## CoD4 MP Broadcast Config

// generated by Call of Duty, do not modify

unbindall

bind TAB "+scores"

bind ESCAPE "togglemenu"

bind SPACE "+gostand"

bind , "say\_team Thank You!"

bind - "say\_team Last but NOT least OPEN YOUR EYES!"

bind . "say\_team You're Welcome!!"

bind / "say ^3^2WOW^3WOW^2WOW^3!!"

bind 0 "say\_team Take frequent looks at your radar. You can track enemy routes / positions! Also communicate where enemy isn't / if there are any AFK!"

bind 1 "weapnext"

bind 2 "weapnext"

bind 4 "+smoke"

bind 5 "+actionslot 3"

bind 6 "+actionslot 4"

bind 7 "say\_team When you play on my team play with some security! For Example:"

bind 8 "say\_team Communication! Say where the enemy stands! Where the bomb lays! Where snipers are located! Etc..."

bind 9 "say\_team Also keep an eye on your teammates positions! When they die you will learn the relative location of the enemy!"

bind = "say\_team Nice Try!!"

bind [ "say\_team Minimize noise by crouching up stairs!! You should also watch out for grenades / airstrikes at the beginning!!"

bind \ "say <?php echo 'Looks Down + Shakes His Head' ?>"

bind ] "say\_team Check bombs / frequently used routes for claymores! Start defusing bomb by 8 seconds!"

bind ` "toggleconsole"

bind A "+moveleft"

bind B "mp\_QuickMessage"

bind C "gocrouch"

bind D "+moveright"

bind E "+melee"

bind F "+activate"

bind G "+frag"

bind H "say\_team Enemy is NOT:"

bind I "chatmodepublic"

bind J "say\_team Enemy is:"

bind K "say\_team Bomb is:"

bind L "say\_team Bathroom!"

bind M "say\_team Room between Lobby & A"

bind N "+actionslot 1"

bind O "chatmodeteam"

bind P "+talk"

bind Q "+leanleft"

bind R "+reload"

bind S "+back"

bind U "say\_team Computer Room!!"

bind V "+leanright"

bind W "+forward"

bind X "say\_team B Clear!"

bind Z "say\_team A Clear!"

bind ~ "toggleconsole"

bind PAUSE "screenshotjpeg"

bind UPARROW "say\_team Room between Lobby & A"

bind DOWNARROW "say\_team OUTSIDE!!"

bind LEFTARROW "say\_team Ran Into Bathroom"

bind RIGHTARROW "say\_team Ran Across Lobby"

bind CTRL "goprone"

bind SHIFT "+breath\_sprint"

bind PGDN "vote no"

bind PGUP "vote yes"

bind HOME "say\_team Excellent!!!"

bind END "say\_team Nice Shot!!!"

bind F1 "say Hey Guys! This is (Mr. Dot) . AKA $('\*').addclass"

bind F2 "say ^1HA^2HA^3HA^4HA^5HA^6HA^7HA^8HA^9HA^0HA^7!!!!"

bind F3 "say\_team GJ"

bind F4 "say lol"

bind F5 "say\_team Stairs to B roof from A"

bind F6 "say\_team Stairs to B roof from Outside"

bind F7 "say\_team B roof"

bind F8 "say\_team Lobby Balcony!!"

bind F9 "say\_team Planting A"

bind F10 "say\_team Planting B"

bind F11 "say\_team No AFK!"

bind F12 "say\_team Eagles Nest!!"

bind KP\_ENTER "say ^3^2Good ^3Job!!"

bind KP\_SLASH "say ^1L^3O^1L^3!!"

bind KP\_MINUS "say ^5^4^1Bad Game!!"

bind KP\_PLUS "say ^6^4^3^2Good ^7^5^3Game!!"

bind KP\_STAR "say ^2Good ^4^3Luck!!"

bind MOUSE1 "+attack"

bind MOUSE2 "+speed\_throw"

bind MWHEELDOWN "+attack"

seta ai\_corpseCount "10"

seta cg\_blood "1"

seta cg\_brass "1"

seta cg\_chatHeight "8"

seta cg\_chatTime "12000"

seta cg\_connectionIconSize "0"

seta cg\_crosshairAlpha "1"

seta cg\_crosshairAlphaMin "0.5"

seta cg\_crosshairDynamic "0"

seta cg\_crosshairEnemyColor "1"

seta cg\_cursorHints "1"

seta cg\_debugInfoCornerOffset "0 0"

seta cg\_descriptiveText "1"

seta cg\_drawBreathHint "1"

seta cg\_drawCrosshair "1"

seta cg\_drawCrosshairNames "1"

seta cg\_drawFPS "Off"

seta cg\_drawFPSLabels "1"

seta cg\_drawLagometer "0"

seta cg\_drawMantleHint "1"

seta cg\_drawSnapshot "0"

seta cg\_drawTurretCrosshair "1"

seta cg\_fov "65"

seta cg\_gameBoldMessageWidth "390"

seta cg\_gameMessageWidth "455"

seta cg\_headiconminscreenradius "0.015"

seta cg\_hintFadeTime "100"

seta cg\_hudChatIntermissionPosition "5 110"

seta cg\_hudChatPosition "5 200"

seta cg\_hudDamageIconHeight "64"

seta cg\_hudDamageIconInScope "0"

seta cg\_hudDamageIconOffset "128"

seta cg\_hudDamageIconTime "2000"

seta cg\_hudDamageIconWidth "128"

seta cg\_hudGrenadeIconEnabledFlash "0"

seta cg\_hudGrenadeIconHeight "25"

seta cg\_hudGrenadeIconInScope "0"

seta cg\_hudGrenadeIconMaxHeight "104"

seta cg\_hudGrenadeIconOffset "50"

seta cg\_hudGrenadeIconWidth "25"

seta cg\_hudGrenadePointerHeight "12"

seta cg\_hudGrenadePointerPivot "12 27"

seta cg\_hudGrenadePointerWidth "25"

seta cg\_hudMapBorderWidth "2"

seta cg\_hudMapFriendlyHeight "15"

seta cg\_hudMapFriendlyWidth "15"

seta cg\_hudMapPlayerHeight "20"

seta cg\_hudMapPlayerWidth "20"

seta cg\_hudMapRadarLineThickness "0.15"

seta cg\_hudProneY "-160"

seta cg\_hudSayPosition "5 180"

seta cg\_hudStanceHintPrints "0"

seta cg\_hudVotePosition "5 220"

seta cg\_invalidCmdHintBlinkInterval "600"

seta cg\_invalidCmdHintDuration "1800"

seta cg\_laserLight "0"

seta cg\_mapLocationSelectionCursorSpeed "0.6"

seta cg\_marks\_ents\_player\_only "0"

seta cg\_predictItems "1"

seta cg\_ScoresPing\_BgColor "0 0 0 0"

seta cg\_ScoresPing\_HighColor "0.8 0 0 1"

seta cg\_ScoresPing\_Interval "100"

seta cg\_ScoresPing\_LowColor "0 0.8 0 1"

seta cg\_ScoresPing\_MaxBars "4"

seta cg\_ScoresPing\_MedColor "0.8 0.8 0 1"

seta cg\_scriptIconSize "0"

seta cg\_sprintMeterDisabledColor "0.8 0.1 0.1 0.2"

seta cg\_sprintMeterEmptyColor "0.7 0.5 0.2 0.8"

seta cg\_sprintMeterFullColor "0.8 0.8 0.8 0.8"

seta cg\_subtitleMinTime "3"

seta cg\_subtitles "1"

seta cg\_subtitleWidthStandard "520"

seta cg\_subtitleWidthWidescreen "520"

seta cg\_teamChatsOnly "0"

seta cg\_viewZSmoothingMax "16"

seta cg\_viewZSmoothingMin "1"

seta cg\_viewZSmoothingTime "0.1"

seta cg\_voiceIconSize "1"

seta cg\_weaponCycleDelay "0"

seta cg\_youInKillCamSize "6"

seta cl\_allowDownload "1"

seta cl\_anonymous "0"

seta cl\_freelook "1"

seta cl\_maxpackets "100"

seta cl\_maxPing "800"

seta cl\_maxppf "5"

seta cl\_mouseAccel "0"

seta cl\_packetdup "1"

seta cl\_pitchspeed "140"

seta cl\_punkbuster "1"

seta cl\_voice "1"

seta cl\_wwwDownload "1"

seta cl\_yawspeed "140"

seta com\_introPlayed "1"

seta com\_maxfps "150"

seta com\_recommendedSet "1"

seta compassClampIcons "1"

seta compassCoords "740 3590 400"

seta compassECoordCutoff "37"

seta compassFriendlyHeight "18.75"

seta compassFriendlyWidth "18.75"

seta compassMaxRange "1600"

seta compassMinRadius "0.0001"

seta compassMinRange "0.0001"

seta compassObjectiveArrowHeight "20"

seta compassObjectiveArrowOffset "2"

seta compassObjectiveArrowRotateDist "5"

seta compassObjectiveArrowWidth "20"

seta compassObjectiveDrawLines "1"

seta compassObjectiveHeight "20"

seta compassObjectiveIconHeight "16"

seta compassObjectiveIconWidth "16"

seta compassObjectiveMaxRange "2048"

seta compassObjectiveMinAlpha "1"

seta compassObjectiveNumRings "10"

seta compassObjectiveRingSize "80"

seta compassObjectiveRingTime "10000"

seta compassObjectiveTextHeight "18"

seta compassObjectiveTextScale "0.3"

seta compassObjectiveWidth "20"

seta compassPlayerHeight "18.75"

seta compassPlayerWidth "18.75"

seta compassRadarLineThickness "0.4"

seta compassRadarPingFadeTime "4"

seta compassRadarUpdateTime "4"

seta compassRotation "1"

seta compassSize "1"

seta compassSoundPingFadeTime "2"

seta compassTickertapeStretch "0.5"

seta con\_errormessagetime "8"

seta con\_gameMsgWindow0FadeInTime "0.25"

seta con\_gameMsgWindow0FadeOutTime "0.5"

seta con\_gameMsgWindow0Filter "gamenotify obituary"

seta con\_gameMsgWindow0LineCount "4"

seta con\_gameMsgWindow0MsgTime "5"

seta con\_gameMsgWindow0ScrollTime "0.25"

seta con\_gameMsgWindow0SplitscreenScale "1.5"

seta con\_gameMsgWindow1FadeInTime "0.25"

seta con\_gameMsgWindow1FadeOutTime "0.01"

seta con\_gameMsgWindow1Filter "boldgame"

seta con\_gameMsgWindow1LineCount "5"

seta con\_gameMsgWindow1MsgTime "8"

seta con\_gameMsgWindow1ScrollTime "0.25"

seta con\_gameMsgWindow1SplitscreenScale "1.5"

seta con\_gameMsgWindow2FadeInTime "0.75"

seta con\_gameMsgWindow2FadeOutTime "0.5"

seta con\_gameMsgWindow2Filter "subtitle"

seta con\_gameMsgWindow2LineCount "7"

seta con\_gameMsgWindow2MsgTime "5"

seta con\_gameMsgWindow2ScrollTime "0.25"

seta con\_gameMsgWindow2SplitscreenScale "1.5"

seta con\_gameMsgWindow3FadeInTime "0.25"

seta con\_gameMsgWindow3FadeOutTime "0.5"

seta con\_gameMsgWindow3Filter ""

seta con\_gameMsgWindow3LineCount "5"

seta con\_gameMsgWindow3MsgTime "5"

seta con\_gameMsgWindow3ScrollTime "0.25"

seta con\_gameMsgWindow3SplitscreenScale "1.5"

seta con\_inputBoxColor "0.25 0.25 0.2 1"

seta con\_inputHintBoxColor "0.4 0.4 0.35 1"

seta con\_matchPrefixOnly "1"

seta con\_minicon "0"

seta con\_miniconlines "5"

seta con\_minicontime "4"

seta con\_outputBarColor "1 0 0 1"

seta con\_outputSliderColor "0 1 0 1"

seta con\_outputWindowColor "0 0 0.5 0.75"

seta con\_typewriterColorGlowCheckpoint "0.6 0.5 0.6 1"

seta con\_typewriterColorGlowCompleted "0 0.3 0.8 1"

seta con\_typewriterColorGlowFailed "0.8 0 0 1"

seta con\_typewriterColorGlowUpdated "0 0.6 0.18 1"

seta con\_typewriterDecayDuration "700"

seta con\_typewriterDecayStartTime "6000"

seta con\_typewriterPrintSpeed "50"

seta customclass1 "M1014"

seta customclass2 "AK-74u"

seta customclass3 "Mini-Uzi"

seta customclass4 "M60E4"

seta customclass5 "Dragunov"

seta drew\_notes "2"

seta dynEnt\_active "0"

seta fx\_marks "1"

seta fx\_marks\_ents "1"

seta fx\_marks\_smodels "1"

seta g\_allowVote "1"

seta g\_banIPs ""

seta g\_clonePlayerMaxVelocity "80"

seta g\_deadChat "0"

seta g\_dropForwardSpeed "10"

seta g\_dropHorzSpeedRand "100"

seta g\_dropUpSpeedBase "10"

seta g\_dropUpSpeedRand "5"

seta g\_log "games\_mp.log"

seta g\_logSync "1"

seta g\_oldVoting "1"

seta g\_playerCollisionEjectSpeed "25"

seta g\_redCrosshairs "1"

seta g\_useGear "1"

seta g\_useholdspawndelay "500"

seta g\_voiceChatTalkingDuration "500"

seta g\_voteAbstainWeight "0.5"

seta hud\_deathQuoteFadeTime "1000"

seta hud\_enable "1"

seta hud\_fade\_ammodisplay "0"

seta hud\_fade\_compass "0"

seta hud\_fade\_healthbar "0"

seta hud\_fade\_offhand "0"

seta hud\_fade\_sprint "1.7"

seta hud\_fade\_stance "0"

seta hud\_fadeout\_speed "0.1"

seta hud\_flash\_period\_offhand "0.5"

seta hud\_flash\_time\_offhand "2"

seta hud\_health\_pulserate\_critical "0.5"

seta hud\_health\_pulserate\_injured "1"

seta hud\_health\_startpulse\_critical "0.33"

seta hud\_health\_startpulse\_injured "1"

seta in\_mouse "1"

seta loc\_forceEnglish "0"

seta loc\_language "0"

seta m\_filter "1"

seta m\_forward "0.25"

seta m\_pitch "0.022"

seta m\_side "0.25"

seta m\_yaw "0.022"

seta monkeytoy "0"

seta name "$('\*').addclass"

seta net\_noipx "1"

seta net\_noudp "0"

seta net\_socksEnabled "0"

seta net\_socksPassword ""

seta net\_socksPort "1080"

seta net\_socksServer ""

seta net\_socksUsername ""

seta r\_aaAlpha "dither (fast)"

seta r\_aaSamples "1"

seta r\_altModelLightingUpdate "0"

seta r\_aspectRatio "auto"

seta r\_autopriority "0"

seta r\_customMode ""

seta r\_debugLineWidth "1"

seta r\_depthPrepass "0"

seta r\_detail "0"

seta r\_displayRefresh "60 Hz"

seta r\_distortion "0"

seta r\_dlightLimit "0"

seta r\_dof\_enable "0"

seta r\_drawDecals "0"

seta r\_drawSun "0"

seta r\_drawWater "0"

seta r\_fastSkin "0"

seta r\_fullscreen "1"

seta r\_gamma "0.821429"

seta r\_glow\_allowed "0"

seta r\_ignorehwgamma "0"

seta r\_inGameVideo "1"

seta r\_lodBiasRigid "0"

seta r\_lodBiasSkinned "0"

seta r\_lodScaleRigid "4"

seta r\_lodScaleSkinned "4"

seta r\_mode "640x480"

seta r\_monitor "0"

seta r\_multiGpu "1"

seta r\_picmip "0"

seta r\_picmip\_bump "1"

seta r\_picmip\_manual "0"

seta r\_picmip\_spec "1"

seta r\_picmip\_water "0"

seta r\_polygonOffsetBias "-1"

seta r\_polygonOffsetScale "-1"

seta r\_portalBevels "0.7"

seta r\_preloadShaders "0"

seta r\_rendererPreference "Default"

seta r\_specular "0"

seta r\_texFilterAnisoMax "4"

seta r\_texFilterAnisoMin "1"

seta r\_texFilterMipMode "Unchanged"

seta r\_vsync "0"

seta r\_zFeather "0"

seta ragdoll\_enable "1"

seta ragdoll\_max\_simulating "16"

seta rate "25000"

seta sensitivity "12.6"

seta server1 ""

seta server10 ""

seta server11 ""

seta server12 ""

seta server13 ""

seta server14 ""

seta server15 ""

seta server16 ""

seta server2 ""

seta server3 ""

seta server4 ""

seta server5 ""

seta server6 ""

seta server7 ""

seta server8 ""

seta server9 ""

seta sm\_enable "0"

seta sm\_maxLights "4"

seta snaps "30"

seta snd\_cinematicVolumeScale "0.85"

seta snd\_enableEq "1"

seta snd\_errorOnMissing "0"

seta snd\_khz "22"

seta snd\_levelFadeTime "250"

seta snd\_outputConfiguration "Windows default"

seta snd\_slaveFadeTime "500"

seta snd\_touchStreamFilesOnLoad "0"

seta snd\_volume "0.785714"

seta sv\_allowDownload "1"

seta sv\_floodprotect "1"

seta sv\_hostname "^5$('\*') ^2Hacked ^3/ ^1Modded ^5Rotation ^3Server"

seta sv\_maxclients "24"

seta sv\_maxPing "800"

seta sv\_maxRate "5000"

seta sv\_minPing "0"

seta sv\_punkbuster "0"

seta sv\_reconnectlimit "3"

seta sv\_voice "0"

seta sv\_wwwBaseURL ""

seta sv\_wwwDlDisconnected "0"

seta sv\_wwwDownload "0"

seta sys\_configSum "4379996"

seta sys\_configureGHz "8.77235"

seta sys\_gpu "ATI Radeon HD 2400"

seta sys\_sysMB "1024"

seta ui\_bigFont "0.4"

seta ui\_browserFriendlyfire "-1"

seta ui\_browserHardcore "-1"

seta ui\_browserKillcam "-1"

seta ui\_browserMod "-1"

seta ui\_browserOldSchool "-1"

seta ui\_browserShowDedicated "0"

seta ui\_browserShowEmpty "1"

seta ui\_browserShowFull "0"

seta ui\_browserShowPassword "0"

seta ui\_browserShowPunkBuster "-1"

seta ui\_browserShowPure "1"

seta ui\_currentMap "5"

seta ui\_currentNetMap "5"

seta ui\_dedicated "0"

seta ui\_drawCrosshair "0"

seta ui\_extraBigFont "0.55"

seta ui\_gametype "0"

seta ui\_joinGametype "0"

seta ui\_maxclients "32"

seta ui\_netGametype "2"

seta ui\_netGametypeName "sd"

seta ui\_netSource "2"

seta ui\_serverStatusTimeOut "7000"

seta ui\_smallFont "0.25"

seta vehDriverViewHeightMax "50"

seta vehDriverViewHeightMin "-15"

seta vid\_xpos "3"

seta vid\_ypos "22"

seta voice\_deadChat "0"

seta voice\_global "0"

seta voice\_localEcho "0"

seta winvoice\_mic\_mute "1"

seta winvoice\_mic\_reclevel "65535"

seta winvoice\_mic\_scaler "1"

seta winvoice\_save\_voice "0"

con\_hidechannel \*; con\_showchannel dontfilter error gamenotify boldgame subtitle obituary logfile\_only console\_only gfx sound files devgui profile ui client server system playerweap ai anim physics fx leaderboards parserscript script