

NWUltraGoreSSE.ini

Nali Weapons 3

Ultra Gore Special Standalone Edition (UG SSE – version C)

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Setting presentation

<setting name> [<type>, <default value or list size>]
 <menu entry (if existent)>
- <setting description>

Types table

Type	Description
<i>boolean</i>	Boolean value (<i>True</i> or <i>False</i>)
<i>byte</i>	Numeric value, ranging between 0 and 255
<i>integer</i>	Integer value
<i>float</i>	Fractional numbers
<i>enum</i>	Enumerations (can only acquire a value from a defined list)
<i>name</i>	Text limited to alphanumeric characters ("a-Z" and "0-9") and underscore (" _"), with no spaces and which cannot start with a number
<i>color</i>	RGB color (red, green and blue, each ranging between 0 and 255)
<i>list</i>	List or array of values or properties (anything that looks like <i>SomeSetting[0]=X</i> , <i>SomeSetting[1]=Y</i> , etc) NOTE: Lists do not have the default values documented, since these lists can get really big and thus would clutter this document. For info on default values, please consult the default <i>.ini</i> files themselves.
<i>internal</i>	Internal property, non-existent in menus, existing only in the <i>.ini</i> file
<i>menu</i>	Property changeable from menus
<i>default=X</i>	Default value of the setting
<i>max size: X</i>	Max number of elements the list can hold
<i>server</i>	Setting that can only be set from the server (or standalone)
<i>client</i>	Setting that can only be set from the client (or standalone)
<i>mixed</i>	Setting that can be either set in the server or in the client (or standalone)

NWUltraGoreSSEc.NWBloodyMess_UGSSE

enableHeadshotFX [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable headshot FX

- Enable head gore effects.

enableHeadshotFog [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable headshot fog

- Enable head gore blood fog effect.

enableHeadshotShake [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable headshot shake

- Enable head gore shake effects.

enableBodyshotFX [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable bodyshot FX

- Enable body gore effects.

enableBodyshotFog [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable bodyshot fog

- Enable body gore blood fog effect.

enableBodyshotShake [menu server boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Server > Enable bodyshot shake

- Enable body gore shake effects.

enableBodyCarcassDetection [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Gore > Enable body carcass detection

- Enable body carcass detection for gore effects.

enableBodySkeleton [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Gore > Enable body skeleton

- Enable body skeleton for some damage types.

enableFullNetworkRelevancy [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Gore > Enable full network relevancy

- Enable network bAwaysRelevant flag, so players can see all past gore effects.

BloodFogLifespanMultiplier [menu server float, default=1.000000]

Nali Weapons 3 Gameplay Settings > Gore > Blood fog lifespan multiplier

- Gore blood fog stay time multiplier.

bCordCollideWithActors [menu client boolean, default=True]

Ultra Gore Settings (NW3 SSE) > Client > Cord physics actor collision

- Enable cord physics to collide and interact with normal objects.

MaxCordIterations [menu client integer, default=3]

Ultra Gore Settings (NW3 SSE) > Client > Cord physics iterations

- Number of cord physics calculation iterations.

GoreLifeSpanMultiplier [menu mixed float, default=1.000000]

Ultra Gore Settings (NW3 SSE) > Client > Gore lifespan multiplier

- Gore life time multiplier.

GorePartsMultiplier [menu mixed float, default=1.000000]

Ultra Gore Settings (NW3 SSE) > Client > Gore parts multiplier

- Amount of gore parts multiplier.

GoreScaleMultiplier [menu mixed float, default=1.000000]

Ultra Gore Settings (NW3 SSE) > Client > Gore scale multiplier

- Gore parts scale multiplier.

enableSlideBloodDecals [menu mixed boolean, default=1.000000]

Ultra Gore Settings (NW3 SSE) > Client > Enable slide decals

- Enable blood sliding decals.

BloodDecalsMinLifespan [menu mixed float, default=0.000000]

Ultra Gore Settings (NW3 SSE) > Client > Decals min lifespan

- Blood decals min life time (in seconds).

NOTE: If both max and min lifespan are set to zero, the decal will stay as long as it's seen.

BloodDecalsMaxLifespan [menu mixed float, default=0.000000]

Ultra Gore Settings (NW3 SSE) > Client > Decals max lifespan

- Blood decals max life time (in seconds).

NOTE: If both max and min lifespan are set to zero, the decal will stay as long as it's seen.

UseClientGoreMultSettings [menu client boolean, default=False]

Ultra Gore Settings (NW3 SSE) > Client > Overwrite server multiplier

- Overwrite server gore multiplier settings.

UseClientGoreDecalSettings [menu client boolean, default=False]

Ultra Gore Settings (NW3 SSE) > Client > Overwrite server decals

- Overwrite server decal multiplier settings.

WaterSplashDetail [menu mixed byte, default=4]

Ultra Gore Settings (NW3 SSE) > Client > Water GFX detail

- Water splash effects amount of detail (varies between 1 and 9).

UseClientStandardGoreSetting [internal server boolean, default=False]

- Use the standard game gore setting in clients to adjust the gore level.

StandardGoreMultipliers [internal server list, size: 3]

- List of gore multipliers for each standard game gore setting, with the following index correspondences:
 - 0: Normal;
 - 1: Reduced;
 - 2: Ultra-Low.

GoreTriggerTypes [internal server list, max size: 64]

- List of types of players or pawns which trigger special gore effect:
 - * *VictClassName*: Victim class name to trigger this gore type;
 - * *VictModel*: Victim model match <package>.<model> (it supports wildcards such as * and ?);
 - * *VictSkin*: Victim skin match <package>.<texture> (it supports wildcards such as * and ?);
 - * *VictSkinID*: Multitexture index the *VictSkin* corresponds to;
 - * *DmgCateg*: Damage category to trigger this gore type, and it can be:
 - > *DCG_Gibbed*: Any damage which results in gibs;
 - > *DCG_Headshot*: Headshot damage;
 - > *DCG_Both*: Both *DCG_Gibbed* and *DCG_Headshot*;
 - > *DCG_List*: A list of specific damage types;
 - * *DCGDmgList*: Damage list separated by commas when *DmgCateg=DCG_List*;
 - * *GoreTypeIDs*: Gore type indexes list this one triggers in *GoreTypes* list below.
 - * *bDestroyOld*: Destroy the old standard gib effect in the process (if possible at all).

GoreTypes [internal server list, max size: 64]

- List of gore types to be spawned:
 - * *GoreClass*: Gore class <package>.<class> to spawn;
 - * *PartsMin*: Min *GoreClass* parts to spawn;
 - * *PartsMax*: Max *GoreClass* parts to spawn;
 - * *SpeedMultXY*: Parts speed multiplier in the XY axis;
 - * *SpeedMultZ*: Parts speed multiplier in the Z axis.

GoreBloodTypes [internal server list, max size: 24]

- List of players blood type correspondences for the gore effects:
 - * *VictClassName*: Victim class name to correspond to this blood type.
 - * *VictModel*: Victim model match <package>.<model> (it supports wildcards such as * and ?);
 - * *VictSkin*: Victim skin match <package>.<texture> (it supports wildcards such as * and ?);
 - * *VictSkinID*: Multitexture index the *VictSkin* corresponds to;
 - * *BloodType*: Blood type name. Although expandable, the current possible blood types are: *RED*, *GREEN* and *SILVER* (or *BLACK*, which is the same blood type as *SILVER*).

GoreTriggerAlias [internal server list, max size: 32]

- List of gore trigger aliases:
 - * *VictClassName*: Victim class name correspondent to the *GoreTriggerTypes* to alias from;
 - * *VictAliasClassName*: Victim class name alias to *VictClassName*.