

```
{codecitation class="brush: plain; gutter: false;toolbar: true;" width="100%"}  
// [d3s] quake2 autoexec.cfg
```

```
unbindall
```

```
// Player settings  
set name "Player"  
set gender "male"
```

```
// basic movement  
bind e "+forward"  
bind d "+back"  
bind s "+moveleft"  
bind f "+moveright"  
bind c "+movedown"  
bind MOUSE1 "+attack"  
bind MOUSE2 "+moveup"
```

```
// advanced movement  
set cl_run "1"  
set cl_footsteps "0"  
set cl_backspeed "999"  
set cl_forwardspeed "999"  
set cl_sidespeed "999"  
set cl_upspeed "999"  
set lookstrafe "0"  
set lookspring "0"  
set freelook "1"  
set sensitivity "20"  
set run_pitch 0  
set run_roll 0  
set bob_roll 0  
set bob_up 0  
set bob_pitch 0  
set v_centerspeed "0"  
set v_kickroll "0"  
set v_kicktime "0"  
set cl_bob 0  
set m_filter 0
```

```
// Lithium Specific  
bind SPACE +hook  
bind tab +scores  
bind g "drop rune"  
bind v "chaselist"  
bind , "observe"
```

```
bind . "chaseleader"
```

```
// Weapons
```

```
bind 0 "use BFG10K"
```

```
bind 1 "use Blaster"
```

```
bind 2 "use Shotgun"
```

```
bind 3 "use Super Shotgun"
```

```
bind 4 "use Machinegun"
```

```
bind 5 "use Chaingun"
```

```
bind 6 "use Grenade Launcher"
```

```
bind 7 "use Rocket Launcher"
```

```
bind 8 "use HyperBlaster"
```

```
bind 9 "use Railgun"
```

```
bind MWHEELUP "use Rocket Launcher"
```

```
bind MWHEELDOWN "use Railgun"
```

```
bind MOUSE3 "use HyperBlaster"
```

```
bind PGDN "weapnext"
```

```
bind PGUP "weapprev"
```

```
// crosshairs
```

```
set crosshair "1"
```

```
bind u "set crosshair 1"
```

```
bind i "set crosshair 2"
```

```
bind o "set crosshair 3"
```

```
bind p "set crosshair 4"
```

```
// display prefs
```

```
set fov "120"
```

```
set in_joystick "0"
```

```
set hand "2"
```

```
set cl_gun 0
```

```
set win_noalttab "0"
```

```
set viewsize "100"
```

```
// Misc
```

```
bind q "quit"
```

```
bind [ "invprev"
```

```
bind ] "invnext"
```

```
bind ` "inven"
```

```
bind ENTER "invuse"
```

```
bind BACKSPACE "invdrop"
```

```
bind ~ "toggleconsole"
```

```
bind F9 "screenshot"
```

```
// Connection specific
```

```
set cl_predict_players "1"
```

```
set rate "15000"
set cl_maxfps "60"

// zoom script
alias +zoom "fov 30;set sensitivity 5"
alias -zoom "fov 120;set sensitivity 20"
bind MOUSE4 +zoom

// messages
bind F1 "say gg"
bind F2 "say ggs"
bind F3 "say nice shot!"
bind F4 "say thanks!"

// waves
bind j "wave 2" //taunt
bind k "wave 3" //wave
bind l "wave 4" //point

// adjust brightness
set gl_modulate "2.5"
set gl_polyblend "0"
set gl_flashblend "0"
set intensity "3.0"
bind F11 "set gl_modulate 25;vid_restart"
bind F12 "set gl_modulate 2.5;vid_restart"

// netgraph
alias "+netgraph" "netgraph 1"
alias "-netgraph" "netgraph 0"
bind "/" "+netgraph"
{/codecitation}
```