

HOW TO USE; just simply copy and paste the whole section of settings into the console and press enter, no need to do them individually.

screenshot of how it looks with these settings

//FOV SETTINGS:

```
viewmodel_fov "65";  
viewmodel_offset_x "2";  
viewmodel_offset_y "2";  
viewmodel_offset_z "-2";  
viewmodel_presetpos "0";  
view_punch_decay 20;
```

//CROSSHAIR SETTINGS:

```
cl_crosshaircolor 5;  
cl_crosshaircolor_r 255;  
cl_crosshaircolor_g 100;  
cl_crosshaircolor_b 255;  
cl_crosshairusealpha 1;  
cl_crosshairalpha 255;  
cl_crosshairdot 1;  
cl_crosshairsize 2;  
cl_crosshairthickness 0.7;  
cl_crosshairgap -7;  
cl_crosshairstyle 2;  
cl_crosshair_dynamic_splitdist 4;  
cl_crosshair_drawoutline 0;  
cl_crosshair_dynamic_maxdist_splitratio 0;  
cl_crosshair_dynamic_splitalpha_innermod 1;  
cl_crosshair_dynamic_splitalpha_outermod 0;  
cl_crosshair_drawoutline 0;
```

//RADAR SETTINGS:

```
cl_radar_scale 0.4;  
cl_radar_always_centered 0;
```

//MISC PERSONAL SETTINGS:

```
cl_disablehtmlmotd 1;  
cl_loadout_colorweaponnames 1;  
cl_disablefreezecam 1;  
cl_forcepreload 1;  
cl_autoweapswitch 0
```

```
//NET GRAPH SETTINGS
```

```
alias "+movenetgraph" "toggle net_graphheight 2000 180"
```

```
alias "-movenetgraph" "toggle net_graphheight 180 2000"
```

```
alias "+showinfo" "+showscores; +movenetgraph "
```

```
alias "-showinfo" "-showscores; -movenetgraph"
```

```
con_filter_text_out "netgraph"
```

```
net_graph "1"
```

```
net_graphpos "2"
```

```
net_graphheight "2000"
```

```
bind "TAB" "+showinfo"
```

```
//BINDS
```

```
bind "v" "use weapon_knife;use weapon_flashbang"
```

```
bind "c" "use weapon_knife;use weapon_smokegrenade"
```