|autoexec.cfg - 1/07/2012|
// IMPORTANT : Stop using useless launch options settings (such as -high -dxlevel -heapsize etc...)
// Only usefull commands are : -console -refresh (Put here which hertz you want)
FPS 999
Crosshair color: Light Blue
Crosshair size: cl\_crosshairscale 1000
Crosshair translucent: Yes
Dynamic crosshair: 0
Sensitivity: 2.2 (m\_rawinput 1)
Zoom Sensitivity: 1
Monitor refresh rate : 120 Hz
Radar Type: Solid
Resolution: 800x600
Gui: Default

Launch Options:
-console -refresh 120 -novid -h 600 -w 800 -noborder

In Windows:

Mouse drivers : None
Mousefix: Yes
Windows: 5/11
USB rate: 500Hz

Monitor:

Magic Bright: Custom
Brightness: 0
Contrast: 100
Color Tone: Cool
Gamma: Mode1

Devices:

CPU: Intel i5 @ 3.16Ghz
Motherboard: ASUS
Graphics: ATI Radeon HD 6870
Memory: 4,00 Gb
Hard Drive: 500Gb
Monitor: Samsung 2233RZ
Windows7

Mouse: IntelliMouse Explorer 3.0
Mousepad: SteelSeries Qck +
Headphones: Sennheiser PC 350
Keyboard: Logitech

Mouse settings :
DPi: 400
HertZ: 500

// Sc0thZz CVARS

sensitivity "2.2"
zoom\_sensitivity\_ratio "1"
cl\_downloadfilter "none"
cl\_crosshairscale "1000"
cl\_crosshairsize "6"
cl\_crosshairspreadscale "0.4"
cl\_crosshairthickness "1.15"
cl\_dynamiccrosshair "0"
cl\_minmodels "1"
cl\_min\_ct "4"
cl\_min\_t "2"
fps\_max "999"
m\_rawinput "1"
net\_graph "1"
clientport "1337"

// Sc0thZz BINDS

unbindall
bind "0" "slot10"
bind "1" "slot1"
bind "2" "slot2"
bind "3" "slot3"
bind "4" "slot4"
bind "5" "slot5"
bind "6" "slot6"
bind "7" "slot7"
bind "8" "slot8"
bind "9" "slot9"
bind "a" "+moveleft"
bind "b" "buymenu"
bind "c" "radio3"
bind "d" "+moveright"
bind "e" "+use"
bind "f" "impulse 100"
bind "h" "commandmenu"
bind "i" "showbriefing"
bind "k" "+voicerecord"
bind "j" "cheer"
bind "l" "give weapon\_hegrenade; give weapon\_flashbang; give weapon\_smokegrenade;give weapon\_flashbang"
bind "m" "chooseteam"
bind "n" "nightvision"
bind "o" "buyequip"
bind "q" "lastinv"
bind "p" "sm\_admin"
bind "r" "+reload"
bind "s" "+back"
bind "t" "impulse 201"
bind "u" "messagemode2"
bind "v" "drop"
bind "w" "+forward"
bind "x" "radio2"
bind "y" "messagemode"
bind "z" "radio1"
bind "'" "+moveup"
bind "`" "toggleconsole"
bind "," "buy primammo"
bind "." "buy secammo"
bind "/" "+movedown"
bind "-" "sizedown"
bind "=" "sizeup"
bind "SPACE" "+jump"
bind "TAB" "+showscores"
bind "ESCAPE" "cancelselect"
bind "INS" "+klook"
bind "SHIFT" "+duck"
bind "ALT" "+voicerecord"
bind "CTRL" ""
bind "CAPSLOCK" "+speed"
bind "KP\_INS" "buy defuser"
bind "KP\_END" "buy usp"
bind "KP\_DOWNARROW" "buy deagle"
bind "KP\_PGDN" "buy mp5"
bind "KP\_LEFTARROW" "buy m4a1; buy ak47"
bind "KP\_5" "buy famas; buy galil"
bind "KP\_RIGHTARROW" "buy awp"
bind "KP\_PGUP" "buy smokegrenade"
bind "KP\_MINUS" "buy vesthelm;buy vest"
bind "KP\_PLUS" "buy flashbang"
bind "KP\_ENTER" "buy hegrenade"
bind "F1" "autobuy"
bind "F2" "rebuy"
bind "F3" "buy awp; buy deagle"
bind "F4" "bug"
bind "F5" "jpeg"
bind "F6" "save quick"
bind "F7" "load quick"
bind "F8" "askconnect\_accept"
bind "F10" "quit prompt"
bind "F12" "zb\_teamcash"
bind "MWHEELDOWN" "invnext"
bind "MWHEELUP" "+jump"
bind "MOUSE1" "+attack"
bind "MOUSE2" "+attack2"
bind "MOUSE4" "+voicerecord"
bind "MOUSE5" "drop"
bind "MOUSE3" "drop"
bind "PAUSE" "pause"

// VERYGAMES SERVERS

alias dmuk "connect 77.111.210.14:27017"
alias dmfr "connect 77.111.200.65:27015"
alias hsmod "connect 77.111.200.235:27015"
alias aimdm "connect 77.111.210.14:27018"

// NETCODE CVARS

rate "1048576"
cl\_cmdrate "66"
cl\_updaterate "66"
cl\_interp\_ratio "1"
cl\_interp "0"
cl\_lagcompensation "1"
cl\_pred\_optimize "2"
cl\_predict "1"
cl\_predictweapons "1"
cl\_smooth "0"
cl\_smoothtime "0"
cl\_wpn\_sway\_interp "0"

// 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\_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 "1"
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

// 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 "1"
r\_decals "1"
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