|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