// APREL\'SKIY.CSS.cfg

//sensitivity \"3.55\"

//zoom\_sensitivity\_ratio \"1\"

cl\_downloadfilter \"nosounds\"

cl\_crosshairscale \"1200\"

//cl\_dynamiccrosshair \"0\"

cl\_minmodels \"1\"

cl\_min\_ct \"4\"

cl\_min\_t \"2\"

cl\_righthand \"1\"

//cl\_legacy\_crosshair\_recoil \"1\"

//cl\_crosshaircolor \"0\"

//cl\_crosshairthickness \"1.5\"

jpeg\_quality \"100\"

fps\_max \"356\"

net\_graph \"1\"

//net\_graphpos \"2\"

//clientport \"1337\"

//m\_rawinput \"1\"

// limper BINDS

bind \"mwheelup\" \"+attack\"

bind \"mwheeldown\" \"+jump\"

// CL\_ CVARS

cl\_detail\_avoid\_force \"0\"

cl\_detail\_avoid\_radius \"0\"

cl\_detail\_avoid\_recover\_speed \"0\"

cl\_detail\_max\_sway \"0\"

cl\_clearhinthistory \"1\"

cl\_debugrumble \"0\"

cl\_detaildist \"0\"

cl\_detailfade \"400\"

cl\_drawmonitors \"0\"

cl\_ejectbrass \"0\"

cl\_forcepreload \"1\"

cl\_phys\_props\_enable \"0\"

cl\_phys\_props\_max \"0\"

cl\_playerspraydisable \"1\"

cl\_ragdoll\_collide \"0\"

cl\_ragdoll\_physics\_enable \"0\"

cl\_rumblescale \"0\"

cl\_show\_splashes \"0\"

cl\_showhelp \"0\"

cl\_showpluginmessages \"0\"

cl\_downloadfilter \"all\"

cl\_nowinpanel \"1\"

cl\_disablehtmlmotd \"0\"

cl\_autohelp \"0\"

cl\_hudhint\_sound \"0\"

cl\_disablefreezecam \"1\"

cl\_show\_achievement\_popups \"0\"

cl\_burninggibs \"0\"

// GIBS CVARS

violence\_ablood \"1\"

violence\_agibs \"1\"

violence\_hblood \"1\"

violence\_hgibs \"1\"

// MAT\_ CVARS

mat\_alphacoverage \"0\"

mat\_autoexposure\_max \"0\"

mat\_autoexposure\_min \"0\"

mat\_bloom\_scalefactor\_scalar \"0\"

mat\_bloomscale \"0\"

mat\_bufferprimitives \"0\"

mat\_bumpmap \"0\"

mat\_clipz \"1\"

mat\_compressedtextures \"1\"

mat\_debugdepthval \"128\"

mat\_debugdepthvalmax \"256\"

mat\_diffuse \"1\"

mat\_disable\_bloom \"1\"

mat\_disable\_fancy\_blending \"1\"

mat\_disable\_lightwarp \"1\"

mat\_disable\_ps\_patch \"1\"

mat\_envmapsize \"0\"

mat\_envmaptgasize \"0\"

mat\_fastspecular \"1\"

mat\_filterlightmaps \"0\"

mat\_filtertextures \"1\"

mat\_forcehardwaresync \"0\"

mat\_forcemanagedtextureintohardware \"0\"

mat\_framebuffercopyoverlaysize \"0\"

mat\_hdr\_level \"0\"

mat\_max\_worldmesh\_vertices \"0\"

mat\_maxframelatency \"0\"

mat\_mipmaptextures \"1\"

mat\_non\_hdr\_bloom\_scalefactor \"0\"

mat\_parallaxmap \"0\"

mat\_reducefillrate \"1\"

mat\_shadowstate \"0\"

mat\_software\_aa\_blur\_one\_pixel\_lines \"0\"

mat\_software\_aa\_strength \"0\"

mat\_software\_aa\_strength\_vgui \"0\"

mat\_software\_aa\_tap\_offset \"0\"

mat\_softwarelighting \"0\"

mat\_specular \"0\"

mat\_use\_compressed\_hdr\_textures \"1\"

mat\_wateroverlaysize \"0\"

mat\_debugdepthmode \"0\"

mat\_debug\_postprocessing\_effects \"0\"

mat\_force\_ps\_patch \"0\"

mat\_reduceparticles \"1\"

mat\_postprocess\_x \"0\"

mat\_postprocess\_y \"0\"

mat\_colcorrection\_disableentities \"0\"

mat\_excludetextures \"1\"

mat\_levelflush \"0\"

mat\_motion\_blur\_enabled \"0\"

mat\_disablehwmorph \"1\"

mat\_postprocessing\_combine \"1\"

// MISC CVARS

adsp\_debug \"0\"

budget\_show\_history \"0\"

commentary \"0\"

flex\_smooth \"0\"

func\_break\_max\_pieces \"0\"

g\_ragdoll\_fadespeed \"0\"

g\_ragdoll\_lvfadespeed \"0\"

gl\_clear \"0\"

jpeg\_quality \"100\"

lod\_transitiondist \"0\"

mp\_decals \"0\"

muzzleflash\_light \"1\"

overview\_mode \"1\"

prop\_active\_gib\_limit \"0\"

props\_break\_max\_pieces \"0\"

showhitlocation \"1\"

sv\_forcepreload \"1\"

weapon\_showproficiency \"1\"

flex\_rules \"0\"

blink\_duration \"0

// NETCODE CVARS

//rate \"900000\"

cl\_cmdrate \"66\"

cl\_updaterate \"66\"

cl\_interp\_ratio \"1\"

cl\_interp \"0.031\"

cl\_lagcompensation \"1\"

cl\_pred\_optimize \"2\"

cl\_predict \"1\"

cl\_predictweapons \"1\"

cl\_smooth \"0\"

cl\_smoothtime \"0\"

cl\_wpn\_sway\_interp \"0\"

// R\_ CVARS

r\_3dsky \"0\"

r\_PhysPropStaticLighting \"0\"

r\_ambientboost \"0\"

r\_ambientfactor \"0\"

r\_ambientmin \"0\"

r\_bloomtintb \"0\"

r\_bloomtintexponent \"0\"

r\_bloomtintg \"0\"

r\_bloomtintr \"0\"

r\_cheapwaterend \"1\"

r\_cheapwaterstart \"1\"

r\_decal\_cullsize \"15\"

r\_decals \"0\"

r\_decalstaticprops \"0\"

r\_dopixelvisibility \"0\"

r\_drawbatchdecals \"0\"

r\_drawdetailprops \"0\"

r\_drawflecks \"0\"

r\_drawmodeldecals \"0\"

r\_dynamic \"0\"

r\_eyes \"0\"

r\_fastzreject \"1\"

r\_flex \"0\"

r\_forcewaterleaf \"0\"

r\_hunkalloclightmaps \"0\"

r\_lightaverage \"0\"

r\_lightcache\_zbuffercache \"0\"

r\_maxdlights \"0\"

r\_maxmodeldecal \"0\"

r\_maxnewsamples \"0\"

r\_maxsampledist \"0\"

r\_minnewsamples \"0\"

r\_occlusion \"1\"

r\_propsmaxdist \"0\"

r\_renderoverlayfragment \"0\"

r\_ropetranslucent \"0\"

r\_spray\_lifetime \"0\"

r\_staticprop\_lod \"3\"

r\_teeth \"0\"

r\_waterdrawreflection \"0\"

r\_waterdrawrefraction \"0\"

r\_worldlights \"0\"

r\_pixelfog \"0\"

r\_eyegloss \"0\"

r\_eyemove \"0\"

r\_eyeshift\_x \"0\"

r\_eyeshift\_y \"0\"

r\_eyeshift\_z \"0\"

r\_eyesize \"0\"

r\_drawspecificstaticprop \"0\"

r\_flashlightdepthtexture \"0\"

r\_flashlightrendermodels \"0\"

r\_flashlightrenderworld \"0\"

r\_visualizeproplightcaching \"1\"

// ROPE\_ CVARS

rope\_averagelight \"0\"

rope\_collide \"0\"

rope\_smooth \"0\"

rope\_smooth\_enlarge \"0\"

rope\_subdiv \"0\"

rope\_wind\_dist \"0\"

rope\_rendersolid \"0\"

rope\_smooth\_maxalpha \"0\"

rope\_smooth\_maxalphawidth \"0\"

rope\_smooth\_minalpha \"0\"

rope\_smooth\_minwidth \"0\"

// 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\"

// SOUND\_ CVARS

//dsp\_enhance\_stereo \"0\"

//dsp\_slow\_cpu \"1\"

//dsp\_spatial \"40\"

//dsp\_speaker \"50\"

//dsp\_volume \"1\"

//dsp\_water \"14\"

//soundscape\_flush \"1\"

//snd\_mixahead \"0.05\"

// ZBLOCK CVARS

setinfo zb\_wantautocashcalling 1

clear