

# **Jaymod 2.1.5**

**a Wolfenstein: Enemy Territory® modification**

## Jaymod 2.1.5: a Wolfenstein: Enemy Territory® modification

Date: Tue Jun 12 19:16:26 CDT 2007

UUID: 5b481d31-f552-484d-b3f1-74f50e082e10

Revision: 1440

Grade: development

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# Foreword

First and foremost, thanks for taking the time out to give this mod a try. There are many other Wolfenstein: Enemy Territory® modifications out on the internet nowadays with the release of the SDK. This started as a project to just have a little fun and explore how the code of a great game works, but it turned into much more after my clan's game server kept experiencing instability with the popular Shrubmod.

I hope you have fun with this mod, as this is its intention.

—Jaybird

# Preface

“ The cost of adding a feature isn't just the time it takes to code it. The cost also includes the addition of an obstacle to future expansion. ... The trick is to pick the features that don't fight each other. ”

—John Carmack

## Audience

This guide is intended for anyone who runs or is interested in running a Jaymod 2.1.5 server.

Although ET is available on several platforms, Linux will be used as the reference platform for this documentation. Many concepts here apply equally to OSX and, to some degree, more generically to the Windows platform.

It is assumed the reader is sufficiently familiar with Linux administration to be able to perform basic operating system tasks.

## Command Syntax

Linux command syntax appears in **monospace** font prefixed with a typical shell prompt denoting account/privileges for which the command should be entered with, followed by a number sign (#) or dollar sign (\$) indicating root or non-root accounts, respectively. Do not enter the prompt text as part of the command.



### Note

The assumed Linux shell is **bash**.

ET console command syntax appears in **monospace** font prefixed with a typical console prompt, a right-bracket (]). Do not enter the prompt text as part of the command.

**Table 1. Syntax Conventions**

Convention	Description
braces {}	Braces indicate required items.
brackets []	Brackets indicate optional items.
ellipses ...	Ellipses indicate an arbitrary number of similar items.
<i>italics</i>	Italic style indicates a variable. Substitute a real value for the variable.
vertical bar	A vertical bar indicates a choice within braces or brackets.

# Introduction

Jaymod is an add-on modification to Wolfenstein: Enemy Territory. The idea for Jaymod came from the main features of Shrubmod. Shrubmod has long been out of date and unsupported, and with the instability issues that come with Shrubmod, something had to be done to get a Shrub-like server-side mod that would provide most of the features, be stable, and be supported.

This mod has outgrown the original objective of being server-side only and has moved on to implement more advanced features with client-side support. To keep things as simple as possible, only one pak file needs to be downloaded (on the fly) for clients connecting to a Jaymod server for the first time.

With most of the Shrubmod compatibility implementation complete, the focus has shifted to the requests of the community, many of which mirror features already implemented in ETPro. This mod is becoming a rather well-rounded game play mod as a result. It is seeing more and more options that might be deemed competition-minded while maintaining its fun factor for pub environments.

## Where to download

Jaymod is available for download at its official home <http://jaymod.clanfu.org>. You may find versions available elsewhere on the internet, but if at all possible download it from the official homepage, as it always has the most up-to-date version available.

## Further information/suggestions

If there is anything that isn't answered here, I urge you to visit the website at <http://jaymod.clanfu.org> for updated information, as it's more likely to have information not available at the time this document was published.

Also, I'm always on the lookout for good ideas or suggestions, so, again, please visit the website and let me know what you think!

# Minimum System Requirements

## Linux

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

## OSX

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

## Windows

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

# Part I. Client

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# Chapter 1. Features

## Adrenaline Sharing

You have the ability to share adrenaline with other players. If you switch to the alternate weapon of the adrenaline syringe (usually right click on the mouse), the syringe will point outwards and you can give a live teammate adrenaline. This is an excellent way to promote teamwork in tough situations. This feature is enabled on the server using [g\\_medics\(cvar\)](#).

## Alternate HUD

HUD is an acronym for **H**eads **U**p **D**isplay. This is the 2D layout of items are on your screen such as what weapon you're holding, your compass, how much XP and health you have, etc. Jaymod has an alternative HUD available to use that takes up less screen space. This setting is available on the client using the in-game Jaymod preferences menu.

## Class Stealing

Class stealing allows a player to steal a dead teammate's class. This feature is enabled on the server using [g\\_covertops\(cvar\)](#).

In order to steal a class, you stand over a dead teammate and hold your activate key, much as you would steal a uniform as a covert ops. When you finish stealing their class, you lose your class abilities and your current weapons. You will gain the weapon the dead player was using (on an empty clip, you must find ammo!) and all the abilities of their class.



### Tip

If the server administration has enabled it, when you are a disguised covert ops and steal a class, you keep the disguise even though you aren't a covert ops anymore.

## Corpse Dragging

Corpse dragging allows a player to drag a dead body (awaiting Medic revive) along the ground while depressing the activate-key. This feature is enabled on the server using [g\\_dragCorpse\(cvar\)](#).



### Tip

Use this to drag a teammate's body away from danger, or drag a dead enemy to a safe place for uniform stealing.

## Double Jump

Double jump allows you to jump an extra time while in mid-air to gain more height. This feature is enabled on the server using [g\\_misc\(cvar\)](#).

## Goomba Killing

Alluding to the Mario Bros. days you can “goomba” kill people by landing on their heads. The farther you fall, the more damage you inflict. Also, if you land on someone's head, it softens your fall. This feature is enabled on the server using [g\\_goomba\(cvar\)](#).

## Hitsounds

This extremely popular feature makes a sound when you hit a player. This feature is enabled on the client using the in-game Jaymod preferences menu.

The sound distinguishes between friendly/enemy hits, and depending on the server setting [g\\_hitmode\(cvar\)](#), the general body-part of player being hit.

## Killing Sprees

The game keeps track of player kills and presents Unreal-Tournament-like killing spree messages and sounds. This feature is enabled on the client using the in-game Jaymod preferences menu. This feature must also be enabled on the server using [g\\_killingSpree\(cvar\)](#).

## Live Uniform Stealing

Covert-Ops can sneak behind someone and steal the pants right off of them! You must stay behind the player though. This feature is enabled on the server using [g\\_covertops\(cvar\)](#).

## Obituaries

By default, death messages (obituaries) will show up on the left-middle part of your screen. On larger servers where there are a lot of deaths, it may be desirable to relocate those messages to the chat area. This setting is available on the client using the in-game Jaymod preferences menu.

## Panzer War

Panzer war is a fun game-play mode made for destructionists. This feature is enabled on the server using [g\\_panzerWar\(cvar\)](#).

When enabled, the following is in effect:

- players spawn as Soldier with a panzerfaust, a knife and 100 grenades
- panzerfaust shoots faster
- soldier charge recharges faster
- soldier runs faster
- panzer ammo is not consumed (infinite shots)
- panzer damage is reduced to 33% of original amount
- panzer splash damage radius is 67% of its original amount



### Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.



### Warning

This feature is mutually exclusive to [g\\_knifeonly\(cvar\)](#), and [g\\_sniperWar\(cvar\)](#).

# Playdead

A popular Shrubmod feature, playdead is enabled on the server using [g\\_playDead\(cvar\)](#).

Playdead allows a player to fake being dead in the hopes an attacker will give them no further attention and kindly move on. You can use this feature by binding a key for it in the in-game Jaymod menu under Misc. The key you specify will toggle playdead mode.

When you are in playdead mode, you cannot shoot your weapon. To an enemy, you look like a dead player (after a tap-out and awaiting a respawn). However, you will still be a solid body (players cannot walk through you) and your eyes will still blink.



## Note

Note that this version of playdead is a bit less bugged than Shrub's version. It's much harder to get stuck in walls, and there's just about zero chance of someone using this as an exploit to get through a wall (example, bank doors on Goldrush) due to extra checks to make sure there is enough clearance for your player to fall down and still be in the "world".



## Tip

This is an excellent way to infiltrate enemy bases and maintain the element of surprise!

# Private Messaging

Private messaging allows one player to send a private message to another player or group of players on the same server. This feature is enabled on the server using [g\\_privateMessages\(cvar\)](#).

To use this feature, simply go into the Misc section of the Jaymod menu, and bind a key to use it. You may also use private messages through the console or global chat window, but this method is deprecated and discouraged.

You can find a player's slot number by using the Shrubbot command **!listplayers**. This is the best way to make sure only one specific individual receives your message.

You can also specify a partial name match. This is a shorthand way, but also allows for multiple people to receive the message. For example, sending a message to "dam" will send the message "hello!" to players "Adam" and "Damage", since they both have "dam" in their name. Just be careful that you don't make the partial name too generic or you might send your message to someone unintended!

There is also the option to block Private Messages. With Shrubbot enabled, anyone who is equal to your level or lower will be unable to send you a Private Message if you are blocking them. Anyone above you, however, will still be able to do so. This allows server admins to use Private Messaging as a valuable tool. You can find this option also in the in-game Jaymod menu.

# Poison Syringes

Poison syringes are added to weapon slot #4 (behind grenades). It is a blue colored syringe that you can poke enemies with (or friendlies when friendly-fire enabled). When poked with a poison syringe, your view will start swaying back and forth, and get distorted. You can hear your heart pounding. Better find help. This option is enabled on the server using [g\\_poisonSyringes\(cvar\)](#).

Compounding effect - that is, if you are poked multiple times, you lose health faster. This allows XP sharing with poison hits – if you poke someone with a poison syringe, you will get XP for every time damage is dealt until they die. The interval of time that your syringe damages the player is 1.5 seconds, so every 1.5 seconds you will get 0.2 Medic XP and hurt the player 10HP. Since it tracks multiple people hitting the player with a Poison Syringe, the last poison damage inflicted that causes the death of the player gives the person who hit them with the specific syringe that caused the death a final 3 Medic XP.

Poisoned players can be cured with health packs. However, in an effort to make the game more balanced, medics cannot self-antidote. Essentially, a player can antidote themselves by finding a health pack that is not their own. Since poison compounds, you must find a health pack for each time you have been poisoned. For example, if you have been poked 4 times with a syringe, you must find 4 health packs.

**Tip**

Health cabinets provide a good source of health packs.

## Sniper War

Sniper war is a fun game-play mode made for sharpshooters. This feature is enabled on the server using [g\\_sniperWar\(cvar\)](#).

When enabled, the following is in effect:

- players spawn as Covert-Ops with a sniper rifle, a knife, binoculars, and 400 rifle rounds
- players awarded with all Covert-Ops skills
- headshots while in scoped weapon-mode are instant kills
- if hitsounds are enabled, headshots result in a voice shouting "headshot"

**Note**

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

**Warning**

This feature is mutually exclusive to [g\\_knifeonly\(cvar\)](#), and [g\\_panzerWar\(cvar\)](#).

## Poison Gas Mines

Poison gas mines are a new weapon available to level-5 engineers behind the normal weaponbank for landmines. Level-5 engineers are able to use poison gas mines if enabled on the server using [g\\_sk5\\_eng\(cvar\)](#). Similar to S-mines, they bounce into the air, but release a deadly gas for a duration of time.

## Poison Throwing Knives

Throwing knives will also poison whomever they hit. This feature is enabled on the server using [g\\_weapons\(cvar\)](#).

## S-mines

S-mines (A.K.A. Bouncing Betties) are a new weapon available to level-5 engineers behind the normal weaponbank for landmines. Level-5 engineers are able to use S-Mines if enabled on the server using `g_sk5_eng(cvar)`.

The German S-mine (Schrappnellmine in German), also known as the Bouncing Betty, is the best-known version of a class of mines known as bounding mines. These mines launch into the air at about waist height and explode, propelling shrapnel horizontally at lethal speeds. The S-mine was an anti-personnel landmine developed by Nazi Germany in the 1930s and used extensively by German forces during World War II. It was designed to be used in open areas to attack unshielded infantry. Until production ceased with the defeat of Germany in 1945, Germany produced over 1.93 million S-mines.

## Shoutcasting

Players with the server password specified by `g_shoutcastpassword(cvar)` can use the shoutcasting feature. This is a beefed up version of spectating. Players will be able to see the names of players above their heads, see timers on dynamite, and see all landmines across the map. To login and logout, use the following client-console commands, respectively:

```
/sclogin PASSWORD  
/sclogout
```

## Throwing Knives

Knives can be thrown. You will need to re-bind whatever key you are currently using for alternate weapon to use the new Jaymod command using the in-game Jaymod menu. It acts just like the alternate weapon function, with the addition of allowing very special control over throwing knives. To throw a knife, hold the alt-fire button and release. The longer you hold the knife (up to 1 second), the harder it is thrown. Knives react according to your momentum too – if you are strafing left when releasing, the knife will have a leftward vector as well. This feature is enabled on the server using `g_weapons(cvar)`.

## Watermarks

Server admins have the option of displaying a small logo on every player's screen using `g_watermark(cvar)`. Usually this logo will fade after a specified period of time, but admins may decide to keep the logo for an extended or indefinite amount of time using `g_watermarkFadeAfter(cvar)` and `g_watermarkFadeTime(cvar)`. Clients can adjust the opacity or even completely disable this logo using the in-game Jaymod preferences menu.

## Winchester M1897

Winchester M1897 (A.K.A. M97) is a new weapon selection available for every class except Covert-Ops. It is a pump-action shotgun with an external hammer and tube magazine.

The United States military used a short-barreled version known variously as the *trench* or *riot* shotgun. It was developed into a version issued to US troops during World War I. Unlike most modern

pump-action shotguns, the Winchester Model 1897 (versions of which were type classified as the Model 97 or M97 for short) fired each time the action closed with the trigger depressed (that is, it lacks a trigger disconnect). That and its 6-shot capacity made it extremely effective for close-combat, such that troops referred to it as a *trench sweeper*. It was used in limited numbers during World War II by the United States Army and Marine Corps.

Reloading works different than most ET weapons as you must load one shell at a time, and reloading can be interrupted by pressing (not necessarily holding) fire while reloading.

## Chapter 2. Command Reference



## Name

lol — rain grenades on players

## Synopsis

```
!lol [player] [num]
```

## Description

**lol** rains grenades on players. This causes a single grenade to drop on every player at once.

## Name

status — display server resources

## Synopsis

```
!status [all]
```

## Description

**status** displays critical server resources which may help determine when a server is reaching its limits due to gameplay, maps, settings and other complexities. Some of the resources listed track game-engine limits which if hit will result in a server crash.

If **all** is specified, the output is shown on all players' consoles.

Watermarks (high indicators) only apply to the current match. Heap amounts simply track memory used for a particular feature. Rates are averaged over the last 15 seconds.

### Figure 2.1. !status Sample Output

```
-SERVER STATUS
players:      43/64          ( 67.19%)
entities:     362/958        ( 37.79%) (452 high)
gamestate:    12549/16000 bytes ( 78.43%)
serverinfo:   639/1024 bytes ( 62.40%)
systeminfo:   1511/8192 bytes ( 18.44%)
largestcs:    274/1024 bytes ( 26.76%) (38 index)
-DATABASE
user:         2409 records
level:        7 records
map:          10 records
-HEAP
bullet-model: 15 KB ( 15 KB high)
hit-model:    346 KB ( 565 KB high)
-RATES
entity spawn: 27.24/s
entity free:  29.30/s
```

**players** Indicates active number of player slots consumed out of the total game-engine limit.

**entities** Indicates the active number of game-entities out of the total game-engine limit. These entities are meticulously replicated to all connected clients and represent dynamic objects in the 3D game world. Primary factors which are known to cause or trigger exhaustion of this resource are:

- consumed player slots
- large and/or poorly designed maps
- abuse of [lol\(1\)](#)
- high amount of med or ammo packs left on ground

While not an exhaustive list, some common examples of objects which each consume an entity slot are:

- players
- constructables
- capturables (flags)
- breakables (glass, charis, crates, fences, doors)
- dropped/thrown grenades
- dropped weapons
- projectiles (panzers and mortar rounds)
- supply packs (health and ammo)
- landmines
- movers (tanks, trains)
- map-specials (fire-railgun button, cranes, doors)

gamestate	<p>Indicates the current size of a data structure which has a game-engine limit. This data is meticulously replicated to all connected clients and is limited in size for game-engine networking reasons. Many factors effect the amount of data and they are too numerous to list here. Primary factors which are known to cause or trigger exhaustion of this resource are:</p> <ul style="list-style-type: none"><li>• excessive amounts of pk3 files on server</li><li>• large and/or poorly designed maps</li><li>• consumed player slots</li><li>• end-game statistics</li></ul>
serverinfo	<p>Indicates the current size of the serverinfo data structure which amongst other things houses information used by public game browsers. This is an entry in <i>gamestate</i>.</p>
systeminfo	<p>Indicates the current size of the systeminfo data structure which typically stores referenced pak names, unreferenced pak names, checksums and other non-public server information. This is an entry in <i>gamestate</i>.</p>
largestcs	<p>Indicates the size and index of the the largest config-string entry in the gamestate buffer. This does not include serverinfo or systeminfo entries.</p>

## Part II. Server

DRAFT

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# Chapter 3. Upgrade

## CVAR Changes

This section outlines CVARs which have changed significantly prior to Jaymod 2.1.5. If you are already running 2.1.5 then you should skip this section.

These CVARs will need to be updated in your server configs or these features may not work as expected.

**g\_censor** With release 2.1.0 and higher, `g_censor` is no longer a comma-separated list of words, and has changed to accept either { 0, 1 } to respectively { disable, enable } the censor feature.

The words list is now read from a `censor.db` located in the Jaymod directory. There is no practical limit to the number of words you can enter into this file. Jaymod expects **one** word per line, such as:

```
word1
word2
word3
```

**g\_shrubbot** Prior to Jaymod 2.1.0 release, the Shrubbot feature of Jaymod was activated by setting `g_shrubbot` to the name of the shrubbot file. With release 2.1.0 and higher, this CVAR has changed to accept either { 0, 1 } to respectively { disable, enable } the shrubbot feature. The new *equivalent* file names are hardcoded to `user.db` and `level.db` and cannot be changed. If you fail to update this CVAR setting accordingly, shrubbot feature will be disabled.

**g\_xpSave** With release 2.1.0 and higher, `g_xpSave` no longer specifies a filename and has changed to accept { 0, 1 } to respectively { disable, enable } the XP-save feature. The reason for this is that XP data is now integrated into `users.db`.

## Preparing to Upgrade

This section describes the pre-upgrade procedure.

1. Check [Minimum System Requirements](#).



### Warning

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

2. Shutdown server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl stop
[etserver]$ ./serverctl status
```

3. Backup Important Data. Before making any significant changes to your system, make sure to backup all your important data. Plan for the worst, hope for the best.

## Shrubbot Conversion

This section is intended for server administrators migrating Jaymod from pre-2.1.0 to 2.1.5. If you have already migrated or migration does not apply, you should skip this section.

As of Jaymod 2.1.0 the data files have changed and are not compatible with older versions. In order to assist servers wanting to upgrade, we provide a Perl script which can convert most (not all) of the data from old **shrubbot.cfg** to the newer **.db** formats.



### Note

The conversion script is written in Perl. Most Linux/OSX systems have this available and should be able to run the script. Windows systems typically do not have Perl available. You can either install Perl yourself, or find someone else (maybe a friendly Linux) whom you can trust and have run the script for you.



### Warning

Upgrades are only supported from Jaymod 2.0.X to Jaymod 2.1.5. Older versions may not convert as expected.

Data from **shrubbot.cfg** will be converted and placed into **user.db** and **level.db**. Other data found in **.dat** files is silently **ignored** and **not** converted.

Admin, level and permanent-ban records are converted. Temporary-ban records are not converted.

1. Change to server's Jaymod directory as **convert\_shrub** expects to find **shrubbot.cfg** in the current directory. Execute **convert\_shrub**. The script usually has the correct file permissions and can find **perl** by itself on recent Linux systems, but for our example we will explicitly run it from your shell path.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ perl ~etserver/jaymod-2.1.5/linux/convert_shrub
```

2. Examine the newly created **.db** files. The next time Jaymod server is launched it will read the files into memory. Then shutdown the server and the full (scrubbed) data will be written which is cleaner, and more rich than what **convert\_shrub** can produce.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ less level.db  
[etserver]$ less user.db
```

3. Rename **shrubbot.cfg**. This file is no longer required but is recommended to keep this file around if you want to compare the converted data. We rename it to show the file is no longer in use.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ mv shrubbot.cfg shrubbot.cfg.DISABLED
```

# Upgrade

This section describes the main upgrade procedure.

1. Extract Jaymod 2.1.5 distribution bundle available for download from <http://jaymod.clanfu.org>.

```
[etserver]$ cd ~etserver
[etserver]$ tar xzf jaymod-2.1.5.tar.gz
```

2. Create a backup directory to hold files replaced during upgrade.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mkdir BACKUP
```

3. Backup and copy new **serverctl** script into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv serverctl BACKUP/
[etserver]$ cp ~etserver/jaymod-2.1.5/linux/serverctl .
```

4. Backup and copy new game server module into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv jaymod/qagame.mp.i386.so BACKUP/
[etserver]$ cp ~etserver/jaymod-2.1.5/qagame.mp.i386.so jaymod/
```

5. Backup and copy new game server pak into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv jaymod/jaymod-2.1.5.pk3 BACKUP/
[etserver]$ cp ~etserver/jaymod-2.1.5/jaymod-2.1.5.pk3 jaymod/
```

## After Upgrade

This section describes tasks that you must complete after the upgrade procedure.

## Procedure

1. Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl start
[etserver]$ ./serverctl status
```

2. Remove the Jaymod 2.1.5 distribution bundle extract.

```
[etserver]$ cd ~etserver  
[etserver]$ rm -r jaymod-2.1.5/
```

# Chapter 4. Install

## Preparing to Install

This section describes pre-install procedure.

1. Check [Minimum System Requirements](#).



### Warning

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

2. Backup Important Data. Before making any significant changes to your system, make sure to backup all your important data. Plan for the worst, hope for the best.
3. Create server account. This server account requires no special privileges. If you desire to run more than one game server on the same host, you can use the same account for all of them, or create a unique account for each instance. In all cases, each server must have it's own unique directory.

```
[root]# adduser -s /bin/bash etserver
```

4. Download and install Wolfenstein: Enemy Territory. There are many mirrors across the internet offering ET for download. Look for the latest Linux version of the game: 2.60 and the 2.60b patch. The default directory locations are highly recommended.

```
[root]# cd /tmp/
[root]# sh et-linux-2.60.x86.run --nox11
[root]# unzip ET-2.60b.zip
[root]# cd "Enemy Territory 2.60b/"
[root]# cp *.x86 /usr/local/games/enemy-territory/.
```

## Install

This section describes the main install procedure.

1. Extract Jaymod 2.1.5 distribution bundle available for download from <http://jaymod.clanfu.org>.

```
[etserver]$ cd ~etserver
[etserver]$ tar xzf jaymod-2.1.5.tar.gz
```

2. Create server1/ directory structure.

```
[etserver]$ cd ~etserver
[etserver]$ umask 022
[etserver]$ mkdir server1/
[etserver]$ cd server1/
[etserver]$ mkdir etmain/
[etserver]$ mkdir jaymod/
```

```
[etserver]$ mkdir jaymod/mapsscripts/  
[etserver]$ mkdir jaymod/mapconfigs/  
[etserver]$ mkdir pb/  
[etserver]$ mkdir log/
```

3. Copy **servercl** script into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ cp ~etserver/jaymod-2.1.5/linux/serverctl .
```

4. Copy game server module into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ cp ~etserver/jaymod-2.1.5/qagame.mp.i386.so jaymod/.
```

5. Copy game server pak into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ cp ~etserver/jaymod-2.1.5/jaymod-2.1.5.pk3 jaymod/.
```

6. Optional: copy sample configuration files into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ cp ~etserver/jaymod-2.1.5/server.cfg .  
[etserver]$ cp ~etserver/jaymod-2.1.5/jaymod.cfg .
```

7. Optional: copy mapscripts into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ cp ~etserver/jaymod-2.1.5/mapscripts/* mapscripts/.
```

## After Install

This section describes the post-install procedure.

1. Edit **serverctl**. This script has several important variable settings. At a bare-minimum, you must at least edit `ET_IP` and change it to your (public) Internet IP address.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ vi serverctl
```

2. Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status  
[etserver]$ ./serverctl start  
[etserver]$ ./serverctl status
```

3. Remove the Jaymod 2.1.5 distribution bundle extract.

```
[etserver]$ cd ~etserver  
[etserver]$ rm -r jaymod-2.1.5/
```



# Chapter 5. Config

This chapter provides a convenient organization of server CVARs as found in the sample `jaymod.cfg` file bundled with Jaymod distribution.

```

////////////////////////////////////
//
// SECURITY
//
////////////////////////////////////

set g_password          " "
set g_shoutcastpassword " "
set rconpassword        " "
set refereePassword     " "
set sv_privatePassword  " "

////////////////////////////////////
//
// LOGGING
//
////////////////////////////////////

set g_log               " "
set g_logAdmin          " "
set g_logOptions        "0"
set g_logSync           "0"

////////////////////////////////////
//
// BRANDING
//
////////////////////////////////////

//sets .NAME  "MyClan"
//sets .URL   "http://www.myserver.net/"

set sv_hostname  "EThost"
set g_watermark  " "

////////////////////////////////////
//
// MOTD
//
////////////////////////////////////

set server_motd0  " "
set server_motd1  " "
set server_motd2  " "
set server_motd3  " "
set server_motd4  " "

```

```
set server_motd5 ""

////////////////////////////////////
//
// REGISTRATION
//
////////////////////////////////////

set sv_master1 "etmaster.idsoftware.com"
set sv_master2 ""
set sv_master3 ""
set sv_master4 ""
set sv_master5 ""

////////////////////////////////////
//
// NETWORKING
//
////////////////////////////////////

set sv_allowDownload "1"
set sv_dl_maxRate "42000"
set sv_floodProtect "1"
set sv_fps "20"
set sv_fullmsg "Server is full."
set sv_lanForceRate "1"
set sv_maxPing "0"
set sv_maxRate "13000"
set sv_maxclients "20"
set sv_minPing "0"
set sv_packetdelay "0"
set sv_packetloss "0"
set sv_padPackets "0"
set sv_privateClients "4"
set sv_pure "1"
set sv_reconnectlimit "3"
set sv_showAverageBPS "0"
set sv_showloss "0"
set sv_timeout "240"
set sv_wwwBaseUrl ""
set sv_wwwDlDisconnected "0"
set sv_wwwDownload "0"
set sv_wwwFallbackURL ""
set sv_zombietime "2"

set sv_tempbanmessage "You are temporarily banned from this server."

////////////////////////////////////
//
// VOTING
//
////////////////////////////////////

set vote_allow_balancedteams "1"
```

```
set vote_allow_comp "1"
set vote_allow_friendlyfire "1"
set vote_allow_gametype "1"
set vote_allow_generic "1"
set vote_allow_kick "1"
set vote_allow_map "1"
set vote_allow_matchreset "1"
set vote_allow_matchrestart "1"
set vote_allow_mutespecs "1"
set vote_allow_muting "1"
set vote_allow_nextmap "1"
set vote_allow_pub "1"
set vote_allow_referee "0"
set vote_allow_shuffleteamsxp "1"
set vote_allow_swapteams "1"
set vote_allow_timelimit "0"
set vote_allow_warmupdamage "1"
set vote_limit "5"
set vote_percent "50"

////////////////////////////////////
//
// BANNERS
//
////////////////////////////////////

set g_bannerLocation "4"
set g_bannerTime "60"

set g_banners "2"
set g_banner1 "^3THIS SERVER IS RUNNING Jaymod 2.1.5"
set g_banner2 "^3Check forums at http://jaymod.clanfu.org"

////////////////////////////////////
//
// Matchplay
//
////////////////////////////////////

set g_gametype "2"
set g_campaignFile ""

set g_headshot "0"
set g_knifeonly "0"
set g_panzerWar "0"
set g_sniperWar "0"

set match_latejoin "1"
set match_minplayers "0"
set match_mutespecs "0"
set match_readypercent "100"
set match_timeoutcount "3"
set match_timeoutlength "180"
set match_warmupDamage "1"
```

```
////////////////////////////////////
//
// TEAMS
//
////////////////////////////////////

set g_userAlliedRespawnTime "0"
set g_userAxisRespawnTime "0"
set g_teamForceBalance "1"

set g_ammoRechargeTime "60000"
set g_healthRechargeTime "10000"

set team_maxArtillery "6"
set team_maxFlamers "-1"
set team_maxGrenLaunchers "-1"
set team_maxLandMines "20"
set team_maxM97s "-1"
set team_maxMG42s "-1"
set team_maxMortars "-1"
set team_maxPanzers "-1"
set team_maxplayers "0"

set team_nocontrols "1"

////////////////////////////////////
//
// PLAYERS
//
////////////////////////////////////

set g_defaultSkills "0 0 0 0 0 0 0"

set g_levels_battlesense "20 50 90 140 200"
set g_levels_covertops "20 50 90 140 200"
set g_levels_engineer "20 50 90 140 200"
set g_levels_fieldops "20 50 90 140 200"
set g_levels_lightweapons "20 50 90 140 200"
set g_levels_medic "20 50 90 140 200"
set g_levels_soldier "20 50 90 140 200"

set g_covertops "0"
set g_engineers "0"
set g_medics "0"
set g_soldiers "0"

set g_sk5_battle "1"
set g_sk5_cvops "7"
set g_sk5_eng "127"
set g_sk5_fdops "3"
set g_sk5_lightweap "1"
set g_sk5_medic "243"
set g_sk5_soldier "7"
```

```
set g_covertopsChargeTime "30000"
set g_engineerChargeTime "30000"
set g_LTChargeTime "40000"
set g_medicChargeTime "45000"
set g_soldierChargeTime "20000"

////////////////////////////////////
//
// BULLETMODE
//
////////////////////////////////////

set g_bulletmode "0"
set g_bulletmodeDebug "0"
set g_bulletmodeReference "1"
set g_bulletmodeTrail "0"

////////////////////////////////////
//
// HITMODE
//
////////////////////////////////////

set g_hitmode "0"
set g_hitmodeAntilag "800"
set g_hitmodeAntilagLerp "1"
set g_hitmodeDebug "0"
set g_hitmodeFat "0"
set g_hitmodeGhosting "0"
set g_hitmodeReference "1"
set g_hitmodeZone "0"

////////////////////////////////////
//
// MISCELLANEOUS
//
////////////////////////////////////

set g_alliedmaxlives "0"
set g_altStopwatchMode "0"
set g_antiwarp "1"
set g_autoFireteams "0"
set g_axismaxlives "0"
set g_censor "0"
set g_censorPenalty "0"
set g_classChange "0"
set g_complaintlimit "6"
set g_damagexp "0"
set g_debugAlloc "0"
set g_debugConstruct "0"
set g_debugDamage "0"
set g_debugMove "0"
set g_debugSkills "0"
```

```
set g_disableComplaints "0"
set g_doWarmup "0"
set g_dragCorpse "1"
set g_dropAmmo "2"
set g_dropHealth "2"
set g_dynamiteTime "30"
set g_enforcemaxlives "1"
set g_fastres "0"
set g_fear "0"
set g_filterBan "1"
set g_filtercams "0"
set g_forcerespawn "0"
set g_friendlyFire "1"
set g_glow "0"
set g_goomba "4"
set g_gravity "800"
set g_heavyWeaponRestriction "100"
set g_inactivity "0"
set g_intermissionReadyPercent "75"
set g_intermissionTime "30"
set g_ipcomplaintlimit "3"
set g_kickTime "0"
set g_killSpreeLevels "5 10 15 20 25 30"
set g_killingSpree "1"
set g_knockback "1000"
set g_landminetimeout "1"
set g_lms_followTeamOnly "1"
set g_lms_lockTeams "0"
set g_lms_matchlimit "2"
set g_lms_roundlimit "3"
set g_lms_teamForceBalance "1"
set g_loseSpreeLevels "10 20 30"
set g_mapConfigs "mapconfigs"
set g_mapScriptDirectory "mapscripts"
set g_maxGameClients "0"
set g_maxlives "0"
set g_maxlivesRespawnPenalty "0"
set g_misc "66"
set g_moverScale "1.0"
set g_movespeed "76"
set g_muteTime "0"
set g_noTeamSwitching "0"
set g_packDistance "4"
set g_playDead "1"
set g_poisonSyringes "1"
set g_privateMessages "1"
set g_reflectFriendlyFire "100"
set g_saveCampaignStats "1"
set g_scriptDebug "0"
set g_scriptDebugLevel "0"
set g_scriptName ""
set g_shortcuts "0"
set g_shove "100"
set g_shoveNoZ "1"
```

```
set g_shrubbot "1"
set g_skills "0"
set g_slashKill "0"
set g_smoothClients "1"
set g_snap "7"
set g_spawnInvul "3"
set g_spectator "0"
set g_spectatorInactivity "0"
set g_speed "320"
set g_teamDamageMinHits "6"
set g_teamDamageRestriction "0"
set g_truePing "1"
set g_voiceChatsAllowed "4"
set g_vulnerableWeapons "0"
set g_warmup "60"
set g_watermarkFadeAfter "60"
set g_watermarkFadeTime "60"
set g_weapons "1510"
set g_wolfrof "0"
set g_xpCap "0"
set g_xpMax "0"
set g_xpSave "1"
set g_xpSaveTimeout "1h"

set g_dropMsg "If you must, visit www.myserver.net to post a protest."
```

# Chapter 6. Operation

Jaymod supplies a **serverctl** script which is used to control the game server process on Linux. While you could create your own script to manage your game server, it is recommended you examine the launch command and signal usage in order to get a better understanding of officially endorsed methods.

## Signals

Jaymod now has special signal handling routines for Linux. The **serverctl** script makes use of these signals. If you have your own scripts, it is recommended you use the following signals for the appropriate actions.

- |         |   |
|---------|---|
| sighup  | Queues a graceful shutdown sequence composed of { killserver, quit } server commands. |
| sigterm | Queues a graceful shutdown sequence composed of { killserver, quit } server commands. |
| sigusr1 | Queues a graceful database reload composed of { !readconfig } server commands.        |

## Startup

Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status  
[etserver]$ ./serverctl start  
[etserver]$ ./serverctl status
```

## Shutdown

Shutdown server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status  
[etserver]$ ./serverctl stop  
[etserver]$ ./serverctl status
```

## Show online status

Check server status. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status
```



## Restart

Restart server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status  
[etserver]$ ./serverctl restart  
[etserver]$ ./serverctl status
```

## Reload database

Reload database files. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl reload
```

# Chapter 7. Database System

As of Jaymod 2.1.0 a new text-based database file structure has been created. Replacing the old data files are new `.db` files. These files, when possible, store information in human-readable ASCII format.



## Important

All `.db` files are loaded into memory at game-init (map begin) time, and subsequently saved out to disk (overwriting the files) at game-shutdown (map end) time. This means any *manual* edits made to the database files will be lost at game-shutdown time. The best practice for *manual* edits (eg: adding levels to `level.db` file) is to first shutdown the server before editing database files.

The following table describes the new locations for old data.

**Table 7.1. Data Transition**

pre-2.1.0	2.1.0	DATA DESCRIPTION
shrubbot.cfg	level.db	access levels
shrubbot.cfg	user.db	admin and bans
xpbackup.dat	user.db	saved xp
recspree.dat	map.db	top killing sprees
seendb.dat	user.db	admin and bans

`level.db` Stores access levels available for promoting users to higher levels of access. Data maintenance on this file is done manually with a text editor. ET color codes are supported. The following sample shows a default `level=0` record and a manually edited `level=1` record with full access.

**Figure 7.1. level.db Sample**

```
level = 0
flags = ACXahiu
name = default
greetingtext =
greetingaudio =

level = 1
flags = *
name = ^3god
greetingtext =
greetingaudio =
```

`user.db` Stores user related information. Most data maintenance on this file can be done in-game, however some things such as `greetingtext` must manually be edited. You cannot edit `xpSkills`. The following sample shows a typical user with `authLevel=0` which corresponds to the `level=0` record in `level.db`.

**Figure 7.2. user.db Sample**

```
guid = 9b830ff2b957a1c6bf28fce9e7a765e9
timestamp = 1168172721 # Sun Jan 7 07:25:21 2007
ip = 127.0.0.1
mac = f4:e5:d6:cc:b8:a9
name = Mr.Mxyzptlk
namex = ^oMr.^xMxyzptlk
authLevel = 0
authFlags =
greetingtext =
greetingaudio =
xpSkills = UyHf9+YAoWDqH5c+RsnNn/7eaxFnn3lKPgyLHdOsgjs=
```

look	K	look a team so players cannot join it
lol	x	rain grenades from the sky
lsplayers	i	show all player names with extended information
mute	m	disable voice, chat and admin commands for a specific player
news	W	play standard mission radio message included with stock maps
nextmap	n	load next map in rotation
orient	d	restore standard view and controls for a specific player
pants	z	strip the pants from a specific player
panzerwar	M	enable panzer-war mode
pause	Z	pause the game
pip	z	draw stars/glitter-effects around all players heads
pop	z	knock off helmets from all players
putteam	p	place a specific player on a specific team
readconfig	G	reload/remerge server database files into RAM
rename	N	change the name of a specific player
reset	r	restart a map and also reset XP to what it was when the match began
resetmyxp	X	reset your own XP to zero
resetxp	R	reset the XP of a specific player to zero
restart	r	restart a map and keep XP gained since the match began
revive	v	revive yourself or a specific player
seen	E	show the last time a specific player was seen on the server
setlevel	s	change the admin level for a specific player
shake	H	shake a specific player's screen
showbans	B	show the current list of banned players
shuffle	S	mix teams up so they are more fair
slap	l (lowercase-L)	punish a naughty player
smite	U	burn a naughty player
sniperwar	M	enable sniper war
spec	e	instantly spectate a specific player
spec999	P	place all players with 999 ping into spectator mode
splat	l (lowercase-L)	crush a specific player into oblivion
splata	L	crush all players into oblivion
status	_ (underscore)	show various bits of internal information relating to server resources and operation
swap	w	place all players on opposite teams
throw	l (lowercase-L)	throw a specific player straight ahead
throwa	L	throw all players straight ahead
time	C	show the current server local time
unban	b	lift a previously banned player
unlock	K	unlock a team so players can join it again
unmute	m	enable voice, chat and admin commands for a specific player
unpause	z	unpause the game
uptime	u	show the elapsed time since server came online

**Table 7.2. Command Authorization Flags**

**Table 7.3. Abilities Authorization Flags**

FLAG	DESCRIPTION
1	cannot be kicked, vote-muted, dropped for inactivity or complained against
2	cannot be censored or flood protected
3	can run commands silently from console (/!command)
4	can see all team, fireteam and PM chat as spectator
5	can switch to any team regardless of balance
6	does not need to specify a reason for kick/ban
7	can call a vote anytime (even if disabled)
8	does not need to specify the duration of a ban (permanent ban)
9	can run commands from team or fireteam chat

# Chapter 8. XP-save System

## Operation

XP-save is controlled using cvars and are effective immediately upon changing the value. In order for XP-save to function, [g\\_shrubbot\(cvar\)](#) must be enabled.

**Table 8.1. XP-save Operation**

CVAR	DESCRIPTION
<a href="#">g_xpCap(cvar)</a>	set XP-limit action
<a href="#">g_xpMax(cvar)</a>	set XP-limit amount
<a href="#">g_xpSave(cvar)</a>	enable/disable XP-save feature
<a href="#">g_xpSaveTimeout(cvar)</a>	set XP-save timeout

# Chapter 9. Hitmode System

## Introduction

The hitmode system is responsible for detecting bullet-hits on players. You might also know it as a *hitbox* system. As of Jaymod 2.1.0, an entirely new hitmode architecture has been implemented. I would like to acknowledge that we continue to use contributed code from Zinx Verituse for server-side player-animation tracking.

A great deal of care, thought and testing went into this system as we feel it is one of the most important aspects of gameplay. I hope you enjoy!

—Mr.Mxyzptlk, January 2007.

## Highlights

antilag	Antilag has been completely overhauled and integrated allowing for <b>all</b> bullet-fire weapons to benefit. Prior to this, mounted weapons such as Browning and MG42 did not benefit from antilag.
multiple modes	The new architecture allows for Jaymod to support multiple hitmodes in a single release and leave it up to the server to decide which mode is best for them. As such, we have implemented backwards-compatible modes offering boxes which you are accustomed to, while at the same time permitted us to address some old weaknesses and to also offer newer, more advanced modes.
efficiency	More hitmode and more sophistication usually results in a performance penalty. This is not the case with the new architecture. We use a hierarchical system to cull as many unneeded hit-checks as possible, while also no longer requiring temporary entities from the game engine. The net savings are very significant, resulting in more pound-for-pound CPU relief in typical gameplay, even when comparing a standing-up player with 7-boxes each in <i>real</i> mode, to 2-boxes each in pre-2.1.0 mode.
visual debugging	Visual and data debugging support has been added which allows for testing and comparisons between different hitmodes during actual gameplay. Some of these are also useful for server admins and players seeking to learn and compare the new modes available, and we've decided to keep visual debugging enabled in releases so admins are free to experiment.

## Operation

Hitboxes are controlled using cvars and are effective immediately upon changing the value.

**Table 9.1. Hitmode Operation**

<b>CVAR</b>	<b>DESCRIPTION</b>
<a href="#">g_hitmode(cvar)</a>	set active hitmode
<a href="#">g_hitmodeAntilag(cvar)</a>	set antilag history in milliseconds
<a href="#">g_hitmodeAntilagLerp(cvar)</a>	enable/disable antilag lerping
<a href="#">g_hitmodeDebug(cvar)</a>	set bitflags for hitmode debugging
<a href="#">g_hitmodeFat(cvar)</a>	set increased torso-box size in inches
<a href="#">g_hitmodeGhosting(cvar)</a>	set lifetime of hit ghosting in milliseconds
<a href="#">g_hitmodeReference(cvar)</a>	set reference hitmode for comparison
<a href="#">g_hitmodeZone(cvar)</a>	set zone for debugging



## Chapter 10. ETPro mapscripting

Jaymod supports ETPro's extended mapscripting.

The extended mapscripts offered by ETPro add new functions for new spawn points, map bugfixes, and many other possibilities. Documentation for these scripts is available at ETPro's website <http://etpro.anime.net>.

To enable use of these scripts, set `g_mapScriptDirectory(cvar)` appropriately.

# Chapter 11. Omni-bot

Jaymod natively supports the Omni-bot product. This product enables servers to set up computer controlled bots with relative ease. There is nothing that you have to set up within Jaymod's configuration to use them. There is, however, some setup that needs to be done with the Omni-bot installation.

To get Omni-bot for your server, visit <http://www.omni-bot.com>. There, you will find downloads for the files needed to get running, and installation and configuration documentation.

It is imperative that you match the Omni-bot version exactly that which Jaymod supports. Jaymod 2.1.5 supports Omni-bot 0.65, and for all other versions please consult the appropriate documentation.

## Native Library Search Path

Omni-bot can be installed in a variety of ways on your server. Because different people have different needs, a list of directories is searched and the first one which has a native library for your platform is used. Note that any duplicate directories are searched only once. The following is the standard search path, in order of preference, for Omni-bot native libraries:

1. optional directory specified via CVAR `g_OmniBotPath`.
2. omni-bot sub-directory relative to server process current directory.
3. optional omni-bot sub-directory of `fs_basepath`, if specified.
4. optional omni-bot sub-directory of `fs_homepath`, if specified.
5. omni-bot sub-dir relative to { `$HOME` (for Linux) or `%Program Files%` (for Windows) } environment variables of the server process.
6. default mechanism for server platform's native library loader.

Example search path for a typical *Linux* server with `g_OmniBotPath=/somewhere/omni-bot`:

1. `/somewhere/omni-bot/`
2. `./omni-bot/`
3. `/usr/local/games/enemy-territory/omni-bot/`
4. `/home/etserver/omni-bot/`
5. `<SYSTEM-LOADER>`

Example search path for a typical *Windows* server with `g_OmniBotPath=Z:\Somewhere\Omni-bot`:

1. `Z:\Somewhere\Omni-bot\`
2. `.\omni-bot\`
3. `C:\Program Files\Wolfenstein - Enemy Territory\Omni-Bot\`
4. `C:\Program Files\Omni-bot\`

5. <SYSTEM-LOADER>

## See Also

[omnibot\\_enable\(cvar\)](#)

## Chapter 12. CVAR Reference

DRAFT

## Name

`dedicated` — set server mode

## Synopsis

`dedicated` [*mode*]

**Table 12.1. `dedicated` Modes**

MODE	DESCRIPTION
0	mixed client/server
1	dedicated LAN (do not register with browselists)
2	dedicated Internet (register with browselists)

## Default

`dedicated 0`

## Description

**`dedicated`** sets the server mode.

## See Also

[sv\\_hostname\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master4\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`g_alliedmaxlives` — sets maximum number of lives for Allied players

## Synopsis

```
g_alliedmaxlives [num]
```

## Default

```
g_alliedmaxlives 0
```

## Description

**g\_alliedmaxlives** sets maximum number of lives for Allied players. Setting num to 0 disables max lives enforcement and allows unlimited lives.



### Note

This cvar is superceded by [g\\_maxlives\(cvar\)](#).

## See Also

[g\\_axismaxlives\(cvar\)](#), [g\\_maxlives\(cvar\)](#)

## Name

`g_altStopwatchMode` — enable/disable alternative stopwatch gametype

## Synopsis

`g_altStopwatchMode` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_altStopwatchMode` 0

## Description

**g\_altStopwatchMode** enables or disables alternative stopwatch gametype. When enabled causes players to swap teams after each game.

## See Also

[g\\_gametype\(cvar\)](#)

## Name

`g_ammoRechargeTime` — set time interval between ammo-pack cabinet respawns

## Synopsis

`g_ammoRechargeTime` [*interval*]

## Default

`g_ammoRechargeTime` 60000

## Description

**`g_ammoRechargeTime`** sets the time interval in milliseconds between ammo-pack cabinet respawns.



## Name

`g_antiwarp` — enable/set bitflags for antiwarp functionality

## Synopsis

`g_antiwarp` [*flags*]

**Table 12.2. `g_antiwarp` Flags**

FLAG	DESCRIPTION
1	enable antiwarp functionality
32	log player's warping to their desktop

## Default

`g_antiwarp` 1

## Description

**`g_antiwarp`** enable/sets bitflags for antiwarp functionality.

Warping occurs when the server receives several new commands for a player in a very short period of time. This happens because packets from the player were lost or never sent. The player will appear to cross a great distance in a very short period of time, making them hard to hit and possibly allowing them to avoid landmine damage.

The antiwarp system delays commands when they are received too quickly. Thus, when a player sends 700ms worth of commands in 50ms, the commands will be spread out over 700ms, causing the player to move smoothly to other players. This affects the player who sent the commands too quickly only by increasing their ping, and will not keep increasing ping endlessly - at maximum, the added ping is the highest ping the player is actually getting. If temporary network issues cause ping to increase beyond a sensible number, the player can stand still for a moment and their ping will normalize.

The net effect is that players with unreliable or congested upstream will not benefit from their situation; rather they (in a sense) are penalized for it, while all the other players on the server are not.



### Caution

Flags enabling extra debug/logging can be extremely network-expensive and should not be used for normal gameplay.



### Note

Contributed to Jaymod by Zinx Verituse, June 2007.

## Name

`g_autoFireteams` — enables/disables automatic fireteam placement

## Synopsis

`g_autoFireteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_autoFireteams` 0

## Description

**`g_autoFireteams`** enables or disables automatic fireteam placement.

## Name

`g_axismaxlives` — sets maximum number of lives for Axis players

## Synopsis

`g_axismaxlives` *[num]*

## Default

`g_axismaxlives` 0

## Description

**g\_axismaxlives** sets maximum number of lives for Axis players. Setting num to 0 disables max lives enforcement and allows unlimited lives.



### Note

This cvar is superceded by [g\\_maxlives\(cvar\)](#).

## See Also

[g\\_alliedmaxlives\(cvar\)](#), [g\\_maxlives\(cvar\)](#)

## Name

`g_bannerLocation` — set banner location

## Synopsis

`g_bannerLocation` [*mode*]

**Table 12.3. `g_bannerLocation` Modes**

MODE	DESCRIPTION
0	chat area
1	left side of screen
2	center of screen
3	console only
4	top-center of screen

## Default

`g_bannerLocation` 0

## Description

`g_bannerLocation` sets the location used to display banners on client screens.

## See Also

[g\\_banners\(cvar\)](#), [g\\_bannerTime\(cvar\)](#)

## Name

`g_banners` — set number of banners to display

## Synopsis

`g_banners` [*num*]

## Default

`g_banners` 0

## Description

**g\_banners** sets the number of banners to display. A value of 0 disables displaying of any banners. A positive value will require corresponding **g\_banner{1..*num*}** variables to be defined. For example, if *num* is 3 then the following is applicable:

```
set g_banner1 "Message text 1."
set g_banner2 "Message text 2."
set g_banner3 "Message text 3."
```

## See Also

[g\\_bannerLocation\(cvar\)](#), [g\\_bannerTime\(cvar\)](#)

## Name

`g_bannerTime` — set the duration of display for each banner

## Synopsis

`g_bannerTime` [*duration*]

## Default

`g_bannerTime` 5

## Description

**`g_bannerTime`** sets the *duration* of display for each banner in seconds. The minimum value is 5 seconds.

## See Also

[g\\_banners\(cvar\)](#), [g\\_bannerLocation\(cvar\)](#)

## Name

`g_bluelimbotime` — the amount of time between Allied team respawns

## Synopsis

```
g_bluelimbotime [interval]
```

## Default

```
g_bluelimbotime 30000
```

## Description

**g\_bluelimbotime** specifies the time interval in milliseconds between Allied respawns. This cvar is used for the actual calculations in-game and is latched, meaning it cannot be changed during a match. Mapscripts set this cvar, and the [g\\_userAlliedRespawnTime\(cvar\)](#) cvar overrides this as well. Consequently, [g\\_userAlliedRespawnTime\(cvar\)](#) should be used to set custom spawn times, and this cvar should not be used at all.

## See Also

[g\\_userAlliedRespawnTime\(cvar\)](#), [g\\_userAxisRespawnTime\(cvar\)](#) [g\\_redlimbotime\(cvar\)](#),

## Name

`g_bulletmodeDebug` — set bitflags for bulletmode debugging

## Synopsis

`g_bulletmodeDebug` [*flags*]

**Table 12.4. `g_bulletmodeDebug` Flags**

FLAG	DESCRIPTION
1	visually render (draw) bullet-path
2	visually render (draw) reference bullet-path
16	log lifecycle (construct/destruct/alloc/free) to client console
256	log bullet-fire text to client console

## Default

`g_bulletmodeDebug` 0

## Description

`g_bulletmodeDebug` sets bitflags for bulletmode debugging. These are expert *debugging* aids provided for the benefit of people who are interested in learning more detail about bullet path and is certainly not meant to be enabled during real gameplay.



### Caution

Bulletmode visuals are expensive. Each rendered bullet-path consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of players with high rates of shots and long trails may lead to entity exhaustion.

Flags enabling client console logging can easily cause ET limitations to be exceeded, resulting in dropped client connections. In other words, do not fire off rapid rounds while this kind of debugging is active.



### Tip

Use [status\(1\)](#) to monitor game entities.

## See Also

[g\\_bulletmode\(cvar\)](#), [g\\_bulletmodeReference\(cvar\)](#), [g\\_bulletmodeTrail\(cvar\)](#)



## Name

`g_bulletmodeReference` — set reference bulletmode for comparison

## Synopsis

`g_bulletmodeReference [mode]`

**Table 12.5. `g_bulletmodeReference` Modes**

MODE	NAME	DESCRIPTION
1	entity	Bullet start-point is center of player entity. This is a useful comparison feature only, and should never be used for real gameplay.
2	etmain	Baseline (stock) ET behavior. Bullet start-point is consistent with players' viewpoint.
3	muzzle	Bullet start-point is from muzzle of weapon. This mode is not recommended and is highly experimental. Current testing shows that it suffers from <i>sighting</i> problems.

## Default

`g_bulletmodeReference 1`

## Description

**`g_bulletmodeReference`** sets the reference bulletmode to render for comparison. This feature has no effect unless the corresponding [`g\_bulletmodeDebug\(cvar\)`](#) flag is on.

## See Also

[`g\_bulletmode\(cvar\)`](#), [`g\_bulletmodeDebug\(cvar\)`](#), [`g\_bulletmodeTrail\(cvar\)`](#)

## Name

`g_bulletmodeTrail` — set maximum number of bullet trails to render

## Synopsis

`g_bulletmodeTrail [0..25]`

## Default

`g_bulletmodeTrail 0`

## Description

**`g_bulletmodeTrail`** sets the maximum number of bullet trails to render. A bullet trail is a visual debugging aid which shows the path of a bullet.

## See Also

[g\\_bulletmode\(cvar\)](#), [g\\_bulletmodeDebug\(cvar\)](#), [g\\_bulletmodeReference\(cvar\)](#)

## Name

`g_bulletmode` — set active bulletmode

## Synopsis

`g_bulletmode [mode]`

**Table 12.6. `g_bulletmode` Modes**

MODE	NAME	DESCRIPTION
0	auto	Automatically selects recommended mode.
1	entity	Bullet start-point is center of player entity. This is a useful comparison feature only, and should never be used for real gameplay.
2	etmain	Baseline (stock) ET behavior. Bullet start-point is consistent with players' viewpoint.
3	muzzle	Bullet start-point is from muzzle of weapon. This mode is not recommended and is highly experimental. Current testing shows that it suffers from <i>sighting</i> problems.

## Default

`g_bulletmode 0`

## Description

**`g_bulletmode`** sets the active bulletmode which controls the specific starting and ending points for bullet path.

## See Also

[g\\_bulletmodeDebug\(cvar\)](#), [g\\_bulletmodeReference\(cvar\)](#), [g\\_bulletmodeTrail\(cvar\)](#)

## Name

`g_campaignFile` — set campaign filename

## Synopsis

```
g_campaignFile [filename]
```

## Default

```
g_campaignFile ""
```

## Description

**g\_campaignFile** sets the explicit campaign filename to use. Usually ET will force a client to download any file on the server (either in the mod directory or etmain) which contains a `.campaign` file. If you want to change this behavior, you can *filename* to the specific campaign desired. Note that you must set this to the file's name, not the pk3's name.

## Name

`g_censorPenalty` — set bitflags for censorship penalties

## Synopsis

`g_censorPenalty` [*flags*]

**Table 12.7. `g_censorPenalty` Flags**

FLAG	DESCRIPTION
1	kill and gib
4	kill but do not gib
8	auto-mute

## Default

`g_censorPenalty` 0

## Description

`g_censorPenalty` sets bitflags for censorship penalties.



### Note

Flags 1 and 4 are mutually exclusive.

## See Also

[g\\_censor\(cvar\)](#)

## Name

`g_censor` — enable/disable word-censor feature

## Synopsis

`g_censor` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_censor` 0

## Description

**g\_censor** enables or disables word-censor functionality. When enabled, the server will censor game chat words matching those found in `censor.db`.

## See Also

[g\\_censorPenalty\(cvar\)](#)

## Name

`g_classChange` — enables/disables friendly corpse class tealing

## Synopsis

`g_classChange` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_classChange` 0

## Description

**`g_classChange`** enables or disables friendly corpse class stealing. When enabled this allows a player to take the uniform, class and weapons of a dead teammate.

## Name

`g_complaintlimit` — sets the maximum number of complaints a player can receive per map

## Synopsis

```
g_complaintlimit num
```

## Default

```
g_complaintlimit 6
```

## Description

**g\_complaintlimit** sets the maximum number of complaints a player can receive per map. The counter for each player is reset when a map begins. Setting *num* to 0 disables complaints kicking.



## Name

`g_covertopsChargeTime` — set amount of time for Covert-Ops to recharge

## Synopsis

`g_covertopsChargeTime` [*duration*]

## Default

`g_covertopsChargeTime` 30000

## Description

**`g_covertopsChargeTime`** sets the amount of time in milliseconds it takes for Covert-Ops to recharge.

## Name

`g_covertops` — set bitflags for Covert-Ops behavior

## Synopsis

`g_covertops` [*flags*]

**Table 12.8. `g_covertops` Flags**

FLAG	DESCRIPTION
1	keep disguise when class-switching
2	keep disguise when throwing med packs and reviving
4	keep disguise when throwing ammo packs
8	keep disguise when laying mines or using pliers
16	enable stealing uniform from a live player from behind
32	enable disguised enemy name drawing when close-up

## Default

`g_covertops` 0

## Description

`g_covertops` sets bitflags for Covert-Ops behavior.

## Name

`g_damagexp` — enables XP for weapons damage awarded based on damage inflicted

## Synopsis

`g_damagexp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_damagexp` 0

## Description

**g\_damagexp** enables XP for weapons damage awarded based on damage inflicted. The default (disabled) mode is to award XP in a lump-sum at the time of a kill. When enabled, XP is awarded on a pro rata basis of 1 XP per 50 points damage (or essentially 0.02 XP per 1 point damage. This helps avoid cases where one player will inflict most of the damage on a target player and another player from the same team gets the final killing shot on the target player, gaining all of the XP.

## Name

`g_debugAlloc` — enables debugging of the game's server stack

## Synopsis

`g_debugAlloc` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_debugAlloc 0`

## Description

**`g_debugAlloc`** enables debugging of the game's server stack. This should not be enabled except by those who need the information and know what they are doing.

## Name

`g_debugConstruct` — enables a smaller charge penalty for constructing

## Synopsis

`g_debugConstruct` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_debugConstruct` 0

## Description

**`g_debugConstruct`** enables a smaller charge penalty for constructing. This cvar is cheat protected, and should only be used for testing purposes, such as testing maps.

## Name

`g_debugDamage` — enables debug information for inflicted damage

## Synopsis

`g_debugDamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_debugDamage` 0

## Description

**`g_debugDamage`** enables debug information for inflicted damage. This cvar is cheat protected and should only be used by developers.

## Name

`g_debugMove` — enables debug information for player movement

## Synopsis

`g_debugMove` [*num*]

## Default

`g_debugMove` 0

## Description

**`g_debugMove`** enables debug information for player movement. This cvar should only be used by developers. Setting *num* to 0 disables debug (default), 1 enables most debug output, and 2 or higher enables debug for sliding and moving.

## Name

`g_debugSkills` — enables debugging of the skills system

## Synopsis

`g_debugSkills` *[num]*

## Default

`g_debugSkills` 0

## Description

**`g_debugSkills`** enables debugging of the skills system. This cvar should only be used by developers. Setting *num* to 0 disables debugging, 1 enables debug output to console, and 2 also logs debug to disk.



## Name

`g_defaultSkills` — default skill loadout for connecting players

## Synopsis

```
g_defaultSkills " [battle sense] [engineer] [medic] [field ops] [light weapons]  
[heavy weapons] [covert ops]"
```

## Default

```
g_defaultSkills ""
```

## Description

**g\_defaultSkills** defines the default skill levels for each skill class a player will start at on connection to the server. Players that are already on the server will get these defaults applied on map changes if their current level for each individual class is less than the default specified. If the number of arguments does not total 7, or the cvar is empty, the cvar will default to 0 for all skill classes. You may specify 0 to 5 for each skill class.

## Name

`g_disableComplaints` — disables fiendly death complaints for certain weapons

## Synopsis

`g_disableComplaints` [*flags*]

**Table 12.9. `g_disableComplaints` Flags**

FLAG	DESCRIPTION
1	friendly landmine death complaints are disabled
2	friendly airstrike/artillery death complaints are disabled
4	friendly mortar death complaints are disabled

## Default

`g_disableComplaints` 0

## Description

`g_disableComplaints` disables fiendly death complaints for certain weapons.

## Name

`g_doWarmup` — enable/disable warmup period before match begins

## Synopsis

`g_doWarmup` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_doWarmup` 0

## Description

`g_doWarmup` enables or disables warmup period before match begins.

## See Also

[g\\_warmup\(cvar\)](#)

## Name

`g_dragCorpse` — enables corpse dragging

## Synopsis

`g_dragCorpse` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_dragCorpse` 0

## Description

`g_dragCorpse` enables corpse dragging.

## Name

`g_dropAmmo` — enables ammo crate drops on field ops death

## Synopsis

`g_dropAmmo [num]`

## Default

`g_dropAmmo 0`

## Description

**g\_dropAmmo** enables ammo crate drops on field ops death. Setting *num* to 0 disables the feature, while anything greater than 0 is the number of ammo crates to drop when a field ops dies.



### Caution

Ammo crate drops are expensive. Each crate consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of field ops in conjunction with this cvar set to a high number may lead to entity exhaustion.



### Tip

Use [status\(1\)](#) to monitor game entities.

## Name

`g_dropHealth` — enables heath pack drops on medic death

## Synopsis

`g_dropHealth [num]`

## Default

`g_dropHealth 0`

## Description

**g\_dropHealth** enables health pack drops on medic death. Setting *num* to 0 disables the feature, while anything greater than 0 is the number of heath packs to drop when a medic dies.



### Caution

Health pack drops are expensive. Each pack consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of medics in conjunction with this cvar set to a high number may lead to entity exhaustion.



### Tip

Use [status\(1\)](#) to monitor game entities.

## Name

`g_dropMsg` — sets a custom message on client disconnects resulting from kicks or bans

## Synopsis

`g_dropMsg` [*message*]

## Default

`g_dropMsg` ""

## Description

**g\_dropMsg** sets a custom message on client disconnects resulting from kicks or bans. If this cvar has anything set, it will be appended to the message displayed to the client once they are kicked or banned.

## Name

`g_dynamiteTime` — sets the timer for dynamite in seconds

## Synopsis

`g_dynamiteTime` [*num*]

## Default

`g_dynamiteTime` 30

## Description

**`g_dynamiteTime`** sets the timer for dynamite in seconds.



## Name

`g_enforcemaxlives` — enables player tracking to enforce max lives between connects

## Synopsis

`g_enforcemaxlives` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_enforcemaxlives` 0

## Description

**`g_enforcemaxlives`** enables player tracking to enforce max lives between connects. If a player disconnects and then reconnects to attempt to gain more lives, the server will kick them for the duration of the map.

## Name

`g_engineerChargeTime` — set amount of time for Engineer to recharge

## Synopsis

`g_engineerChargeTime` [*duration*]

## Default

`g_engineerChargeTime` 30000

## Description

**`g_engineerChargeTime`** sets the amount of time in milliseconds it takes for Engineer to recharge.

## Name

`g_engineers` — set bitflags for Engineer behavior

## Synopsis

`g_engineers` [*flags*]

**Table 12.10. `g_engineers` Flags**

FLAG	DESCRIPTION
1	friendly landmines are not tripped by own team
2	friendly dynamite cannot be disarmed by own team
4	enable shared construction XP

## Default

`g_engineers` 0

## Description

`g_engineers` set bitflags for Engineer behavior.

## Name

`g_fastres` — enables fast player revives

## Synopsis

`g_fastres` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_fastres` 0

## Description

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

## Name

`g_fear` — awards a kill to on attacker if their victim suicides

## Synopsis

`g_fear [time]`

## Default

`g_fear 0`

## Description

**g\_fear** awards a kill to on attacker if their victim suicides during the specified time period. *Time* is in milliseconds, and anything above 0 enables this feature. If the time between the time an attacker hits a victim and the time the victim suicides is less than the time specified by **g\_fear**, a kill is awarded to that attacker.

## Name

`g_filterBan` — filters players joining the server

## Synopsis

`g_filterBan [mode]`

**Table 12.11. `g_filterBan` modes**

MODE	DESCRIPTION
0	only players in the filter list are allowed to join
1	players in the filter list are not allowed to join

## Default

`g_filterBan 1`

## Description

`g_filterBan` filters players joining the server.

## Name

`g_filtercams` — removes players from camera views

## Synopsis

`g_filtercams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_filtercams` 0

## Description

**`g_filtercams`** removes players from camera views. An example is the camera of the objectives in the limbo screen.

## Name

`g_forcerespawn` — forces a player to go into limbo after a specified amount of time

## Synopsis

```
g_forcerespawn [time]
```

## Default

```
g_forcerespawn 0
```

## Description

**g\_forcerespawn** forces a player to go into limbo after a specified amount of time. *time* is in seconds. *time* of 0 disables the feature, while anything above forces a player into limbo to respawn after the specified amount of time has passed.



## Name

`g_friendlyFire` — enables friendly fire damage

## Synopsis

`g_friendlyFire [mode]`

**Table 12.12. `g_friendlyFire` modes**

MODE	DESCRIPTION
0	disables friendly fire
1	enables friendly fire
2	enables friendly fire and reflectable friendly fire damage

## Default

`g_friendlyFire 1`

## Description

**`g_friendlyFire`** enables friendly fire damage. Reflectable friendly fire damage returns a specified percentage of friendly fire damage to the attacker.

## See Also

[`g\_reflectFriendlyFire\(cvar\)`](#)

## Name

`g_gametype` — set general mode of gameplay

## Synopsis

`g_gametype` [*mode*]

**Table 12.13. `g_gametype` Modes**

MODE	DESCRIPTION
2	objective
3	stopwatch
4	campaign
5	last-man-standing

## Default

`g_gametype` 4

## Description

`g_gametype` sets the general mode of gameplay.

## See Also

[g\\_altStopwatchMode\(cvar\)](#), [g\\_lms\\_followTeamOnly\(cvar\)](#), [g\\_lms\\_lockTeams\(cvar\)](#),  
[g\\_lms\\_matchlimit\(cvar\)](#), [g\\_lms\\_roundlimit\(cvar\)](#), [g\\_lms\\_teamForceBalance\(cvar\)](#)

## Name

`g_glow` — makes all players emit a colored glow

## Synopsis

`g_glow` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_glow 0`

## Description

**g\_glow** makes all players emit a colored glow. The preferred method to use this feature is with the `!glow` command.

## Name

`g_goomba` — enables damage from above

## Synopsis

`g_goomba` [*factor*]

## Default

`g_goomba` 0

## Description

**g\_goomba** enables damage from above (think Super Mario Bros). If a falling player lands on another player, the victim will receive damage and break the fall of the falling player. *factor* is the multiplier of damage the victim will receive from the falling player's falling damage. For example, if a falling player would have received 20 damage on landing on the ground, and *factor* is 4, the victim will receive 100 points damage. *factor* of 0 disables this feature.

## Name

`g_gravity` — sets the amount of gravity

## Synopsis

`g_gravity` *[num]*

## Default

`g_gravity` 800

## Description

**g\_gravity** sets the amount of gravity in the world. This cvar is automatically set by the game at the beginning of the match to 800.

## Name

`g_headshot` — set bitflags for headshot behavior

## Synopsis

`g_headshot` [*flags*]

**Table 12.14. `g_headshot` Flags**

FLAG	DESCRIPTION
1	only headshots do damage
2	headshots do an instant kill

## Default

`g_headshot` 0

## Description

`g_headshot` sets bitflags for headshot behavior. A value of 0 disables this functionality.

## Name

`g_healthRechargeTime` — set time interval between ammo-pack cabinet respawns

## Synopsis

```
g_healthRechargeTime [interval]
```

## Default

```
g_healthRechargeTime 10000
```

## Description

**`g_healthRechargeTime`** sets the time interval in milliseconds between health-pack cabinet respawns.

## Name

`g_heavyWeaponRestriction` — sets a limit of heavy weapons that can be used at once per team

## Synopsis

```
g_heavyWeaponRestriction [percent]
```

## Default

```
g_heavyWeaponRestriction 100
```

## Description

**g\_heavyWeaponRestriction** sets a limit of heavy weapons that can be used at once per team based on the number of players on the team. For each type of heavy weapon, a team can have only the specified percentage of the team's total players using that weapon.



## Name

`g_hitmodeAntilagLerp` — enable/disable antilag lerping

## Synopsis

`g_hitmodeAntilagLerp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_hitmodeAntilagLerp` 1

## Description

`g_hitmodeAntilagLerp` enables or disables the use of LERP during backwards-reconciliation.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeAntilag` — set maximum amount of antilag in milliseconds

## Synopsis

`g_hitmodeAntilag` [0..1500]

## Default

`g_hitmodeAntilag` 800

## Description

**`g_hitmodeAntilag`** sets the maximum amount of antilag in milliseconds which the server uses for backwards-reconciliation. A value of 0 will disable antilag.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeDebug` — set bitflags for hitmode debugging

## Synopsis

`g_hitmodeDebug` [*flags*]

**Table 12.15. `g_hitmodeDebug` Flags**

FLAG	DESCRIPTION
1	visually render (draw) active boxes
2	visually render (draw) reference boxes
4	visually render (draw) world-collision-box
16	log lifecycle (construct/destruct/alloc/free) to client console
32	log snapshot use to client console
64	log state changes for state-driven models to client console
256	log ray text to client console
512	log zone text to client console

## Default

`g_hitmodeDebug` 0

## Description

**`g_hitmodeDebug`** sets bitflags for hitmode debugging. These are expert *debugging* aids provided for the benefit of people who are interested in learning more detail about boxes, sizes, and how they react to player movements, and is certainly not meant to be enabled during real gameplay.



### Caution

Hitmode visuals are expensive. Each rendered box consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of players with high rates of hits and long lifetimes may lead to entity exhaustion.

Flags enabling client console logging can easily cause ET limitations to be exceeded, resulting in dropped client connections. In other words, do not create rapid hits while this kind of debugging is active.



### Tip

Use [status\(1\)](#) to monitor game entities.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeFat` — set increased torso-box size in inches

## Synopsis

`g_hitmodeFat` [-10..10]

## Default

`g_hitmodeFat` 0

## Description

`g_hitmodeFat` sets increased torso-box size in inches. Negative values will attempt to reduce size.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeGhosting` — set lifetime of hit ghosting in milliseconds

## Synopsis

`g_hitmodeGhosting [0..30000]`

## Default

`g_hitmodeGhosting 0`

## Description

**`g_hitmodeGhosting`** sets lifetime of hit ghosting in milliseconds. A value of 0 will disable ghosting. This is a visual-debugging technique which takes a visual snapshot of a player's boxes when hit. The boxes are drawn (frozen) in place until the duration has expired. The box which has scored a hit is rendered in a different color.



### Caution

Hitbox visuals are not free. Each rendered box consumes a game-engine entity which is limited. If you are not careful, high numbers of players with high rates of hits and long lifetimes may lead to entity exhaustion.



### Tip

Use [status\(1\)](#) to monitor game entities.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeReference` — set reference hitmode for comparison

## Synopsis

`g_hitmodeReference` [*mode*]

**Table 12.16. `g_hitmodeReference` Modes**

MODE	NAME	BOX-ES	BRIEF
1	entity	1	torso (body)
2	etmain	3	head, torso, legs
3	basic	3	head, torso, legs
4	standard	3	head, torso, legs
5	advanced	9	head, larm, rarm, lhand, rhand, torso(2), lfoot and rfoot
6	oriented	10	head, larm, rarm, lhand, rhand, torso, lleg, rleg, lfoot and rfoot

## Default

`g_hitmodeReference 1`

## Description

**`g_hitmodeReference`** sets the reference hitmode to render for comparison. This feature has no effect unless the corresponding [g\\_hitmodeDebug\(cvar\)](#) flag is on.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmode` — set active hitmode

## Synopsis

`g_hitmode` [*mode*]

**Table 12.17. `g_hitmode` Modes**

MODE	NAME	BOXES	SUMMARY
0	auto	n/a	automatically selects recommended mode
1	entity	1	body
2	etmain	3	head, torso, feet
3	basic	3	head, torso, feet
4	standard	3	head, torso, feet
5	advanced	9	head, larm, rarm, lhand, rhand, torso(2), lfoot and rfoot
6	oriented	10	head, larm, rarm, lhand, rhand, torso, lleg, rleg, lfoot and rfoot

## Default

`g_hitmode` 0

## Description

**`g_hitmode`** sets the active hitmode which controls how bullet-hits are calculated and scored against player models.

**entity**      Mimics player's word-collision with only a large body box. This is only useful for reference purposes, or servers uninterested in accuracy.



etmain

Baseline (stock) ET behavior composed of { head, torso, feet } boxes. Priority-box scoring in order of { head, feet, torso }. That is to say if a bullet can hit a player's *head*, regardless of whether it travels through another box on the same player such as *torso*, the headshot will be scored. For example, shooting a player on a ladder from below, result in more headshots than you might expect. This behavior is to maintain backwards-compatibility.





basic

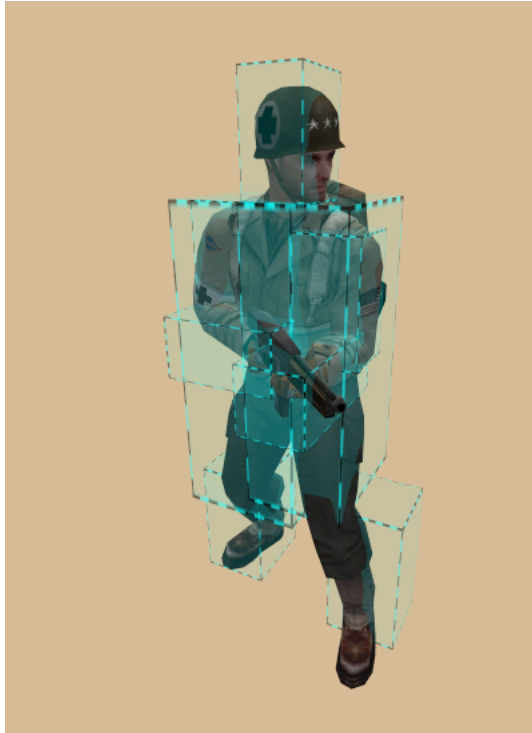
Similar but improved over *etmain* with { crouch, prone, playdead } adjustments for added realism. Uses priority-box scoring in order of { head, feet, torso }. This mode is somewhat similar to that of older ETPub versions.



standard      Similar but improved over *basic* with animation-accurate head-box. Uses priority-box scoring in order of { head, feet, torso }. This mode matches that of Jaymod prior to 2.1.0 version.



advanced      Advanced (realistic), tight behavior with head, left-arm, right-arm, left-hand, right-hand, torso(2), left-foot and right-foot boxes all tracking animation. Uses closest-box scoring, resulting in more difficult headshots when impeded by other boxes.



oriented

Oriented, tight behavior with head, left-arm, right-arm, left-hand, right-hand, torso, left-leg, right-leg, left-foot and right-foot boxes all tracking animation. Uses closest-box scoring, resulting in more difficult headshots when impeded by other boxes. This is the tightest and most discriminating model to date. It is unknown at this time how much CPU this mode will consume on busy servers.



## See Also

[g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), [g\\_hitmodeZone\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_hitmodeZone` — set zone for debugging

## Synopsis

`g_hitmodeZone` [*mode*]

**Table 12.18. `g_hitmodeZone` Modes**

MODE	DESCRIPTION
1	body
2	head
3	left-arm
4	right-arm
5	left-hand
6	right-hand
7	torso
8	left-torso
9	right-torso
10	legs
11	left-leg
12	right-leg
13	left-foot
14	right-foot

## Default

`g_hitmodeZone` 1

## Description

**`g_hitmodeZone`** set zone for debugging. This feature has no effect unless the corresponding [g\\_hitmodeDebug\(cvar\)](#) flag is on.

## See Also

[g\\_hitmode\(cvar\)](#), [g\\_hitmodeAntilag\(cvar\)](#), [g\\_hitmodeAntilagLerp\(cvar\)](#), [g\\_hitmodeDebug\(cvar\)](#), [g\\_hitmodeFat\(cvar\)](#), [g\\_hitmodeGhosting\(cvar\)](#), [g\\_hitmodeReference\(cvar\)](#), Chapter 9, *Hitmode System*

## Name

`g_inactivity` — set player inactivity limit

## Synopsis

```
g_inactivity [limit]
```

## Default

```
g_inactivity 0
```

## Description

**g\_inactivity** sets the limit in seconds of player inactivity permitted before player is automatically kicked. A value of 0 disables this feature.

## See Also

[g\\_spectatorInactivity\(cvar\)](#)

## Name

`g_intermissionReadyPercent` — sets the percentage of 'readied' players needed to end intermission

## Synopsis

```
g_intermissionReadyPercent [percent]
```

## Default

```
g_intermissionReadyPercent 100
```

## Description

**`g_intermissionReadyPercent`** sets the percentage of 'readied' players needed to end intermission. If this percentage isn't reached, intermission will end when the timer expires.

## See Also

[`g\_intermissionTime\(cvar\)`](#)

## Name

`g_intermissionTime` — sets the intermission duration

## Synopsis

`g_intermissionTime` [*period*]

## Default

`g_intermissionTime` 60

## Description

**`g_intermissionTime`** sets the duration in seconds for end-of-match intermission. Intermission may end sooner if the required percentage of players indicate that they are ready.

## See Also

[g\\_intermissionReadyPercent\(cvar\)](#)



## Name

`g_ipcomplaintlimit` — set maximum number of unique complaints allowed for a player

## Synopsis

```
g_ipcomplaintlimit [num]
```

## Default

```
g_ipcomplaintlimit 3
```

## Description

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

## Name

`g_kickTime` — set duration for temporary ban after a kick

## Synopsis

`g_kickTime` [*duration*]

## Default

`g_kickTime` 2

## Description

**`g_kickTime`** sets the duration in seconds for a temporary ban after a player is kicked.

## Name

`g_killingSpree` — set killing spree mode

## Synopsis

`g_killingSpree` [*mode*]

**Table 12.19. g\_killingSpree Modes**

MODE	DESCRIPTION
0	disabled
1	enabled
2	enabled and longest-sprees per map are recorded

## Default

`g_killingSpree` 0

## Description

`g_killingSpree` sets the killing spree mode.

## Name

`g_killSpreeLevels` — set killing spree XP milestones

## Synopsis

```
g_killSpreeLevels "[level1][level2][level3][level4][level5][level6]"
```

## Default

```
g_killSpreeLevels "5 10 15 20 25 30"
```

## Description

**g\_killSpreeLevels** sets the XP milestones at which killing spree levels are triggered. The number of levels is fixed at 6 and all levels must be specified or the setting will be ignored.

## See Also

[g\\_loseSpreeLevels\(cvar\)](#)

## Name

`g_knifeonly` — enable/disable knife-only game mode

## Synopsis

`g_knifeonly` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_knifeonly` 0

## Description

`g_knifeonly` enables or disables knife-only game mode.



### Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.



### Warning

This feature is mutually exclusive to [g\\_knifeonly\(cvar\)](#), and [g\\_sniperWar\(cvar\)](#).

## See Also

[g\\_panzerWar\(cvar\)](#), [g\\_sniperWar\(cvar\)](#)

## Name

`g_knockback` — set knockback effect

## Synopsis

`g_knockback` [*amount*]

## Default

`g_knockback 1000`

## Description

**g\_knockback** sets the primary scalar value used to calculate how far a player is knocked back when receiving damage.

## Name

`g_landminetimeout` — enable/disable landmine cleanup upon owner disconnect

## Synopsis

`g_landminetimeout` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_landminetimeout` 1

## Description

**`g_landminetimeout`** enables or disables landmine cleanup when the player who planted them disconnects from server.

## Name

`g_levels_battlesense` — graduated levels of battlesense XP

## Synopsis

```
g_levels_battlesense "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_battlesense ""
```

```
g_levels_battlesense "20 50 90 140 200"
```

## Description

**g\_levels\_battlesense** defines the graduated levels of battlesense XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: "20 50 90 140 200".

## See Also

[g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_engineer\(cvar\)](#), [g\\_levels\\_fieldops\(cvar\)](#),  
[g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)



## Name

`g_levels_covertops` — graduated levels of Covert-Ops XP

## Synopsis

```
g_levels_covertops "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_covertops ""
```

```
g_levels_covertops "20 50 90 140 200"
```

## Description

**g\_levels\_covertops** defines the graduated levels of Covert-Ops XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: "20 50 90 140 200".

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_engineer\(cvar\)](#), [g\\_levels\\_fieldops\(cvar\)](#),  
[g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_levels_engineer` — graduated levels of Engineer XP

## Synopsis

```
g_levels_engineer "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_engineer ""
```

```
g_levels_engineer "20 50 90 140 200"
```

## Description

**g\_levels\_engineer** defines the graduated levels of Engineer XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: "20 50 90 140 200".

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_fieldops\(cvar\)](#),  
[g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_levels_fieldops` — graduated levels of Field-Ops XP

## Synopsis

```
g_levels_fieldops "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_fieldops ""
```

```
g_levels_fieldops "20 50 90 140 200"
```

## Description

**g\_levels\_fieldops** defines the graduated levels of Field-Ops XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_fieldops\(cvar\)](#),  
[g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_levels_lightweapons` — graduated levels of lightweapons XP

## Synopsis

```
g_levels_lightweapons "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_lightweapons ""
```

```
g_levels_lightweapons "20 50 90 140 200"
```

## Description

**g\_levels\_lightweapons** defines the graduated levels of lightweapons XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: "20 50 90 140 200".

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_engineer\(cvar\)](#),  
[g\\_levels\\_fieldops\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_levels_medic` — graduated levels of Medic XP

## Synopsis

```
g_levels_medic "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_medic ""
```

```
g_levels_medic "20 50 90 140 200"
```

## Description

`g_levels_medic` defines the graduated levels of Medic XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_engineer\(cvar\)](#),  
[g\\_levels\\_fieldops\(cvar\)](#), [g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_soldier\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_levels_soldier` — graduated levels of Soldier XP

## Synopsis

```
g_levels_soldier "[level1][level2][level3][level4][level5]"
```

## Default

```
g_levels_soldier ""
```

```
g_levels_soldier "20 50 90 140 200"
```

## Description

**g\_levels\_soldier** defines the graduated levels of Soldier XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: "20 50 90 140 200".

## See Also

[g\\_levels\\_battlesense\(cvar\)](#), [g\\_levels\\_covertops\(cvar\)](#), [g\\_levels\\_engineer\(cvar\)](#),  
[g\\_levels\\_fieldops\(cvar\)](#), [g\\_levels\\_lightweapons\(cvar\)](#), [g\\_levels\\_medic\(cvar\)](#), [g\\_defaultSkills\(cvar\)](#)

## Name

`g_lms_followTeamOnly` — enable/disable same-team spectator restriction

## Synopsis

`g_lms_followTeamOnly` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_lms_followTeamOnly` 1

## Description

**`g_lms_followTeamOnly`** enables or disables same-team spectator restriction. When enabled players can only follow their own teammates.



### Note

This value is in effect only when LMS gametype is enabled using `g_gametype(cvar)`.

## See Also

`g_lms_lockTeams(cvar)`, `g_lms_matchlimit(cvar)`, `g_lms_roundlimit(cvar)`,  
`g_lms_teamForceBalance(cvar)`, `g_gametype(cvar)`

## Name

`g_lms_lockTeams` — enable/disable locked teams during match play

## Synopsis

`g_lms_lockTeams` [*mode*]

## Default

`g_lms_lockTeams` 0

## Description

**`g_lms_lockTeams`** enables or disables locked teams during match play. When enabled, the teams are locked once match play begins and new players may not join.



### Note

This value is in effect only when LMS gametype is enabled using [g\\_gametype\(cvar\)](#).

## See Also

[g\\_lms\\_followTeamOnly\(cvar\)](#), [g\\_lms\\_matchlimit\(cvar\)](#), [g\\_lms\\_roundlimit\(cvar\)](#),  
[g\\_lms\\_teamForceBalance\(cvar\)](#), [g\\_gametype\(cvar\)](#)



## Name

`g_lms_matchlimit` — set maximum number of matches to play before nextmap

## Synopsis

```
g_lms_matchlimit [num]
```

## Default

```
g_lms_matchlimit 2
```

## Description

**`g_lms_matchlimit`** sets the maximum number of matches to play before moving on to the next map in rotation.



### Note

This value is in effect only when LMS gametype is enabled using [g\\_gametype\(cvar\)](#).

## See Also

[g\\_lms\\_followTeamOnly\(cvar\)](#), [g\\_lms\\_lockTeams\(cvar\)](#), [g\\_lms\\_roundlimit\(cvar\)](#),  
[g\\_lms\\_teamForceBalance\(cvar\)](#), [g\\_gametype\(cvar\)](#)

## Name

`g_lms_roundlimit` — set maximum number of rounds to play before match ends

## Synopsis

`g_lms_roundlimit [num]`

## Default

`g_lms_roundlimit 3`

## Description

**`g_lms_roundlimit`** sets the maximum number of rounds for a single matchup between teams. A team is considered to win a match when more than 50% of *num* rounds are won.



### Important

The value of *num* should always be an odd number.



### Note

This value is in effect only when LMS gametype is enabled using [g\\_gametype\(cvar\)](#).

## See Also

[g\\_lms\\_followTeamOnly\(cvar\)](#), [g\\_lms\\_lockTeams\(cvar\)](#), [g\\_lms\\_matchlimit\(cvar\)](#),  
[g\\_lms\\_teamForceBalance\(cvar\)](#), [g\\_gametype\(cvar\)](#)

## Name

`g_lms_teamForceBalance` — enable/disable passive team balancing

## Synopsis

`g_lms_teamForceBalance [mode]`

## Default

`g_lms_teamForceBalance 1`

## Description

**g\_lms\_teamForceBalance** enables or disables whether the game will prevent new players from joining the team with more players than the other.



### Note

This value is in effect only when LMS gametype is enabled using [g\\_gametype\(cvar\)](#).

## See Also

[g\\_lms\\_followTeamOnly\(cvar\)](#), [g\\_lms\\_lockTeams\(cvar\)](#), [g\\_lms\\_matchlimit\(cvar\)](#),  
[g\\_lms\\_roundlimit\(cvar\)](#), [g\\_gametype\(cvar\)](#)

## Name

`g_logAdmin` — set command log file

## Synopsis

```
g_logAdmin["file"]
```

## Default

```
g_logAdmin ""
```

## Description

**g\_logAdmin** sets the command log file. The file is allways appended to. This file contains a log of shrubbot commmands. A value of "" will disable this functionality.

## See Also

[g\\_log\(cvar\)](#), [g\\_logOptions\(cvar\)](#), [g\\_logSync\(cvar\)](#)

## Name

`g_logOptions` — set bitflags for log options

## Synopsis

`g_logOptions` [*flags*]

**Table 12.20. `g_logOptions` Flags**

FLAG	DESCRIPTION
1	deprecated
2	log extended weapons stats for new hitzones
4	deprecated
8	log ban events

## Default

`g_logOptions` 0

## Description

`g_logOptions` sets bitflags for log options. This setting only applies to [g\\_log\(cvar\)](#) when enabled.

## See Also

[g\\_log\(cvar\)](#), [g\\_logAdmin\(cvar\)](#), [g\\_logSync\(cvar\)](#)

## Name

`g_logSync` — enable/disable log file sync

## Synopsis

`g_logSync` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_logSync` 0

## Description

**g\_logSync** enables or disables log file synchronization (flushing) after each buffered write. A value of " " will disable this functionality. This setting only applies to [g\\_log\(cvar\)](#) when enabled.

## See Also

[g\\_log\(cvar\)](#), [g\\_logAdmin\(cvar\)](#), [g\\_logOptions\(cvar\)](#)

## Name

`g_log` — set game log output file

## Synopsis

```
g_log["file"]
```

## Default

```
g_log ""
```

## Description

**g\_log** sets the game log output file. This file contains time-stamped information from the game. A value of "" will disable this functionality.

## See Also

[g\\_logAdmin\(cvar\)](#), [g\\_logOptions\(cvar\)](#), [g\\_logSync\(cvar\)](#)

## Name

`g_loseSpreeLevels` — set losing spree XP milestones

## Synopsis

```
g_loseSpreeLevels "[level1][level2][level3][level4][level5][level6]"
```

## Default

```
g_loseSpreeLevels "10 20 30 0 0 0"
```

## Description

**g\_loseSpreeLevels** sets the XP milestones at which losing spree levels are triggered. The number of levels is fixed at 6 and all levels must be specified or the setting will be ignored.

## See Also

[g\\_killSpreeLevels\(cvar\)](#)



## Name

`g_LTChargeTime` — set amount of time for Field-Ops to recharge

## Synopsis

`g_LTChargeTime` [*duration*]

## Default

`g_LTChargeTime` 40000

## Description

`g_LTChargeTime` sets the amount of time in milliseconds it takes for Field-Ops to recharge.

## Name

`g_mapConfigs` — set directory for map-specific configuration files

## Synopsis

```
g_mapConfigs [dir]
```

## Default

```
g_mapConfigs ""
```

## Description

**g\_mapConfigs** sets the directory for map-specific configuration files. If *dir* has a value, the following procedure is followed at every map load:

- execute *dir/default.cfg*
- execute *dir/MAPNAME.cfg* (eg. *dir/fueldump.cfg*)

## Name

`g_mapScriptDirectory` — set directory for alternative mapscripts

## Synopsis

```
g_mapScriptDirectory [dir]
```

## Default

```
g_mapScriptDirectory ""
```

## Description

**g\_mapScriptDirectory** sets the directory for alternative mapscripts. This is useful with ETPro extended mapscripts.

## Name

`g_maxGameClients` — sets the maximum number of players that can be in the game at one time

## Synopsis

```
g_maxGameClients num
```

## Default

```
g_maxGameClients 0
```

## Description

**g\_maxGameClients** sets the maximum number of players that can be in the game at one time. If this number is reached, new players will be forced into spectator. Setting this to 0 disables this feature.

## Name

`g_maxlivesRespawnPenalty` — sets the penalty for a player after their lives have run out

## Synopsis

```
g_maxlivesRespawnPenalty [num]
```

## Default

```
g_maxlivesRespawnPenalty 0
```

## Description

**`g_maxlivesRespawnPenalty`** sets the penalty for a player after their lives have run out. *num* is the number of spawns the player must miss to respawn again.

## Name

`g_maxlives` — sets maximum number of lives for all players

## Synopsis

```
g_maxlives [num]
```

## Default

```
g_maxlives 0
```

## Description

**g\_maxlives** sets maximum number of lives for all players. Setting *num* to 0 disables max lives enforcement and allows unlimited lives.



### Note

This cvar supercedes [g\\_alliedmaxlives\(cvar\)](#) and [g\\_axismaxlives\(cvar\)](#).

## See Also

[g\\_alliedmaxlives\(cvar\)](#), [g\\_axismaxlives\(cvar\)](#)

## Name

`g_medicChargeTime` — set amount of time for Medic to recharge

## Synopsis

`g_medicChargeTime` [*duration*]

## Default

`g_medicChargeTime` 45000

## Description

**`g_medicChargeTime`** sets the amount of time in milliseconds it takes for Medic to recharge.

## Name

`g_medics` — set bitflags for Medic behavior

## Synopsis

`g_medics` [*flags*]

**Table 12.21. `g_medics` Flags**

FLAG	DESCRIPTION
2	disable self-medicating
4	regenerate <b>normal</b> health at 2HP/s, and <b>bonus</b> health at 1HP/s.
8	regenerate <b>normal</b> health at 1HP/s, and <b>bonus</b> health is not regenerated.
16	share adrenaline

## Default

`g_medics` 0

## Description

`g_medics` set bitflags for Medic behavior.



### Note

Flags 4 and 8 are mutually exclusive, **normal** health is usually up to 110-125 HP, and **bonus** health is any additional health capacity.



## Name

`g_misc` — set various bitflags

## Synopsis

`g_misc [flags]`

**Table 12.22. `g_misc` Flags**

FLAG	DESCRIPTION
1	players can double-jump
2	binoc-war - enables binocular pickup stats
4	only admins (shrubbot level 1 or higher) can connect to server
8	players can throw health/ammo packs vertically
32	level-4 battle-sense revives get full health
64	more realistic weapons aim-spread, factoring player crouch/prone, slick-surfaces and water

## Default

`g_misc 0`

## Description

`g_misc` sets various bitflags for miscellaneous game options.

## Name

`g_moverScale` — adjusts the speed of movers

## Synopsis

`g_moverScale` [*factor*]

## Default

`g_moverScale` 1.0

## Description

**g\_moverScale** adjusts the speed of movers. This cvar is the factor to speed up movers. Thus, 1.0 is the default speed, anything less than 1.0 slows movers down, and anything above speeds them up. Examples of movers are tanks and tugs, and usually include anything that moves in a map.

## Name

`g_movespeed` — sets the movement speed of players

## Synopsis

`g_movespeed` [*num*]

## Default

`g_movespeed` 76

## Description

`g_movespeed` sets the movement speed of players.

## Name

`g_muteTime` — specifies how long a mute should last

## Synopsis

```
g_muteTime [period]
```

## Default

```
g_muteTime 0
```

## Description

**g\_muteTime** specifies how long a mute should last. *period* set to 0 makes mutes permanent (until they are unmuted), while any value above sets the amount of time the player is muted.

For convenience you may specify { days, hours, minutes, seconds } using their respective suffixes { d, h, m, s }. For example, to specify 1 day plus 4 hours, the following are all equivalent:

- 1d4h
- 1d4h0m0s
- 100800s
- 100800

## Name

`g_noTeamSwitching` — disables team switching during a match

## Synopsis

`g_noTeamSwitching` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_noTeamSwitching` 0

## Description

`g_noTeamSwitching` disables team switching during a match.

## Name

`g_packDistance` — sets the multiplier of throw distance for ammo and health packs

## Synopsis

`g_packDistance` *[num]*

## Default

`g_packDistance` 1

## Description

**g\_packDistance** sets the multiplier of throw distance for ammo and health packs. The multiplier is used against etmain's throw distance. Higher *num* results in a farther throwing distance.

## Name

`g_panzerWar` — enable/disable panzer-war game mode

## Synopsis

`g_panzerWar` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_panzerWar` 0

## Description

**`g_panzerWar`** enables or disables panzer-war game mode.

When enabled, the following is in effect:

- players spawn as Soldier with a panzerfaust, a knife and 100 grenades
- panzerfaust shoots faster
- soldier charge recharges faster
- soldier runs faster
- panzer ammo is not consumed (infinite shots)
- panzer damage is reduced to 33% of original amount
- panzer splash damage radius is 67% of its original amount



### Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.



### Warning

This feature is mutually exclusive to [`g\_knifeonly\(cvar\)`](#), and [`g\_sniperWar\(cvar\)`](#).

## See Also

[`g\_knifeonly\(cvar\)`](#), [`g\_sniperWar\(cvar\)`](#)

## Name

`g_password` — set password for connecting clients

## Synopsis

```
g_password ["secret"]
```

## Default

```
g_password ""
```

## Description

**g\_password** sets the password required for connecting clients. An empty value "" specifies that users may connect without a password and is typical for public servers.



## Name

`g_playDead` — enables players to play dead

## Synopsis

`g_playDead [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_playDead 0`

## Description

**`g_playDead`** enables players to play dead.

Playdead allows a player to fake being dead in the hopes an attacker will give them no further attention and kindly move on. You can use this feature by binding a key for it in the in-game Jaymod menu under Misc. The key you specify will toggle playdead mode.

When you are in playdead mode, you cannot shoot your weapon. To an enemy, you look like a dead player (after a tap-out and awaiting a respawn). However, you will still be a solid body (players cannot walk through you) and your eyes will still blink.



### Note

Note that this version of playdead is a bit less bugged than Shrub's version. It's much harder to get stuck in walls, and there's just about zero chance of someone using this as an exploit to get through a wall (example, bank doors on Goldrush) due to extra checks to make sure there is enough clearance for your player to fall down and still be in the "world".



### Tip

This is an excellent way to infiltrate enemy bases and maintain the element of surprise!

## Name

`g_poisonSyringes` — enables the use of poison syringes

## Synopsis

`g_poisonSyringes` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_poisonSyringes 0`

## Description

**`g_poisonSyringes`** enables the use of poison syringes.

Poison syringes are added to weapon slot #4 (behind grenades). It is a blue colored syringe that you can poke enemies with (or friendlies when friendly-fire enabled). When poked with a poison syringe, your view will start swaying back and forth, and get distorted. You can hear your heart pounding. Better find help. This option is enabled on the server using [`g\_poisonSyringes\(cvar\)`](#).

Compounding effect - that is, if you are poked multiple times, you loose health faster. This allows XP sharing with poison hits – if you poke someone with a poison syringe, you will get XP for every time damage is dealt until they die. The interval of time that your syringe damages the player is 1.5 seconds, so every 1.5 seconds you will get 0.2 Medic XP and hurt the player 10HP. Since it tracks multiple people hitting the player with a Poison Syringe, the last poison damage inflicted that causes the death of the player gives the person who hit them with the specific syringe that caused the death a final 3 Medic XP.

Poisoned players can be cured with health packs. However, in an effort to make the game more balanced, medics cannot self-antidote. Essentially, a player can antidote themselves by finding a health pack that is not their own. Since poison compounds, you must find a health pack for each time you have been poisoned. For example, if you have been poked 4 times with a syringe, you must find 4 health packs.



### Tip

Health cabinets provide a good source of health packs.

## Name

`g_privateMessages` — enables private messaging

## Synopsis

`g_privateMessages` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_privateMessages` 0

## Description

**`g_privateMessages`** enables private messaging.

## See Also

[the section called “Private Messaging”](#)

## Name

`g_redlimbotime` — the amount of time between Axis team respawns

## Synopsis

```
g_redlimbotime [interval]
```

## Default

```
g_redlimbotime 30000
```

## Description

**g\_redlimbotime** specifies the time interval in milliseconds between Axis respawns. This cvar is used for the actual calculations in-game and is latched, meaning it cannot be changed during a match. Mapscripts set this cvar, and the [g\\_userAxisRespawnTime\(cvar\)](#) cvar overrides this as well. Consequently, [g\\_userAxisRespawnTime\(cvar\)](#) should be used to set custom spawn times, and this cvar should not be used at all.

## See Also

[g\\_userAlliedRespawnTime\(cvar\)](#), [g\\_userAxisRespawnTime\(cvar\)](#) [g\\_bluelimbotime\(cvar\)](#),

## Name

`g_reflectFriendlyFire` — sets the percentage of friendly fire to reflect to the attacker

## Synopsis

`g_reflectFriendlyFire` [*percent*]

## Default

`g_reflectFriendlyFire` 100

## Description

**`g_reflectFriendlyFire`** sets the percentage of friendly fire to reflect to the attacker. This only works if reflected friendly fire damage is enabled.

## See Also

[g\\_friendlyFire\(cvar\)](#)

## Name

`g_saveCampaignStats` — enables persistent stats across all the maps in a campaign

## Synopsis

`g_saveCampaignStats` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_saveCampaignStats` 0

## Description

**`g_saveCampaignStats`** enables persistent stats across all the maps in a campaign. Turning this feature on duplicates the functionality of etmain's campaigns.

## Name

`g_scriptDebugLevel` — enables script generated debug output

## Synopsis

`g_scriptDebugLevel` [*level*]

## Default

`g_scriptDebugLevel` 0

## Description

**`g_scriptDebugLevel`** enables script generated debug output. Setting this to 0 disables script debug output, and higher *level* settings generate more debug output.

## Name

`g_scriptDebug` — enables debug of map script parsing

## Synopsis

`g_scriptDebug` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_scriptDebug` 0

## Description

**`g_scriptDebug`** enables debug of map script parsing.



## Name

`g_scriptName` — sets an alternative mapscript to use on a map

## Synopsis

```
g_scriptName [string]
```

## Default

```
g_scriptName ""
```

## Description

**g\_scriptName** sets an alternative mapscript to use on a map. This is intended for development use only.

## Name

`g_shortcuts` — enable/disable text shortcuts

## Synopsis

`g_shortcuts` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_shortcuts 0`

## Description

`g_shortcuts` enables or disables text shortcuts.



### Tip

Use the client console command `/textshortcuts` to list various shortcuts available.

## Name

`g_shoutcastpassword` — set password for clients to use shoutcasting

## Synopsis

```
g_shoutcastpassword ["secret"]
```

## Default

```
g_shoutcastpassword ""
```

## Description

**g\_shoutcastpassword** sets the password required for clients to use shoutcasting. An empty value "" will disable shoutcasting.

## Name

`g_shoveNoZ` — enable/disable supression of Z-axis shoving

## Synopsis

`g_shoveNoZ [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_shoveNoZ 0`

## Description

**`g_shoveNoZ`** enables or disables supression of Z-axis shoving. When enabled, shoving in the vertical up/down direction is supressed, and typically meant to help reduce shove-boosting and other tactics when they are undesired.



### Note

[g\\_shove\(cvar\)](#) must be enabled for this variable to take effect.



### Warning

Disabling this feature can greatly alter gameplay, as it allows new and unexpected ways of winning objectives.

## See Also

[g\\_shove\(cvar\)](#)

## Name

`g_shove` — set player shoving distance

## Synopsis

`g_shove` [*distance*]

## Default

`g_shove` 0

## Description

**g\_shove** sets the distance a player is shoved. The amount specifies the distance a player is shoved and you should experiment with different values until obtaining the desired results. A value of 0 disables player shoving. A value of 100 might be a good starting point to start tuning this feature.

## See Also

[g\\_shoveNoZ\(cvar\)](#)

## Name

`g_shrubbot` — enable/disable shrubbot feature

## Synopsis

`g_shrubbot` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_shrubbot` 0

## Description

**`g_shrubbot`** enables or disables shrubbot (*!command*) functionality.

## Name

`g_sk5_battle` — set bitflags for 5th-level battle-sense skill

## Synopsis

`g_sk5_battle` [*flags*]

**Table 12.23. `g_sk5_battle` Flags**

FLAG	DESCRIPTION
1	faster stamina recharge

## Default

`g_sk5_battle` 1

## Description

`g_sk5_battle` set bitflags for 5th-level battle-sense skill.

## Name

`g_sk5_cvops` — set bitflags for 5th-level Covert-Ops skill

## Synopsis

`g_sk5_cvops` [*flags*]

**Table 12.24. `g_sk5_cvops` Flags**

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	enable poison-gas grenade

## Default

`g_sk5_cvops` 7

## Description

`g_sk5_cvops` set bitflags for 5th-level Covert-Ops skill.



## Name

`g_sk5_eng` — set bitflags for 5th-level Engineer skill

## Synopsis

`g_sk5_eng` [*flags*]

**Table 12.25. `g_sk5_eng` Flags**

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	landmines take longer to spot
8	landmines take longer to defuse
16	increased construction speed
32	enable S-mines
64	enable poison-gas mines

## Default

`g_sk5_eng` 127

## Description

`g_sk5_eng` set bitflags for 5th-level Engineer skill.

## Name

`g_sk5_fdops` — set bitflags for 5th-level Field-Ops skill

## Synopsis

`g_sk5_fdops` [*flags*]

**Table 12.26. `g_sk5_fdops` Flags**

FLAG	DESCRIPTION
1	consume less charge
2	more grenades

## Default

`g_sk5_fdops` 3

## Description

`g_sk5_fdops` set bitflags for 5th-level Field-Ops skill.

## Name

`g_sk5_lightweap` — set bitflags for 5th-level light-weapons skill

## Synopsis

`g_sk5_lightweap` [*flags*]

**Table 12.27. `g_sk5_lightweap` Flags**

FLAG	DESCRIPTION
1	reduced recoil time

## Default

`g_sk5_lightweap` 1

## Description

`g_sk5_lightweap` set bitflags for 5th-level light-weapons skill.

## Name

`g_sk5_medic` — set bitflags for 5th-level Medic skill

## Synopsis

`g_sk5_medic` [*flags*]

**Table 12.28. `g_sk5_medic` Flags**

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
16	carry-over health recharge for Covert-Ops
32	carry-over health recharge for Engineer
64	carry-over health recharge for Field-Ops
128	carry-over health recharge for Soldier

## Default

`g_sk5_medic` 243

## Description

`g_sk5_medic` set bitflags for 5th-level Medic skill.

## Name

`g_sk5_soldier` — set bitflags for 5th-level Soldier skill

## Synopsis

`g_sk5_soldier` [*flags*]

**Table 12.29. `g_sk5_soldier` Flags**

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	enable poison-gas grenade

## Default

`g_sk5_soldier` 7

## Description

`g_sk5_soldier` set bitflags for 5th-level Soldier skill.

## Name

`g_skills` — set bitflags for skills related behavior

## Synopsis

`g_skills` [*flags*]

**Table 12.30. g\_skills Flags**

FLAG	DESCRIPTION
1	level 4 battle-sense can spot mines for team
2	level 4 explosives-and-construction skill carries over to all classes
4	adrenaline carries over to all classes
8	level 4 signals enables all classes to spot disguised enemies

## Default

`g_skills` 0

## Description

**g\_skills** sets bitflags for various skills related behaviors.

## Name

`g_slashKill` — set client /kill behavior mode

## Synopsis

`g_slashKill [mode]`

**Table 12.31. `g_slashKill` Modes**

MODE	DESCRIPTION
0	default behavior
1	player will spawn with 50% class charge
2	player will spawn with empty class charge
3	player will spawn with class charge at same level as when /kill was issued
4	disables /kill command

## Default

`g_slashKill 0`

## Description

`g_slashKill` set client /kill command behavior mode.

## Name

`g_smoothClients` — enable/disable missed client frames smoothing

## Synopsis

`g_smoothClients` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_smoothClients` 1

## Description

**`g_smoothClients`** enables or disables extrapolation when client frames are missing.



## Name

`g_snap` — set bitflags for server floating point value snapping

## Synopsis

`g_snap` [*flags*]

**Table 12.32. `g_snap` Flags**

FLAG	DESCRIPTION
1	round player state at end of frame
2	round player state during client-think
4	round player state during client smoothing extrapolation

## Default

`g_snap` 7

## Description

**`g_snap`** sets bitflags for server floating point value snapping. Generally you do not need to touch this setting but under certain circumstances, the tweaking of this value can help conserve network bandwidth at the cost of sub-inch, and sub-degree accuracy of certain pieces of information transmitted to clients.



### Caution

These are expert settings and should not be tweaked without guidance from Jaymod developers.

## Name

`g_sniperWar` — enable/disable sniper-war game mode

## Synopsis

`g_sniperWar` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_sniperWar` 0

## Description

**`g_sniperWar`** enables or disables sniper-war game mode.

When enabled, the following is in effect:

- players spawn as Covert-Ops with a sniper rifle, a knife, binoculars, and 400 rifle rounds
- players awarded with all Covert-Ops skills
- headshots while in scoped weapon-mode are instant kills
- if hitsounds are enabled, headshots result in an voice shouting "headshot"



### Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.



### Warning

This feature is mutually exclusive to [g\\_knifeonly\(cvar\)](#), and [g\\_panzerWar\(cvar\)](#).

## See Also

[g\\_knifeonly\(cvar\)](#), [g\\_panzerWar\(cvar\)](#)

## Name

`g_soldierChargeTime` — set amount of time for Soldier to recharge

## Synopsis

`g_soldierChargeTime` [*duration*]

## Default

`g_soldierChargeTime` 20000

## Description

**`g_soldierChargeTime`** sets the amount of time in milliseconds it takes for Soldier to recharge.

## Name

`g_soldiers` — set bitflags for Soldier behavior

## Synopsis

`g_soldiers` [*flags*]

**Table 12.33. `g_soldiers` Flags**

FLAG	DESCRIPTION
1	enable gravity effect on panzer rockets

## Default

`g_soldiers` 0

## Description

**`g_soldiers`** set bitflags for Soldier behavior.

## Name

`g_spawnInvul` — sets spawn invulnerability period for players

## Synopsis

```
g_spawnInvul [period]
```

## Default

```
g_spawnInvul 3
```

## Description

`g_spawnInvul` sets the invulnerability period in seconds for newly spawned players.

## Name

`g_spectatorInactivity` — set spectator inactivity limit

## Synopsis

`g_spectatorInactivity` [*limit*]

## Default

`g_spectatorInactivity` 0

## Description

**`g_spectatorInactivity`** sets the limit in seconds of spectator inactivity permitted before client is automatically kicked. A value of 0 disables this feature.

## See Also

[`g\_inactivity\(cvar\)`](#)

## Name

`g_spectator` — set bitflags for spectator actions

## Synopsis

`g_spectator` [*flags*]

**Table 12.34. `g_spectator` Flags**

FLAG	DESCRIPTION
1	click targeted spectator to follow
2	click no-target to follow next player, only useful when flag 1 is enabled
4	continue following same player even after they die and respawn
8	enter free-look mode when subject dies

## Default

`g_spectator` 0

## Description

`g_spectator` sets bitflags controlling various spectator actions.



### Note

Flags 4 and 8 are mutually exclusive,

## Name

`g_speed` — set player baseline speed

## Synopsis

`g_speed` [*units*]

## Default

`g_speed` 320

## Description

**g\_speed** sets the rate at which a player moves. This is the baseline speed for player movement which directly effects how fast a player moves when running, sprinting, walking, crouching, crawling, etc.



## Name

`g_teamDamageMinHits` — set friendly-fire tolerance minimum hits

## Synopsis

`g_teamDamageMinHits` [*num*]

## Default

`g_teamDamageMinHits` 6

## Description

**`g_teamDamageMinHits`** sets the minimum number of hits required before friendly-fire tolerance is in effect. This variable is only used when [g\\_teamDamageRestriction\(cvar\)](#) is enabled.

## See Also

[g\\_teamDamageRestriction\(cvar\)](#)

## Name

`g_teamDamageRestriction` — set friendly-fire tolerance percentage

## Synopsis

`g_teamDamageRestriction` [*tolerance*]

## Default

`g_teamDamageRestriction` 0

## Description

**`g_teamDamageRestriction`** sets friendly-fire tolerance percentage. A player's friendly-fire is calculated as hits against friendlies as compared to total hits. A value of 1 to 100 inclusive will set the tolerance limit of friendly-fire and when exceeded, the player will be kicked. A value of 0 disables this feature.

## See Also

[`g\_teamDamageMinHits`\(cvar\)](#)

## Name

`g_teamForceBalance` — force team balance

## Synopsis

`g_teamForceBalance` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_teamForceBalance` 0

## Description

**`g_teamForceBalance`** sets whether the game should balance the teams, that is, the game will not allow a team to have more than 1 player more than the other team.

## Name

`g_truePing` — enable/disable true ping calculation

## Synopsis

`g_truePing [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_truePing 1`

## Description

**g\_truePing** enables or disables true ping calculation. When enabled, ping is calculated by averaging the timestamps of commands sent by clients. This is a better way of calculating latency between the client and server. Though it does not affect actual lag or performance, ping numbers will usually be higher with this turned on. Keep this in mind when kicking players for high ping. This has no impact of any kind on antilag support.

## Name

`g_userAlliedRespawnTime` — the amount of time between Allied team respawns

## Synopsis

```
g_userAlliedRespawnTime [interval]
```

## Default

```
g_userAlliedRespawnTime 0
```

## Description

**`g_userAlliedRespawnTime`** specifies the time interval in seconds between Allied respawns. This cvar is used for custom spawn times -- that is, it overrides the time set in the map's script. It automatically updates the [g\\_bluelimbotime\(cvar\)](#) cvar accordingly.

## See Also

[g\\_bluelimbotime\(cvar\)](#), [g\\_redlimbotime\(cvar\)](#), [g\\_userAxisRespawnTime\(cvar\)](#)

## Name

`g_userAxisRespawnTime` — the amount of time between Axis team respawns

## Synopsis

```
g_userAxisRespawnTime [interval]
```

## Default

```
g_userAxisRespawnTime 0
```

## Description

**g\_userAxisRespawnTime** specifies the time interval in seconds between Axis respawns. This cvar is used for custom spawn times -- that is, it overrides the time set in the map's script. It automatically updates the [g\\_redlimbotime\(cvar\)](#) cvar accordingly.

## See Also

[g\\_bluelimbotime\(cvar\)](#), [g\\_redlimbotime\(cvar\)](#), [g\\_userAlliedRespawnTime\(cvar\)](#)

## Name

`g_voiceChatsAllowed` — set maximum number of voice chats per 30 second period

## Synopsis

`g_voiceChatsAllowed` [*num*]

## Default

`g_voiceChatsAllowed` 4

## Description

**`g_voiceChatsAllowed`** sets the maximum number of voice chats allowable over a 30 second period. A value of 0 disables voice chats.

## Name

`g_vulnerableWeapons` — set bitflags to enable missile-type weapon vulnerability

## Synopsis

`g_vulnerableWeapons` [*flags*]

**Table 12.35. `g_vulnerableWeapons` Flags**

FLAG	DESCRIPTION
1	panzer projectiles
2	grenades (both mid-air and grounded)
4	airstrike canisters (mid-air and grounded)
8	satchels (mid-air and grounded)

## Default

`g_vulnerableWeapons` 0

## Description

**`g_vulnerableWeapons`** sets bitflags to enable missile-type weapons vulnerability. When enabled, the projectile (or equivalent) to become vulnerable to bullet fire or splash damage.



## Name

`g_warmup` — sets warmup period before match begins

## Synopsis

`g_warmup` [*period*]

## Default

`g_warmup` 60

## Description

**g\_warmup** sets the warmup period in seconds before match begins. The game will enforce a minimal warmup period of 11 seconds if a lesser value is specified.

## See Also

[g\\_doWarmup\(cvar\)](#)

## Name

`g_watermarkFadeAfter` — set amount of time before watermark begins to fade

## Synopsis

`g_watermarkFadeAfter` [*period*]

## Default

`g_watermarkFadeAfter` 60

## Description

**`g_watermarkFadeAfter`** sets the amount of time in seconds before the watermark begins to fade. Specify -1 to disable fading.

## See Also

[g\\_watermark\(cvar\)](#), [g\\_watermarkFadeTime\(cvar\)](#)

## Name

`g_watermarkFadeTime` — set amount of time to fade watermark

## Synopsis

`g_watermarkFadeTime` [*period*]

## Default

`g_watermarkFadeTime` 60

## Description

**`g_watermarkFadeTime`** sets the amount of time in seconds which it takes to fade a watermark.

## See Also

[g\\_watermark\(cvar\)](#), [g\\_watermarkFadeAfter\(cvar\)](#)

## Name

`g_watermark` — set server watermark used for client display

## Synopsis

```
g_watermark [ "image" | "shader" ]
```

## Default

```
g_watermark "jaymod"
```

## Description

**g\_watermark** sets the sever watermark used for client display. An empty value `" "` will disable watermarking.

Watermarks can be either an *image* or a *shader*.

An *image* is either in `.tga` or `.jpg` format. A `.tga` file is useful when alpha-channels for transparency effects are desired, (as long as you save them as 32-bit targa format).



### Important

The image pixel dimensions must be a power-of-2. Square images of { 32x32, 64x64 or 128x128 } pixels are good for watermarking. Images such as { 30x30, 20x20, 128x100 } are all bad and will not be loaded by ET.

A *shader* gives many more advanced options. An example shader:

```
// shader name
watermark/bluecherry/bc
{
    nocompress
    nomipmaps
    nopicmip
    {
        // image filename
        map watermark/bluecherry/bc.tga
        blendFunc blend
        rgbGen vertex
        alphaGen vertex
    }
}
```

Of course, replace `bluecherry/bc.tga` with your actual file name. When you set a watermark, the game will requires that it be placed in the `watermark/` subdirectory. For example, **g\_watermark "clanfu.jpg"** will attempt to load `watermark/clanfu.jpg`. Make sure you remember this when you make your `.pk3`.

For more information on using watermarks, check out Rain's [post](http://bani.anime.net/banimod/forums/viewtopic.php?t=2033) [http://bani.anime.net/banimod/forums/viewtopic.php?t=2033] on ETPro forums.

## See Also

[g\\_watermarkFadeAfter\(cvar\)](#), [g\\_watermarkFadeTime\(cvar\)](#)

## Name

`g_weapons` — set bitflags for various weapons behavior

## Synopsis

`g_weapons` [*flags*]

**Table 12.36. `g_weapons` Flags**

FLAG	DESCRIPTION
1	Field-Ops with level 0 battle-sense do not spawn with binoculars
2	syringes function underwater
4	pliers function underwater
8	"Too many air strikes requested" will restore used charge bar
16	"Too many air strikes requested" will restore half of used charge bar
32	ammo packs restore a lost helmet
64	players with binoculars drop them upon death
128	allies reload rifles mid-clip to match corresponding axis ability
256	enable throwing knives
512	enable poison throwing knives
1024	enable Winchester M97 (shotgun)

## Default

`g_weapons 0`

## Description

`g_weapons` sets bitflags for various weapons behavior.

## Name

`g_wolfrof` — enable/disable Return to Castle Wolfenstein rate of fire

## Synopsis

`g_wolfrof` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`g_wolfrof` 0

## Description

**g\_wolfrof** enables or disables Return to Castle Wolfenstein rate of fire. MP40, Thompson and Sten rates of automatic-fire are adjusted to approximate that of Return to Castle Wolfenstein. In absolute terms, the delay between automatic-rounds is lowered from **150ms** to **110ms**.

## Name

`g_xpCap` — set XP-limit action

## Synopsis

`g_xpCap` [*action*]

**Table 12.37. `g_xpCap` Actions**

AC-TION	DESCRIPTION
0	allow the player to continue gaining XP for skills which are not maxed out
1	disallow any further XP gain but keep it at max amount
2	automatically reset player's XP to 0

## Default

`g_xpCap` 0

## Description

`g_xpCap` sets the action to take when [g\\_xpMax\(cvar\)](#) is exceeded.

## See Also

[g\\_xpMax\(cvar\)](#), [g\\_xpSave\(cvar\)](#), [g\\_xpSaveTimeout\(cvar\)](#), Chapter 8, *XP-save System*



## Name

`g_xpMax` — set XP-limit amount

## Synopsis

`g_xpMax` [0..999999]

## Default

`g_xpMax` 0

## Description

**g\_xpMax** sets the XP-limit amount. A value of 0 will disable limiting. If a positive value, the server will take action when the limit is exceeded. The action is specified by [g\\_xpCap\(cvar\)](#).

## See Also

[g\\_xpCap\(cvar\)](#), [g\\_xpSave\(cvar\)](#), [g\\_xpSaveTimeout\(cvar\)](#), Chapter 8, *XP-save System*

## Name

`g_xpSaveTimeout` — set XP-save duration

## Synopsis

`g_xpSaveTimeout` [*duration*]

## Default

`g_xpSaveTimeout` 1h

## Description

**g\_xpSaveTimeout** sets the XP-save duration in seconds. A value of 0 specifies XP-save will never timeout.

For convenience you may specify { days, hours, minutes, seconds } using their respective suffixes { d, h, m, s }. For example, to specify 10 days plus 4 hours, the following are all equivalent:

- 10d4h
- 10d4h0m0s
- 878400s
- 878400

## See Also

[g\\_xpCap\(cvar\)](#), [g\\_xpMax\(cvar\)](#), [g\\_xpSave\(cvar\)](#), [Chapter 8, XP-save System](#)

## Name

`g_xpSave` — enable/disable XP-save feature

## Synopsis

`g_xpSave` [*mode*]

**Table 12.38. `g_xpSave` Modes**

MODE	DESCRIPTION
0	disabled
1	enabled
2	enabled and clear all XP in campaign mode when a new campaign begins

## Default

`g_xpSave` 0

## Description

`g_xpSave` enables or disables XP-save functionality. If enabled, the server will save XP for up to the amount of time specified by [g\\_xpSaveTimeout\(cvar\)](#).

## See Also

[g\\_xpCap\(cvar\)](#), [g\\_xpMax\(cvar\)](#), [g\\_xpSaveTimeout\(cvar\)](#), Chapter 8, *XP-save System*

## Name

`match_latejoin` — enable/disable allowing players to join a match in progress

## Synopsis

`match_latejoin [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`match_latejoin 1`

## Description

`match_latejoin` enables or disables allowing players to join a match in progress.

## Name

`match_minplayers` — set minimum number of players required for match to begin

## Synopsis

```
match_minplayers [num]
```

## Default

```
match_minplayers 0
```

## Description

**match\_minplayers** sets the minimum number of players required for match to begin.

## Name

`match_mutespecs` — enable/disable muting of spectators

## Synopsis

`match_mutespecs` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`match_mutespecs` 0

## Description

**match\_mutespecs** enables or disables muting of spectators.

## Name

`match_readypercent` — set percentage of players required to be ready

## Synopsis

```
match_readypercent [percent]
```

## Default

```
match_readypercent 100
```

## Description

**match\_readypercent** sets percentage of players required to be ready before match begins.

## Name

`match_timeoutcount` — set maximum number of times non-referees can pause the match

## Synopsis

```
match_timeoutcount [num]
```

## Default

```
match_timeoutcount 3
```

## Description

**match\_timeoutcount** sets the maximum number of times non-referees can pause the match.



## Name

`match_timeoutlength` — set duration of player-timeout

## Synopsis

`match_timeoutlength` [*duration*]

## Default

`match_timeoutlength` 180

## Description

`match_timeoutlength` sets duration of a player-timeout in seconds.

## Name

`match_warmupDamage` — enable/disable damage during warmup

## Synopsis

`match_warmupDamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`match_warmupDamage` 1

## Description

**`match_warmupDamage`** enables or disables damage during warmup period.

## Name

`omnibot_enable` — enable/disable Omni-bot module

## Synopsis

`omnibot_enable [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`omnibot_enable 1`

## Description

**omnibot\_enable** enables or disables Omni-bot module loading at game init time. When enabled, Jaymod will attempt to load the Omni-bot module. If the module is not found, a small error message will be logged indicating such, and Jaymod will continue to operate as if Omni-bot was disabled. If you do not wish to operate Omni-bot but wish to suppress a loading attempt and subsequent error message, then disable this feature.



### Note

This CVAR should be set on the server command-line and not in a `.cfg` file.

## See Also

[Chapter 11, \*Omni-bot\*](#)

## Name

`rconpassword` — set password to enable remote console commands

## Synopsis

```
rconpassword ["secret"]
```

## Default

```
rconpassword ""
```

## Description

**rconpassword** sets the password required for remote console commands. An empty value `""` will disable remote console.

## Name

refereePassword — set password for client referee promotion

## Synopsis

```
refereePassword ["secret"]
```

## Default

```
refereePassword ""
```

## Description

**refereePassword** sets the password required for clients to become match referees.

## Name

`server_motd0` — set server message-of-the-day

## Synopsis

```
server_motd0 ["text"]
```

## Default

```
server_motd0 ""
```

## Description

**server\_motd0** sets the server message-of-the-day (line 0) for display in bottom-right corner of connecting splash-screen.

## Name

`server_motd1` — set server message-of-the-day

## Synopsis

```
server_motd1 ["text"]
```

## Default

```
server_motd1 ""
```

## Description

**server\_motd1** sets the server message-of-the-day (line 1) for display in bottom-right corner of connecting splash-screen.

## Name

`server_motd2` — set server message-of-the-day

## Synopsis

```
server_motd2 ["text"]
```

## Default

```
server_motd2 ""
```

## Description

**server\_motd2** sets the server message-of-the-day (line 2) for display in bottom-right corner of connecting splash-screen.



## Name

`server_motd3` — set server message-of-the-day

## Synopsis

```
server_motd3 ["text"]
```

## Default

```
server_motd3 ""
```

## Description

**server\_motd3** sets the server message-of-the-day (line 3) for display in bottom-right corner of connecting splash-screen.

## Name

`server_motd4` — set server message-of-the-day

## Synopsis

```
server_motd4 ["text"]
```

## Default

```
server_motd4 ""
```

## Description

**server\_motd4** sets the server message-of-the-day (line 4) for display in bottom-right corner of connecting splash-screen.

## Name

`server_motd5` — set server message-of-the-day

## Synopsis

```
server_motd5 ["text"]
```

## Default

```
server_motd5 ""
```

## Description

**server\_motd5** sets the server message-of-the-day (line 5) for display in bottom-right corner of connecting splash-screen.

## Name

`sv_allowDownload` — enable/disable direct client download

## Synopsis

`sv_allowDownload [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_allowDownload 1`

## Description

**`sv_allowDownload`** enables or disables direct client downloads from server.

## See Also

[sv\\_dl\\_maxRate\(cvar\)](#)

## Name

`sv_dl_maxRate` — set max rate for direct client downloads

## Synopsis

`sv_dl_maxRate` [*rate*]

## Default

`sv_dl_maxRate` 42000

## Description

**sv\_dl\_maxRate** sets the max rate in bytes/s for direct client downloads.

## See Also

[sv\\_allowDownload\(cvar\)](#)

## Name

`sv_floodProtect` — enable/disable client commands flood protection

## Synopsis

`sv_floodProtect` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_floodProtect 1`

## Description

**sv\_floodProtect** enables or disables client commands flood protection. Malicious users may try using too many string commands to lag other players. When enabled, this feature causes flooders to lag themselves but not other players.

## Name

`sv_fps` — set server frequency

## Synopsis

`sv_fps` [*frequency*]

## Default

`sv_fps 20`

## Description

**sv\_fps** sets the server frequency in frames per second (fps). The ET SDK has some sections of code which assume 20 fps and at this time it is not recommended this value be changed.

## Name

`sv_fullmsg` — set server-full message

## Synopsis

```
sv_fullmsg["text"]
```

## Default

```
sv_fullmsg "Server is full."
```

## Description

`sv_fullmsg` sets the message displayed to clients when server is full.

## See Also

[sv\\_maxclients\(cvar\)](#)



## Name

`sv_hostname` — set name of server shown in browse lists

## Synopsis

```
sv_hostname ["name"]
```

## Default

```
sv_hostname "EThost"
```

## Description

**sv\_hostname** sets the name of the server as shown in browse lists. In order for this value to have effect, the appropriate setting for [dedicated\(cvar\)](#) must be in effect.

## See Also

[dedicated\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master4\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`sv_lanForceRate` — enable/disable automatic network settings for LAN clients

## Synopsis

`sv_lanForceRate` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_lanForceRate` 1

## Description

**sv\_lanForceRate** enables or disables automatic network settings for LAN clients. Some reports indicate clients can be incorrectly identified as a LAN client and in those cases this can be a serious issue to client performance. Use **/players** on client console to see `rate` for each client.

## Name

**sv\_master1** — set master server for browse-list registration

## Synopsis

```
sv_master1 ["hostname"]
```

## Default

```
sv_master1 "etmaster.idsoftware.com"
```

## Description

**sv\_master1** sets the master server for browse-list registration.

## See Also

[dedicated\(cvar\)](#), [sv\\_hostname\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master4\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`sv_master2` — set supplemental master server for browse-list registration

## Synopsis

```
sv_master2 ["hostname"]
```

## Default

```
sv_master2 ""
```

## Description

`sv_master2` sets a supplemental master server for browse-list registration.

## See Also

[dedicated\(cvar\)](#), [sv\\_hostname\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master4\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`sv_master3` — set supplemental master server for browse-list registration

## Synopsis

```
sv_master3 ["hostname"]
```

## Default

```
sv_master3 ""
```

## Description

`sv_master3` sets a supplemental master server for browse-list registration.

## See Also

[dedicated\(cvar\)](#), [sv\\_hostname\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master4\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`sv_master4` — set supplemental master server for browse-list registration

## Synopsis

```
sv_master4 ["hostname"]
```

## Default

```
sv_master4 ""
```

## Description

`sv_master4` sets a supplemental master server for browse-list registration.

## See Also

[dedicated\(cvar\)](#), [sv\\_hostname\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master5\(cvar\)](#)

## Name

`sv_master5` — set supplemental master server for browse-list registration

## Synopsis

```
sv_master5 ["hostname"]
```

## Default

```
sv_master5 ""
```

## Description

`sv_master5` sets a supplemental master server for browse-list registration.

## See Also

[dedicated\(cvar\)](#), [sv\\_hostname\(cvar\)](#), [sv\\_master1\(cvar\)](#), [sv\\_master2\(cvar\)](#), [sv\\_master3\(cvar\)](#), [sv\\_master4\(cvar\)](#)

## Name

`sv_maxclients` — set maximum number of connected clients

## Synopsis

```
sv_maxclients num
```

## Default

```
sv_maxclients 20
```

## Description

**sv\_maxclients** sets the maximum number of connected clients. Clients exceeding *num* will typically get a server-full message.

## See Also

[sv\\_fullmsg\(cvar\)](#)



## Name

`sv_maxPing` — set maximum allowable client ping

## Synopsis

`sv_maxPing` [*ping*]

## Default

`sv_maxPing` 0

## Description

**sv\_maxPing** sets the maximum ping in milliseconds allowable for a client, checked at time of connecting. At connecting time the client ping is usually significantly worse than at normal gameplay, therefore this setting might need to be inflated to compensate. The server enforces this limit by rejecting client connections exceeding *ping*. A value of 0 disables this functionality.

## Name

`sv_maxRate` — set maximum network bandwidth per client

## Synopsis

`sv_maxRate` *[rate]*

## Default

`sv_maxRate` 13000

## Description

**sv\_maxRate** sets the maximum network bandwidth in bytes/s per client. This value applies to data sent in the server -> client direction.

## Name

`sv_minPing` — set minimum required client ping

## Synopsis

`sv_minPing` [*ping*]

## Default

`sv_minPing` 0

## Description

**sv\_minPing** sets the minimum ping in milliseconds required for client connectivity, checked at time of connecting. At connecting time the client ping is usually significantly worse than at normal gameplay, therefore this setting might need to be inflated to compensate. The server enforces this limit by rejecting client connections with a lower *ping*. A value of 0 disables this functionality. This feature is probably only useful for dial-up and other high-latency/low-bandwidth connections.

## Name

`sv_packetdelay` — set simulated server latency

## Synopsis

`sv_packetdelay` [*delay*]

## Default

`sv_packetdelay` 0

## Description

**`sv_packetdelay`** sets the simulated server latency in milliseconds. The server can be coaxed into simulated network latency by artificially delaying transmission of packets in direction of server -> client. A value of 0 will disable this functionality.

## See Also

[sv\\_packetloss\(cvar\)](#)

## Name

`sv_packetloss` — set simulated server packet loss

## Synopsis

`sv_packetloss [loss]`

## Default

`sv_packetloss 0`

## Description

**sv\_packetloss** sets the simulated server packet loss as a percentage. The server can be coaxed into simulated network loss by artificially losing packets in direction of server -> client. A value of 0 disables this functionality. For example, a value of 30 would simulate 30% packet loss.

## See Also

[sv\\_packetdelay\(cvar\)](#)

## Name

`sv_padPackets` — set packet padding amount

## Synopsis

`sv_padPackets` [*num*]

## Default

`sv_padPackets` 0

## Description

**sv\_padPackets** sets the *num* of NOP (no-operation) messages added to packets. This is primarily a debugging feature and is used to fill packets from server -> client with NOPs. A value of 0 disables this functionality.

## Name

`sv_privateClients` — set number of reserved client slots

## Synopsis

```
sv_privateClients [num]
```

## Default

```
sv_privateClients 4
```

## Description

**sv\_privateClients** sets the number of reserved client slots. Reserved client slots require users to connect with private password set. A value of 0 disables this functionality.

## See Also

[sv\\_privatePassword\(cvar\)](#),

## Name

`sv_privatePassword` — set password for reserved private player slots

## Synopsis

```
sv_privatePassword ["secret"]
```

## Default

```
sv_privatePassword ""
```

## Description

**sv\_privatePassword** sets the password for reserved private player slots. An empty value "" will disable private slot access.

## See Also

[sv\\_privateClients\(cvar\)](#),



## Name

`sv_pure` — enable/disable client purity check

## Synopsis

`sv_pure` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_pure 1`

## Description

**sv\_pure** enables or disables client file purity checks. When enabled the server will drop clients with files (pk3) which have mismatching checksums (digital signatures).

## Name

`sv_reconnectlimit` — set minimum period required between client reconnections

## Synopsis

```
sv_reconnectlimit [period]
```

## Default

```
sv_reconnectlimit 3
```

## Description

**sv\_reconnectlimit** sets the minimum period in seconds required between client reconnections. Clients reconnecting before waiting at least *period* seconds will be disconnected. A value of 0 will dissable.

## Name

sv\_showAverageBPS — UNKNOWN

## Synopsis

sv\_showAverageBPS [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

sv\_showAverageBPS 0

## Description

sv\_showAverageBPS UNKNOWN

## Name

`sv_showloss` — enable/disable lost usercmd logging

## Synopsis

`sv_showloss` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_showloss 0`

## Description

**`sv_showloss`** enables or disables lost usercmd logging.

## Name

sv\_tempbanmessage — set temporary-ban message

## Synopsis

```
sv_tempbanmessage ["text"]
```

## Default

```
sv_tempbanmessage "You have been kicked and are temporarily banned from  
joining this server."
```

## Description

**sv\_tempbanmessage** sets the message displayed to clients when they are kicked and temporarily banned.

## Name

`sv_timeout` — set client network connection timeout

## Synopsis

`sv_timeout` [*period*]

## Default

`sv_timeout` 240

## Description

**sv\_timeout** sets the client network connection timeout in seconds. Clients connections are dropped after *period* seconds of unreachability.

## Name

`sv_wwwBaseUrl` — set URL download prefix for WWW downloads of server files

## Synopsis

```
sv_wwwBaseUrl ["URL"]
```

## Default

```
sv_wwwBaseUrl " "
```

## Description

**sv\_wwwBaseUrl** sets the URL download prefix for server files which the client uses to download pk3 files. For example, specifying *URL* as "`http://www.nowhere.com/et/`" will result in the client attempting to download **`http://www.nowhere.com/et/jaymod/jaymod-2.1.5.pk3`** .

## See Also

[sv\\_wwwDIDisconnected\(cvar\)](#), [sv\\_wwwDownload\(cvar\)](#), [sv\\_wwwFallbackURL\(cvar\)](#)

## Name

`sv_wwwDIDisconnected` — enable/disable client disconnect while downloading

## Synopsis

`sv_wwwDlDisconnected` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_wwwDlDisconnected 0`

## Description

**sv\_wwwDIDisconnected** enables or disables client disconnection from server while downloading. This disconnects a client from game server to free up slots while download is in progress.

## See Also

[sv\\_wwwBaseURL\(cvar\)](#), [sv\\_wwwDownload\(cvar\)](#), [sv\\_wwwFallbackURL\(cvar\)](#)



## Name

`sv_wwwDownload` — enable/disable HTTP download

## Synopsis

`sv_wwwDownload` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`sv_wwwDownload 0`

## Description

**sv\_wwwDownload** enables or disables HTTP downloads. If enabled takes precedence over [sv\\_allowDownload\(cvar\)](#).

## See Also

[sv\\_wwwBaseURL\(cvar\)](#), [sv\\_wwwDIDisconnected\(cvar\)](#), [sv\\_wwwFallbackURL\(cvar\)](#)

## Name

`sv_wwwFallbackURL` — set URL for failed WWW downloads

## Synopsis

```
sv_wwwFallbackURL ["URL"]
```

## Default

```
sv_wwwFallbackURL ""
```

## Description

**sv\_wwwFallbackURL** sets the URL for failed WWW downloads. Clients will attempt to open the page specified by *URL* upon failing a download. If an empty "" is specified and the download fails, then the client will fallback to the standard download mechanism controlled via [sv\\_allowDownload\(cvar\)](#).

## See Also

[sv\\_wwwBaseURL\(cvar\)](#), [sv\\_wwwDIDisconnected\(cvar\)](#), [sv\\_wwwDownload\(cvar\)](#)

## Name

`sv_zombietime` — set zombie period

## Synopsis

`sv_zombietime` [*period*]

## Default

`sv_zombietime` 2

## Description

**sv\_zombietime** sets the zombie *period* in seconds. When a client is normally dropped, the client goes into a zombie state for *period* seconds to give a reasonable chance for reliable messages retransmission, if necessary. A value of 0 disables this functionality.

## Name

`team_maxArtillery` — sets the maximum number of artillery or airstrikes per minute

## Synopsis

```
team_maxArtillery [num]
```

## Default

```
team_maxArtillery 6
```

## Description

**team\_maxArtillery** sets the maximum number of artillery or airstrikes each team can have per minute. Setting *num* to 0 disables artillery and airstrikes altogether, and 1 through to 6 specifies the maximum number of concurrent airstrikes per minute allowed. Anything above 6 will have no effect.

## See Also

[team\\_maxFlamers\(cvar\)](#), [team\\_maxGrenLaunchers\(cvar\)](#) [team\\_maxLandMines\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#), [team\\_maxMG42s\(cvar\)](#) [team\\_maxMortars\(cvar\)](#), [team\\_maxPanzers\(cvar\)](#)

## Name

`team_maxFlamers` — sets the maximum number of flamethrowers per team

## Synopsis

```
team_maxFlamers [num]
```

## Default

```
team_maxFlamers -1
```

## Description

**team\_maxFlamers** sets the maximum number of flamethrowers each team can have at once. Setting *num* to `-1` allows for unlimited flamethrowers. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of flamethrowers per team.

## See Also

[team\\_maxArtillery\(cvar\)](#), [team\\_maxGrenLaunchers\(cvar\)](#) [team\\_maxLandMines\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#), [team\\_maxMG42s\(cvar\)](#) [team\\_maxMortars\(cvar\)](#), [team\\_maxPanzers\(cvar\)](#)

## Name

`team_maxGrenLaunchers` — sets the maximum number of grenade launchers per team

## Synopsis

```
team_maxGrenLaunchers [num]
```

## Default

```
team_maxGrenLaunchers -1
```

## Description

**team\_maxGrenLaunchers** sets the maximum number of grenade launchers each team can have at once. Setting *num* to `-1` allows for unlimited grenade launchers. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of grenade launchers per team.

## See Also

[team\\_maxArtillery\(cvar\)](#), [team\\_maxFlamers\(cvar\)](#), [team\\_maxLandMines\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#), [team\\_maxMG42s\(cvar\)](#) [team\\_maxMortars\(cvar\)](#), [team\\_maxPanzers\(cvar\)](#)

## Name

`team_maxLandMines` — sets the maximum numbers of landmines per team

## Synopsis

`team_maxLandMines` *[num]*

## Default

`team_maxLandMines` 10

## Description

**team\_maxLandMines** sets the maximum number of landmines each team can have planted at once. Setting *num* to 0 disables the landmines altogether, and 1 or higher specifies the maximum number of landmines per team.

## See Also

[team\\_maxArtillery\(cvar\)](#), [team\\_maxFlamers\(cvar\)](#), [team\\_maxGrenLaunchers\(cvar\)](#)  
[team\\_maxM97s\(cvar\)](#), [team\\_maxMG42s\(cvar\)](#) [team\\_maxMortars\(cvar\)](#), [team\\_maxPanzers\(cvar\)](#)

## Name

`team_maxM97s` — sets the maximum number of M97s per team

## Synopsis

`team_maxM97s` [*num*]

## Default

`team_maxM97s` -1

## Description

**team\_maxM97s** sets the maximum number of M97s each team can have at once. Setting *num* to -1 allows for unlimited M97s. Setting *num* to 0 disables the weapon altogether, and 1 or higher specifies the maximum number of M97s per team.

## See Also

[team\\_maxArtillery\(cvar\)](#),  
[team\\_maxLandMines\(cvar\)](#),  
[team\\_maxPanzers\(cvar\)](#)

[team\\_maxFlamers\(cvar\)](#),  
[team\\_maxMG42s\(cvar\)](#)

[team\\_maxGrenLaunchers\(cvar\)](#)  
[team\\_maxMortars\(cvar\)](#),



## Name

`team_maxMG42s` — sets the maximum number of MG42s per team

## Synopsis

`team_maxMG42s` [*num*]

## Default

`team_maxMG42s` -1

## Description

**team\_maxMG42s** Setting *num* to -1 allows for unlimited MG42s. Setting *num* to 0 disables the weapon altogether, and 1 or higher specifies the maximum number of MG42s per team.

## See Also

[team\\_maxArtillery\(cvar\)](#),  
[team\\_maxLandMines\(cvar\)](#),  
[team\\_maxPanzers\(cvar\)](#)

[team\\_maxFlamers\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#),

[team\\_maxGrenLaunchers\(cvar\)](#)  
[team\\_maxMortars\(cvar\)](#),

## Name

`team_maxMortars` — sets the maximum number of mortars per team

## Synopsis

```
team_maxMortars [num]
```

## Default

```
team_maxMortars -1
```

## Description

**team\_maxMortars** sets the maximum number of mortars each team can have at once. Setting *num* to `-1` allows for unlimited mortars. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of mortars per team.

## See Also

[team\\_maxArtillery\(cvar\)](#),  
[team\\_maxLandMines\(cvar\)](#),  
[team\\_maxPanzers\(cvar\)](#)

[team\\_maxFlamers\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#),

[team\\_maxGrenLaunchers\(cvar\)](#)  
[team\\_maxMG42s\(cvar\)](#)

## Name

`team_maxPanzers` — sets maximum number of panzerfausts per team

## Synopsis

```
team_maxPanzers [num]
```

## Default

```
team_maxPanzers -1
```

## Description

**team\_maxPanzers** sets the maximum number of panzerfausts each team can have at once. Setting *num* to `-1` allows for unlimited panzerfausts. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of panzerfausts per team.

## See Also

[team\\_maxArtillery\(cvar\)](#),  
[team\\_maxLandMines\(cvar\)](#),  
[team\\_maxMortars\(cvar\)](#),

[team\\_maxFlamers\(cvar\)](#),  
[team\\_maxM97s\(cvar\)](#),

[team\\_maxGrenLaunchers\(cvar\)](#)  
[team\\_maxMG42s\(cvar\)](#)

## Name

`team_maxplayers` — sets maximum number of players per team

## Synopsis

```
team_maxplayers num
```

## Default

```
team_maxplayers 0
```

## Description

**team\_maxplayers** sets the maximum number of players that can be on a team at one time. Setting *num* to 0 allows for unlimited players on each time, while 1 or higher specifies the maximum number of players per team.

## Name

`team_nocontrols` — enable/disable arbitrary control of teams

## Synopsis

`team_nocontrols` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`team_nocontrols` 1

## Description

**team\_nocontrols** controls whether any player on a team can lock, unlock, or speclock their team. Given that for normal play you usually do not want any player on a team to be able to lock a team, it is recommended that you leave this enabled.

## Name

`vote_allow_balancedteams` — enable/disable balanced teams

## Synopsis

`vote_allow_balancedteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_balancedteams` 1

## Description

`vote_allow_balancedteams` enables or disables balanced teams.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_comp` — enable/disable competition settings

## Synopsis

`vote_allow_comp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_comp` 1

## Description

`vote_allow_comp` enables or disables competition settings.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_friendlyfire` — enable/disable friendly-fire

## Synopsis

`vote_allow_friendlyfire` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_friendlyfire` 1

## Description

`vote_allow_friendlyfire` enables or disables friendly-fire.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)



## Name

`vote_allow_gametype` — enable/disable gametype

## Synopsis

`vote_allow_gametype` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_gametype` 1

## Description

**`vote_allow_gametype`** enables or disables gametype.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_generic` — enable/disable generic

## Synopsis

`vote_allow_generic [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_generic 1`

## Description

`vote_allow_generic` enables or disables generic.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

vote\_allow\_kick — enable/disable kick

## Synopsis

vote\_allow\_kick [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

vote\_allow\_kick 1

## Description

**vote\_allow\_kick** enables or disables kick.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

vote\_allow\_map — enable/disable map

## Synopsis

vote\_allow\_map [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

vote\_allow\_map 1

## Description

**vote\_allow\_map** enables or disables map.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_matchreset` — enable/disable matchreset

## Synopsis

`vote_allow_matchreset` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_matchreset` 1

## Description

`vote_allow_matchreset` enables or disables matchreset.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_matchrestart` — enable/disable matchrestart

## Synopsis

`vote_allow_matchrestart [mode]`

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_matchrestart 1`

## Description

`vote_allow_matchrestart` enables or disables matchrestart.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_mutespecs` — enable/disable mutespecs

## Synopsis

`vote_allow_mutespecs` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_mutespecs` 1

## Description

`vote_allow_mutespecs` enables or disables mutespecs.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_muting` — enable/disable muting

## Synopsis

`vote_allow_muting` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_muting` 1

## Description

`vote_allow_muting` enables or disables muting.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)



## Name

`vote_allow_nextmap` — enable/disable nextmap

## Synopsis

`vote_allow_nextmap` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_nextmap` 1

## Description

`vote_allow_nextmap` enables or disables nextmap.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

vote\_allow\_pub — enable/disable pub

## Synopsis

vote\_allow\_pub [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

vote\_allow\_pub 1

## Description

**vote\_allow\_pub** enables or disables pub.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_referee` — enable/disable referee

## Synopsis

`vote_allow_referee` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_referee` 0

## Description

**`vote_allow_referee`** enables or disables referee.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_shuffleteamsxp` — enable/disable shuffleteamsxp

## Synopsis

`vote_allow_shuffleteamsxp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_shuffleteamsxp` 1

## Description

`vote_allow_shuffleteamsxp` enables or disables shuffleteamsxp.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_swaptteams` — enable/disable swaptteams

## Synopsis

`vote_allow_swaptteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_swaptteams` 1

## Description

**`vote_allow_swaptteams`** enables or disables swaptteams.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_timelimit` — enable/disable timelimit

## Synopsis

`vote_allow_timelimit` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_timelimit` 0

## Description

`vote_allow_timelimit` enables or disables timelimit.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_allow_warmupdamage` — enable/disable warmupdamage

## Synopsis

`vote_allow_warmupdamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

## Default

`vote_allow_warmupdamage` 1

## Description

`vote_allow_warmupdamage` enables or disables warmupdamage.

## See Also

[vote\\_limit\(cvar\)](#), [vote\\_percent\(cvar\)](#)

## Name

`vote_limit` — set maximum number of times a vote may be called

## Synopsis

```
vote_limit [max]
```

## Default

```
vote_limit 5
```

## Description

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



## Name

`vote_percent` — set percentage of votes required for it to pass

## Synopsis

```
vote_percent [pass]
```

## Default

```
vote_percent 50
```

## Description

**vote\_percent** sets the percentage of votes required for a vote-in-progress to pass.

# Appendix A. Changelog

## version 2.1.5

1. *Fixed:* missing counters from `!readconfig` which shows number of records loaded.
2. *Added* support for `antiwarp` feature from ETPro. See [g\\_antiwarp\(cvar\)](#).
3. *Merged* new interface for *Omni-bot 0.65*.
4. *Added* flag 2 to [g\\_xpSave\(cvar\)](#) - resets all XP at the beginning of a new campaign.
5. *Fixed* XP save for stopwatch mode. The game will no longer save any XP regardless of settings in stopwatch mode.

## version 2.1.4

1. *Fixed:* Linux signal management to work properly when CVAR `ttycon=1`. This bug comes about when server operators (namely gaming-server providers) use non-canonical (character) terminal mode with ET on Linux. A GSP has tested our fix with their screen/loop scripts and indicate our fix looks good.
2. *Fixed:* regression in *Omni-bot library loading* introduced in Jaymod 2.1.3 where the loader consistently fails for Windows platform. Loading logic has been rewritten for both Linux and Windows with added log verbosity for the library search path.

## version 2.1.3

1. *Added* server frame rate to `!status`.
2. *Fixed:* wasted *bandwidth* when bullet-debugging is disabled.
3. *Optimized* general *bandwidth* usage to be similar to pre-2.1.0 days.
4. *Fixed:* friendly-fire *poison syringes* have no effect.
5. *Fixed:* *poison syringes* have no effect when share-adrenaline is disabled.
6. *Antilagged* *poison syringes*.
7. *Changed* Linux signal management. `SIGHUP` now behaves identical to `SIGTERM` in that it will cause safe server shutdown. This is done to promote maximum compatibility with screen-style server management scripts. `SIGUSR1` is now caught and queued to cause same behavior as `!readconfig` command.
8. *Changed* `serverctl` script command `readconfig` to `reload`.

## version 2.1.2

1. *Fixed* mortar *reticle* *shader* bug.
2. *Fixed* `convert_shrub` dependency on unpopular module and loss of MAC information during conversion.
3. *Added* Linux shutdown signal management. `SIGTERM` is caught and queued to cause safe server shutdown via { `killserver`, `quit` } command sequence.
4. *Added* Linux `readconfig` signal management. `SIGHUP` is caught and queued to cause same behavior as `!readconfig` command.
5. *Overhauled* critical-code sections to block Linux *signals*.
6. *Enhanced* `serverctl` to offer 'readconfig' argument.
7. *Fixed* unavailable *poison-syringes* when `g_friendlyFire=1`.
8. *Removed* legacy cvar `g_motd` as it does nothing.

9. *Removed* legacy voting for cvar *g\_antilag* as it is now a read-only and used solely for serverinfo purposes.
10. *Enhanced* all *hitmodes* to perform better during close-proximity combat.
11. *Enhanced* *g\_hitmode=5* from 7 -> 9 box model. Generally, slightly easier to hit when target is facing head-on, slightly harder to hit when target is sideways.
12. *Enhanced* correctness of *fair-rifles* parity for all relevant weapons characteristics.
13. *Added* *g\_hitmode=6* which introduces **oriented** boxes. Generally, this is as tight (and realistic) as we can get without going to a full-blown animated mesh hitmodel. It is unknown at this time how much CPU this mode will consume on busy servers.
14. *Renamed* new-style *listplayers* -> *lsplayers*.
15. *Restored* old-style *listplayers* from 2.0.X days.
16. *Added* player *name-change* counting (reset after each connection). Value is shown in last-column output for *lsplayers*.
17. *Enhanced* *!status* to display config-string information.
18. *Fixed* client 2D-desktop *XP* display to show more positive values -535..65000 instead of -32768..32767 .
19. *Fixed* client-crash when closing *fireteam menu*. This crash usually happens when you hit ENTER to popup fireteam menu, and then subsequently hit ENTER again to close it. Bug is known to exist on 2.1.0 and 2.1.1 .
20. *Fixed* missing icons on the *command map*. There was an issue with Windows NVidia drivers when texture bits were set to 16 that caused the icons to not appear on the expanded command map.
21. *Enhanced* client console command *jaymodinfo* to show more information.
22. *Merged* new interface for *Omni-bot 0.61*.
23. *Added* support for *map locations*. Jaymod is bundled with the map locations for the standard 6 maps. The menus have been updated accordingly.
24. *Fixed* an issue where *player names* would not appear for poisoned players.
25. *Fixed* the bug where the new *landmines* would cause other mines (even planted ones) to shift around and make very audible noise when thrown on the ground.
26. *Fixed* missing M97 *text-shortcut* where it would show up as "unknown".
27. *Security Fix*: client-side command can be abused to cause server crashes.

## version 2.1.1

1. *Added* OSX universal binary support for *i386* and *PPC* architectures.

## version 2.1.0

1. *Added* Added: *g\_misc* 64 bitflag for more realistic aim-spread which factors environment (ground, water, air) and player-state (crouch/prone) for stability.
2. *Greater* overall server efficiency w/ 10% CPU workload reduction (as seen on a server with 40+ players) even with our most accurate hitmodel=4 enabled.
3. *Overhauled* server-side ban logging.
4. *Overhauled* *!finger*.
5. *Overhauled* *!baninfo*.
6. *Overhauled* *!showbans*.
7. *Added* *!status*.
8. *Optimized* entity information to help reduce likelihood of truncated server commands on big servers.
9. *Fixed* satchel and dynamite bug: corpses are now blown up.
10. *Adjusted* M97 to not give extra damage for headshot.
11. *Added* Jaymod 2.0 shrubbot -> Jaymod 2.1 user/level database converter (perl).

12. *Added* automatic purging of oldest anonymous-users (level=0) when > ~8000.
13. *Fixed* weaponbank icons to remain sharp w/ r\_picmip for m97, binocs, syringe, adren, mortar, mg42, satchel, radio, poison-gas, and all landmines.
14. *Replaced* !listlevels.
15. *Removed* legacy debug hitboxes. New hitbox implementation has integrated visual/text debugging system.
16. *Removed* legacy bullet-hit system.
17. *Removed* legacy anti-lag system.
18. *Improved* landmine game efficiency by an order of magnitude.
19. *Added* mounted-MG42 anti-lag support.
20. *New* anti-lag implementation integrated with new hitboxes.
21. *New* hitbox implementation w/ 5 levels of [g\\_hitmode](#) to choose from.
22. *Improved* !listplayers to show more information about each player.
23. *Fixed* poison-gas landmines to be reclaimed when player leaves team/disconnects.
24. *Fixed* poison-gas landmines to also be included for "landmines reported in this area".
25. *Fixed* poison-gas landmines to trigger against tanks (movers).
26. *Improved* playdead significantly. Many bugs are fixed, including a nasty bounding box issue, added hitboxes to head and legs while playing dead, made the face static (doesn't animate anymore), players can walk through a playdead player, and much more.
27. *Removed* previous shrubbot system.
28. *Removed* previous xp save system.
29. *Removed* previous longest spree record.
30. *Removed* previous censor implementation.
31. *Added* user database. This replaces part of the old shrubbot system, and xp save. Data is stored in text, and for every player that connects, basic information is recorded and saved, including tracking information such as ip, guid, and mac. XP info is saved in text format but is encrypted so that admins may not edit it.
32. *Added* level database. This replaces the levels aspect of the old shrubbot system.
33. *Added* map database. This currently replaces the longest spree system, and will be expanded on to keep records of stats of maps.
34. *Added* censor database. This replaces the old censor code, with unlimited words (there was a 50 word limit), and it is significantly more efficient. Also, formatting of words will not be lost, whereas before censored text would have color removed.
35. *Added* greeting audio at both the level and admin level.
36. *Fixed* a nasty sticky movement bug.
37. *Fixed* throwing knife while using binocs bug.
38. *Fixed* throwing knife charging while playdead bug.
39. *Fixed* several spawn weapons bugs, including soldier spawning with a single pistol bug.
40. *Fixed* several class switching bugs.
41. *Improved* weapons switching when switching classes. Ammo is now taken from the reserve ammo the player had.
42. *Fixed* mines so that the owner of the mine is updated if the player who armed it is not the one who threw it.
43. *Added* mute icon to the scoreboard for muted players.
44. *Added* new stat for VSP chat parser workaround. Since the stats parser is closed source and cannot be changed, the stat is ignored in the logs now.
45. *Fixed* akimbo reload bug. You can now reload if only one shot was fired.
46. *Added* color to disguised names.
47. *Added* g\_covertops flag 32 - do not cut off disguised covert ops disguise names when close to a player.
48. *Fixed* med kit throwing animation (thanks Jaquboss!).
49. *Added* reverse scrolling through players when spectating. The button bound to +attack2 will do this.
50. *Fixed* stuck poll after joining a game.

51. *Added* chat icons (team graphic next to chat, for example).
52. *Added* userinfo server logging. This includes the GUID.
53. *Added* flag 4 to [g\\_engineers](#) for shared construction xp.
54. *Fixed* compass. Icons will no longer extend outside of the compass (support for fixed ETPro shaders).
55. *Added* menu item for compass scale.
56. *Added* new time format to appropriate CVARS. Time can be specified with D, H, M, and S modifiers, with the default being S.
57. *Adjusted* some on-screen HUD text elements. The fonts are smaller and should take up less space.
58. *Fixed* #43 - players could launch arty, then quickly switch teams and get kills against their old teammates.
59. *Added* #42 - /kill counts as a death.
60. *Added* timed muting.

## Appendix B. Thanks and Credits

First and foremost, the most humble and sincere thanks go to everyone at **Clan FU** for their help and participation in the development and testing of this mod. Without their generous support, this mod would not be in existence.

My utmost, sincere thanks and appreciation go to **Zinx Verituse**, **Bani**, and **Forty** for their contributions.

Many, many thanks to **Mr.Mxyzptlk** for his cross-platform build/release system, C++ conversion and continued work on the mod.

Thanks to **Meyerinchains** for his contribution of the M97 model and animations.

Thanks to **Jeremy “Dr. Evil” Swigart** and the magic of the **Omni-bot** team for their continued help with the implementation and debugging support of Omni-bot in Jaymod.

Thanks at **Lazyphreak** at the Jaymod forums for taking the time to get all the original Shrub flags.

Thanks to **ETPub** for the contribution to the ET community in general. Jaymod incorporates modified bits of code from their project.

There are several server admins that frequent the Jaymod forums assisting those that require it without hesitation or commission. They simply choose to contribute, and for that I thank all of you and hope you will continue what you do.

Thanks to **SplashDamage®** for taking the time to develop and release an incredible free **id Software®** based game. They have made a good many fan because of their generosity and dedication to the gaming community. Thanks to the **Splash-Damage forums community** for the help they provide to everyone wanting to mod for ET.

—Jaybird