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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...

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