



Nali Weapons 3

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

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Main Document

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1 – Introduction

This mod is a special standalone edition of the Ultra Gore feature of the final version of Nali Weapons 3.

It can be used with any mod and the fact that is “standalone” means that it does not depend on any NW3 package to run, thus you can host this package alone with normal weapons without a single NW3 package.

2 – Installation

All you need to do is extract all the contents from the *System* folder within the .zip file to the *System* folder of your Unreal Tournament install, and done.

To start playing with *Ultra Gore*, just load the mutator provided called: **Ultra Gore (NW3 SSE)**.

3 – Permissions

Well, you're free to use this mod in your maps, server, wherever you want, really!

As for the development of new mods, you cannot modify the original package (mostly to avoid online package mismatches).

If you intend or need to do so, please drop me an email or ask me in one of the many communities I am around or send me a private message at ModDB (where the mod is officially hosted), and we can discuss about that (odds are that what you want to do doesn't need direct modifications to the actual source).

You can however rip and/or extend upon this package at will.

Credits are not essential at all for this, but it would be nice anyway if you did so at least for code, models and effects.

And while doing so, if you have any doubt or curiosity on how something works or how it was made, don't be shy, you can ask me and I will likely reply to you.

And of course, you cannot sell this mod. This mod should be provided free of charge at all times (if you bought this package from someone then I am sorry to inform that you were scammed...).

You may also redistribute this package by any **free** means (by hosting it in your site is ok, but paid access so one can download the mod is NOT ok), as long as you keep this package intact (you know, the usual *mambo jambo*).

4 – Server Setup

a) Open your server *UnrealTournament.ini* file, go to *ServerPackages*, and add this:

ServerPackages=NWUltraGoreSSEc

b) From there, all there's left to do is to load up the mutator which comes with this package:

Ultra Gore (NW3 SSE): Ultra Gore mutator [*NWUltraGoreSSEc.NWBloodyMess_UGSSE*]

c) Start the server.

5 – Configuration

This package has a configuration file which you can tweak directly for better customization:

NWUltraGoreSSE.ini – For a complete understanding of the settings in this file see [INI NWUltraGoreSSE.pdf](#).

6 – Change Log

Here are listed all the new features, changes and fixes relative the previous released version:

6.1 – Features

- Added options to disable the blood fog
- Added options to give the ability to clients to set their own level of gore using their standard game gore setting

6.2 – Changes and enhancements

- Changed mod title in mutator and menu views, so it's easier to locate this mod

6.3 – Bug fixes

- Fixed wrong configuration file being used
- Fixed body parts damping against walls (no more jumping skeletons)

7 – Credits

Developer: Feralidragon

Some resources (some sounds and a few base seamless textures) were borrowed from other games such as Unreal Tournament 2004 and Unreal Tournament 3.

8 – Contact

If you have any problems or doubts relative this package, you can contact me in one of the following ways:

- **NW3 ModDB:** <https://www.moddb.com/mods/nali-weapons-3>
- **UT99.org:** <https://www.ut99.org>
- **UT99.org Discord:** <https://discord.com/invite/6CP2UjZ>