ЗВУКОВЫЕ НАСТРОЙКИ  
cl\_customsounds "0"  
cl\_soundfile "0"  
dsp\_enhance\_stereo "0"  
dsp\_mix\_max "0.9"  
dsp\_room "0"  
dsp\_slow\_cpu "0"  
dsp\_spatial "40"  
dsp\_speaker "50"  
dsp\_volume "2.0"  
dsp\_water "14"  
room\_type "0"  
snd\_async\_fullyasync "0"  
snd\_duckerattacktime "0.5"  
snd\_duckerreleasetime "2.5"  
snd\_duckerthreshold "0.15"  
snd\_ducktovolume "0.55"  
snd\_mixahead "0.1"  
snd\_musicvolume "0"  
snd\_noextraupdate "1"  
snd\_pitchquality "1"  
snd\_profile "0"  
soundscape\_flush "9999"  
suitvolume "0"  
voice\_enable "1"  
voice\_forcemicrecord "1"  
voice\_modenable "1"  
voice\_scale "0.4"  
snd\_legacy\_surround "1"  
cl\_lagcompensation "1"  
cl\_updaterate "101"  
cl\_interpolate "1"  
cl\_cmdrate "101"  
cl\_interp "0.01"  
cl\_smooth "1"  
cl\_smoothtime "0.01"  
cl\_resend "6"  
net\_graph "0"  
net\_graphheight "0"  
cl\_showfps "0"  
rate "30000"  
fps\_max "1337"  
cl\_pred\_optimize "2"  
net\_maxfragments "1280"  
cl\_timeout "30"  
cl\_predictweapons "1"  
  
FPS  
  
  
cl\_cloud\_settings "0"  
cl\_scoreboard\_dead\_color\_red "255"  
cl\_scoreboard\_dead\_color\_green "255"  
cl\_scoreboard\_dead\_color\_blue "255"  
//Disabling Ropes  
r\_ropetranslucent "0"  
rope\_smooth "0"  
rope\_wind\_dist "0"  
rope\_collide "0"  
rope\_subdiv "0"   
cl\_c4dynamiclight 1  
mat\_queue\_mode 2  
cl\_minmodels "0"  
cl\_min\_ct "1"  
cl\_min\_t "1"  
  
r\_decals "100" //   
r\_drawdetailprops "0" //   
r\_drawflecks "0" //  
r\_shadows "1" //   
r\_shadowmaxrendered "32" //   
r\_dynamic "0" //   
r\_3dsky "0" //   
r\_propsmaxdist "0" //   
r\_worldlights "1" //   
r\_renderoverlayfragment "0" //   
cl\_phys\_props\_max "0" //   
cl\_ragdoll\_physics\_enable "1" //   
cl\_ragdoll\_collide "0" //   
cl\_ragdoll\_fade\_time "0" //   
cl\_drawmonitors "0" //   
cl\_ejectbrass "0" //   
cl\_forcepreload "1" //  
cl\_show\_splashes "0" //   
r\_eyes "0" //   
r\_teeth "0" //   
gl\_clear "0" //   
mat\_clipz "0" //   
mat\_disable\_bloom "1"   
mat\_wateroverlaysize "8"   
props\_break\_max\_pieces "0"   
r\_decal\_cullsize 0  
mp\_decals "100"  
  
mat\_debug\_postprocessing\_effects "0"  
mat\_debugdepthmode "0"  
mat\_debugdepthval "128"  
mat\_debugdepthvalmax "256"   
texture\_budget\_background\_alpha "9999999"  
texture\_budget\_panel\_height "0"  
texture\_budget\_panel\_width "0"  
mat\_compressedtextures "1"  
mat\_filterlightmaps "1"  
mat\_forcehardwaresync "0"  
r\_maxdlights "32"  
cl\_detail\_avoid\_force "0"  
cl\_detail\_avoid\_radius "0"  
cl\_detail\_avoid\_recover\_speed "0"  
cl\_detail\_max\_sway "0"  
r\_maxnewsamples "0"  
r\_maxsampledist "0"  
r\_norefresh "0"  
r\_minnewsamples "0"  
mat\_parallaxmap "0"  
mat\_hdr\_level "0"  
budget\_peaks\_window "0"  
mat\_bloomscale "0"  
mat\_forcemanagedtextureintohardware "0"  
mat\_fastnobump "1"  
cl\_wpn\_sway\_interp "0"  
  
mat\_debug\_postprocessing\_effects "0"  
mat\_debugdepthmode "0"  
mat\_debugdepthval "128"  
mat\_debugdepthvalmax "256"   
cl\_forcepreload "1"  
cl\_drawmonitors "0"  
gl\_clear "1"  
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texture\_budget\_panel\_height "0"  
texture\_budget\_panel\_width "0"  
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mat\_filterlightmaps "1"  
mat\_forcehardwaresync "0"  
mat\_reducefillrate "0"  
mat\_disable\_bloom "1"  
r\_maxdlights "32"  
mat\_wateroverlaysize "8"  
cl\_show\_splashes "0"  
cl\_detail\_avoid\_force "0"  
cl\_detail\_avoid\_radius "0"  
cl\_detail\_avoid\_recover\_speed "0"  
cl\_detail\_max\_sway "0"  
mat\_hdr\_enabled "0"  
r\_maxnewsamples "0"  
r\_maxsampledist "0"  
r\_norefresh "0"  
r\_minnewsamples "0"  
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mat\_hdr\_level "0"  
cL\_showfps "1"  
budget\_peaks\_window "0"  
mat\_bloomscale "0"  
mat\_forcemanagedtextureintohardware "0"  
mat\_fastnobump "1"  
cl\_wpn\_sway\_interp "0"  
budget\_show\_peaks "0"  
budget\_averages\_window "0"  
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budget\_show\_averages "0"  
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mat\_forceaniso "1"  
mat\_specular "0"  
mat\_bumpmap "0"  
mat\_bufferprimitives "1"  
mat\_disable\_lightwarp "1"  
budget\_show\_history "0"  
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budget\_history\_range\_ms "5"  
r\_forcewaterleaf "0"  
mat\_disable\_ps\_patch "1"  
mat\_envmapsize "0"  
mat\_envmaptgasize "0"  
mat\_disable\_fancy\_blending "1"  
mat\_autoexposure\_max "0"  
mat\_autoexposure\_min "0"  
budget\_history\_numsamplesvisible "0"  
mat\_picmip "0"  
mat\_clipz "1"  
r\_phong "0"  
lod\_TransitionDist "0"  
mat\_vsync "0"  
r\_shadows "1"  
r\_eyes "0"  
r\_eyeglintlodpixels "0"  
r\_eyesize "0"  
r\_eyeshift\_z "0"  
r\_shadowrendertotexture "1"  
flex\_smooth "0"  
r\_lod\_noupdate "1"  
r\_flex "0"   
r\_eyeshift\_y "0"  
mat\_shadowstate "0"  
r\_eyeshift\_x "0"  
r\_eyemove "0"  
r\_eyegloss "0"  
r\_teeth "0"  
r\_worldlightmin "0.0002"  
r\_waterforcereflectentities "0"  
r\_worldlights "1"  
r\_PhysPropStaticLighting "0"  
r\_cheapwaterend "1"  
r\_cheapwaterstart "1"  
r\_updaterefracttexture "0"  
r\_WaterDrawReflection "0"  
r\_WaterDrawRefraction "0"  
r\_drawflecks "0"  
r\_dopixelvisibility "0"  
r\_renderoverlayfragment "0"  
r\_occlusion "0"  
r\_shadowmaxrendered "32"  
r\_rootlod "0"  
r\_lod "2"  
r\_drawbatchdecals "0"  
cl\_rumblescale "0"  
net\_showevents "0"  
r\_spray\_lifetime "1"  
showhitlocation "1"  
r\_ambientboost "0"  
r\_ambientfactor "1"  
r\_waterforceexpensive "1"  
r\_ropetranslucent "0"  
r\_dynamic "0"  
r\_lightaverage "1"  
g\_ragdoll\_fadespeed "0"  
g\_ragdoll\_lvfadespeed "0"  
lod\_enable "1"  
dsp\_water "14"  
blink\_duration "0"  
  
  
// These cvars boost your fps dramaticly  
r\_3dsky "0"  
r\_sse "1"  
r\_sse2 "1"  
r\_mmx "1"  
props\_break\_max\_pieces "0"  
weapon\_showproficiency "1"  
  
  
  
  
  
mat\_queue\_mode "2"   
cl\_threaded\_bone\_setup "0"   
cl\_interp\_threadmodeticks "0"   
cl\_threaded\_client\_leaf\_system "0"   
r\_threaded\_client\_shadow\_manager "0"   
r\_threaded\_particles "1"   
cl\_interp\_threadmodeticks "1"  
r\_threaded\_renderables "0"   
host\_thread\_mode "1"  
r\_queued\_decals "0"   
r\_queued\_post\_processing "0"  
mem\_max\_heapsize "2048"  
mem\_min\_heapsize "64"  
  
  
  
  
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"  
  
  
cl\_ragdoll\_physics\_enable "1"  
cl\_ragdoll\_collide "0"  
cl\_phys\_props\_max "50"  
r\_maxmodeldecal "0"  
r\_drawmodeldecals "0"  
  
  
violence\_ablood "1"  
violence\_agibs "1"  
violence\_hblood "1"  
violence\_hgibs "1"  
  
cl\_disablefreezecam "1"  
cl\_disablehtmlmotd "1"  
cl\_show\_achievement\_popups "0"  
cl\_cloud\_settings "0"  
host\_thread\_mode "1"