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{codecitation class="brush: plain; gutter: false;" width="100%"}
//*****
//[T2K]VeniVidiVici
//*****

set name "VVV{FLP}"
set skin "linfang/ctf_b"
set m_filter "0"
set sensitivity "9"
set crosshair "1"
bind F2 "menu"
bind F3 "exec serverlist.cfg"
bind F5 "exec clanFLP.cfg"
bind F7 "exec DOOB.cfg"
bind F8 "exec bullseye.cfg"
bind F10 "exec bigsmile.cfg"
bind F11 "exec tks.cfg"
bind F12 "exec goodgame.cfg"
bind kp_minus "exec negative.cfg"
bind * "exec affirmative.cfg"
bind i "exec ICQ.cfg"
bind t "exec clanFLP.cfg"
bind F9 "exec greetings.cfg"
bind kp_pgdn "wave 1"
bind kp_end "wave 3"
bind kp_pgup "wave 4"
bind kp_home "wave 2"
alias niname_on "name {FLP}AFK;echo {FLP}AFK;bind v niname_off"
alias niname_off "name VVV{FLP};echo VVV{FLP};wait;bind v niname_on"
bind v "niname_on"
alias graph_on "set netgraph 1;echo Netgraph ON; bind n graph_compression"
alias graph_compression "set netgraph 0;set timegraph 1;echo Timegraph ON; bind n
graphs_off"
alias graphs_off "set timegraph 0;echo Graphs OFF!; bind n graph_on"
bind n "graph_on"
bind MWHEELDOWN "weapprev"
bind MWHEELUP "weapnext;use power shield"
alias selsingle "use BFG10K;use Super Shotgun;use Railgun;wait;set crosshair 3"
alias selrepeat "use Machinegun;use Hyperblaster;use Chaingun;wait;set crosshair 2"
alias selexplosive "use Grenades;use Grenade Launcher;use Rocket Launcher;wait;set
crosshair 1"
bind RIGHTARROW "selrepeat"
bind LEFTARROW "selsingle"
bind UPARROW "selexplosive"
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bind MOUSE2 "+hook"
bind u "drop rune;echo Dropped Rune!(right)"
bind y "drop tech;echo Dropped Tech!(left)"
bind c "chasecam"
alias mutesound_on "set s_volume 0.00000;echo MUTE!;bind s mutesound_off"
alias mutesound_off "set s_volume 1;echo MUTE OFF!;bind s mutesound_on"
bind s "mutesound_on"
set fov "120"
set hand "2"
set cl_bob "0"
set v_centerspeed "0"
set v_kickroll "0"
set v_kicktime "0"
set run_pitch "0"
set run_roll "0"
set bob_pitch "0"
set bob_roll "0"
set bob_up "0"
set msg "1"
set rate "15000"
set gl_shadows "1"
set intensity "3"
set cl_maxfps "75"
set r_maxfps "75"
set vid_ref "r1gl"
bind o "messagemode"
bind p "messagemode2"
bind PGDN "min"
bind PGUP "zoom_140"
alias zoom_140 "fov 140;echo fov140;bind PGUP zoom_130;bind PGDN min;alias zoom
zoom_140"
alias zoom_130 "fov 130;echo fov130;bind PGUP zoom_120;bind PGDN zoom_140;alias zoom
zoom_130"
alias zoom_120 "fov 120;echo fov120;bind PGUP zoom_110;bind PGDN zoom_130;alias zoom
zoom_120"
alias zoom_110 "fov 110;echo fov110;bind PGUP zoom_100;bind PGDN zoom_120;alias zoom
zoom_110"
alias zoom_100 "fov 100;echo fov100;bind PGUP zoom_90;bind PGDN zoom_110;alias zoom
zoom_100"
alias zoom_90 "fov 90;echo fov90;bind PGUP zoom_80;bind PGDN zoom_100;alias zoom
zoom_90"
alias zoom_80 "fov 80;echo fov80;bind PGUP zoom_70;bind PGDN zoom_90;alias zoom
zoom_80"
alias zoom_70 "fov 70;echo fov70;bind PGUP zoom_60;bind PGDN zoom_80;alias zoom
zoom_70"
alias zoom_60 "fov 60;echo fov60;bind PGUP zoom_50;bind PGDN zoom_70;alias zoom
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zoom_60"
alias zoom_50 "fov 50;echo fov50;bind PGUP zoom_40;bind PGDN zoom_60;alias zoom
zoom_50"
alias zoom_40 "fov 40;echo fov40;bind PGUP max;bind PGDN zoom_50;alias zoom zoom_40"
alias +invcyc "bind PGUP next;bind PGUP prev;alias uncyc invuse"
alias min "echo Minimum zoom;unbind PGDN"
alias max "echo Maximum zoom;unbind PGUP"

alias +ninjaleft "fov 80;wait;sensitivity 7"
alias -ninjaleft "zoom_120;sensitivity 9"
bind m "+ninjaleft"
alias +ninjaright "fov 45;wait;sensitivity 6"
alias -ninjaright "zoom_120;sensitivity 9"
bind l "+ninjaright"
alias +ninjacenter "fov 160;wait;sensitivity 12"
alias -ninjacenter "zoom_120;sensitivity 9"
bind r "+ninjacenter"
{/codecitation}
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