\*\*\*\*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"