Autoexec [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775892)

All of commands in this guide can be added to your “autoexec.cfg” file.  
  
Go to your Steam folder (usually the Steam folder is found in the "Program Files" directory) then: steamapps --> common --> Counter-Strike Global Offensive --> csgo --> cfg. In the cfg folder create a new file called “autoexec.cfg”, place all of the commands you wish to use in this file (the file path should be something like this: "C:\Program Files\Steam\steamapps\common\Counter-Strike Global Offensive\csgo\cfg\autoexec.cfg").  
  
the autoexec file will be executed every time you launch CSGO.  
  
If anyone wants to see, here is a link to my [autoexec](https://steamcommunity.com/linkfilter/?url=https://pastebin.com/i0iDpUSg)[pastebin.com].

Toggle open mic [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775856)

alias open\_mic\_on "alias loop +voicerecord;volume 0.5;loop;bind F1 open\_mic\_off" alias open\_mic\_off "-voicerecord ;bind F1 open\_mic\_on" bind "F1" "open\_mic\_on"

Allows you to have an “open microphone”, ever wanted to just talk without having to hold down the voice chat key (k by default), this script allows you to do that. Simply press F1 to toggle the open mic on or off.

Toggle voice chat [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775863)

alias vchat\_on "voice\_enable 0;say\_team voice chat muted!;bind F2 vchat\_off" alias vchat\_off "voice\_enable 1;say\_team voice chat unmuted!;bind F2 vchat\_on" bind "F2" "vchat\_on"

People on servers spamming the mic can be annoying, instead of manually muting individual players you can just completely turn voice chat off. this script allows you to toggle voice chat on or off using F2 key.

Toggle volume [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775870)

alias volume\_00 "volume 0.0;echo volume: 0.0;bind v volume\_10" alias volume\_01 "volume 0.1;echo volume: 0.1;bind v volume\_00" alias volume\_02 "volume 0.2;echo volume: 0.2;bind v volume\_01" alias volume\_03 "volume 0.3;echo volume: 0.3;bind v volume\_02" alias volume\_04 "volume 0.4;echo volume: 0.4;bind v volume\_03" alias volume\_05 "volume 0.5;echo volume: 0.5;bind v volume\_04" alias volume\_06 "volume 0.6;echo volume: 0.6;bind v volume\_05" alias volume\_07 "volume 0.7;echo volume: 0.7;bind v volume\_06" alias volume\_08 "volume 0.8;echo volume: 0.8;bind v volume\_07" alias volume\_09 "volume 0.9;echo volume: 0.9;bind v volume\_08" alias volume\_10 "volume 1.0;echo volume: 1.0;bind v volume\_09" bind "v" "volume\_10"

Allows you to change the games volume. Each time you press the V key the volume will be reduced by 0.1. Once it reaches 0.0 (no sound) then the volume will be set back to 1.0 (maximum)

Toggle mute volume [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775868)

alias volume\_on "volume 1.0;echo volume on!;bind f3 volume\_off" alias volume\_off "volume 0.0;echo volume off!;bind f3 volume\_on" bind "F3" "volume\_off"

allows you to toggle the games volume on or off (using F3 key).

Toggle show impacts [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775872)

alias sv\_showimpacts0 "sv\_showimpacts 0;echo show impacts 0;bind [ sv\_showimpacts1" alias sv\_showimpacts1 "sv\_showimpacts 1;echo show impacts 1;bind [ sv\_showimpacts2" alias sv\_showimpacts2 "sv\_showimpacts 2;echo show impacts 2;bind [ sv\_showimpacts3" alias sv\_showimpacts3 "sv\_showimpacts 3;echo show impacts 3;bind [ sv\_showimpacts0" bind "[" "sv\_showimpacts1"

the "sv\_showimpacts" command allows you to see what you were aiming at and where your bullet actually hit. this script toggles between the different values for the command 0 to 3.  
  
0 - don’t show impacts  
1 - show both, where you computer said the bullet hit, where the server says the bullet actually hit.  
2 - only show what your computer said  
3 - only show what server said.  
  
seeing exactly where your bullets hit when you fire, for example is useful for practising recoil control. this script is bound to the "[" key.

Toggle left/right hand [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2781618)

alias hand\_pos\_right "cl\_righthand 1;bind l hand\_pos\_left" alias hand\_pos\_left "cl\_righthand 0;bind l hand\_pos\_right" bind l "hand\_pos\_left"

allows you to toggle between using your left or right hand, using the "l" key.

Toggle slow mo [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2785789)

bind "]" "sv\_cheats 1;toggle host\_timescale 0.1 1.0"

Allows you to toggle slow motion on or off by pressing the "]" key. while on, all movement will be 10x slower, useful when watching demos of your comp matches, as it allows you to see exactly where a bullet hit and what the person was aiming at (e.g. can be used to spot cheaters, or just to watch yourself playing and evaluate what you need to do to improve).

AWP quick switch bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775845)

alias "+knife" "slot3" alias "-knife" "slot2;slot1" bind "q" "+knife"

This script allows you to avoid having to press Q twice when quick switching with the AWP. Pressing down the Q key will switch to the knife (slot3), upon releasing the key it will switch back to your primary weapon (slot1).   
  
If you don’t have a primary weapon, then it will switch to your secondary weapon (slot2).

Jump throw bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775882)

alias "+jumpthrow" "+jump;+attack" alias "-jumpthrow" "-jump;-attack" bind "alt" "+jumpthrow"

Pressing the alt key will make you jump and then throw whatever throwable (grenade, flashbang, etc.) you currently are holding while in the air.

Crouch jump bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2775884)

alias +djump "+jump; +duck" alias -djump "-JUMP; -duck" bind space "+djump"

When you press the space bar, you will jump then automatically crouch while in the air. This bind can be useful as it allows you to reach parts of the map you would not be able to reach with a normal jump.

remove blood bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2781607)

Script below, clears bullet holes and blood decals as you move.

bind "w" "+forward; r\_cleardecals" bind "s" "+back; r\_cleardecals" bind "a" "+moveleft; r\_cleardecals" bind "d" "+moveright; r\_cleardecals"

Clearing blood as you walk is not always the best idea, because sometimes it is important to be able to see bullet holes and blood, as this can act as an indicator that there is an enemy nearby. Pressing a key to manually clear blood (such as in the script below) can be better in many situations.

bind "c" "r\_cleardecals"

Clears bullet holes and blood decals when you press the C key.

Fake flash bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2781641)

alias +fake\_flash "slot2" alias -fake\_flash "drop;slot1;" bind "j" "+fake\_flash"

allows you to fake a flash bang using the "j" key, switchs to your pistol (slot2), drops pistol, then switchs back to primary weapon (slot1).

Drop C4 bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2781653)

bind "x" "use weapon\_c4;drop;slot1"

Switchs to your C4 (slot5), drops C4, then switch back to your primary weapon (slot1). Bound to x key.

Run with knife bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2781668)

alias +run\_knife "+forward;use weapon\_knife" alias -run\_knife "-forward;slot1" bind mouse4 "+run\_knife"

holding down the 4th button on your mouse will automatically switch to your knife and male you run forward. if you only have 3 button mouse, then you can bind to different key, e.g. scroll wheel:

bind mouse3 "+run\_knife"

Bunny Hop bind [Edit](https://steamcommunity.com/sharedfiles/editguidesubsection/?id=1555151877&sectionid=2782624)

A simple bind to help with bunny hopping.

bind mwheelup "+jump" bind mwheeldown "+jump"

How to Bhop:

1. Hold down W key to get some initial speed, then Scroll up/down to jump and let go of the W key.
2. While in the air hold down the A key, and just before you hit the ground scroll up/down again to jump.
3. Then again while in the air hold down the D key, and just before you hit the ground scroll up/down to jump.
4. Repeat this process of jumping just before you hit the ground and alternating between holding the A or D keys for each jump.