F.A.Q.

(Frequently Asked Questions)
Nali Weapons 3 Final

1 – ACE randomly kicks players for “illegal function calls” whenever NW3 is on, how to fix this?

NW3 uses client side function calls heavily mainly for effects (like shakes, lights, etc), and since some of these call functions from the player itself, ACE regards them as “illegal” (as some cheats use similar functions).

What you can do is to add all the NW3 packages to your ACE's white list, and from there onwards you shouldn't have this problem anymore.

White listing a package is basically saying to ACE: “all the functions in this package are trusted and therefore legit/legal”, and from there ACE will simply check the integrity of the packages (hashes to check if they match the same one from the server, to avoid “patched” or “hacked” packages) and not its function calls.

2 – How can I make UTPure work with NW3 at 100%?

Well, long story short: you cannot. It's that simple.

The long version is that UTPure messes with properties and tries to avoid certain function calls, in a rather more aggressive way when compared to ACE. However, unlike ACE, UTPure doesn't offer the possibility to white list packages, therefore it's impossible to make it work fully with UTPure, unless someone makes a new version of it with this ability.

3 – ACE Manager, IPToCountry and some other server mods seem to not work with NW3 loaded up. What can I do?

There isn't a definite solution for that one since every mod handle things differently, hence some may never work properly.

However, issues with ACE Manager, IPToCountry and other mods generally relate to your server version. It seems that any version equal of below 436 of the game has a limit in how many *ServerPackages* are loaded up, and since NW3 has over 20 packages, is relatively easy to reach this limit and having other mods not working properly considering that some of them are generally placed after the NW3 ones to be loaded up.

The solution for this is to upgrade your server version to 451, which already removes this limit, however there have been reports that even this didn't work, which in that case there isn't much that can be done than debugging your server to check which mod is conflicting with which (since running several different mods from several different developers leads many times to this kind of problems, and which may or not be related with NW3 itself).

4 – My keybinds in the User.ini file were filled with some extra "*NWClientExit*" commands after I ran NW3 for the first time. What are these?

The weapons in this mod have often overlay and glow effects on them, however they are only rendered correctly if a certain renderer flag is set to False. However, setting this flag to False leads to weapons like the Redeemer to be rendered on top of your HUD.

Therefore, to render all the weapons correctly, this mod changes this flag in runtime accordingly: False for NW3 and whatever the original flag setting for anything else. However, by changing this flag, the renderer configuration is automatically setup and saved, which means that if you left a game with a NW3 weapon still on, this flag would remain False and once you joined another server and picked up a Redeemer for example, the Redeemer would suddenly be rendered on top of the HUD, and as a gamer myself, I wouldn't want some mod to mess up with my settings.

So, NW3 has to return the original settings every single time the player leaves, closes the game, goes to another server, loads another map, etc, and this needs to be detected somehow.
Keybindings are often a way to do such operations, and therefore the command *NWClientExit* is added at the end of every command that suggests any of those, to be able to return the original settings back while keeping the original command intact and working.

You can disable this of course, by going to the *Mod* menu, click on *Nali Weapons 3 Client Settings*, then open the tab *Weapons*, and set the *Z-Buffer manager* to *None*. This may however have the consequence of having the weapons of this mod rendered incorrectly.

5 – Is there a new version planned (Nali Weapons 4)?

No, there isn't. Nali Weapons 3 is the last one of the series.
Some of its original concepts may however get recycled in newer projects, however nothing is planned in that regard as of yet.

6 – The I.R.P.R. weapon (infrared sniper) is not showing up the heat view of the players correctly (they all show as black), how can I fix this?

Unfortunately the reasons why this happens go down to the renderer itself, and are rather unclear.
There are reports though that say that this can be fixed by opening the console (by hitting Tab) and run the command *flush*, and it seems to only happen when running the game in Medium settings.

7 – What are the minimum system requirements to play this mod?

Can you run Unreal Tournament in your PC? If so, then great, you can run this mod as well.
However, the minimum supported version of the game is v436, and although the mod may work with previous versions, it was not tested and therefore is not advised to run in them.

8 – Players are getting a “connection timeout” when connecting to my server for the first time. What should I do?

As you probably already noticed, this mod is fairly big in file size, and therefore when a player boots UT for the first time, it takes more time to load the whole mod up, and this time can be from 15 to even 30 whole seconds (depending on the PC).

While connecting, servers have a predefined timeout to drop the player if he takes too much time to connect, and this timeout also counts the time the player takes to load all the mods up.
By default, this time is set to 30 seconds, and since the mod takes almost as much to load up, this timeout is hit and the player gets the “connection timeout” message.

To fix this, you must higher the timeout set to at least 20 to 30 seconds more, so if you have a timeout set to 30 seconds, you should higher it to 50 or 60 seconds.
You can change this value in the *UnrealTournament.ini* file, just look for the *ConnectionTimeout* setting under the *[IpDrv.TcpNetDriver]* section.

9 – Why does this mod take so long to load up?

The reason is pretty simple: the mod is big. Therefore being as big as it is, it's bound to take its time to fully load up.
However, it only takes a rather long time to load up for the first time you boot the game, from there it will load very quickly since the mod will be buffered in your PC memory for as long as you stay in the game.

10 – Sometimes the nuclear weapons crash the nuclear test maps. Is there any fix?

This final version has an option to fix most of the crashes in those maps, however it crashes some OpenGL versions and even when using another render some crashes are still bound to happen due to bugs within the engine itself.
Proof of this is that such kind of bugs are fixed in Unreal 227 (a community driven Unreal version with a fixed and improved Unreal Engine 1).
There's nothing I can do about it since the engine itself needs to be fixed, and not the mod, however unfortunately probably it never will.

It's worth to mention though that such crashes only happen in such giant empty maps, since in maps made to actually play the game these crashes never happen at all, so you do not have to worry about adding nukes to regular gametypes if you want to.

11 – When I start a new online game with this mod to play with my friends, all the weapons are invisible to them. How can I fix this?

You need to add this mod *ServerPackages* to your *UnrealTournament.ini*.
More details on this can be found in the main document *NW3.pdf* relative *Server Setup*.

12 – The mod seems to have a few glitches in Jailbreak....

Yes, it's known that the mod may have some unpredicted behavior in Jailbreak, but given the current unpopular nature of the gametype, those issues were not looked into at all. It should work fine most of the time though.