Subject: Complete list of console cmds/cvars?
Posted by IRON FART on Mon, 15 Dec 2003 04:06:41 GMT

SET_BW_BUDGET_OUT:
Set Bandwidth budget. Basically putting your own Bandwith cap for the server. If you are running the gameserver on a remote dedicated server for example, and you don't wan't to be cut off because you surpassed your bandwidth, then you use that command.

SCREEN_UV_BIAS:
I think it just cuts down on how many pixels are calculated etc bt the computer. To lighten the load.

TOGGLE_SORTING:
I think it is to do with the game engine checking if .w3d's are present or not. Again to reduce server load.

I am not 100% sure on the last two, but i think i am right.

As for the Client Physics Optimization:
If it is turned on or not, vis sectors in well-made maps do the same thing.
They Stop calculation of objects that aren't visible. So no, there isn't any time that it is bad.