Subject: Complete list of console cmds/cvars?
Posted by HeXetic on Sun, 14 Dec 2003 05:59:10 GMT

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Does anybody know of a complete list of all Renegade console commands and variables? I can't seem to find one anywhere, and trying to guess the list using the console "hint" system would sort of take ages...

Ideally I'd like to post such a list on PCNC, in the Renegade info section for all to see.

Subject: Complete list of console cmds/cvars?
Posted by Majiin Vegeta on Sun, 14 Dec 2003 06:13:49 GMT

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press f8 bring up console

type help

and there are your commands

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.

Subject: Complete list of console cmds/cvars?
Posted by HeXetic on Mon, 15 Dec 2003 02:34:21 GMT
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Thanks you guys, but what exactly are the wierder ones for?

e.g. SCREEN_UV_BIAS? SET_BW_BUDGET_OUT? TOGGLE_SORTING?

And is there any time where it's *not* good to turn on Client Physics Optimisations?

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

Subject: Complete list of console cmds/cvars?
Posted by HeXetic on Mon, 15 Dec 2003 04:11:06 GMT
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If there's never a situation where CPO is bad, then one has to wonder why it isn't turned on by default...

Subject: Complete list of console cmds/cvars?
Posted by IRON FART on Mon, 15 Dec 2003 04:14:55 GMT
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The Quality of the game. Textures, emmitters look a little different.

Subject: Complete list of console cmds/cvars?
Posted by Aircraftkiller on Mon, 15 Dec 2003 05:04:17 GMT
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No, they don't. Client Physics Optimization optimizes the vis sectors a bit. It doesn't do very much, but can help in certain situations.

Screen UV bias affects text, mainly. It doesn't do much, if anything noticable.

Sorting has to do with a static sorting level. It will automatically apply static sorting levels to the objects that need them. Sorting levels tell the game not to sort those polygons, preventing problems with multipass bump mapped water, complex alpha blends with more than two passes, etc...