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{codecitation class="brush: plain; gutter: false;" width="100%"}  
//bind KP_RIGHTARROW
```

```
bind y
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bind "m" smoke 1 ===( )_____)~~~~~  
bind "n" [rest in pieces ]  
bind F2 "menu_savegame"
```

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bind F4 "rcon pat status"  
bind F5 "dmsmenu"  
bind F6 "dmsstats"  
bind F7 dmsstatpos  
bind 5 "use Chaingun;m_pitch .022"
```

```
bind F3 "pinglock"  
bind w 1sniper  
bind z "+srj"  
bind kp_minus "+stop"  
bind KP_INS "slow"  
bind * "CH"  
bind kp_end "+VictoryDance1"  
bind KP_DOWNARROW "+VictoryDance2"  
bind KP_DEL "thax"  
bind "INS" "smoke1"  
bind END "net1"  
bind "HOME" "light1"  
bind g "use Railgun;sensitivity 10"
```

```
alias +slick "+hook;wait;wait;wait;wait;wait;wait;wait;wait;wait;wait;wait;+movedown"  
alias -slick "-hook;-movedown"
```

```
//bind KP_5  
alias "small-fly1" "bind a +hook;echo SLICK OFF....;wait;bind h small-fly2"  
alias "small-fly2" "bind a +slick;echo SLICK ON....;wait;bind h small-fly1"  
bind "h" "small-fly1"
```

```
// KP_UPARROW
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```
//bind KP_PGUP  
//bind KP_LEFTARROW  
//bind
```

```
//bind KP_PGDN
alias +srj "lookdown1;hand 2;rjump"
alias -srj "lookdown2"
\alias lookdown1 "cl_pitchspeed 999999;+lookdown"
alias lookdown2 "-lookdown;cl_pitchspeed 200;-attack;-moveup;wait;wait;wait;centerview;hand
0;cl_maxfps 80"
alias rjump "+moveup;+attack;wait;wait;wait;wait;cl_maxfps 10"
alias CH CH1
alias CH0 "alias CH CH1;crosshair 0;echo Crosshair Off"
alias CH1 "alias CH CH2;crosshair 1;echo Crosshair 1"
alias CH2 "alias CH CH3;crosshair 2;echo Crosshair 2"
alias CH3 "alias CH CH0;crosshair 3;echo Crosshair 3"
alias LW "wait;wait;wait;wait;wait;wait;wait;wait;wait;wait"
alias LWX "LW;LW;LW;LW;LW"
alias LWX2 "LWX;LWX;LWX;LWX;LWX"
alias LWX3 "LWX2;LWX2;LWX2;LWX2;LWX2"
alias LWX4 "LWX3;LWX3;LWX3;LWX3;LWX3"
alias LWX5 "LWX4;LWX4;LWX4;LWX4;LWX4"
alias +Stop "cl_maxfps 0"
alias -Stop "cl_maxfps 90"
alias slow "set cl_downspeed 30;set cl_sidespeed 90;set cl_forwardspeed 90....;bind KP_INS
fast"
alias fast "set cl_forwardspeed 999;set cl_sidespeed 999....;bind KP_INS slow"
alias +VictoryDance1 "cl_forwardspeed 1;cl_yawspeed
1500;+left;+movedown;LWX;-left;+right;-movedown;+moveup;+lookup"
alias -VictoryDance1 "cl_forwardspeed 200;cl_yawspeed
180;-left;-movedown;-right;-moveup;-lookup;centerview"
alias +VictoryDance2 "cl_forwardspeed 1;cl_yawspeed
1500;+right;+moveup;LWX;-moveup;+movedown;-movedown;+lookdown;LWX3;-right;+left;-loo
kdown;+lookup"
alias -VictoryDance2 "cl_forwardspeed 200;cl_yawspeed
180;-right;-moveup;-movedown;-left;;centerview"
alias 1sniper "fov 90;crosshair 1;sensitivity 9; echo Sniper View On;bind w 2sniper"
alias 2sniper "fov 110;crosshair 3;sensitivity 13; echo Sniper View Off;bind w 1sniper"
alias +launch "use Grenades ;+attack"
alias -launch "weaplast"
alias "smoke1" "cl_particles 0;echo PARTICLES OFF...;wait;bind INS smoke2"
alias "smoke2" "cl_particles 1;echo PARTICLES ON....;wait;bind INS smoke1"
alias "net1" "netgraph 1;echo Graph ON...;wait;bind END net2"
alias "net2" "netgraph 0;echo Graph off...;wait;bind END net1"
alias "light1" "gl_dynamic 0;echo LIGHTING OFF...;wait;bind HOME light2"
alias "light2" "gl_dynamic 1;echo LIGHTING ON....;wait;bind HOME light1"
alias frame20 "set cl_maxfps 20; echo maxfps20; bind o frame1"
alias frame19 "set cl_maxfps 15; echo maxfps15; bind o frame20"
alias frame18 "set cl_maxfps 10; echo maxfps10; bind o frame19"
alias frame17 "set cl_maxfps 5; echo maxfps 5; bind o frame18"
```

```
alias frame16 "set cl_maxfps 00; echo maxfps00; bind o frame17"
alias frame15 "set cl_maxfps 95; echo maxfps95; bind o frame16"
alias frame14 "set cl_maxfps 90; echo maxfps90; bind o frame15"
alias frame13 "set cl_maxfps 85; echo maxfps85; bind o frame14"
alias frame12 "set cl_maxfps 80; echo maxfps80; bind o frame13"
alias frame11 "set cl_maxfps 75; echo maxfps75; bind o frame12"
alias frame10 "set cl_maxfps 70; echo maxfps70; bind o frame11"
alias frame9 "set cl_maxfps 65; echo maxfps65; bind o frame10"
alias frame8 "set cl_maxfps 60; echo maxfps60; bind o frame9"
alias frame7 "set cl_maxfps 55; echo maxfps55; bind o frame8"
alias frame6 "set cl_maxfps 50; echo maxfps50; bind o frame7"
alias frame5 "set cl_maxfps 45; echo maxfps45; bind o frame6"
alias frame4 "set cl_maxfps 40; echo maxfps40; bind o frame5"
alias frame1 "set cl_maxfps 25; echo maxfps25; bind o frame2"
alias frame2 "set cl_maxfps 30; echo maxfps30; bind o frame3"
alias frame3 "set cl_maxfps 35; echo maxfps35; bind o frame4"
```

```
alias net3 "rate 10000;echo rate10000;bind . net18"
alias net4 "rate 9500;echo rate 9500;bind . net3"
alias net5 "rate 9000;echo rate 9000;bind . net4"
alias net6 "rate 8500;echo rate 8500;bind . net5"
alias net7 "rate 8000;echo rate 8000;bind . net6"
alias net8 "rate 7500;echo rate 7500;bind . net7"
alias net9 "rate 7000;echo rate 7000;bind . net8"
alias net10 "rate 6500;echo rate 6500;bind . net9"
alias net11 "rate 6000;echo rate 6000;bind . net10"
alias net12 "rate 5500;echo rate 5500;bind . net11"
alias net13 "rate 5000;echo rate 5000;bind . net12"
alias net14 "rate 4500;echo rate 4500;bind . net13"
alias net15 "rate 4000;echo rate 4000;bind . net14"
alias net16 "rate 25000;echo rate 25000;bind . net15"
alias net17 "rate 20000;echo rate 20000;bind . net16"
alias net18 "rate 10500;echo rate 10500;bind . net17"
SET SST_FASTPCIRD=1
SET SST_PCIRD=1
SET SST_VIDEO_24BPP=0
SET SST_SCREENREFRESH=120
SET SST_GRXCLK=60
SET SST_FASTMEM=1
```

```
set cl_forwardspeed 999
set cl_sidespeed 999
set cl_upspeed 999
\set cl_anglespeedkey "5.5"
set r_novis"1"
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 "0"
set gl_vertex_arrays "0"
set gl_texturesolidmode "default"
set gl_texturealphamode "default"
set gl_texturemode "GL_LINEAR_MIPMAP_NEAREST"
set gl_shadows "0"
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 "9"
set gl_particle_max_size "9"
set gl_particle_min_size "2"
set gl_finish "0"
set gl_ext_palettedtexture "1"
set gl_mode "4"
set gl_driver "opengl32"
set gl_modulate "4"
set vid_ref "gl"
set adr0 "quake.kersur.net:27910"
set adr8 ""
set adr7 "24.40.31.200:27910"
set adr6 "207.170.59.51:27910"
set adr5 "24.93.75.171:27910"
set adr4 "204.210.206.134:27910"
set in_joystick "0"
set in_mouse "1"
set fov "110"
set msg "1"
set rate "5000"
set freelook "1"
set cl_stereo_separation "1.0"
set adr2 "quake.iserv.net:27910"
set cd_nocd "1"
set s_primary "1"
set s_mixahead ".14"
set s_loadas8bit "1"
set s_khz "11"
set s_volume "1"
set sw_stipplealpha "0"
set vid_gamma "0.500000"
set vid_ypos "0"
set vid_xpos "0"
```

```
set sv_reconnect_limit "3"
set hostname "m"
set allow_download "1"
set allow_download_players "1"
set allow_download_models "1"
set allow_download_sounds "1"
set allow_download_maps "1"
set gender "none"
set gender_auto "1"
set cl_vwep "1"
set gl_cull "1"
set cl_shownet "1"
set cl_nodelta "0"
set cl_predict "1"
set gl_dynamic "0"
set gl_modulate "5.4"
set_ext_pointparameters "0"
set gl_polyblend "0"
set gl_playermip "6"
set gl_flashblend "0"
set gl_ztrick "1"
set cd_nocd "0"
set in_mouse "1"
set m_filter "1"
set in_joystick "0"
set gl_picmip "1"
set adr1 "199.79.199.138:27910"
set adr3 "209.197.224.59:27910"
set g_select_empty "1"
set skin "male/MUYA3"
set name "Toslow"
set lookstrafe "0"
set lookspring "1"
set m_pitch "0.022"
set hand "2"
set cl_run "1"
set crosshair "3"
set win_noalttab "0"
set vid_fullscreen "1"
set viewsz "100"
set vid_gamma 0.5
set zk_pinglimit "600"
set zk_logonly "0"
set zk_retry "0"
timescale "2"
```

```
bind KP_HOME +anil
alias "Name1" "bind UPARROW Name2;name Tos-low male;skin male/none;"
alias "Name2" "bind UPARROW Name1;name Toslow=GoM=; male;skin male/fat;"
bind UPARROW "Name1"
```

```
alias +s "sensitivity 10;+attack"
alias -s "-;-attack;wait;wait;wait;sensitivity 12"
bind mouse1 +s
{/codecitation}
```