alias +throw "-attack;-attack2"

bind "ALT" "+jump;+throw"

alias +walkjumpthrow "+forward;+jump"

alias "-walkjumpthrow" "-jump;-forward"

bind "n" "+walkjumpthrow;+throw"

alias "+cjump" "+jump;+duck"

alias "-cjump" "-jump;-duck"

bind "space" "+cjump"

bind "t" "incrementvar cl\_radar\_scale 0 1 0.4"

r\_show\_build\_info "false"

fps\_max "999"

fps\_max\_ui "999"

fps\_max\_tools "999"

cl\_crosshairgap\_useweaponvalue "0"

cl\_crosshair\_recoil "false"

cl\_show\_observer\_crosshair "0"

cl\_crosshair\_drawoutline "0"

cl\_crosshair\_outlinethickness "1"

cl\_crosshairalpha "255"

cl\_crosshaircolor "5"

cl\_crosshaircolor\_b "165"

cl\_crosshaircolor\_g "255"

cl\_crosshaircolor\_r "0"

cl\_crosshairdot "0"

cl\_crosshairgap "-3"

cl\_crosshairsize "2"

cl\_crosshairstyle "4"

cl\_crosshairthickness "0"

cl\_crosshairusealpha "1"

cl\_crosshair\_sniper\_width "0"

cl\_crosshair\_friendly\_warning "0"

cl\_usenewbob "true"

r\_drawtracers\_firstperson "true"

cl\_player\_ping\_mute "0"

cl\_debounce\_zoom "false"

engine\_low\_latency\_sleep\_after\_client\_tick "true"

demo\_flush "1"

iv\_off

sensitivity "1.2"

zoom\_sensitivity\_ratio "1"

cl\_sniper\_auto\_rezoom "true"

rate "1000000"

volume "0.1"

hud\_scaling "1.1"

hud\_showtargetid "true"

cl\_hud\_color "11"

cl\_showloadout "true"

cl\_teamid\_overhead\_mode "2"

cl\_teamid\_overhead\_colors\_show "true"

cl\_allow\_animated\_avatars "false"

cl\_teamcounter\_playercount\_instead\_of\_avatars "false"

viewmodel\_presetpos "3"

snd\_steamaudio\_enable\_perspective\_correction "0"

bind " " "toggleconsole"

bind "c" "noclip"

bind "k" "say\_team ( ͡° ͜ʖ ͡°)"

bind "ALT" "+jump;+throw"

bind "mouse3" "player\_ping"

bind "f" "+lookatweapon"

bind "v" "slot10"

bind "mouse4" "slot8"

bind "MWHEELUP" "+jump"

bind "MWHEELDOWN" "+jump"

viewmodel\_presetpos 2

bind "space" +jump