

```
{codecitation class="brush: plain; gutter: false;" width="100%"}
// generated by quake, do not modify
//last modified Jan 14, 2002
//Glen Holm
//KinGofPaiN
```

```
set skin "devilsadvocate/red"
set name "KinGofPaiN=GoM="
```

```
bind w "+forward"
bind a "+moveleft"
bind s "+back"
bind d "+moveright"
bind SPACE "+moveup"
bind e "+movedown"
```

```
bind MOUSE1 "+attack"
bind MOUSE2 "+hook"
bind MWHEELUP "weapnext"
bind MWHEELDOWN "weapprev"
```

```
bind 0 "use bfg; crosshair 1; cl_particles 1"
bind 1 "use Super Shotgun; crosshair 2; cl_particles 0"
bind 2 "use Chaingun; crosshair 2; cl_particles 0"
bind 3 "use Grenade Launcher; crosshair 1; cl_particles 0"
bind 4 "use Rocket Launcher; crosshair 1; cl_particles 0"
bind 5 "use RailGun; crosshair 3; cl_particles 1"
bind 6 "use HyperBlaster; crosshair 1; cl_particles 0"
bind 7 "use Machinegun; crosshair 2; cl_particles 0"
bind 8 "use Shotgun; crosshair 2; cl_particles 0"
bind 9 "use Blaster; crosshair 1; cl_particles 0"
bind g "use grenades"
```

```
bind l "say Aren't PAYBACKS a bitch?"
bind o "say Please Address All Concerns About The Rocket Launcher to
johnc@idsoftware.com"
bind r "say I will have retribution!!!"
```

```
bind TAB "menu"
bind ENTER "invuse"
bind ESCAPE "togglemenu"
bind ' "messagemode2"
bind + "sizeup"
```

```
bind - "sizedown"
bind = "sizeup"
bind [ "invnext"
bind ] "invprev"
bind ""
bind ` "toggleconsole"
bind c "exec cyas.cfg"
bind h ""
bind j "exec thanks.cfg"
bind k "exec hahaha.cfg"
bind m "exec kop.cfg"
bind n "exec nice.cfg"
bind p "use power shield"
bind q ""
bind t "messagemode"
bind v "exec gg.cfg"
bind x "droprune"
bind y "exec pain.cfg"
bind ~ "toggleconsole"
bind BACKSPACE "invdrop"
bind LEFTARROW ""
bind RIGHTARROW ""
bind ALT ""
```

```
bind F1 "cmd help"
bind F2 ""
bind F3 ""
bind F4 ""
bind F5 ""
bind F6 ""
bind F7 "menu_quit"
bind F9 ""
bind F10 "dmsmenu"
bind F11 "dmsstats"
bind F12 "dmsstatpos"
```

```
bind PAUSE ""
bind INS ""
bind DEL ""
bind PGDN ""
bind END ""
```

```
set hostname "Homey's Hole"
set allow_download "1"
set allow_download_players "0"
set allow_download_models "1"
```

```
set allow_download_sounds "1"  
set allow_download_maps "1"  
set sv_reconnect_limit "3"
```

```
set adr0 ""  
set adr1 ""  
set adr2 ""  
set adr3 ""  
set adr4 ""  
set adr5 ""  
set adr6 ""  
set adr7 ""  
set adr8 ""
```

```
set vid_ref "gl"  
set vid_xpos "3"  
set vid_ypos "22"  
set vid_gamma "1"  
set sw_stipplealpha "0"  
set s_volume "0.7"  
set s_khz "22"  
set s_loadas8bit "0"  
set s_mixahead "0.2"  
set s_primary "0"  
set cl_stereo_separation "0.4"
```

```
set cd_nocd "0"
```

```
set freelook "1"  
set msg "1"  
set fov "120"  
set gender "male"  
set gender_auto "1"  
set cl_vwep "1"  
set in_mouse "1"  
set in_joystick "0"  
set g_select_empty "0"
```

```
set gl_driver "opengl32"  
set gl_mode "6"  
set gl_ext_palettedtexture "1"  
set gl_finish "0"  
set gl_particle_min_size "1"  
set gl_particle_max_size "40"  
set gl_particle_size "40"
```

```
set gl_particle_att_a "0.01"  
set gl_particle_att_b "0.0"  
set gl_particle_att_c "0.01"  
set gl_modulate "13"  
set gl_shadows "0"  
set gl_texturemode "GL_LINEAR_MIPMAP_NEAREST"  
set gl_texturealphamode "default"  
set gl_texturesolidmode "default"  
set gl_vertex_arrays "0"  
set gl_ext_swapinterval "1"  
set gl_ext_multitexture "1"  
set gl_ext_pointparameters "1"  
set gl_ext_compiled_vertex_array "1"  
set gl_swapinterval ".000000000000001"  
set gl_3dlabs_broken "1"
```

```
set lookstrafe "0"  
set lookspring "1"  
set m_pitch "0.022"  
set hand "0"  
set cl_run "1"  
set crosshair "1"
```

```
set win_noalttab "0"  
set vid_fullscreen "1"  
set viewsize "100"  
set cl_particles "0"
```

```
set sensitivity "30"  
set rate "4500"  
set cl_maxfps "40"  
set m_filter "2"  
set cl_predict "1"
```

```
//Zoom  
bind z +zoom  
alias +zoom "fov 30; sensitivity 3"  
alias -zoom "fov 120; sensitivity 30.000000"
```

```
//Rocket Jump  
bind f +rjump  
alias +rjump "set ohand $hand ; hand 2 ; set opitch $cl_pitchspeed ; cl_pitchspeed 9999 ;  
+lookdown ; +moveup ; +attack"  
alias -rjump "-lookdown ; -moveup ; -attack ; hand $ohand ; cl_pitchspeed $opitch ; centerview"  
{/codecitation}
```

