

etpub client documentation

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cvars

cg_drawTime [0|1|2]

Decides whether to draw the current local time beneath the FPS display. When set to 1, it will display 24 hour clock, when set to 2, it will display a 12 hour clock, with am/pm

cg_drawTimeSeconds [0|1]

When set to 1, will display the seconds as well on the time. Requires cg_drawTime set to either 1 or 2

cg_hud

The name of your current hud, which will be loaded upon startup

cg_panzerhack [0|1]

Put your SMG in weaponbank 2 (instead of bank 3) when you're a soldier with level 4 Heavy Weapons

Default: 1

cg_logConsole [bitmask]

Log centerprints and/or banners to your console

- 1
- Log centerprints
- 2
- Log banners

Default: 1

cg_gun_fovscale [0|1]

Scale the gun when you use different FOV

Default: 1

cg_weapaltReloads [0|1]

Hitting altfire (usually right mouse button) when holding a weapon that doesn't have an alternative fire will reload the weapon

Default: 0

cg_drawRanks [0|1|2]

When 1 the rank (for example "Private") will be shown in front of the name when you look at a player in your team. When 2 it will only show the short rank ("Pvt" for exmaple) and when 0 it won't show any rank.

Default: 1

cg_fireteamAlpha [0.0 - 1.0]

Determines the level of transparency of the fireteam window

Default: 0.6

cg_lagometerAlpha [0.0 - 1.0]

Determines the level of transparency of the lagometer

Default: 1.0

cg_chatAlpha [0.0 - 1.0]

Determines the level of transparency of the chat texts at the bottom of your screen

Default: 0.33

cg_watermarkAlpha [0.0 - 1.0]

Determines the level of transparency of the watermark, if the server has one. Note that the server might set a transparency themselves. In that case the watermark alpha will be the product of these transparency levels

Default: 1.0

cg_specAlpha [0.0 - 1.0]

Determines the level of transparency of the SPECTATOR text

Default: 1.0

cg_dynoCounter [0|1]

Displays a counter in your HUD that will countdown untill a dynamite on an objective explodes. This will not spam the chat/cpm

- 1
- Visual
- 2
- Textual

Default: 1

cg_maxTeamDynas [0-8]

The number of dynamites of your own team that will be displayed in the counter

Default: 4

cg_maxEnemyDynas [0-8]

The number of dynamites of your enemy that will be displayed in the counter

Default: 4

cg_drawClassIcons [bitmask]

Changes Classtexts into ClassIcons

- 1
- In crosshair names
- 2
- In fireteam
- 4
- On scoreboard

Default: 7

cg_drawCrosshairHP [0|1]

Draw textual HP instead of the healthbar when aiming at someone

Default: 0

cg_fireTeamOptions [0|1]

Autoselect your fireteammembers at **the start of a NEW map**

Default: 0

cg_damageKick [0|1|2]

Changes the way damage kick occurs (the screen shake when a player gets shot).

- 0
- No damagekick.
- 1
- Regular damagekick, variable shake, increases when player is low on health.
- 2
- Simple damagekick, constant shake value.

Default: 1

cg_tracers [0|1|2]

Enables/disables drawing the bullet tracers:

- 0
- No tracers.
- 1
- All tracers.
- 2
- All but your own tracers.

Default: 1

Commands

m [partialname] [message]

Send private message to all players matching the partial name

mt [partialname] [message]

Send private message to all players on your team that match the partial name

loadhud

used to load a custom hud from a .hud file contained in a pk3 file. Also able to "/loadhud ?" to show a list of available huds. "/loadhud blank" to load a blank hud, or "/loadhud" to load the default ET hud. When loading a hud, the default ET is loaded first, then the custom HUD overwrites any values specified. So if a HUD element isn't specifically disabled in a custom HUD, it will be in ET default position

edithud

Used to edit the hud in realtime. Can also be used to script a hud so that server admins don't have to package .hud files into pk3

format: */edithud elementName [value1] [value2] . . . [valueX]*

Current *elementNames* and (*values*) are as follows:

- ammocount (x, y, scale)
- chargebar (x, y, width)
- compass (x, y, size)
- uppreright (y)
- fireteam (x, y, width)
- flagcov (x, y)
- head (x, y, width, height)
- healthbar (x, y, width)
- healthtext (x, y, scale)
- lagometer (x, y)
- overheat (x, y, width, height)
- skillbox1 (x, y, size)
- skillbox2 (x, y, size)
- skillbox3 (x, y, size)
- skillpic1 (x, y, size)
- skillpic2 (x, y, size)
- skillpic3 (x, y, size)
- skilltext1 (x, y, scale)
- skilltext2 (x, y, scale)
- skilltext3 (x, y, scale)
- staminabar (x, y, width)
- weaponcard (x, y, size)
- xptext (x, y, scale)
- cpmtext (x, y, scale)
- chattext (x, y, scale)
- voteftext (x, y)
- livesleft (x, y)

All items except skilltextX are part of the original ET hud. skillTextX is a textual representation of the xp levels, i.e. 0, 1, 2, 3, 4. The skill[box,pic,text] elements correspond as follows, 1 = class specific skills, 2 = battle sense, 3 = light weapons

Default *scale* values, where used, is 25 in the default ET hud.

uppreright represents the spawn counter/game timer, clock, FPS normally displayed on the right side of the screen.

(x,y) are based on a 640 x 480 scale, regardless of the actual screen resolution that ET is running. Therefore (0,0) is upper left, (640,480) is lower right and (320, 240) is crosshairs

To disable an element entirely, set the first value to -1. Currently voteftext CANNOT be disabled

dumphud

Dumps the current hud settings to the console in format used to create a .hud file

dropweapon

Drops the player's primary weapon.

timerSet [1-60]

Sets enemy spawntimer (shown in red). You need to give the value for the timer. Not giving any value will disable the spawntimer.

resetTimer

Resets the enemy spawn timer to the value which was given when timerSet was called. This command will do nothing if timerSet hasn't been called before.

lua_status

Shows information about the scripts currently loaded by the Lua API engine.

Autoexec Files

The etpub client now has the ability to automatically execute certain config (*.cfg) files upon certain events:

autoexec_allies.cfg, autoexec_axis.cfg, autoexec_spectator.cfg

Executed when you join a team (or become a spectator)

autoexec_<mapname>.cfg, autoexec_default.cfg

Executed when the map switches to <mapname>. autoexec_default.cfg is always executed after the autoexec_<mapname>.cfg file.

autoexec_soldier.cfg, autoexec_medic.cfg, autoexec_engineer.cfg, autoexec_fieldops.cfg, autoexec_covertops.cfg

Executed when you switch classes

Please note that if any of these files do not exist they simply will not be executed, there will not be any error messages

Also note that these filenames are casesensitive on linux

General Changes

- New etpub in-game menu for configuring the cg_drawTime cvars
- Integrates many of Chruker's ["Project: Bug Fix"](#) fixes.
- Support for the 'forcecvar' server command.
- Uses etpub's player movement code, so client prediction will better match the server.
- If ETPro's etpromascripts are used, you won't see the message "You are near the Back Door" on battery unless you use it. (support for EF_FAKEBMODEL).
- When playing dead, you don't see the text about being wounded and waiting for a medic.
- On servers with the g_weapons flags 2 or 4, you won't hear the predicted 'click' sound when using syringe or pliers underwater.
- '+lookdown' and '+lookup' commands are disabled to prevent scripted anti-recoil cheats.