	0	integer	0—10000	Sets default crosshair 2 type.
hud_zoom_crosshair_type3	0	0	integer	0—10000	Sets default crosshair 3 type.
input_block_win_key	0	0	integer	0—1	Causes the engine to capture Windows key presses. 0: Disabled. 1:Enabled
input_deadkey_fix	0	0	integer	0—1	Enables console-key dead-key issues that happen on continental European keyboard layouts. 0: Disable fix. 1: Enable fix
input_sleep	0	0	integer	0—1	Throttles input polling to reduce CPU usage at the cost of ~750 microseconds of input latency. Not recommended. 0: No sleep. 1: 1ms sleep
lobby_accepted_tos	1	0	integer	0—4096	
lobby_custom_hook	0	0	integer	0—1	Lobby custom games user setting.
lobby_custom_insta_switch	0	0	integer	0—1	Lobby custom games user setting.
lobby_custom_instagib	0	0	integer	0—2	Lobby custom games user setting.
lobby_custom_intro	0	0	integer	0—1	Lobby custom games user setting.
lobby_custom_lifesteal	0	0	floating	0—1	Lobby custom games user setting.
lobby_custom_physics	0	0	integer	0—31	Lobby custom games user setting.
lobby_custom_score_limit	1	0	integer	0—100	Lobby custom games user setting.
lobby_last_menu_map	0	0	integer	0—256	Lobby engine variable that stores the last menu map shown.
lobby_tutorial_launched	0	0	integer	0—1	Lobby matchmaking user setting.
mouse_accel_offset	0	0	floating	0—1e+06	
mouse_accel_type	0	0	integer	0—3	
mouse_imperial	0	0	integer	0—1	Enable this to set mouse_circumference in inches. 0: Disabled. 1:Enabled
mouse_invert	0	0	integer	0—1	Inverts mouse control vertically. 0: Default, 1: Inverted.

movies_clean_mode	0	0	integer	0-1	Disables HUD, nameplates, damage numbers and other indicators for movie recording.
net_prediction_window	0	0	floating	0-100000	This option has no effect in this build.
net_projectile_prediction_window	0	0	floating	0-100000	This option has no effect in this build.
net_server_knockback	0	0	integer	0-1	
phy_air_minimum_speed	0	0	floating	0-99999	Minimum speed on air.
phy_air_steering_bonus	0	0	floating	0-1e+08	Degree of alpha jumping strength.
phy_air_steering_torque	0	0	floating	0-1e+06	Degree of alpha jumping maneuverability. 0 to disable.
phy_bolt_cooldown_recovery	0	0	floating	0-1e+07	Cooldown recovery amount for Bolt.
phy_brake_on_release	0	0	floating	0-100000	Amount of air braking on movement control keys release.
phy_double_jump	0	0	integer	0-1	Enables or disables double-keypress jumping. 0: Disabled. 1: Enabled.
phy_fly	0	0	integer	0-1	Forces flying mode. 0: Disabled. 1: Enabled.
phy_ground_boosting_factor	0	0	floating	0-100000	
phy_ground_boosting_max	0	0	floating	0-100000	
phy_ground_boosting_min	0	0	floating	0-100000	
phy_haste	0	0	floating	0-10000	Haste ability extra speed.
phy_hook	0	0	integer	0-1	
phy_jump_speedup	0	0	floating	0-10000	Speedup granted while jumping forward.
phy_jumppad_hor_min_speed	0	0	floating	0-10000	Minimum horizontal speed boost upon using a jumppad.
phy_knockback_yank_min_speed	0	0	floating	0-100000	Maximum speed on ground, on use if different than 0.
phy_lateral_only_accel_air	0	0	floating	0-10000	Valid range: 0 - 1000.
phy_max_ground_speed	0	0	floating	0-100000	Maximum speed on ground, on use if different than 0.
phy_max_hor_speed	0	0	floating	0-100000	Maximum horizontal speed.
phy_multi_jump	0	0	floating	0-100000	
phy_ramp_down_speed	0	0	floating	-100000-100000	
phy_ramp_rel_impulse_up	0	0	floating	0-100000	
phy_ramp_up_speed	0	0	floating	-100000-100000	
phy_roll_speed	0	0	floating	0-10000	Base speed of the slide skill.
phy_roll_type	0	0	integer	0-1	Selects type of sliding. 0: Floor-only. 1: Floor and wall.
phy_slide	0	0	integer	0-1	Enables slide. 0: Disabled. 1: Enabled
phy_smoothing	0	0	integer	0-1	Enables or disables position smoothing. 0: Disabled. 1: Enabled.
phy_speed_start_boost	0	0	floating	0-1e+08	
phy_speed_start_boost_power	0	0	floating	0-1e+08	
phy_speed_start_boost_threshold	0	0	floating	0-1e+08	
phy_sprint_mode	0	0	integer	0-1	Sprint mode. 0: Press-to-activate. 1: Auto.
phy_sprint_rate	0	0	floating	0-1e+07	Rate of sprinting.
phy_step_up	0	0	floating	0-100000	
phy_triple_jump	0	0	floating	0-100000	
phy_wall_jumping	0	0	integer	0-1	Enables wall jumping. 0: Disabled 1: Enabled
replays_client_recording	0	0	integer	0-1	Enable client replays recording.
shop_update_version	0	0	integer	2147483647	
sound_3d_spread	0	0	floating	0-360	Spread of 3d sounds in speaker space
sound_asio	0	0	integer	0-1	Enables or disables ASIO (Low latency audio drivers) support. Enabled: 1 Disabled: 0
sound_auto_mute	0	0	integer	0-1	
sound_binaural	0	0	integer	0-1	Toggle binaural panning on/off. (requires game restart) 0: Disabled. 1: Enabled.
sound_falloff_mode	0	0	integer	0-1	Sound falloff curve, 0 = Linear-square, 1 = Linear
sound_wetness	0	0	floating	0-1	General sound volume. Valid range: 0-1
support_show_test_location	0	0	integer	0-1	Enables or disabling showing the test location. 0: Disabled. 1: Enabled.
ui_default_game_report_tab	0	0	integer	0-2	UI engine variable.
video_alt_tab_mode	0	0	integer	0-1	
video_latency_mode	0	0	integer	0-2	Enables or disables low latency mode. 0: Disable. 1: Enable. This setting lowers latency at a performance cost.
video_mode	0	0	integer	0-3	Video display mode. 0: Flip fullscreen, 1: Exclusive fullscreen, 2: Borderless fullscreen, 3: Windowed
video_throttle	0	0	integer	0-1	Forcefully slows the game. 0: Disable. 1: Enable. Advanced setting. A value of 0 is strongly recommended. When not using VSync, this forces the application to yield extra time to the OS after every frame, effectively slowing it to lower a framerate than the limit set by /video_max_fps (if any). Use this if the game is using too much CPU time for your usage scenario. This setting causes FPS instability.
video_vsync	0	0	integer	0-1	Enables or disables vertical synchronization. 0: Disabled, 1: Enabled. V-Sync can prevent tearing but will limit FPS to the display rate of the display.
phy_stairs_up_speed	-0.1	-0.1	floating	-100000-100000	
game_player_hitbox_hover_offset	-0.25	-0.25	floating	100000	Character vertical hit offset.
game_equip_time_ms	-1	-1	integer	-1-1000	
game_switch_time_ms	-1	-1	integer	-1-1000	
lobby_custom_warmup_time	-1	-1	integer	-1-300	Lobby custom games user setting.
game_weapon_translation_y	-4	-4	floating	-1e+08-100000	Carried weapon translation from top to bottom.
phy_double_jump_threshold	-99999	-99999	floating	100000	Double jump is only allowed if the vertical speed is greater or equal than this value.
editor_hide_list			string		A comma separated list of entity name tokens to hide matching entities.
game_decals			string		This machine-generated string stores the decal settings for the character.
game_default_model			string		
game_mode			string		Game mode.
game_player_shield_rotation			string		
game_weapon_mode			string		
game_weapon_priority	rl,shaft,ss,bl,pncr,vc,cb,mac,	melee	string		
game_weapons			string		
lobby_custom_commands			string		Lobby custom games user setting
lobby_custom_datacenter			string		Lobby custom games user setting
lobby_custom_map			string		Lobby custom games user setting
lobby_custom_mode	ca		string		Lobby custom games user setting
lobby_last_patch_notes_read			string		
lobby_region			string		Lobby custom games user setting
lobby_regions_known			string		Lobby custom games user setting
movies_sequence_path			string		Alternative path to save movie sequences to.
net_ips			string		Extra IP addresses to make available in the custom game dialog.
phy_accel_air_anisotropy			string		Sequence of multipliers to air accel in different directions.

phy_air_speed_anisotropy			string		Sequence of multipliers to air speed in different directions.		
phy_air_steering_torque_anisotropy			string		Sequence of values for air steering control in different directions.		
sound_device			string				
ui_current_decals			string		Runtime variable: currently selected decal.		
video_resolution			string		Screen resolution string in the format WxH, for example: 1920x1080		

Mod Name	Description	Map Pool	Base Settings	Commands to Paste	Alternative Settings A	Alternative Settings B	Author
Five Strike (timelimit)	<p>A high octane, low pain, casual gamemode which is designed to make it possible that players with a wide range of skills can play together and have fun.</p> <p>The settings are meant to even the playingfield by giving the better player an increasing disadvantage or challenge through stack- and ammo-management.</p> <p>The gamemode teaches the player to use all the weapons appropriatly and promotes a bit of teamplay, but takes away the pain of getting stacked.</p> <p>Great to learn the basics of AFPS because you don't have to know much to play this gamemode, get some frags and have fun.</p>	All Brawl Maps - Mapsize is dependend on Teamsize	Gamemode: Brawl Teamsize: 4-5 (8 on very large maps) Duration: 10 min Scorelimit: unlimited Min Player: 4 Max Clients: 20 Autobalance: ON Teamswitching: ON Readypercentage: 60%	game_enable_items: 0; game_self_damage: 0; game_hp: 150; game_stable_hp: 75; game_max_hp: 175; game_armor: 75; game_stable_armor: 50; game_max_armor: 75; game_weapons: sword 999, machinegun 50, blaster 75, super_shotgun 10, rocket_launcher 15, shaft 100, pncr 5, void_cannon 15, healing_weeball 1; game_auto_switch_ooa: 1; game equip_empty_weapons: 0; game_minimum_respawn_time_ms: 4000; game_maximum_respawn_time_ms: 10000; game_mercy_limit: 25;			er ny
HotBall							BANANMANK47
Free Range (tribes)							BlIndlight
Slide / sk8							BlIndlight
Space CTF							
tiny team vinsta			Mode: Instagib Duel Physics: Vintage Team Size: 8 Maximum Clients: 20	game_time_limit: 600; game_score_limit: 0; game_full_charge: 1; game_team_mode: 1; game_friendly_fire: 1; phy_bolt_cooldown: 1; phy_bolt_extra_speed: 0.25;	Set game_full_charge: 2 for weebow. game_team_mode sets the game to fix team scoring		Cpt. James Tiberius Kirk
vinsta ctf	Official Vintage CTF Presets TBA		Mode: CTF Physics: Vintage	game_weapon_mode: rocket_launcher; game_self_damage: 0; phy_bolt_cooldown: 1; phy_bolt_extra_speed: 0.25;			Cpt. James Tiberius Kirk
sidekick duel							
Bubble Bath Wipeout							BlIndlight
Vamp Aim Arena	PQL VAMP (EU)			game_max_hp: 600; game_stable_hp: 300; game_hp: 300; game_max_armor: 0; game_armor: 0; game_unlimited_amm0: 1; game_lifesteal: 0.75; game_life_count: 1; game_score_limit: 10;			Fanva, et al
Dojo Freestyle							
CaptureMania							
Football/Rugby							
Bounty							
Mini Royale							
Void Arena				game_weapons: void_cannon 100; game_enable_items: 0; phy_bolt_cooldown: 1; phy_bolt_extra_speed: 0.25; game_hp: 90; game_armor: 0;			BlIndlight ?
HungerGames (WIP) - untested	Kind of a BattleRoyal Style Mode in a AFPS setting 1) Spawning with melee (16 or more) 2) fighting for a gun in the middle 3) getting stacked in the outer areas of the map 4) endfight 5) last standing gets a point Teams of 2s are possible	special map needed					er ny
KingOfTheHill (WIP - workaroud through maguffin) - needs a better name	Two teams fight over control of one or multiple cappoints Results 1.Test (FS Style) 1 cappoint version is a bit messy with more than teamsize 3 2 cappoint version was fun after people understood how to cap and hold a cappoint. I like the dynamically splitting of the team into defenders and attackers, because you need to control one point and at least disrupt the enemys at their point to get solid score points in. Also the situation of which point to defend and which to attack switches dynamically. Result 2.Test (TDM Style) 2 cappoint - pickups make the game a bit slower but is a viable alternative Conclusion: 2 base koth could work and be fun. Sadly the workaroud with the 2 bases side-by-side complicates things to a degree, that the goal and the how to play is hard to understand in the beginning. So this will rest until there are more cappoint options.	KOTH Playtestmaps with special cappoints	Gamemode: Brawl Teamsize: 3-5 Duration: unlimited	"FIVESTRIKE STYLE" game_mode: maguffin; game_enable_items: 0; game_self_damage: 0; game_hp: 150; game_stable_hp: 75; game_max_hp: 175; game_armor: 75; game_stable_armor: 50; game_max_armor: 75; game_weapons: sword 999, machinegun 50, blaster 75, super_shotgun 10, rocket_launcher 15, shaft 100, pncr 5, void_cannon 15, healing_weeball 1; game_auto_switch_ooa: 1; game equip_empty_weapons: 0; game_maximum_respawn_time_ms: 4000;	"TDM STYLE" (untested) game_mode: maguffin; game_maximum_respawn_time_ms: 4000; game_friendly_fire: 1; game_weapon_respawn_time: 10; game_enable_drop: 1;		er ny
Firework	Create a firework with your friends!	Happy New Year	Gamemode: Brawl Teamsize: 8 Duration: unlimited Scorelimit: 100	game_weapons: sword 999, machinegun 999, blaster 999, super_shotgun 999, rocket_launcher 999, shaft 999, pncr 999, void_cannon 999, healing_weeball 999; game_self_damage: 0;			er ny

Freezetag QL (WIP - needs improvement)	standard Freezetag from the QuakeLive Community		Gamemode: Freezetag Timelimit: unlimited Scorelimit: what you wish Autobalance: ON Teamswitching: ON Readypercentage: ca. 70%	game_hp: 125; game_stable_hp: 100; game_max_hp: 200; game_armor: 0; game_stable_armor: 100; game_max_armor: 200; game_weapons: sword 999, machinegun 150, super_shotgun 10, blaster 50; game_weapons_cap_amm0: 0; ply_bolt_type: 0; game_self_damage: 1; game_truce_time: 3;			1_JD, e r n y
COD Kill-Confirmed (doesnt work for now - coins dont spawn)	Score by collecting coins of your dead enemys bodies. Low TTK. Weapons: Melee, MG, SG and Crossbow from the spawn, friendly fire ON		Gamemode: Weebow Timelimit: 8-10 min Autobalance: ON Teamswitching: ON Readypercentage: ca. 70%	game_hp: 75; game_max_hp: 75; game_weapons: sword 999, machinegun 200, super_shotgun 15, crossbow 10; game_full_charge: 0; game_friendly_fire: 1; game_minimum_respawn_time_ms: 3000; game_maximum_respawn_time_ms: 10000;			e r n y
Rocket CTF	Rockets only, fast pace, rocketjumpy, wallboosty, CTF	Monday Night CTF	Gamemode: CTF Timelimit: ??? Autobalance: ON Teamswitching: ON Readypercentage: ca. 70%	game_weapons: rocket_launcher 69; game_unlimited_amm0: 1; game_enable_items: 0; game_self_damage: 0;			Poppinfreshzero
classic FFA (QL Server)	classic FFA with 5 sec weapon respawn, without helping mechanisms		Gamemode: Brawl Teamcount: max (cur. 10) Teamsize: 1 Duration: 15 min Scorelimit: 71 Min Player: 3 Max Clients: 20 Teamswitching: ON Readypercentage: 60%	game_hp: 125; game_stable_hp: 100; game_max_hp: 200; game_armor: 0; game_stable_armor: 100; game_max_armor: 200; game_weapons: sword 999, machinegun 150; game_weapon_respawn_time: 5; game_score_limit: 71;			e r n y
Q3 excessive CTF	CTF with race-physics close to the Q3 mod excessive Playtested one evening, was really fun, but the stack is a bit high, you can barely stop an enemy stealing the flag	CTF maps	Physics: RACE Gamemode: CTF Teamcount: 1 Teamsize: 5 Duration: 15 min Scorelimit: 10 Min Player: 3 Max Clients: 20 Teamswitching: ON Readypercentage: 60%	game_enable_items: 0; game_self_damage: 0; game_hp: 200; game_stable_hp: 200; game_max_hp: 200; game_armor: 100; game_stable_armor: 100; game_max_armor: 100; game_weapons: sword 999, machinegun 150, blaster 150, super_shotgun 50, rocket_launcher 50, shaft 200, pncr 50, void_cannon 50, healing_weeball 1; game_minimum_respawn_time_ms: 4000; game_maximum_respawn_time_ms: 10000;			Kersy, e r n y

Diabotical Custom Game Command - Wishlist

I assume the devs have their own list of what they want to expose as custom games but here a community made list for inspiration.

List of useful requested commands / features to improve custom gamesettings without the need for deeper modding:

1) A plain base of a gamemode

which every custom gamemode can be build upon (There is brawl, i know, but it has not all features and people keep asking what brawl is)

The name should be changeable through a command

game_mode_name: AwesomeMode; [string] - shows in the lobby list

2) Save setting of different gamemodes

in a textfile or on the contentserver. Also a shareable form like the hud codes are, would be useful.

But this would probably not be needed if it is stored in a database on the contentserver.

But i am more than fine with just a setup through a text file and in the lobby commands field just one command like:

lobby_config: awesomemode;

3) Useful commands for lobby-creation:

game_mode_name: AwesomeMode; [string] - shows in the lobby list

lobby_name: eGG-Time; - to not have to paste that string every time when you open a lobby

lobby_greeting: Hi, this is AwesomeMode, gl hf!; [string]

lobby_stay_up_time: 120; [minutes] - a paid feature to keep lobbies up for a time when everyone left

lobby_mappool: wo_wellspring, ...; - this also needs an UI for normal users (done)

lobby_inactivity_timer: 30; [sek] - to kick afk people

lobby_enable_pause: 1, host, admin, ...;

lobby_ban_player: rudeguy, troll, cheater, ...;

lobby_allow_vote: map, kick, spec;

lobby_min_lvl: 10; - accountlevel

lobby_min_elo: 1000;

lobby_max_elo: 2000;

4) commands for UI changes:

game_show_lifecount: 1;

game_show_racetimer: 1;

- basically this with all the hud elements which are not shown in every gamemode

or maybe like that:

hud_show_lifecount: 1; ...

5) commands for weapon and item settings:

game_weeballs: explosion 1, knockback 1, implosion 1, smoke 1, slow 1, random 1, healing 1;

game_weapon_insta: sword, machinegun, ...; [all weapons which should be instakill, seperatly]

game_healing_weeball_duration: 5;[sec]

game_healing_weeball_rate: 5;[hp]

for every weapon:

game_blaster_reload_time: 1000; [ms]

game_blaster_dmg: 20;

game_blaster_knockback: #; [whatever the values are]

or instead through a config file

game_weapon_config: awesomemode_weapons;

game_enable_items: weapons, health, armor, ammo, universalammo, powerups;

game_powerup; vindi 90, siphinator 180, ...; [what powerup and when]

game_deathdrop: health 10, armor 10, weapon 15, ammo 20, ammo all; [hp, armor, weapon + % of ammo, universal ammo, all ammo which he had left]

game_allow_kill: 1; - allow selfkill through command

game_friendlyfire_ratio: 50; [%]

game_round_timelimit: 600; [sec]

game_wo_respawn_timer: 5, 10, 15, 20, ...; - to set specific respauntimers for wipeout style modes or other modes

some settings for freezetag:

game_selfthaw_time: 60; [sec] - selfthaw unless frozen player takes extra damage during that time

- trucetime for each "round"

- powerup persistency over new rounds on/off

- working mercylimit for FT

- option to disable dash when frozen

6) settings for players / hosts in console

/callvote map, kick, spec, settingXY...
 /handicap 80
 /readyall
 /kick rudeguy
 /kickban cheater
 /forcespec afkguy
 /setpassword xyz
 /restartlobby
 /teambsize 5 (being able to change every setting during a live lobby through a command, can be made by vote)
 /alias ...

7) settings for cappointstuff

single base, no base, and 3+ base options of all the two-base modes, mcg/ctf/goldrush
 cap point speed settings
 cap point geometry customization
 control over whether player is fragged upon delivery
 Options for single and multi cappoint KingOfTheHill modes

8) logic-triggers:

There could be only for the server readable state-variables which can be used to start actions.
 could be written like this:
 logic_trigger: state playerammo 0, action powerup diab 1; (to give diabolical to player with no ammo, for example)
 logic_trigger: state poweruptime 0, action kill; (to kill someone whos time with the powerup runs out)
 logic_trigger: state powerup 1, state frag 1, action respawn;
 logic_trigger: state opponentnumber, action game_life_count opponentnumber; (to make asyetric multi life gamemodes possible)

examples:

- when trigger XY in map is touched (mb by mcg) -> give point to team
- Lifecount depending on number of enemies
- when timelimit hit -> stable hp = 0
- when ammo = 0 -> give powerup
- when kill with powerup -> respawn (without life lost)
- when powerup runs out -> die
- when deposit coin at vending machine -> give X amount of health, armor, ammo per coin
- when timelimitXY hit & no player in roomXY -> move objects to block roomXY (like the roof could break down so the room is blocked or other mapchanging scenarios)
- when last man standing -> give item or powerup to player

Overall i think, that most of the logic triggers should be set by the gamemode not by the map, because then its possible to play on a wider range of maps without the need to change the maps.
 Spawntimes of the powerups are a good example for this. You cannot change them unless you change the actual items in the maps.

9) custom spec cams for maps

- add a spec camera on the map, this camera can be rotated to by any spectator of the match
- invisible "drones" which follow automatically the players and the poi through the map for the spectators. Its like an automatic free-fly cam which shows the gameplay in 3rd person.

Weapon (Name)	Game (occurs in)	Description (Basic concept)
Rocket Launcher	QUAKE, DBT	
Lightninggun, Shaft,	QUAKE, DBT	
Rail, PNCr	QUAKE, DBT	
Plasmagun, Blaster,	QUAKE, DBT	
Grenade Launcher	QUAKE, DBT	
Machinegun, HMG, Minigun	QUAKE, DBT	
Melee (continuous)	QUAKE	
Melee (swing or single shot)	DBT	
Shock Rifle, Void Cannon	UT, DBT	
Flak Cannon	UT	
BFG	QUAKE	
Enforcer (Pistol)	UT	
Bio Rifle	UT	
Link Gun	UT	Mix Plasma and LG with pull
Ripper	UT	Disc thrower
Nailgun	QUAKE	
Sniper rifle	UT	
Translocator disk	UT	
Tribolt	QC	
StickyMines	TF2 / OpenFortress	
Flamethrower	TF2 / OpenFortress	
Community Weaponideas:	List compiled by [GSF] uncle	
Vomitor		spews a stream of toxic goo and has DoT. The more goo you got on you, the longer the DoT. Has arch. Holding down mouse2 charges up for a thick short stream, has splash radius when hitting an object/surface.
Directional Laser		mouse1 shoots a quick laser projectile, moving the mouse and clicking mouse1 again makes the laser change direction in accordance to where and how fast you moved your mouse. Can only change direction up to 90 degrees.
Plasma Cannon		rocket launcher equivalent, does less damage in general, but does extra damage to airborne targets. Optional secondary fire could be the standard Quake-style plasma gun.
Variable Rocket Launcher		mouse1 fires a slow but high damage rocket, whereas mouse2 fires a fast but weak rocket.
Explosive Sand Barrel...?		Fires a bunch of small projectiles that land on the ground covering a bit of it, explodes after 2 seconds.
Gamma Burst		rapid fire and very weak damage, but the hitscan projectiles have no spread and a massive hitbox, ideal weapon for bad aimers. Has damage falloff. The firing sound is that of a camera click.
Absorption Beam		Lightning Gun/Lasergun clone, but each shot that does damage is returned as ammo.
Remote Detonation Rocket Launcher		normal rocket launcher, but mouse2 detonates rockets remotely. If multiple rockets are airborne, the one that was fired first detonates first, then the one that was fired second, and so on.
Energy Blaster		a rocket launcher that shoots a weak and slow projectile with mouse1, but mouse2 shoots fast energy projectiles, and shooting the mouse1 projectile with the mouse2 projectiles makes the former faster and stronger.
Homing Plasma Gun		a plasma gun whose projectiles slightly curves towards enemies.
Roller Grenade		fires a ball that rolls along the ground, explodes automatically when within damage distance of an enemy or when colliding with a wall.
Demolisher		creates a quick small explosion right in front of it, the explosion creates a small hole in the map that can be shot through but regenerates slowly after a few seconds. Also works as melee.
Peeper (?)		fast projectile sniper that creates thin holes through the map. The holes eventually regenerate.
Hotgun		a kinda weak shotgun, but gives the enemy fire DoT - the more pellets hitting the target, the more DoT. Hitting the target while on fire resets the DoT.
Plasma Rifle		mouse1 shoots like a regular plasmagun, but mouse2 charges up a bigger and faster shot.
Shock Rifle 1.5		a shock rifle but mouse2 fires a sticky blob instead that, when shot, explodes. Blob has arch.
Homing Flak Launcher		a slow RoF launcher that shoots a few stakes in a symmetrical pattern, the middle stake is faster and does more damage, and if the middle stake hits a target the rest of the stakes home in on said target.
Poison Gun		launches a projectile with a long poisonous trail, standing in said trail does damage to you. When the projectile hits a surface, there's an initial explosion that does some damage, after that there's a poisonous cloud lingering for a few seconds. Has no arch.
Tribolt		shoots 3 consecutive projectiles that has electricity connecting them, after a set distance all 3 projectiles explode at once with the electricity connecting the projectiles also exploding. If two projectiles are obscured or are too far away from one another, the electric connection will disappear and the electricity-less projectile will be weaker. Has arch.
Ricochet Launcher		a typical rocket launcher that when mouse2 is held down, any airborne rockets will ricochet when hitting a surface. Rockets can only ricochet up to 1 - 2 times.
Rocket Rifle		shoots a small rocket every 0.5 seconds. Has minimum knockback.
Ghost Gun		a plasmagun clone that can shoot through 1 - 3 surfaces.
Trimodule		shoots 3 projectiles at once in a triangular pattern. Has 3 modes, only 2 of which can be applied at any given time. Fast reload, fast projectiles and strong projectiles(strong projectiles are colored red). Projectiles can be strong and fast but then the reload is slow, there can be fast reload and fast projectiles but then the projectiles are weak, or there can be fast reload and strong projectiles but then the projectiles are slow. You change mode by clicking mouse2, in which a graphic is showing the 3 different modes in a triangular pattern and letting go when hovering over the desired combo.
Energy Point		charges up an energy ball that manifests over the user and remains stationary, all shots are fired from said stationary point and not the gun. Setting up a new point removes the old one. Shots are fired in the direction the user is looking at.
Smart Flak		a flak cannon that fires a grenade by default, but letting go of mouse1 makes the grenade explode into flak as if just fired by the flak cannon. There is no minimum delay and the flak can be released instantly. The direction you're looking when releasing mouse1 will be the direction the flak goes.
Burst Shotgun		a shotgun whose fire rate is half as long as its reload, and stores several rounds at a time. Meaning several shots can be fired quickly, but then it takes a few seconds for all the rounds to be stored again.
Gauss Rifle		a hitscan precision weapon that initially does little damage, but can be charged up over time by holding down the fire button to do way more damage, consuming ammo in the process. If charged for too long, the weapon fires automatically, wasting the ammo. The weapon cannot be switched while charging.
Slimer		a hitscan sniper with limited range, after being fired the "bullet" leaves a trail of slime that falls to the ground and does damage when stood upon, it then disappears after a few seconds.
Charge Grenade Launcher		a grenade launcher where the longer you hold down mouse1, the faster the grenade becomes and the less it arches, with a cap of course. When the grenade reaches a certain speed, it explodes on impact. Grenade possibly auto-fires if held down for too long. When charged for long enough that the grenade explodes on impact, a light is activated on the weapon model to communicate this to the user.
Multi-use Plasmagun		a plasmagun that, when the projectile hits a surface at a 1 - 45 degree angle, it ricochets, but from 46 - 90 degrees it sticks to the wall and becomes a grenade that automatically explodes when nearby yourself or an enemy. The grenade makes a noticeable humming noise and expires after a few seconds.
Energy Boomerang		a projectile that can go through walls, but it needs to return to the weapon before it can be fired again. Clicking mouse1 once the projectile has been released makes it stop midair, clicking mouse1 again makes it return. When hovering in midair for too long, it dissipates.
Rocket Rifle 2		shoots a fast small rocket with a small splash radius, decently strong.
Railer		Shock Rifle clone without secondary fire, when hitting a surface at a 1 - 50 degree angle, it ricochets. But from 51 - 90 degrees, it creates an explosion.
Remote Detonation Plasma		a plasma gun clone that, when secondary fire is held down after shooting has begun, the active projectile that is farthest away will explode midair, and all other projectiles after it will explode midair at the same distance until secondary fire is let go.
Smart Grenade		a typical grenade launcher but when you hold down the fire button after firing a grenade, you can make the grenade "dash" midair in a new direction if it hasn't hit the floor, by pointing the cursor in a direction and letting go. Optional secondary fire could be to explode the grenade prematurely, possibly with the penalty of it doing less damage.
Spin Grenade		a typical grenade launcher but when you fire a grenade, it fires on pressdown but if you hold it and let go while looking at a direction, the grenade will spin in said direction - essentially being able to control the bounce of the grenade.
Plasma Trail		a low RoF projectile weapon, when mouse1 is held down a trail is left behind the projectile, and when let go the trail explodes - if not let go, the trail will explode automatically a few seconds after the projectile has hit a surface. When the trail is exploded while the projectile is midair, the explosion makes the projectile faster. The trail is created from the gun and follows the projectile. Creating the trail uses ammo.
Focus Shotgun		a shotgun but when you hold down mouse1, the spread gradually tightens, with the end result being practically a sniper, and when let go it shoots with the charged spread. Shoots automatically if held down for too long.
Time Plasma		a plasmagun where you can stop the bullets midair by holding secondary fire.
Red Crystal Launcher		a decently strong low RoF projectile weapon, but it uses health as ammo, and is generally blood/life-themed.
Verticaligo		a hitscan machinegun that does more damage the more vertical you're aiming - meaning shooting at people under or above you does more damage than shooting people that are horizontal to you.
Remote Control Plasma		a plasmagun that as long as you're shooting and holding down primary fire, projectiles that are midair will curve slightly towards where you're aiming, meaning that you can track far away targets.
Multigun		a gun with 4 firing modes only using the two mouse buttons. Holding down primary fire first is a typical hitscan machinegun, but holding down secondary fire afterwards at the same time turns the machinegun fire into plasmagun projectiles. Holding down secondary fire first is a flamethrower, however holding down primary fire afterwards focuses the fire from the flamethrower into a single beam with limited length, works exactly like the lightning gun from Quake.
Energy Ball Launcher		shoots big energy balls every 0.5 seconds or so that are affected by gravity and bounce. When they've stopped bouncing, they become smaller until they disappear.
Energy Ball Launcher 2		same as the normal EBL, but the longer time you shoot, the farther the balls go and the more they bounce, with a cap.

Variable Lasergun	a lightning gun clone, but the secondary fire beam is double as long and uses double as much ammo, but does not do more damage.
Gravity Grenade	a high damage version of the grenade launcher, but the gravity of the grenade itself is skewed 45 degrees towards the player. You can choose the exact sideways angle of gravity of the grenade by holding primary fire for the 180 degrees on the left and holding secondary fire for the 180 degrees on the right. When you start to hold the button, the rotation starts from the top and goes down, letting go shoots the grenade with the desired angle - there is an indicator of the direction the grenade will shoot while the button is held down. When the rotation has hit the bottom, it shoots automatically. No matter which sideways angle of gravity you choose, it will always be skewed 45 degrees towards the player. This means that you can shoot grenades around corners and onto walls.
Guided Rocket Launcher	a typical Quake rocket launcher with slightly slower rockets, but holding down primary fire will activate a guiding laser alongside the rockets, the rockets will home in on the endpoint of the laser as long as the rocket has line of sight with said endpoint. Several rockets can be guided at once.
Multishaft	a typical lightning gun, but secondary fire has a beam with reverse knockback, pulling targets towards you. A possible third firing mode is, holding both buttons down makes it hard for the target to go both away and towards you, but strafing is still perfectly fine. A possible feature is that firing the primary on a surface pushes you away from the surface, and firing secondary fire on a surface pulls you towards the surface. Neither force is stronger than gravity, so can only be used to enhance existing movement.
T-Shooter	a low RoF projectile weapon that is decently fast and whose projectiles have a decently big hitbox, but pressing secondary fire while the projectile is midair makes the projectile shoot two hitscan lasers to the sides at a 90 degree angle. Pressing secondary fire with no projectiles midair releases a blast that knocks back any enemy and uses 1 ammo. If two or more projectiles are midair, the one furthest away will be activated first.
Tidal Wave Flak Grenade	a typical grenade launcher, but when a grenade explodes it generates a lot of flak in all directions that are affected by gravity and bounce. You can prime the grenade by holding down primary fire - if you hold down primary fire for too long, the flak comes straight out of the barrel.
Primed Grenade Launcher	a typical grenade launcher, but you can prime grenades by holding down primary fire. If you prime a grenade for too long, the gun shoots a directed explosion, the explosion carries a lot of recoil, meaning you can shoot a directed explosion downwards to gain height. The directed explosion has high minimum splash damage.
Expansion Minigun	a hitscan minigun that not only starts off with low DPS, but also starts off with a narrow bullet hitbox. As you keep shooting, the DPS gets maxed out after a few seconds but the bullet hitbox keeps expanding, making enemies easier to hit. The minigun has no spread and the bullet hitbox expansion has a cap. The bullet hitbox is indicated with the crosshair.
Midair Rocket Launcher	a typical rocket launcher, but when you're midair and looking downwards and shoot, the rocket will explode under you as if there was a floor, making midair rocket jumps possible. An optional extra feature being that, if you wanted to shoot a rocket downwards while midair without the rocket exploding, you will need to hold down primary fire until the rocket has passed the "invisible" floor.
Machinegun+	A hitscan machinegun with two firing modes - primary fire has a horizontal bullet hitbox, but secondary fire has a vertical bullet hitbox, making a shape of a +. The more the bullet hitbox hits an enemy, the more damage it does. As most FPS characters are vertical, primary fire is easier to hit but does less damage at range as less of the hitbox hits the enemy, secondary fire is harder to hit but does more damage at range. An optional extra feature can be, when holding down both primary and secondary fire at once, that the bullet hitbox becomes plus-shaped, but it uses 2 ammo per shot.
Lightning Deployer	a gun that shoots lightning with a very short range, but when shot at or near a wall or floor, the lightning extends and follows the floor or wall, and it extends around ledges making it possible to damage people who are standing on a ledge above you without seeing them. It has two firing modes - primary fire has a continuous instant stream with a bit of splash damage around it, secondary fire has a continuous projectile that bounces periodically with a bit of delay, has more damage but is also slower.
Dynamic Sniper	a low RoF hitscan precision weapon, but each time you land a shot it increases RoF by a hundred or so milliseconds. Missing a shot resets the RoF.
Dynamic Shotgun	a hitscan shotgun but primary fire uses only 1 ammo per shot but has very tight spread, and secondary fire uses two ammo per shot, has a bigger spread but does over double as much damage and the firerate is below double as slow.
Ricochet Sniper	a low RoF hitscan precision weapon, but when it ricochets the first time it becomes a fast projectile, when it ricochets the second/third time the projectile becomes slower and affected by gravity. Can ricochet up to 2 - 3 times.
Vanish Reload	a projectile weapon with very fast projectiles, only reloads once the existing projectile has hit an object/enemy and disappeared, meaning faster RoF if shooting in enclosed spaces or consistently hitting a close enemy, but hitting far away targets are discouraged but not impossible.
Sacrificial Railgun	a typical Quake railgun, but secondary fire deals more damage in exchange for your own health, meaning you trade some of your health in order to do more damage.
Sacrificial Railgun 2	a typical Quake railgun, but holding secondary fire charges the shot to deal more damage, sacrificing 1 health point for 2 damage points every hundred or so milliseconds, with a cap. Letting go results in the charged shot being fired. Meaning the longer you charge, the more health you sacrifice and the more damage the shot does when hitting the enemy, a railgun, but it shoots several weaker beams first before said beams recombine into a single, strong beam. If any of the first beams are obscured, the damage is missing from the final beam. This ensures that this railgun is weaker if it isn't used for long distance shots in an open area.
Realignment Railgun	a dynamic machinegun, but each time you hit a shot the next shot gets fired double as fast. Meaning 5 shots per second becomes 10 shots per second if all shots hit an enemy.
Dynamic Machinegun	a hitscan machinegun, but every hit increases the damage per shot. Missing once resets the damage.
Dynamic Machinegun 2	a hitscan shotgun, but holding down the fire button charges up several shots that releases rapidly when let go. Alternatively, primary fire is normal shotgun, but holding down secondary fire charges up several shots that releases rapidly when let go.
Charge Shotgun	a typical lightning gun, but the longer you hold down the fire button, the longer the shaft gets. Resets every time the button is let go of.
Particle Accelerator	primary fire is the Grenade Launcher from Quake Live but secondary fire is the Tribolt from Quake Champions.
Trinade Bolter	a low RoF burst projectile weapon, shoots 3 - 5 projectiles per burst. Holding down primary fire after the burst has fired and letting go while looking in a direction will make the projectiles change momentum to said direction. Letting go while the burst is firing will not change the projectiles' direction.
Directional Burst	a typical grenade launcher, but clicking secondary fire when a grenade has been fired makes the grenade freeze in place and charge up a bigger and more damaging explosion, letting go makes the grenade revert to normal. You cannot switch weapons while charging. Only works for the latest fired grenade. An optional feature is to make the frozen grenade explode prematurely when clicking primary fire while holding secondary fire. A further optional feature is to give the prior feature a few hundred milliseconds of delay, so that you need to be a bit more predictive when exploding grenades in people's faces.
Chronoblitz	a typical railgun, but the "bullet" only appears 5 - 7.5 meters in front of you when you shoot. That makes it so you cannot hit enemies up close, it's a gamble on medium distance, but you can shoot through walls that are thinner than the bullet spawn meters.
Phase Shift Railgun	a combination of a typical machinegun and a typical sniper, machinegun is on primary fire and sniper is on secondary fire. But using the sniper part makes the machinegun part weaker for around 30 seconds, making it so you have to carefully consider which part you want to use.
Sniper Machinegun Tradeoff	a very strong lightning gun, but only fires in 1 second intervals.
Burst Laser	a projectile weapon that fires two projects perpendicular to each other, when the fire button is pressed again, the two projectiles converge into a single point creating an explosion. People who are inside the explosion get a bit of DoT.
Viper	a typical shock rifle, but the plasma ball does not explode when fired upon, instead it sucks you in rapidly for a hundred or so milliseconds regardless of your distance, but only when you shoot on it with primary fire. Good for movement.
Grapple Rifle	a slightly weaker railgun, but holding down secondary fire for at least 0.25 seconds makes primary fire stronger when shot, but if secondary fire is held down for 0.75 seconds it needs to recharge for 2 seconds, but primary fire is otherwise unaffected.
Charge Railgun	a typical shield gun, but it ignores reload lock.
Instant Shield	a typical lightning gun, but damage is 20% of your accuracy with this gun only. Meaning getting 30% accuracy makes you do 6 damage per ammo, but having 45% accuracy makes you do 9 damage per ammo. Ammo use per second is up to whoever implements this weapon in their game.
Accuracy Lightning Gun	a typical railgun, but the base damage is 25 - 35 points, but the accuracy is directly added as extra damage points. Meaning a base damage of 30 becomes 105 per hit with 75% accuracy.
Accuracy Railgun	a typical lightning gun, but the DPS is 3 times the accuracy. Meaning an LG accuracy of 35% becomes 115 DPS.
Accuracy Lightning Gun 2	a typical railgun, but near misses still inflict 50% damage on the target.
Flash Laser	a typical lightning gun, but it takes 200 milliseconds to warm up for it to fire, however it takes 1000 milliseconds for it to cool down again. For every 1 millisecond of warm up time, it takes 5 milliseconds to cool down, meaning that it's faster to start firing if you've just stopped firing. As in, if it has cooled down for 500 milliseconds, it'll only take 100 milliseconds for it to warm up again and fire. 250 milliseconds would be 50 milliseconds, etc.
Warm Up Lasergun	a typical plasmagun, but the projectiles accelerate while midair, making it a more viable offensive weapon at midrange, as you have to lead less on further away targets.
Acceleration Plasma	a relatively low RoF gun that fires decently sized and strong plasma balls, but when the fire button is held down, the projectile becomes narrower, faster and elongated. If held down for enough time, it becomes a very fast laser projectile. An alternative ultimate charge is a hitscan sniper.
Plasma Ball Charger	a crossbow that fires 3 - 5 weak bolts in quick succession, which are affected by gravity.
Multibow	
Superweapons:	
Has low ammo capacity and long respawn.	
Black Hole Deployer	shoots a massive but slow black sphere that goes through walls, touching the black sphere deals massive damage very quickly.
Explosion-Propelled Missile Launcher	shoots a rocket that creates an explosion behind it every few hundred milliseconds and gets a bit faster with each explosion. The end explosion is massive, but even more so the faster the rocket becomes.
Nuclear Grenade Launcher	very low RoF grenade launcher, the grenades do not bounce on the ground and have a huge horizontal explosion.
Superspeed Minigun	a very high damage minigun that is very loud. As it is speeding up it starts off firing projectiles, and as it charges up the projectiles become faster and eventually switch to hitscan.

Progression (1 easy - 10 hard):	Basic walking/running	dashing/booting	circle jumping	strafe jumping	ledge/falling jumping	ramp momentum jumps	ice/flick sliding	vintage physics	race physics	rocket jumping	swimming	blaster climbing	nade jumping	projectile dodging	hitcan dodging	projectile aiming	hitcan aiming	tracking/shaft	wee ball tricks

