

```
{codecitation class="brush: plain; gutter: false;" width="100%"}
// :::: Eternity's Config ::::
// sets the renderer to use 'ref_r1gl.dll'
set vid_ref "r1gl"

//=====

// configuration setup with the WASD key setup
unbindall
//-----

// necessary keys from config.cfg
bind ENTER "invuse"
bind ESCAPE "togglemenu"
bind TAB "inven"
bind PAUSE "pause"
bind ~ "toggleconsole"
bind [ "invprev"
bind ] "invnext"
bind ` "toggleconsole"
bind F1 "cmd help"
bind F10 "quit"
bind F12 "screenshot"
//-----

// A neat sniper alias for zooming in on people
alias zoom_level1 "fov 120; sensitivity 12; echo fov = 120; bind ALT zoom_level2"
alias zoom_level2 "fov 60; sensitivity 6; echo fov = 60; bind ALT zoom_level1"
//-----

// dropping binds
alias bigwait "wait; wait"

alias dropRG      "say_team [<<] [ %N ] [ RG DROP ] [ ] [ $$loc_here ] [<<];      wave 4; drop
Railgun;          drop SLUGS"
alias dropHB      "say_team [<<] [ %N ] [ BFG/HB DROP ] [ ] [ $$loc_here ] [<<];      wave 4;
drop Hyperblaster; bigwait; drop BFG10K; bigwait; drop CELLS; bigwait; drop
CELLS; bigwait; drop CELLS"
alias dropRL      "say_team [<<] [ %N ] [ RL DROP ] [ ] [ $$loc_here ] [<<];      wave 4; drop
Rocket Launcher; drop ROCKETS; bigwait; drop ROCKETS"
alias dropCG      "say_team [<<] [ %N ] [ CHAIN DROP ] [ ] [ $$loc_here ] [<<];      wave 4;
```

```
drop Chaingun;      drop BULLETS; bigwait;  drop BULLETS; bigwait;  drop BULLETS"
alias dropMG      "say_team [<<] [ %N ] [ MG DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop Machinegun;   drop BULLETS"
alias dropSSG     "say_team [<<] [ %N ] [ SSG DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop Super Shotgun; drop SHELLS; bigwait;  drop SHELLS"
alias dPS        "say_team [<<] [ %N ] [ POWER SHIELD DROP ] [] [] [ $$loc_here ] [<<]; wave
4; drop Power Shield; drop CELLS; bigwait; drop CELLS; bigwait; drop CELLS;
bigwait; drop CELLS"
alias dropNades   "say_team [<<] [ %N ] [ GL DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop Grenade Launcher; drop GRENADES; bigwait; drop GRENADES"
alias dropRox     "say_team [<<] [ %N ] [ ROCKET DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop ROCKETS"
alias dropShells  "say_team [<<] [ %N ] [ SHELL DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop SHELLS"
alias dropBullets "say_team [<<] [ %N ] [ BULLET DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop BULLETS"
alias dropCells   "say_team [<<] [ %N ] [ CELL DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop CELLS"
alias dropSlugs   "say_team [<<] [ %N ] [ SLUG DROP ] [] [] [ $$loc_here ] [<<];      wave 4;
drop SLUGS"
```

//-----

// weapon use keys

```
alias useBL "use Blaster; crosshair 10"
alias useSG "use Shotgun; crosshair 8"
alias useSSG "use Super Shotgun; crosshair 8"
alias useMG "use Machinegun; crosshair 8"
alias useCG "use Chaingun; crosshair 8"
alias useGL "use Grenade Launcher; crosshair 12"
alias useGR "use Grenades; crosshair 12"
alias useRL "use Rocket Launcher; crosshair 10"
alias useHB "use Hyperblaster; crosshair 5"
alias useRG "use Railgun; crosshair 169"
alias useBFG "use BFG10K; crosshair 3"
```

//-----

// movement keys

```
bind w "+forward"
bind a "+moveleft"
bind s "+back"
bind d "+moveright"
bind SHIFT "+moveup"
bind CTRL "+movedown"
```

//-----

// mouse controls

```
bind MWHEELUP "keyRG"
bind MWHEELDOWN "keyRL"
bind MOUSE1 "+attack"
// hooking
alias +flphk "hook"
alias -flphk "unhook"
bind mouse2 "+flphk"
//-----
```

```
// Hopefully, you can follow what I do. The $modif string is expanded to the value
// of modif (which can be 0, 1, or 2). It then goes to that alias, which is either
// a weapon use, a weapon drop, or an ammo drop. Pressing the "c" key indexes
// the modif var.
```

```
set modif "0"
```

```
alias keyBL_0 "useBL"
alias keyBL_1 "useBL"
alias keyBL_2 "useBL"
alias keyBL "keyBL_$modif"
```

```
alias keySG_0 "useSG"
alias keySG_1 "dropSSG"
alias keySG_2 "dropShells"
alias keySG "keySG_$modif"
```

```
alias keySSG_0 "useSSG"
alias keySSG_1 "dropSSG"
alias keySSG_2 "dropShells"
alias keySSG "keySSG_$modif"
```

```
alias keyMG_0 "useMG"
alias keyMG_1 "dropMG"
alias keyMG_2 "dropBullets"
alias keyMG "keyMG_$modif"
```

```
alias keyCG_0 "useCG"
alias keyCG_1 "dropCG"
alias keyCG_2 "dropBullets"
alias keyCG "keyCG_$modif"
```

```
alias keyGL_0 "useGL"
alias keyGL_1 "dropNades"
alias keyGL_2 "dropNades"
alias keyGL "keyGL_$modif"
```

```
alias keyRL_0 "useRL"
alias keyRL_1 "dropRL"
alias keyRL_2 "dropRox"
alias keyRL "keyRL_$modif"
```

```
alias keyHB_0 "useHB"
alias keyHB_1 "dropHB"
alias keyHB_2 "dropCells"
alias keyHB "keyHB_$modif"
```

```
alias keyRG_0 "useRG"
alias keyRG_1 "dropRG"
alias keyRG_2 "dropSlugs"
alias keyRG "keyRG_$modif"
```

```
alias keyBFG_0 "useBFG"
alias keyBFG_1 "dropHB"
alias keyBFG_2 "dropCells"
alias keyBFG "keyBFG_$modif"
```

```
alias smod1 "set modif 1; bind c smod2; echo Dropping weapons"
alias smod2 "set modif 2; bind c smod3; echo Dropping ammo"
alias smod3 "set modif 0; bind c smod1; echo Using stuff"
//-----
```

```
// basic number keys
```

```
bind 1 "keyBL"
bind 2 "keySG"
bind 3 "keySSG"
bind 4 "keyMG"
bind 5 "keyCG"
bind 6 "keyGL"
bind 7 "keyRL"
bind 8 "keyHB"
bind 9 "keyRG"
bind 0 "keyBFG"
```

```
// free keys
```

```
// i j n o p / - = CTRL PGDN END F6 F7 F8
bind b "say_team [ << ] [ STATUS ħ žŸ%H ħ žŸ%A ] [ @ $$loc_here ] [ << ]"
bind c "smod1"
bind e "keyHB"
bind f "keyGL"
bind g "keyBFG"
bind h "say_team [ ^%o ] [ NEED GUARD ] [ $$loc_here ] [ ^%o ]"
bind k "say_team [ << ] [ parmorp ] [ +20 ] [ $$loc_here ] [ << ]; play armor20.wav"
```

```
bind l "say_team [<<] [ pweaponp ] [+30] [ $$loc_here ] [<<]; play weapon30.wav"
bind m "say_team [<<] [ Need AMMO for ] [ %W ] [ @ $$loc_here ] [<<]"
bind q "keyCG"
bind r "say_team [<<] [ Quad Weapon/Ammo needed! ] [ $$loc_here ] [<<]; wave 3"
bind t "say_team € [ $$loc_here ] , SECURED"
bind u "say_team € [ , [ NMY QUAD ] [ [ [ $$loc_there ] € [ , "
bind v "say_team [^%o] [ WEAK NMY ] [ [ [ $$loc_there ] [^%o]"
bind x "say_team [^%o] [ NMY ] [ [ [ $$loc_there ] [^%o]"
bind y "say_team € [ $$loc_here ] , LOST"
bind z "useGR"
// drops for commonly-needed weapons
bind UPARROW "dropRG"
bind RIGHTARROW "dropSSG"
bind DOWNARROW "dropRL"
bind LEFTARROW "dropCG"

bind HOME "exec scfg/quadtimer.cfg"
bind PGUP "say_team [^%o] [ GET QUAD NOW!!! ] [^%o]; say_team [^%o] [ GET QUAD NOW!!! ] [^%o]"

// talking
bind . "messagemode"
bind , "messagemode2"
// spam
bind INS "say =D"
bind DEL "say xD"
// misc
bind ALT "zoom_level2"
bind SPACE "invuse"

// function keys
bind F2 "say_team [ AFFIRMATIVE! ]"
bind F3 "say_team [ NEGATIVE! ]"
bind F4 "say_team [^%o] [ NEED HELP FAST! ] [ [ [ $$loc_here ] [^%o]"
bind F5 "wave 2"
bind F6 "drop rune"
bind F7 "drop tech"

//=====

=====

// FLP [clan Feel Lucky Punk] (Firehawk's server)
set adr0 "hawk.westcoastflp.com"
// tastyspleen.net::dm [deathmatch]
```

```
set adr1 "74.54.186.226:27916"
// FLP [clan Feel Lucky Punk] (Deadly's server)
set adr2 "east.westcoastflp.com"
// FLP [clan Feel Lucky Punk] (Voice's server)
set adr3 "westcoastflp.com"
// tastyspleen.net::irtdm [Immortal Reaper's Team Deathmatch]
set adr4 "74.54.186.229:27910"
// FLP [clan Feel Lucky Punk] (Livewire's server)
set adr5 "livewire.westcoastflp.com"
// backshooter's server
set adr6 "q2.backshooters.com:27915"
// <empty>
//set adr7 ""
// <empty>
set adr7 ""
// d3s's server
set adr8 "q2.d3s.us"
```

```
//=====
=====
```

```
alias _flp "exec scfg/FLP_spam.cfg"
alias _luck "say ‡ ‡ ‡ FEEL LUCKY PUNK? ‡ ‡ ‡; say ‡ ‡ ‡ WELL, DO YA PUNK? ‡
‡ ‡; say ‡ ‡ ‡ WELL, DO YOU? ‡ ‡ ‡"
alias _xh "say Need crosshairs?; say Go to bullseyecrosshairs.com !"
alias _srv "say FLP lithium servers @ westcoastflp.com q2.d3s.us hawk.westcoastflp.com
livewire.westcoastflp.com"
alias _xD "exec scfg/xD.cfg"
alias _nuke "say OUCH!!! I didn't think nuclear missiles existed in Quake I!!!!"
alias _cry "say Awwwwwww. Do you need Mommy to wipe those teary little eyes?"
alias _cry2 "say Awwwwwww. Do you need a band-aid for that little boo-boo?"
alias _cry3 "say Somebody call the WWWAAAMMMMBULANCE!!! Somebody call the
WWWAAAMMMMBULANCE!!!"
alias _cry4 "say Pooooooooorrrr guy.... Do you need Mommy to come kiss you?"
alias _cry5 "say Waaaaaaaaaaaah! Waaaaaaaaaaaah! Waaaaaaaaaaaah! I'm getting OWNED!!!
*RAGEQUITS*"
alias _rage "say Attaboy! Push that fist straight through that monitor!"
alias _rage2 "say Yep! Time to yank that network plug!"
alias _rage3 "say Is it RAGE QUIT time yet?"
alias _rage4 "say Fling that mouse across the room and let out a yell of fury!"
alias _rofl "exec scfg/rofl.cfg"
alias _whine "exec scfg/whineometer.cfg"
alias _icq "exec scfg/icq.cfg"
```

```
//=====
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```

```
// sets networking settings
// turns on client-side prediction
set cl_predict "2"
// smooths steps
set cl_smoothsteps "3"
// turns on the netgraph
set netgraph "1"
// desynchronizes network and rendering code
set cl_async "1"
// enables the sending of packets immediately when you fire a weapon/jump
set cl_instantpacket "1"
// how many packets/sec to send to the server
// 1000/5 = 200
// 1000/6 = 167
// 1000/7 = 143
// 1000/8 = 125
// 1000/9 = 112
// 1000/10 = 100
// 1000/11 = 91
// 1000/12 = 84
// 1000/13 = 77
// 1000/14 = 72
// 1000/15 = 67
// 1000/16 = 63
// 1000/17 = 59
// 1000/18 = 56
// 1000/19 = 53
// 1000/20 = 50
// 1000/25 = 40
//
//
// other useful cl_maxfps values : 22, 24, 33, 66, 90
set cl_maxfps "90"
// max rendering rate, in frames/sec
set r_maxfps "240"
// draw FPS counter
set cl_drawfps "1"
// data rate
set rate "4000"
// sets the FOV
set fov "120"
// turns on directinput mouse
```

```
set m_directinput "2"
// sensitivity
set sensitivity "12"

// turn on running
set cl_run "1"

// capture the mouse
set in_mouse "1"

// mouse system
set lookstrafe "0"
set lookspring "0"
set freelook "1"
set m_xpfix "1"
set m_fixaccel "1"
set m_filter "1"

// stops the annoying weaving
set bob_pitch "0"
set bob_roll "0"
set bob_up "0"
set run_pitch "0"
set run_roll "0"
set v_kickroll "0"
set v_kicktime "0"
set cl_bob "0"
set v_centerspeed "0"

// brighten the map
set gl_modulate "5"

// enables weapon switching to empty weapons
set g_select_empty "1"

// disable auto-recording
set cl_autorecord "1"

// enables downloading
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 allow_download_textures "1"
set allow_download_pics "1"
```



```
set allow_download_others "1"
```

```
// allows ALT+TAB  
set win_noalttab "0"
```

```
// sets my model/skin  
set skin "male/flp2"  
// sets my name  
set name "Eternity{FLP}"  
// sets my gender  
set gender "male"
```

```
//=====
```

```
// config file containing settings for r1gl  
set gl_ext_texture_filter_anisotropic "0"  
set gl_ext_max_anisotropy "2"  
set gl_ext_multisample "0"  
set gl_ext_samples "2"  
set gl_ext_nv_multisample_filter_hint "fastest"  
set gl_ext_texture_non_power_of_two "0"  
set gl_ext_occlusion_query "0"  
set gl_zfar "8192"  
set gl_hudscale "1"  
set gl_noscrap "1"  
set gl_overbrights "0"  
set gl_coloredlightmaps "0"  
set gl_texture_formats "png jpg tga"  
set gl_pic_formats "png jpg tga"  
set gl_dlight_falloff "0"  
set gl_defertext "1"  
set gl_swapinterval "0"  
set vid_topmost "0"  
set vid_forcedrefresh "0"  
set vid_optimalrefresh "0"  
set vid_fullscreen "0"  
// change these?  
set gl_doublelight_entities "1"
```

```
// more settings...  
set gl_flashblend "0"  
set gl_polyblend "0"  
//set gl_bitdepth "32"
```

```
set gl_particle_size "10"
set gl_particle_max_size "10"
set gl_particle_min_size "2"
//set gl_shadows "0"
//set gl_ext_swapinterval "0"
```

```
// _MUST_ BE 0!!!
// If not, framerate goes to 4 FPS on my laptop =o .
set gl_dynamic "0"
```

```
//=====
=====
```

```
// finished--informs user that the config file has executed appropriately
echo "startup.cfg has executed..."
// end of file
```

```
#####
#####
#### Whineometer.cfg
#####
#####
#####
```

```
// The Whine-O-Meter config file :P
```

```
alias whinewait "wait; wait; wait; wait; wait; wait; wait; wait; wait; wait; wait; wait; wait; wait"
```

```
whinewait
whinewait
whinewait
```

```
say "          -- Whine-O-Meter - ACTIVATED! ,-/          "
say " Little whining ->          ,:/ <- Turbo bitching!          "
say "          ,#' /          "
say "          #'___/          YOU *REALLY* PEGGED THE
LIMIT!!! "
```

```
// EOF  
{/codecitation}
```