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

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.

hud_classautokill 0
Setting to 0 prevents the game from killing you if you swap classes outside of spawn

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;"

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