

VNL KZ BINDS / ALIASES

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General info and disclaimer

This doc summarises all the known (or variation) or binds/aliases used in VNL KZ to stat or to map run. Note that some of them may get you banned from some servers (not gbanned). Some of them might be questionable. **Use AT YOUR OWN RISK (from getting banned from servers, not gbanned).**

All of those are better if you create a .cfg file to exec them through your console. Note that all aliases will be gone once you restart your CS. This can make some of your keys useless and you will need to re-bind them appropriately.

For any alias/bind, copy and paste **EACH** line **ONE BY ONE** into your console. Replace <key> with your key (e.g **bind <key> +lj** becomes **bind mouse1 +lj**)

If you have anything and want to share, let me know (redmoon, **discord - redmoontv**)

Additional resources: [List of GOKZ commands](#), [Basic scripting](#), [Advanced scripting](#)

Big thanks to Dots and zer0.k for the help and others for letting me show their binds.

How to EXECS/CFG

Commands from a .cfg file can be executed (exec) through your console by typing `exec <filename>`. This is very useful for things like long jump binds which have multiple lines to be imputed in the console.

Example:

My cfg is called lj.cfg. To execute any commands in the file, I would type: **exec lj** in my console.

How to make one:

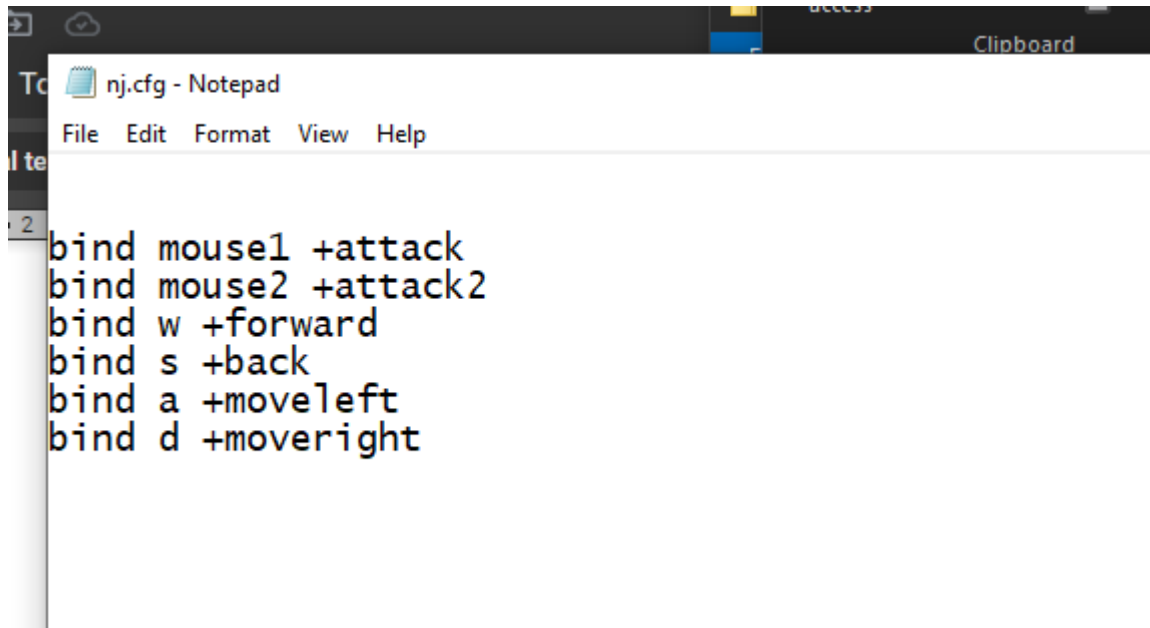
Go to steam client > right click csgo > manage (browse local files) > csgo > cfg.



In this folder, create a notepad and name it however you'd like with **.cfg** at the end (notice the dot).

From there, you can write any commands line by line.

Example:



```
bind mouse1 +attack
bind mouse2 +attack2
bind w +forward
bind s +back
bind a +moveleft
bind d +moveright
```

Upon typing `exec nj` in my console, every single line will be inputted (top to bottom, 1 by 1).

General GOKZ commands

Things such as checkpoints, teleporting, pausing, restarting etc can be binded to keys if you do not want the checkpoint/teleport menu. To disable your menu, type `!menu` in chat. To get the menu with prev/next checkpoint, type `!adv` while your menu is active. Everything can be found [here](#). The commands with `!` must be typed in chat. The ones with `sm`, in the console.

Main GOKZ commands:

`sm_checkpoint` - sets a checkpoint
`sm_gocheck` - teleports you back to latest checkpoint
`sm_prev` - teleports you to previous checkpoint
`sm_next` - teleports you to next checkpoint
`sm_undo` - teleports you back in case you teleported by accident
`sm_pause` - pauses your timer
`sm_start` - teleports you to start button (counts as a TP)

Misc GOKZ commands:

`+paint` - paints for as long as you hold the key (!options > paint - to customise, `r_cleardecals` to remove paint)
`sm_stopsound` - stops all map sounds
`sm_ncnt` - noclips you and avoids triggers to do things to you. Use again to turn off (toggle)
`sm_nc` - noclips you. Use again to turn off (toggle)
`+noclip` - same as `sm_nc` but non-toggle
`+noclipnt` - same as `sm_ncnt` but non-toggle

How to use

To use any of those, you can bind them to one of your keys. Example:
bind 1 "sm_checkpoint" , bind v +paint, etc

VNL KZ binds/aliases CFG

https://drive.google.com/file/d/1i95pIKxt9Jodwqr2KoP9lqeb_n2jSXkA/view?usp=share_link

This CFG contains all or most of the binds/aliases in this doc as of 10 JAN 2022 (thanks foxy). Note that the CFG does not include the binded keys and you have to replace them in the cfg. This cfg goes into your "D:\Steam\steamapps\common\Counter-Strike Global Offensive\csgo\cfg" folder.

Longjump bind

Both of those aliases give you a perfect crouch jump (which gives you more height) on pressing a single key. Binding long jumps is what is referred to as "binding" in VNL.

(without W release)

```
alias +cj "+duck; +jump";  
alias -cj "-duck; -jump";  
bind <key> +cj
```

(with W release)

```
alias +lj "+duck; +jump; -forward";  
alias -lj "-duck; -jump";  
bind <key> +lj
```

Note: *You will get banned from servers that do not allow -forward (not gbanned).*

A way to crouch jump or lowjump with scroll, adapted from Gliptal's bind:

```
bind <key> "bind mwheeldown cj1";  
alias cj2 "-duck;-jump;bind mwheeldown +jump";  
alias cj1 "+duck;+jump;bind mwheeldown cj2"; (scroll down, replace by wheelup for up)
```

Pressing <key> will make the next jump with your mouse wheel either a crouch jump (slow scroll), low jump (fast scroll) or a normal jump (very, very fast scroll). You can add -forward to the cj1 if you want W release.

You can bind a key to multiple functions as well. bind 2 "sm_gocheck; bind mwheeldown cj1" to enable this every time you teleport. (by zer0.k)

If you want to bind a key to this along with a "+" function (eg. +duck) use the example below:

```
alias +duck2 "+duck; bind mwheeldown cj1";  
alias -duck2 "-duck";
```

bind ctrl +duck2;

Note: *If you keep getting stuck in CJ, scroll more. Having a low scroll pattern (3-4) causes this .*

Lowjump bind (48 height)

Also known as the minijump, 48 height jump or 1 tick bind, this bind allows you to consistently get 48 height jumps. All the binds except gliptal's bind uses mouse1 and mouse2 as keys. To know if you low jumped, you can enable !distbug or !jsalways. You can replace mouse1 and mouse2 by any other 2 keys.

BEST lowjump bind at the moment

bind <key> "+jump 1; -jump 1; +duck 1; -duck 1; -forward"

Gives you full pre, includes -forward (which can get you banned on some servers, not gbanned) (thanks GameChaos)

```
alias _48 "bind mouse1 48";
alias 48 "+jump 1 ; -jump 1 ; +duck 1 ; -duck 1 ; -forward ; bind mouse1 +jb";
bind v "_48"
```

Pressing your "v" key (or bind to something else) will make your next left click a lowjump (thanks Gliptal)

Other lowjump binds

Note: *The binds with -forward may get you banned from servers that do not allow it.*

(common lowjump bind)

```
alias "+low" "+jump; -duck; -forward";
alias "-low" "-jump";
bind mouse1 +duck;
bind mouse2 +low
```

This is the most common lowjump bind. To use it, press mouse1 and mouse2 one after the other in very quick succession. This lowjump bind will get you a maximum of 243 pre due to -forward 1 or more tick(s) before jumping. **Make sure to right click and/or crouch right after executing the bind to make it work.**

(common lowjump bind)

```
alias "+low" "+jump; -duck; -forward";
```

```
alias "-low" "-jump";
bind mouse1 +duck;
bind mouse2 +low
```

(LJ bind)

```
alias +jumpbind "+duck; +jump; -forward; -back";
alias -jumpbind "-duck; -jump";
bind mouse1 +jumpbind
```

Putting the lowjump bind and the LJ bind will make the modified lowjump bind (found by vx). This bind will make you lowjump with maximum pre, 250. To use it, press mouse1 and mouse2 in very quick succession like the previous bind.

(mousewheel to lowjump 1)

```
alias zero "bind mwheeldown first";
alias first "+jump;+duck;-forward;bind mwheeldown second";
alias second "-jump;-duck;bind mwheeldown +jump";
bind <key> "bind mwheeldown zero" (mwheeldown)
```

how to use: (by Gliptal)

press v then scroll down

customization:

can replace mwheeldown with mwheelup for scroll up, can replace v with any other key

can also replace "bind mwheeldown zero" to "bind mwheeldown first" to jump 1 tick earlier, less consistent though

A way to crouch jump or lowjump with scroll, adapted from Gliptal's bind:

```
bind <key> "bind mwheeldown cj1";
alias cj2 "-duck;-jump;bind mwheeldown +jump";
alias cj1 "+duck;+jump;bind mwheeldown cj2"; (scroll down, replace by wheelup for up)
```

Pressing <key> will make the next jump with your mouse wheel either a crouch jump (slow scroll), low jump (fast scroll) or a normal jump (very, very fast scroll). You can add -forward to the cj1 if you want W release.

You can bind a key to multiple functions as well. bind 2 "sm_gocheck; bind mwheeldown cj1" to enable this every time you teleport. (by zer0.k)

If you want to bind a key to this along with a "+" function (eg. +duck) use the example below:

```
alias +duck2 "+duck; bind mwheeldown cj1";
alias -duck2 "-duck";
bind ctrl +duck2;
```

Note: *If you keep getting stuck in CJ, scroll more. Having a low scroll pattern (3-4) causes this .*

Ladder jump bind

```
alias "+fc" "+back; +moveleft";  
alias "-fc" "-back; -moveleft";  
bind "<key>" "+fc"           (this is to LAJ while looking backwards)
```

Replace +back; +moveleft etc with any 2 directions you want depending on how you LAJ.

Some keyboards cannot input 2 keys at the same time (required for straight up LAJs of ~70+ units). This alias allows you to bind a key to bypass this problem and make those types of LAJs consistent. (by Sneaky)

Ladder jump bind on scroll with -W

```
alias ladder1 "+forward; +moveleft 1; bind mwheelup ladder2";  
alias ladder2 "-forward; -moveleft 1;"  
bind 2 "sm_gocheck; bind mwheelup ladder1";
```

This bind will make you LAJ on scroll (has W release). To use it, you need to make sure your timer isn't shown in the !menu (menu with TP, CP, pause, etc). Disable your menu to make this bind work. Pressing 2 will TP you to your most recent CP and will activate the bind. To get different LAJ pres, replace right/left and replace mwheelup/down (thanks ze-rok)

Ladder jump bind with -W

```
alias +lajbindL "+mleft; -mfwd";  
alias -lajbindL "-mleft";  
alias +ljlajL "+mfwd; +mleft";  
alias -ljlajL "-mfwd";  
  
alias Llajbind "bind a +lajbindL; bind w +ljlajL; bind d +mright";  
alias ljlajLt "bind space +ljlajL";
```

// bind a key to "ljlajL" to make the LAJ feel more like a LJ (bind space back to whatever you had it binded as before)

// type "Llajbind" in console to use the bind for left pre

// type "nulls" in console after you're done using the bind

```
alias +lajbindR "+mright; -mfwd";
```

```
alias -lajbindR "-mright";
alias +ljlajR "+mfwd; +mright";
alias -ljlajR "-mfwd";
```

```
alias Rlajbind "bind d +lajbindR; bind w +ljlajR; bind a +mleft";
alias ljlajrt "bind space +ljlajr";
```

```
// bind a key to "ljlajr" to make the LAJ feel more like a LJ (bind space back to whatever you
had it binded as before)
// type "Rlajbind" in console to use the bind for rightpre
// type "nulls" in console after you're done using the bind
```

```
// nulls are required for the binds to work
```

```
alias nulls "bind a +mleft; bind w +mfwd; bind d +mright; bind s +mback"
```

Checkpoint bind

Bind mwheelup "sm_checkpoint" (scroll up)

Bind mwheeldown "sm_checkpoint" (scroll down)

Sm_checkpoint is the GOKZ console command to set a checkpoint. This bind allows you to set many checkpoints VERY quickly. This is what is used to set checkpoints on bhop triggers.

```
-----
alias "scroll" "scroll2";
alias "scroll2" "unbind mwheelup;bind mwheelup sm_checkpoint;playvol
buttons/combine_button1 1.5;alias scroll scroll3"; single line
alias "scroll3" "unbind mwheelup;bind mwheelup +jump;playvol
buttons/combine_button7 1.5;alias scroll scroll2"; single line
bind "F5" "scroll"
```

This bind allows you to toggle between having mwheelup as jumping or setting checkpoints. Once pressed, it will make a sound to tell you whether you used it or not. You can replace F5 by any other key. (by NNICKNAME23)

Jumpbug bind

```
alias +jb "+jump; -duck; -forward";
alias -jb "-jump";
bind <key> +jb
```

The JB bind makes you uncrouch at the same tick that you jump with the binded key. This causes you to get a perf JB almost every time (no perfs are very, very rare).

Note: *This may get you banned from servers that do not allow -forward.*

JB bind toggle on/off

```
alias "+JB" "+jump; -duck; -mfwd";
alias "-JB" "-jump; -mfwd";
alias tick "bind mouse1 +duck; bind mouse2 +jb";
alias notick "bind mouse1 "+attack"; bind mouse2 "+attack2"";

alias jbbindt "bind mouse1 +duck;bind mouse2 +jb;bind key nojbbindt";
alias nojbbindt "bind mouse1 +attack;bind mouse2 +attack2;bind key jbbindt";
Allows you to toggle JB bind on or off. (thanks foxy)
```

Scroll JB bind #1

```
alias +reset "+forward;-jump;bind mwheelup +jb1";
alias -reset "-forward";
bind w +reset;

alias "+jb1" "+duck";
alias "-jb1" "bind mwheelup +jb2";

alias "+jb2" "-duck;+jump";
alias "-jb2" "bind mwheelup +jb3";

alias "+jb3" "-jump";
alias "-jb3" "bind mwheelup +jump";

bind mwheelup +jb1;
```

Scroll up to use it (or change it to scroll down). Gives the same advantages as normal JB bind. It should make drops much easier to JB bind. The reset key is on W (forward) but you can change it to whatever you like (by Gus). Notice that this is on scroll up.

Scroll JB bind #2

```
bind w +reset;
alias +reset "+forward;bind mwheelup tick";
alias -reset "-forward";
alias tick "+duck;bind mwheelup tick1";
alias tick1 "-duck;+jump 1;-jump 1";
```

Works the same way as scroll JB bind #1 but is more consistent (thanks Gusky!). Notice that in this bind, it is scroll up.

JB binding on crouch release

```
alias +jb "+duck";  
alias -jb "-duck;+jump 1;-jump 1";  
bind "mouse2" "+jb";
```

This bounded key will automatically jump when you uncrouch (thanks Gliptal and Gus!)

Half sideways bind

```
alias +hsw1 "-back;+forward"  
alias +hsw2 "-forward;-moveright;+back;+moveleft"  
alias +hsw3 "-forward;+back"  
alias +hsw4 "-back;-moveleft;+forward;+moveright"
```

```
alias -hsw1 "-forward"  
alias -hsw2 "-back;-moveleft"  
alias -hsw3 "-back"  
alias -hsw4 "-forward;-moveright"
```

```
bind w +hsw1  
bind a +hsw2  
bind s +hsw3  
bind d +hsw4
```

This bind will make you HSW (go in diagonal) by pressing a combination of forward/backward + A/D.

Note: *This may get you banned from servers that do not allow -forward.*

Nulls

(normal nulls, inferior)

```
bind W "+mfwd"  
bind S "+mback"  
bind A "+mleft"  
bind D "+mright"
```

```
alias +mfwd "-back; +forward"  
alias +mback "-forward; +back"
```

```
alias +mleft "-moveright; +moveleft"
alias +mright "-moveleft; +moveright"
alias -mfwd "-forward"
alias -mback "-back"
alias -mleft "-moveleft"
alias -mright "-moveright"
```

“Normal” nulls will prevent you from overlapping by preventing you from inputting A and D simultaneously. You cannot “1 key” with normal nulls as holding A/D and pressing the other will cancel the input until you release and press again. (1 key’ing is when you hold A/D and press/release the other to strafe).

(better nulls KEKW)

```
alias +mfwd "-back;+forward;alias checkfwd +forward"
alias +mback "-forward;+back;alias checkback +back"
alias +mleft "-moveright;+moveleft;alias checkleft +moveleft"
alias +mright "-moveleft;+moveright;alias checkright +moveright"
alias -mfwd "-forward;checkback;alias checkfwd none"
alias -mback "-back;checkfwd;alias checkback none"
alias -mleft "-moveleft;checkright;alias checkleft none"
alias -mright "-moveright;checkleft;alias checkright none"
alias checkfwd none
alias checkback none
alias checkleft none
alias checkright none
alias none ""
```

```
bind w +mfwd
bind s +mback
bind a +mleft
bind d +mright
```

The better null script will also prevent you from inputting A and D simultaneously but allows you to 1 key. If you hold A and then press D (while still holding A), the A input will cancel. Releasing D (while still holding A) will cause you to have the A input back.

This is much better in a .cfg file which you can exec through your console. There are tutorials on youtube on how to null ([Persona's tutorial](#)).

Note: *This will get you banned from servers that do not allow nulls.*

Ladder glide bind

```
alias "+lagleft" "+jump;+moveleft;-forward";  
alias "-lagleft" "-jump;-moveleft";  
bind space "+lagleft";
```

This bind is for left side LAG (A+jump) and has -forward included. Replace +moveleft by +moveright in all the alias lines if you want the right LAG bind (thanks zer0.k)

RIGHT PRE

```
alias "+lagright" "+jump;+moveright;-forward";  
alias "-lagright" "-jump;-moveright";  
bind space "+lagright";
```

Danvari bind

```
bind <key> "+jump 1; -jump 1; sm_checkpoint; sm_gocheck"
```

This bind will allow you to get up to a maximum of ~10u of offset on a ladder (thanks foxy!)

Misc binds

Jump while holding bind

```
alias +lj "+jump 1 ; -jump 1 ; +duck ; -forward"  
alias -lj "-duck"
```

This bind allows you to jump with scroll while holding down bind. This is useful in kz_ggurk (thanks Gliptal!)

Toggle sensitivity

```
alias precision "toggle sensitivity <your sens> <new sens>"  
bind <key> precision
```

Replace <your sens> by your original sensitivity and <new sens> by what you want it to become when you use the bind (by zer0.k)

Example:

```
alias precision "toggle sensitivity 1.6 0.01"  
bind "x" precision
```

will toggle your sensitivity from 1.6 (original sens) to 0.01 when pressing the binded key.

Instant block measure

```
alias measure "sm_measure; menuselect 4; menuselect 9"  
bind <key> measure
```

Allows you to measure blocks when aiming at their front. The faces of the blocks must be parallel to each other for this to work (by zer0.k)

Turn bind

```
alias "+turnleft" "+left;+moveleft";  
alias "-turnleft" "-left;-moveleft";  
alias "+turnright" "+right;+moveright";  
alias "-turnright" "-right;-moveright";  
  
bind a "+turnleft";  
bind d "+turnright"
```

This will basically strafe for you when you press A/D. It's not really useful for VNL but meh..

Note: *Since no one really uses this in VNL, use this at your own risk. It might or might not get you banned. In addition, stats landed with turn binds do not register. (thanks dot)*

TP run bind

```
alias +e "+use";  
alias -e "-use; sm_r";  
bind <key> +e
```

This bind will make you get 1 teleport every time you press the start button (by rize).

Insta strafe bind

```
(for right pre)  
alias +first "+duck; +jump; -forward; +moveright";  
alias -first "-duck; -jump";  
bind <key> +first
```

This bind will press D (moveright) as soon as you jump and make your first strafe better. The bind above is for right pre. If you are left pre, replace +moveright by +moveleft on the first line (by vesq).

Note: *This bind ONLY works when nulls are ON. This may get you banned on servers that do not allow -forward.*

```
alias +plusA "exec null";
alias -plusA "exec unnull";
alias +plusD "exec null";
alias -plusD "exec unnull";
```

```
bind a "+moveleft;+plusA";
bind d "+moveright;+plusD";
```

(assign one of the following [a or d] for either a nulled first right pre or left pre strafe)

This alias rebinds your A and D keys and makes your first strafe nulled (and the following strafes NOT nulled). To get this to work, you have to name your null cfg to "null.cfg" and another cfg to cancel nulls named "unnull.cfg". You also need to unbind W, A, S and D. (thanks gusty!)

Toggle insta strafe bind #1

```
alias +rlj "+jump;+duck;+mright;-mleft;-forward"
alias -rlj "-jump;-duck"
```

```
alias rightpre "bind KEY +rlj"
```

```
alias +llj "+jump;+duck;-moveright;+moveleft;-forward"
alias -llj "-jump;-duck"
```

```
alias leftpre "bind KEY +llj"
```

```
alias rightlj "bind space +rlj;bind KEY leftlj"
alias leftlj "bind space +llj;bind KEY rightlj"
```

Enter "rightpre" or "leftpre" in your console to switch between left or right pre insta strafe bind. (thanks foxy)

Toggle insta strafe bind #2

```
alias +gunter "+duck; +jump; -forward; -back; +moveright 1";
alias -gunter "-duck; -jump; -moveright 1";
alias toggleStrafe "enableStrafe";
alias enableStrafe "alias toggleStrafe disableStrafe; bind mouse2 "+gunter"; echo
"Insta Strafe config bindings loaded";
alias disableStrafe "alias toggleStrafe enableStrafe; bind mouse2 "+attack2"; echo
"Insta Strafe config bindings disabled";
```

bind <key> "toggleStrafe";

Pressing the key bound to "toggleStrafe" will toggle ON the strafe bind (right pre). Pressing it again will toggle it OFF. Change "moveright" to "moveleft" for left pre. (thanks x3rogi)

>> [CFG with the insta strafe bind, nulls, and LJ bind](#)

Insta strafe bind without null

```
alias +a "+moveleft"  
alias -a "-moveleft"  
bind a +a  
alias +d "+moveright"  
alias -d "- moveright"  
bind d +d
```

Insta bind mwheel version (without nulls)

```
alias +reset "+forward;bind mwheelup tick"  
alias -reset "-forward"  
bind w +reset  
alias tick "+duck;+jump;+moveleft;bind mwheelup tick1"  
alias tick1 "-jump;-duck;bind mwheelup +jump"
```

Use "+moveleft" in "tick" as the first strafe for a example but u can displace to moveright if u rightpre or just remove it if u dont want to use it as a Insta bind but use it as a cj bind btw i bind it to mwheelup but u can change to mwheeldown aswell everytime u press w to reset the mwheelup or down to Insta bind and everytime u used it the bind should be reset" - gus (thanks gus)

Toggle bind/no bind

```
alias +lj "+jump;+duck;-forward"  
alias -lj "-jump;-duck"  
alias +wb "+jump;-forward"  
alias -wb "-jump"  
alias ljbindt "bind <key> +lj;bind key nobindt"  
alias nobindt "bind <key> +wb;bind key ljbindt"
```

Stop jumping by accident

```
alias jumplock "jumpreset;bind mwheeldown +jump"  
alias jumpreset "bind mwheeldown jumplock"
```

```
bind "w" "+forward; jumpreset"  
bind "a" "+moveleft; jumpreset"  
bind "s" "+back; jumpreset"  
bind "d" "+moveright; jumpreset"
```

From [this reddit post](#), this bind will stop you from jumping on accident if you scroll and input only one jump command. You will only jump if you input two or more jumps. (thanks zer0.k)

Replace <key> by the key you want. On pressing that key, it will toggle between bind and no bind. (by foxy)

Future things to perhaps add:

-kzt/skz section