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§ Full Double Elimination. ,  
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- 16- ;  
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- (attack+use, silent plant, norecoil script  
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5.  
§ :  
- de\_dust2;  
- de\_inferno;  
- de\_nuke;  
- de\_train;  
- de\_tuscan.  
§ : de\_dust2, de\_inferno, de\_tuscan, de\_nuke, de\_train.  
§ - : de\_nuke, de\_dust2, de\_train, de\_inferno.  
§ : de\_dust2, de\_inferno, de\_nuke ( ).  
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6.  
§ : 1 45 .  
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cl\_righthand, adjust\_crosshair . .).  
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allow_spectators "1"	sv_allowupload "0"
mp_autokick "0"	sv_alltalk "0"
mp_autoteambalance "0"	sv_cheats "0"
mp_buytime "0.25"	sv_clienttrace "1"
mp_c4timer "35"	sv_clipmode "0"
mp_consistency "1"	sv_friction "4"
mp_fadetoblack "1"	sv_gravity "800"
mp_flashlight "1"	sv_maxrate "25000"
mp_footsteps "1"	sv_maxspeed "320"
mp_forcecamera "2"	sv_maxunlag "0.5"
mp_forcechasecam "2"	sv_maxupdaterate "101"
mp_freezetime "10"	sv_minrate "2500"
mp_friendlyfire "1"	sv_minupdaterate "20"
mp_hostagepenalty "0"	sv_proxies "1"
mp_limitteams "0"	sv_restartround "0"
mp_logecho "1"	sv_send_logos "1"
mp_logfile "1"	sv_send_resources "1"
mp_logmessages "1"	sv_stepsize "18"
mp_logdetail "3"	sv_stopspeed "75"
mp_maxrounds "15"	sv_timeout "200"
mp_playerid "1"	sv_unlag "1"
mp_roundtime "1.75"	sv_voiceenable "1"
mp_startmoney "800"	sv_unlagsamples "1"
mp_timelimit "0"	sv_unlagpush "0"
mp_tkpunish "0"	sv_voiceenable "1"
mp_winlimit "0"	pausable "0"
sv_aim "0"	sys_ticrate "10000"
sv_airaccelerate "10"	decalfrequency "60"
sv_airsteam "1"	edgefriction "2"
sv_allowdownload "1"	host_framerate "0"
	adjust_crosshair
	brightness 0-2
	drawradar
	gamma 0-3
	hideradar
	name
	rate
	sensitivity
	volume
	cl_allowdownload
	cl_cmdrate 101
	cl_dynamiccrosshair
	0-1
	cl_lc 1
	cl_lw 1
	cl_minmodels
	cl_righthand
	cl_timeout
	cl_updaterate 101
	cl_cmdbackup 2
	ex_interp 0.01
	fps_max
	fps_modem
	gl_picmip 0
	gl_playermip 1
	m_filter
	m_pitch
	m_yaw
	max_shells
	max_smokepuffs

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models/skins.

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Windows XP

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§ Silent Run , Bind +duck .