

cl_smooth 0
r_3dsky 0
r_shadows 0
cl_show_splashes 0
r_drawrain 0
r_decals 0
cl_ejectbrass 0
cl_show_bloodspray 0
gl_clear 1
r_dynamic 0
fog_enable 0
r_modellodscale "0.1"
r_shadows "0"
mp_decals "0"
cl_show_splashes "0"
r_drawlights "0"
r_DisUseStaticMeshes "0"
muzzleflash_light "0"
cl_showfps 1
cl_cmdrate 35
cl_updaterate 35
r_lod 0
mat_bumpmap 0
mat_specular 0
r_renderoverlayfragment 0
r_shadows 0
budget_show_history 0
cl_drawshadowtexture 0
developer "1"
fps_max "999"
sv_voicequality "1"
sv_voicecodec "voice_speex"
sv_voiceenable "1"
net_graph "3"
net_graphpos "2"
cl_showfps "1"
hud_centerid "1"
cl_ejectbrass 0
fog_enable_water_fog 0
muzzleflash_light 0
r_avglight0
r_dispfullradius 2
r_DisUseStaticMeshes 0
r_lightaverage 0
r_lightinterp 0
r_eyes 0
r_teeth 0
r_drawrain 0
r_modellodscale 0.1
r_drawlights 0
r_WaterDrawReflection 0
r_WaterDrawRefraction 0
r_drawmodeldecals 0
cl_phys_props_enable 0
r_drawropes 0
cl_ragdoll_physics_enable 0
fog_enable 0

mat_forceaniso 3
mat_forcehardwaresync 3
mat_reducefillrate3
mat_picmip
r_rootlod 7

cl_smooth 0 -- a little less beauty, but 5-10 more fps
mat_bumpmap 0 -- removes bumpmapping, but yields a substantial fps gain
mat_mipmaptextures 1 -- makes textures lose their quality with distance, more fps
mat_specular 0 -- removes specular lighting but may yield fps gain
mp_decals 300 and less -- how much stuff will be kept in memory like bullet holes in walls, lesser = better performance
r_decals_cullsize 1 -- makes textures look good only when you get close, better fps
r_propsmaxdist 1000 and less -- less objects fading distance = better performance
mat_fastnobump 1 -- faster bump mapping
mat_fastspecular 1 -- faster specular mapping