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{codecitation class="brush: plain; gutter: false;" width="100%"}
//**** Wicked =GoM= Config Sept 25, 2002
//****Main Aliases
//****Volume Control

bind F8          "vup"
bind F7          "vdn"
alias vup volume_1
alias vdn volume_0
alias volume_0          "play parasite/paratck4;set s_volume 0 ;set vu 1 ;set vd w ; alias vup
volume_1; alias vdn volume_0;echo VOL |---------- 0"
alias volume_1          "play parasite/paratck4;set s_volume 0.1 ;set vu 2 ;set vd 0 ; alias vup
volume_2; alias vdn volume_0;echo VOL -|--------- 1"
alias volume_2          "play parasite/paratck4;set s_volume 0.2 ;set vu 3 ;set vd 1 ; alias vup
volume_3; alias vdn volume_1;echo VOL --|-------- 2"
alias volume_3          "play parasite/paratck4;set s_volume 0.3 ;set vu 4 ;set vd 2 ; alias vup
volume_4; alias vdn volume_2;echo VOL ---|------- 3"
alias volume_4          "play parasite/paratck4;set s_volume 0.4 ;set vu 5 ;set vd 3 ; alias vup
volume_5; alias vdn volume_3;echo VOL ----|------ 4"
alias volume_5          "play parasite/paratck4;set s_volume 0.5 ;set vu 6 ;set vd 4 ; alias vup
volume_6; alias vdn volume_4;echo VOL -----|----- 5"
alias volume_6          "play parasite/paratck4;set s_volume 0.6 ;set vu 7 ;set vd 5 ; alias vup
volume_7; alias vdn volume_5;echo VOL ------|---- 6"
alias volume_7          "play parasite/paratck4;set s_volume 0.7 ;set vu 8 ;set vd 6 ; alias vup
volume_8; alias vdn volume_6;echo VOL -------|--- 7"
alias volume_8          "play parasite/paratck4;set s_volume 0.8 ;set vu 9 ;set vd 7 ; alias vup
volume_9; alias vdn volume_7;echo VOL --------|-- 8"
alias volume_9          "play parasite/paratck4;set s_volume 0.9 ;set vu 10 ;set vd 8 ; alias vup
volume_10;alias vdn volume_8;echo VOL ---------|- 9"
alias volume_10         "play parasite/paratck4;set s_volume 1 ;set vu w ;set vd 9 ; alias vup
volume_10;alias vdn volume_9;echo VOL ----------| 10"
//****Volume Mute
alias mutesound_on      "set s_volume 0.00000;echo MUTE!;bind F6 mutesound_off"
alias mutesound_off     "set s_volume 1;echo MUTE OFF!;bind F6 mutesound_on"
bind F6          "mutesound_on"
//****Performance Graphs
alias graph_on          "set netgraph 1;echo Netgraph ON; bind F5 graph_compression"
alias graph_compression     "set netgraph 0;set timegraph 1;echo Timegraph ON; bind F5
graphs_off"
alias graphs_off        "set timegraph 0;echo Graphs OFF!; bind F5 graph_on"
bind F5          "graph_on"
//****Sniper Alias
alias +ninjasniper      "fov 50;wait;wait;sensitivity 6"
alias -ninjasniper      "wait;sensitivity 8;fov 110"
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bind KP_END          "+ninjasniper"
//****BaseConfigSettings
bind DEL          "use chaingun"
bind PGDN           "use grenade launcher"
bind PGUP          "use hyperblaster"
bind END           "weapnext"
bind MOUSE1          "+hook"
bind MOUSE2          "+attack"
bind MOUSE3           "use super shotgun;use chaingun"
bind MWHEELDOWN        "use rocket launcher;use grenade launcher"
bind MWHEELUP          "use railgun;use hyperblaster"
set in_mouse          "1"
//****Critical Performance Settings ONLY change while watching netgraph and ping
set rate          "8000"
set cl_maxfps          "65"
//********Graphics and Sound
set freelook          "1"
set cl_stereo_separation     "0.4"
set adr7          ""
set adr6          ""
set adr5          ""
set adr4          ""
set adr3          ""
set adr2          ""
set adr1          "216.39.194.203:27910"
set adr0          "216.39.194.204:27910"
set cd_nocd          "1"
set s_primary          "1"
set s_khz          "22"
set vid_gamma          "0.800000"
set vid_ypos          "-6"
set vid_xpos          "-23"
set vid_ref          "gl"
set allow_download        "1"
set allow_download_players    "0"
set allow_download_models     "0"
set allow_download_sounds     "0"
set allow_download_maps     "1"
set fov          "110"
set gl_mode          "4"
set gl_particle_min_size     "2"
set gl_particle_max_size     "4"
set gl_particle_size        "4"
set gl_particle_att_a        "0.01"
set gl_particle_att_b        "0.0"
set gl_particle_att_c        "0.01"
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set gl_modulate        "5"
set intensity          "3"
set gl_shadows         "1"
set s_loadas8bit       "0"
set sw_stipplealpha    "0"
set s_primary          "1"
//****Other Settings
set skin           "female/death"
set name           "WiCKeD=GoM="
set hand           "2"
set cl_run         "1"
set crosshair          "3"
set sensitivity        "8"
//****Movement keys
bind UPARROW           "+forward"
bind DOWNARROW         "+back"
bind LEFTARROW         "+moveleft"
bind RIGHTARROW        "+moveright"
bind ALT           "+strafe"
bind CTRL          "+movedown"
bind SHIFT         "+moveup"
//****AntiSwayControls
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"
//**** Misc Game Controls etc
bind F1            "cmd help"
bind F2            "menu_savegame"
bind F3            "menu_loadgame"
bind F4            "menu_keys"
bind F10           "menu_quit"
bind F12           "screenshot"
set msg            "1"
bind TAB           "inven"
bind ENTER         "invuse"
bind ESCAPE            "togglemenu"
bind SPACE         "drop rune"
bind `             "toggleconsole"
bind r             "say <----WiCKeD Bot v1.1"
bind x             "score"
```

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set m_filter        "1"
{/codecitation}
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