Subject: Complete list of console cmds/cvars?
Posted by IRON FART on Sun, 14 Dec 2003 07:22:06 GMT
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The Original commands:

RENEGADE COMMANDS as at Fri Dec 05 15:52:02 2003

ADMIN_MESSAGE <message> - sends an admin message to all clients. Host only. (amsg)
ALLOW [<Nickname>|] - Remove user channel ban from this server (WOL mode only).
BAN [<Nickname>|] - Permanently ban a user from this server(GameSpy & WOL mode only).
CLIENT_PHYSICS_OPTIMIZATION [0|1] - Update only visible physic objects on client. (cpo)
EDIT_VEHICLE - Edit the parameters of the currently driven vehicle.
EXTRAS <key>
FPS - toggle FPS display. (fps)
GAME_INFO - Print info about a game in progress to console box
GAMEOVER - end current game (server only).
KICK [<Nickname>|] - Kick a user from the game.
MESSAGE <message> - sends a chat message to all clients. Host only. (msg)
NET_UPDATE_RATE - set the max. net update think rate (times per second). (nur)
PLAYER_INFO - Print info about players in the game to the console box
QUIT - End game and quit to desktop (dedicated server only).

QUIT_SLAVE slavename - Shutdown a slave server (dedicated master server only).
RESTART - Quit to desktop and restart process (dedicated server only).
SCREEN_UV_BIAS - toggles the half pixel bias in screen text.
SET_BW_BUDGET_OUT - set total bps budget out. (sbbo)
TOGGLE_SORTING - toggles WW3D sorting.

Additional Commands:

The Renegade server supports these additional command line options:

startserver=XXXXXXX.INI -
Use this option to pass a specific server.ini format file to the server. This can be used in conjunction with the /multi option to enable multiple servers to connect to the GameSpy service. Each server.ini file can contain the name of a specific game config file (on the Config = line) so that each server instance can have its own game settings (including the name).

/multi -
Allow multiple instances of the server to run concurrently.

ip=xxx.xxx.xxx.xxx -
Specifies the IP address to bind to for multi-homed systems.

Hope that helps.