

Console Variables (CVAR)

Console Variables are like [Console Commands](#) but require specific numeric variables following the command.

Common Console Variables

If you are having trouble finishing a command, select **TAB** and the console will display available parameters.

Command	Information	Example
<code>listcvars</code>	Lists all of the available console variables.	<code>listcvars</code>
<code>g_giveExtraLives</code>	Gives the player extra lives. Up to 99.	<code>g_giveExtraLives 5</code>
<code>g_infiniteAmmo</code>	Toggles infinite ammo. 0 = Finite Ammo (Default) 1 = Infinite Ammo	<code>g_infiniteAmmo 0</code> <code>g_infiniteAmmo 1</code>
<code>g_damageScaleAllToAI</code>	Changes the amount of damage the player deals to AI. 1 = Default	<code>g_damageScaleAllToAI 0.5</code> <code>g_damageScaleAllToAI 1</code> <code>g_damageScaleAllToAI 5</code>
<code>judgometer_Infinite</code>	Toggles infinite Crucible ammo.	<code>judgometer_Infinite 0</code> <code>judgometer_Infinite 1</code>
<code>timescale</code>	Changes the speed of the world. 1 = Default	<code>timescale 0.5</code> <code>timescale 1</code> <code>timescale 5</code>
<code>pm_noclipSpeed</code>	Changes the movement speed of the player while in noclip. (requires Meath00k) 50 = Default	<code>pm_noclipSpeed 10</code> <code>pm_noclipSpeed 50</code> <code>pm_noclipSpeed 200</code>

pm_disableNightmareGodMode	Toggles the health penalty the player receives when they type the god command in an Ultra Nightmare save. 0 = Penalty Active (Default) 1 = Penalty Inactive	<code>pm_disableNightmareGodMode 0</code> <code>pm_disableNightmareGodMode 1</code>
ai_faction_overrideEmotion_ai	Changes the AI behavior of all AI in the map. -1 = DYNAMIC (Default) 0 = MIN	<code>ai_faction_overrideEmotion_ai 0</code>
hands_fovscale	Changes the field of view scale for first person weapon models.	<code>hands_fovscale 1</code>

See Also

- [Commands \(CMD\)](#)
- [Meath00k Commands](#)
- [How to Install Mods \(Doom Eternal\)](#)

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