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 with display available parameters.

Command	Information	Example
listcvars	Lists all of the available console variables.	`listcvars`
g_giveExtraLives	Gives the player extra lives. Up to 99.	`g_giveExtraLives 5`
g_infiniteAmmo	Toggles infinite ammo. 0 = Finite Ammo (Default) 1 = Infinite Ammo	`g_infiniteAmmo 0` `g_infiniteAmmo 1`

g_damageScaleAllToAI	Changes the amount of damage the player deals to AI.
	1 = Default
		`g_damageScaleAllToAI 0.5`
		`g_damageScaleAllToAI 1`
		`g_damageScaleAllToAI 5`

judgemeter_Infinite	Toggles infinite Crucible ammo.	`judgemeter_Infinite 0` `judgemeter_Infinite 1`

timescale	Changes the speed of the world.
	1 = Default
		`timescale 0.5`
		`timescale 1`
		`timescale 5`

pm_noclipspeed	Changes the movement speed of the player while in noclip.
	(requires **Meath00k**)
	50 = Default
		`pm_noclipspeed 10`
		`pm_noclipspeed 50`
		`pm_noclipspeed 200`

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	`pm_disableNightmareGodMode 0` `pm_disableNightmareGodMode 1`
ai_faction_overrideEmotion_ai	Changes the AI behavior of all AI in the map. -1 = DYNAMIC (Default) 0 = MIN	`ai_faction_overrideEmotion_ai 0`
hands_fovscale	Changes the field of view scale for first person weapon models.	`hands_fovscale 1`

See Also

- **Commands (CMD)**
- **Meath00k Commands**
- **How to Install Mods (Doom Eternal)**

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