

## Misc Settings

**Autobuy:** ☒ - scout + kevlar + helmet

### Grenades:

Proximity warning: ☒ - #b595ff63

Straight throw: ☒

### Movement:

Bunny hop: ☒

Jumpbug: ☒

Autostrafer:

Viewangles, M ^

Viewangles

Movement keys

Easy strafe

Jump release

Turn angle

Boost

Max speed gain

100%

Slowwalk: keybind “control”

Peek assist: keybind: “alt” - #b495ffff

Standalone quick stop: ☒

### Extra:

Autoaccept: 1.0s

Untrusted features: ☒

Risky features: ☒

Removals:

Punch

Recoil

Smoke

Flash

Legs

Viewmodel in scope

Performance options:

Disable decals

Disable water effects

Disable lighting

## Menu:

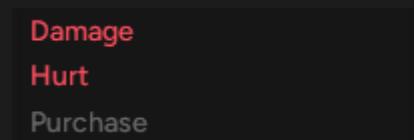
Theme: Dark

## Hud:

Radar: ☒

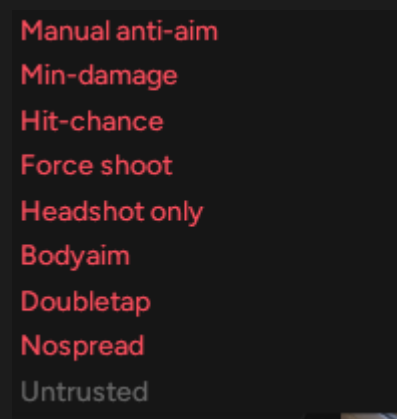
Preserve killfeed: ☒

Logs:

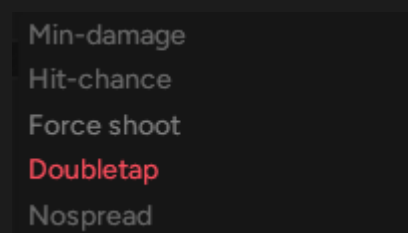


## Indicators:

Screen: #b495ffff



Crosshair: #b495ffff



## Windows:

Bomb timer: ☒ - #b495ffff

Spectator list: ☒

## AUTOBUY

- Enable ☒
- Primary SSG-08
- Secondary None
- Armor Kevlar + Helm
- Utility None
- Equipment None

## GRENADES

- Prediction ☒
- Proximity warning ☒
- Automatic release ☐
- Straight throw ☒

## HIT EFFECTS

- Hitsound ☒ Sparkle
- Hitmarker ☒ Crosshair, He

## MOVEMENT

- Bunny hop ☒
- Jumpbug ☒
- Edge jump ☐
- Autostrafer ☒ Viewangles, t
- Slowwalk ☒ 100%
- Peek assist ☒
- Standalone quick stop ☒

## EXTRA

- Autoaccept ☒ 1.0s
- Untrusted features ☒
- Risky features ☒
- Aspect ratio  Default
- Show impacts ☒
- Removals ☒ Punch, Recoil
- Performance options ☒ Disable decals

## MENU

- Theme  Dark
- DPI scale  Automatic

## HUD

- Radar ☒
- Preserve killfeed ☒
- Logs  Damage, Hurt
- Scoreboard items  None

## INDICATORS

- Screen ☒ Manual anti-ai
- Crosshair ☒ Doubletap

## WINDOWS

- Bomb timer ☒
- Spectator list ☒
- Team damage ☐