

# Newbie Resources

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# Important

If you don't read any other resources in this section, at least read through the ones linked here.

This slideshow by [Six](#) focuses on TF2 and is a great resource on Mental Health, Communication and Morale

[Mental Health, Communication, And Morale.pdf](#)

Here is a great article on maintaining your physical and mental well-being.

[https://www.reddit.com/r/GlobalOffensive/comments/64aq95/psa\\_please\\_take\\_care\\_of\\_yourself\\_while\\_playing/](https://www.reddit.com/r/GlobalOffensive/comments/64aq95/psa_please_take_care_of_yourself_while_playing/)

Here is a better formatted version, of the same content, on the cfg.tf website:

<https://cfg.tf/read/health/>

# Settings and Configs

This page contains links to useful resources regarding optimal setting configurations such as networking, graphics, custom HUD's, etc.

Config Generator:

<https://masterconfig.com/app/>

Alternative: <https://cfg.tf/make/>

Custom HUD's: <https://config.app/huds/1/>

Custom Crosshair: <https://cfg.tf/tools/crosshairs/>

# Recommended Config Settings

This page lists specific settings that we recommend you always have defined, either in an autoexec.cfg or a custom.cfg

If you want to see more details on any of these or more, you can view all configuration commands [here](https://developer.valvesoftware.com/wiki/List_of_Team_Fortress_2_console_commands_and_variables):

[https://developer.valvesoftware.com/wiki/List of Team Fortress 2 console commands and variables](https://developer.valvesoftware.com/wiki/List_of_Team_Fortress_2_console_commands_and_variables)

## **hud\_combattext\_batching 1**

If set to 1, damage numbers that are too close together are added together.

## **hud\_combattext\_batching\_window 2**

Maximum delay in second between damage events in order to batch numbers.

## **cl\_disablehtmlmotd 0**

Setting to 0 will ensure HTML MOTD's are enabled. Useful for viewing logs after games.

## **tf\_use\_match\_hud 1**

Shows both teams players at the top of your screen. Should already be on by default, but some configs might break.

## **bind "shift" "load\_itempreset 0"**

Binds "shift", or whatever key you would like, to switch to your "A" class loadout. AKA, the b4nny bind. Useful for quickly respawning when standing in your spawn area.

You could make binds for all loadout presets like this:

```
bind "F1" "load_itempreset 0;"
```

```
bind "F2" "load_itempreset 1;"
```

```
bind "F3" "load_itempreset 2;"
```

```
bind "F4" "load_itempreset 3;"
```

# Stats and Demo's

This section has links to sites you can use to review your stats and find demo's to review.

Game Logs: <https://logs.tf/>

Game Demo's: <https://demos.tf/>

General Stats: <https://trends.tf/>

Alternative/Analytics: <https://more.tf/>

# Guides

This page lists recommended guides for learning about Competitive TF2

b4nny's Death Merchant University Playlist:

<https://www.youtube.com/playlist?list=PLImIQI4TFWEgmd-cH9660vM9xj8WM2zHJ>

Map Reviews: <https://mapreview.pickup.tf/>

# Miscellaneous Resources

This page lists resources that may be useful to most players, but are not necessary to use.

TF2 Forums: <https://www.teamfortress.tv/>