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{codecitation class="brush: text; gutter: false;" width="100%"}
//*****
/* [T2K]Biggy.cfg *
/* July 19th, 2000 *
//*****

set name "Biggy=GoM="
set crosshair "1"
bind r "drop rune"
bind q "longue"
bind e "courte"
bind F2 "say NICE SHOT !!!"
bind F3 "say GG!!!"
bind F4 "say eheheh!!!"
bind F5 "say cya later"
bind F6 "say WAZZUP???"
bind f8 "say LOL!"
/**Aliases**
/**Choisi la meilleure arme longue-distance**
alias longue "msg3;longue1;msg1;echo Arme longue-distance !!!!"
alias longue1 "wait;use grenade launcher;wait;use railgun;wait;use rocket launcher"
/**Choisi la meilleure arme courte-distance**
alias courte "msg3;courte1;msg1;echo Arme courte-distance !!!!"
alias courte1 "wait; use blaster;wait; use shotgun;wait;use super shotgun;wait;use
machinegun;wait;use chaingun;wait;use hyperblaster;wait;use railgun"
/**Choisi la meilleure arme tout-court**
alias fg1 "use Shotgun;use Machinegun;use Super Shotgun;use Chaingun"
alias fg2 "use Hyperblaster;use Railgun;use Rocket Launcher"
alias +fg "use blaster"
alias -fg "msg3; fg1; fg2; msg1"
alias +ninasniper "fov 35;wait;wait;sensitivity 5"
alias -ninasniper "wait;fov 120; sensitivity 7.5"
/**Binding for DeathMon Menu**
bind b "dmsmenu"
/**Binding for DeathMon Stats**
bind n "dmsstats"
/**Binding for DeathMon Stat Position**
bind m "dmsstatpos"
set hand "2"
/**Mouse Bind and Settings**
bind MOUSE1 "+attack"
bind MOUSE2 "+hook"
bind MOUSE3 "+ninasniper"
/**FPS improve**
set cl_maxfps "100"
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set cl_particles "1"
set gl_dynamic "0"
set gl_polyblend "0"
set gl_skymip "4"
set gl_playermip "0"
set gl_flashblend "0"
set gl_ext_swapinterval "1"
set gl_swapinterval "1"
/**High Visual Quality**
set gl_round_down "0"
set gl_triplebuffer "1"
set gl_picmip "0"
set gl_bitdepth "0"
set gl_3dlabs_broken "1"
set gl_swapinterval "1"
set gl_ext_compiled_vertex_array "1"
set gl_ext_pointparameters "1"
set gl_ext_multitexture "1"
set gl_ext_swapinterval "1"
set gl_vertex_arrays "0"
set gl_texturesolidmode "default"
set gl_texturealphamode "default"
set gl_texturemode "GL_LINEAR_MIPMAP_NEAREST"
set gl_modulate "6"
set gl_shadows "1"
set gl_particle_att_c "0.01"
set gl_particle_att_b "0.0"
set gl_particle_att_a "0.01"
set gl_particle_size "4"
set gl_particle_max_size "4"
set gl_particle_min_size "1"
set gl_finish "0"
set gl_ext_palettedtexture "0"
set gl_mode "4"
set gl_driver "opengl32"
set g_select_empty "0"
set in_joystick "0"
set in_mouse "1"
set cl_vwep "1"
set gender_auto "1"
set gender "female"
set fov "120"
set rate "10000"
set cl_bob "0"
set cl_run "1"
set v_centerspeed "0"
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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 intensity "3"  
set vid_gamma ".8"  
{/codecitation}
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