\*\*\*\*config by nevskiy[A]\*\*\*\*  
  
  
  
// sens @ cvars  
  
m\_customaccel "0"  
m\_customaccel\_exponent "1"  
m\_customaccel\_max "0"  
m\_customaccel\_scale "0.04"  
m\_filter "0"  
m\_mouseaccel1 "0"  
m\_mouseaccel2 "0"  
m\_pitch "0.022"  
m\_yaw "0.022"  
sensitivity "3.3"  
zoom\_sensitivity\_ratio "1.0"  
  
  
cl\_scalecrosshair "1"   
cl\_crosshairusealpha "1"   
cl\_crosshairalpha "9999"   
cl\_dynamiccrosshair "0"   
cl\_observercrosshair "1"  
cl\_crosshairscale "1800"   
  
// taba @ hud  
cl\_wpn\_sway\_interp 0  
cl\_radartype "1"  
cl\_radaralpha "255"  
cl\_autohelp "0"   
cl\_c4progressbar "1"   
cl\_righthand "1"   
cl\_showtextmsg "1"   
cl\_locationalpha "150"   
cl\_autowepswitch "0"  
cl\_c4dynamiclight "0"  
cl\_phys\_props\_enable "0"  
cl\_phys\_props\_max "0"  
muzzleflash\_light "0"  
con\_notifytime "8"   
hud\_centerid "1"   
hud\_deathnotice\_time "6"   
hud\_drawhistory\_time "5"   
hud\_fastswitch "1"   
hud\_saytext\_time "5"   
hud\_showtargetid "1"   
muzzleflash\_light "1"   
  
// taba @ FPS  
cl\_allowupload "0"  
net\_graph "1"  
net\_graphpos "100"   
fps\_max "1337"   
  
//fps\_modem "0"   
  
// NETCODE CVARS  
  
cl\_cmdrate "66"  
cl\_interp\_ratio "1"  
cl\_interp "0.01"  
cl\_lagcompensation "1"  
cl\_pred\_optimize "2"  
cl\_predict "1"  
cl\_predictweapons "1"  
cl\_smooth "0"  
cl\_smoothtime "0.02"  
cl\_updaterate "66"  
cl\_wpn\_sway\_interp "0"  
rate "1048576"  
  
// taba @ Grafiikka  
  
gl\_clear "0"  
r\_drawmodelstatsoverlaymax "1.5"   
r\_drawmodelstatsoverlaymin "0.1"   
skill "1"   
con\_enable "1"   
cl\_lagcompensation "1"  
cl\_allowdownload "1"   
cl\_drawmonitors "0"   
cl\_forcepreload "1"   
cl\_soundfile "sound/player/jingle.wav"   
cl\_logofile "materials/vgui/logos/Spray\_crosshairs.vtf   
  
cl\_showpluginmessages "1"   
  
sv\_unlockedchapters "1"   
  
  
// taba @ Veret  
  
  
violence\_agibs "3"   
violence\_hgibs "3"   
violence\_ablood "3"   
violence\_hblood "3"   
  
// taba @ Mat komennot (antialias 4 ja forceaniso 16)  
  
mat\_dxlevel "81"   
mat\_clipz "1"  
mat\_antialias "0"  
mat\_disable\_bloom "1"   
mat\_bumpmap "0"   
mat\_compressedtextures "1"  
mat\_bloomscale "0"   
mat\_fastnobump "1"   
mat\_disable\_fancy\_blending "1"   
mat\_fastspecular "1"   
mat\_filterlightmaps "1"   
mat\_disable\_lightwarp "1"  
mat\_disable\_ps\_patch "1"  
mat\_monitorgamma "1.6"   
mat\_hdr\_enabled "0"   
mat\_specular "0"   
mat\_parallaxmap "0"   
mat\_picmip "2"   
mat\_forceaniso "0"  
mat\_reducefillrate "1"   
mat\_forcehardwaresync "0"  
mat\_forcemanagedtextureintohardware "0"  
mat\_wateroverlaysize "16"  
mat\_vsync "0"   
mp\_decals "0"   
mat\_hdr\_level "0"  
mat\_colorcorrection "0"   
r\_decal\_cullsize "0"  
  
  
// taba @ Pienet s??d?t   
  
r\_eyes "0"   
r\_eyeglintlodpixels "0"  
r\_eyesize "0"  
r\_eyeshift\_z "0"  
r\_eyeshift\_y "0"  
r\_eyeshift\_x "0"   
r\_eyemove "0"  
r\_eyegloss "0"   
r\_teeth "0"   
r\_decals "0"   
r\_drawflecks "0"   
r\_dopixelvisibility "0"   
r\_fastzreject "0"   
r\_renderoverlayfragment "0"   
r\_occlusion "0"  
r\_shadows "0"   
r\_shadowmaxrendered "1"   
r\_shadowrendertotexture "1"   
r\_worldlightmin "0"   
r\_worldlights "2"   
r\_flex "0"  
r\_3dsky "0"  
r\_drawmodeldecals "0"   
cl\_ejectbrass "0"   
r\_maxmodeldecal "0"  
  
// taba @ These cvars boost your fps dramaticly  
r\_3dsky "0"  
r\_sse "1"  
r\_sse2 "1"  
props\_break\_max\_pieces "0"  
weapon\_showproficiency "1"   
// taba @ Ropet  
  
rope\_averagelight "0"   
rope\_smooth "0"   
rope\_wind\_dist "0.01"   
rope\_subdiv "0"  
rope\_smooth\_minwidth "0"  
rope\_smooth\_minalpha "0"  
rope\_smooth\_maxalphawidth "0"  
rope\_smooth\_maxalpha "0"   
rope\_shake "0"  
rope\_collide "0"  
sv\_forcepreload "1"   
lod\_Transitiondist "0"  
rope\_smooth\_enlarge "0"  
rope\_wind\_dist "0.01"  
rope\_averagelight "0"  
rope\_smooth "0"   
  
  
// taba @ Ruumiit pois  
  
cl\_phys\_props\_max "0"  
cl\_ragdoll\_physics\_enable "0" //enable/disable ragdoll physics  
cl\_ragdoll\_collide "0"   
  
// taba @ Vesi  
cl\_show\_splashes "0"   
r\_cheapwaterend "1"   
r\_cheapwaterstart "1"   
r\_waterforcereflectentities "0"   
r\_waterforceexpensive "0"   
r\_waterdrawreflection "0"   
r\_waterdrawrefraction "0"   
r\_ropetranslucent "0"   
  
// taba @ sound  
  
volume "0.1"  
sv\_voiceenable "0"   
cl\_downloadfilter "nosounds"  
snd\_pitchquality 0  
dsp\_enhance\_stereo 0  
dsp\_slow\_cpu 1   
  
// taba @ Modelit  
  
r\_rootlod "0"  
r\_lod "2"  
cl\_minmodels "1"   
cl\_min\_ct "2"   
cl\_min\_t "3"   
showhitlocation "1"  
r\_drawbatchdecals "0"   
  
// taba @ Valoisuus  
  
r\_dynamic "0"   
r\_maxdlights "0"   
r\_worldlightmin "0.0002"   
r\_lightaverage "0"   
  
// taba @ Props  
  
props\_break\_max\_pieces "0"  
props\_break\_max\_pieces\_perframe "0" func\_break\_max\_pieces "0"   
props\_break\_max\_pieces "0"  
func\_break\_max\_pieces "0"  
props\_break\_max\_pieces\_perframe "0"  
fps\_max "1337"  
con\_enable "1"  
weapon\_showproficiency "1"  
  
  
// taba @ JPG laatu  
  
jpeg\_quality "100"  
  
// taba @ weapon  
  
weapon\_showproficiency "1"  
  
  
// taba @ Bindit jne...  
// -------------  
//Ropes  
rope\_smooth\_maxalphawidth "0"  
rope\_smooth\_maxalpha "0"  
rope\_smooth\_enlarge "0"  
rope\_wind\_dist "0.01"  
rope\_subdiv "0"  
rope\_smooth\_minwidth "0"  
rope\_smooth\_minalpha "0"  
rope\_averagelight "0"  
rope\_smooth "0"  
rope\_shake "0"  
rope\_collide "0"   
  
  
// taba @ xbox  
xbox\_throttlebias "100"  
xbox\_throttlespoof "200"  
xbox\_autothrottle "1 "  
  
// taba @ joy  
joy\_lowend "1"  
joy\_lowmap "1"  
bind "n" "zb\_teamcash"   
bind "b" "buymenu; buy defuser"   
  
  
m\_customaccel\_exponent "0"  
m\_customaccel "0"