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"
texture\_budget\_background\_alpha "9999999"
texture\_budget\_panel\_height "0"
texture\_budget\_panel\_width "0"
mat\_compressedtextures "1"
mat\_filterlightmaps "1"
mat\_forcehardwaresync "0"
mat\_reducefillrate "0"
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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"
mat\_parallaxmap "0"
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"
budget\_background\_alpha "0"
budget\_show\_averages "0"
mat\_antialias "0"
mat\_forceaniso "1"
mat\_specular "0"
mat\_bumpmap "0"
mat\_bufferprimitives "1"
mat\_disable\_lightwarp "1"
budget\_show\_history "0"
mat\_framebuffercopyoverlaysize "0"
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"