

Nali Weapons 3 Final

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Main Document

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1 – Introduction

Nali Weapons 3 (from now on abbreviated to NW3) is a complete weapons pack for Unreal Tournament, a the sequel of the old Nali Weapons 2 pack for the same game, consisting of several kinds of weaponry, ranging from the simple assault rifle like weapon (W.R.E.), to the “standard” minigun, sniper and rocket launcher (Vulcan, I.R.P.R. and MultiMissile Launcher respectively), to elemental weapons (Bolt Rifle, Flame Tracker, Graviton, …), to high-tech (Cybot Launcher) and even nuclear ones (Nuclear Launcher, Ionizer, Megaton and Ultima Protos).

This pack also brings extra mutators for a more enjoyable and diverse gameplay, and also a core package and resources which can be used to build new mods and addons for the game, or simply to make plugins for this same mod.

The whole mod has a wide number of settings to customize the gameplay to your liking, many from the in-game menus and many more by tweaking the *.ini* files directly.

2 – Installation

First, be sure that you uninstall any previous version of the mod you have installed. To do so all you have to do is to open the *System* folder in your Unreal Tournament install, and delete every package starting with *NW* and ending in *V3* (examples: *NWCoreV3*, *NWBoltRifleV3*, …).

You can also remove the *.ini* and *.int* files concerning the mod (*NW3.int*, *NW3Extras.int*, *_nw3.ini*, *NWConfig.ini*, *NWeaponsCfg.ini*, *NWExtrasCfg.ini*, *NWNuclearCfg.ini* and *NWProfilesCfg.ini*), although is not mandatory, but is good practice.

In case you got the *.zip* version, 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 (if a prompt comes up asking if you want to replace a file, choose Yes, as these will only happen if you have some files of the previous version and which must be replaced), and done.

In case you got the *.umod* version, then it's even easier: you probably have it installed already since you're able to read this.

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 packages (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 weapons source).

What you can do however is to export/extract/rip anything from the pack to do your own mod, for example:

- let's say you need something to work just like the Graviton beam, you can export/extract/rip anything from its code (as the whole mod code is open, nothing is hidden);
- let's say you want one of the effects for your mod, you can also export/extract/rip it;
- the same with models, textures, etc...

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.

You can also create new packages using the NW3 core features directly (by using the *NWCoreVIII.u* package) and even subclass any element of any package (let's say you want to make a sniper out of the Ionizer, you're free to do as long as you don't change the actual package, and create a new subclass in a new package instead).
And of course, you cannot sell this mod. This mod should be provided free of charge at all times (if you bought this pack 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 – Packages and Dependencies

This pack is extremely modular and therefore is separated in several different packages.

Each package corresponds to either a core, a weapon or any extra mutators and effects, which means that if you plan to host a server with just a very specific set of weapons, you can pick and choose the ones you want without the need for the player to download all of them, and in order for each one to run, their dependency counterpart (the package they extend from) needs also to be there in order to run.

The dependency tree is as follows:

+ *NWCoreVIII.u*
    + *NWRTVIII.u*
    + *NWTheExecutionerVIII.u*
    + *NWWREVIII.u*
    + *NWFlameTrackerVIII.u*
    + *NWBoltRifleVIII.u*
    + *NWSuperBoltRifleVIII.u*
    + *NWGravitonVIII.u*
    + *NWFreezerVIII.u*
    + *NWVulcanVIII.u*
    + *NWTheMinerVIII.u*
    + *NWMultiMissileVIII.u*
    + *NWIRPRVIII.u*
    + *NWCybotLauncherVIII.u*
    + *NWExtrasVIII.u*
    + *NWModifiersVIII.u*
    + *NWMHExtrasVIII.u*
    + *NWNuclearFXVIII.u*
        + *NWNuclearLauncherVIII.u*
        + *NWMegatonVIII.u*
        + *NWIonizerVIII.u*
        + *NWUltimaProtosVIII.u*

So, for example, in order for the *NWBoltRifleVIII.u* package to work, you also need to the *NWCoreVIII.u* package.

In the case of the *NWIonizerVIII.u* package, you need both *NWCoreVIII.u* and *NWNuclearFXVIII.u* packages.

For anything at all, you always need the *NWCoreVIII.u* package.

5 – Server Setup

Well, there are many ways to setup a NW3 server, since it highly depends on what kind of server you want to open, such as Death Match, Monster Hunt or even Instagib, and also the kind of balance you want to give to the weapons.

This pack is completely modular, so you are able to make a server with only the weapons and other small things you want. However for now let's assume you want to host the entire pack.

In order to successfully create a NW3 server, you need to do the following steps:

a) First, you need to add all the needed *.u* file names that come with the pack to your server *UnrealTournament.ini* file as *ServerPackages*, or in other words, open said *.ini* file, look for the last *ServerPackages* entry and add these:

ServerPackages=NWCoreVIII
ServerPackages=NWMHExtrasVIII
ServerPackages=NWExtrasVIII
ServerPackages=NWModifiersVIII
ServerPackages=NWBoltRifleVIII
ServerPackages=NWCybotLauncherVIII
ServerPackages=NWFlameTrackerVIII
ServerPackages=NWFreezerVIII
ServerPackages=NWGravitonVIII
ServerPackages=NWIonizerVIII
ServerPackages=NWIRPRVIII
ServerPackages=NWMegatonVIII
ServerPackages=NWMultiMissileVIII
ServerPackages=NWNuclearFXVIII
ServerPackages=NWNuclearLauncherVIII
ServerPackages=NWRTVIII
ServerPackages=NWSuperBoltRifleVIII
ServerPackages=NWTheExecutionerVIII
ServerPackages=NWTheMinerVIII
ServerPackages=NWTheOversurrectorVIII
ServerPackages=NWUltimaProtosVIII
ServerPackages=NWVulcanVIII
ServerPackages=NWWREVIII

b) Next, you need to choose what kind of server you want (do you want a DM, CTF or MH server?).

Having chosen that, start up your own UT install (as if you were going to play).

Once in the UT main menu, go to *Mod > Nali Weapons 3 Profiles* and select the proper profile for your server: each profile has a different balance setup, proper for each gametype. so for MH you may want either *"Monsterhunt Challenge"* or *"Monsterhunt Party"* (the difference being that the latter is overpowered).

For any other gametype you can choose any other (the profile names are self explanatory).

c) Now, you leave UT, and you can retrieve all the NW3 *.ini* files and copy them to your UT server install. The exact files are: *NWConfig.ini*, *NWeaponsCfg.ini*, *NWExtrasCfg.ini*, *NWNuclearCfg.ini*.

d) From there, all there's left to do is to choose the mutators you want to load up from NW3:

NW3 – Nali Weapons 3 (*NWCoreVIII.NWMainReplacer*): The main NW3 mutator, it will replace all weapons.

NW3 Extras – Nuclear Warning HUD (*NWExtrasVIII.NWNuclearWarningMut*): A mutator that gives the players a warning about a nuke about to blow up.

NW3 Extras – Monster Hunt (*NWMHExtrasVIII.NWMHMut*): Special mutator to be loaded for Monster Hunt servers, as it gives health regeneration, ammo regeneration and periodic random rewards to players over time.

NW3 Extras – Modifiers (*NWModifiersVIII.ModifMut*): Spawns random weapon modifiers in the map (mostly used in Monster Hunt servers).

NW3 Extras – Bolt Rifle Arena (*NWBoltRifleVIII.BoltRifleArena*): Bolt Rifle arena.

NW3 Extras – Cybot Arena (*NWCybotLauncherVIII.CybotArena*): Cybots arena.

NW3 Extras – I.R.P.R. Arena (*NWIRPRVIII.IRPRArena*): I.R.P.R. arena.

NW3 Extras – Super Bolt Rifle Arena (*NWSuperBoltRifleVIII.SuperBoltRifleArena*): NW3 Instagib arena.

NW3 Extras – Advanced Weapon Tweaks (*NWExtrasVIII.NWWeaponBalanceBoardA*): tweaking weapon board.

e) Start the server.

Additional notes:

In case you have a mapvote with different gametypes, you can load a different profile for each one. For more info about this feature, check the ***Profiles*** section below.

Also use always some form of redirect service for your server! By setting up a redirect service (even from your own server machine) you will reduce greatly the amount of data the players will have to download from your server, as that way they will download the compressed version of the files instead.
Of course, this only applies to players that do not have the mod cached or downloaded already.

6 – Commands

There are several console commands that can be used to some useful things:

a) *Summon* commands: Weapons and items can be spawned by using the *summon NW<weapon>VIII.<weapon>* command logic.
For example, if you want to load up a Bolt Rifle, all you have to type is: *summon NWBoltRifleV3.BoltRifle*.
Here's the list of possible *summon* commands:

Command	Weapon
summon NWRTVIII.RT	Razored Translocator
summon NWTheExecutionerVIII.TheExecutioner	The Executioner
summon NWWREVIII.WRE	War Ready Enforcer
summon NWFlameTrackerVIII.FlameTracker	Flame Tracker
summon NWBoltRifleVIII.BoltRifle	Bolt Rifle
summon NWSuperBoltRifleVIII.SuperBoltRifle	Super Bolt Rifle
summon NWGravitonVIII.Graviton	Graviton
summon NWFreezerVIII.Freezer	Freezer
summon NWVulcanVIII.Vulcan	Vulcan
summon NWTheMinerVIII.TheMiner	The Miner
summon NWTheOversurrectorVIII.TheOversurrector	The Oversurrector
summon NWMultiMissileVIII.MultiMissile	MultiMissile Launcher
summon NWIRPRVIII.IRPR	InfraRed Precision Rifle
summon NWCybotLauncherVIII.CybotLauncher	Cybot Launcher
summon NWMegatonVIII.Megaton	Megaton
summon NWMegatonVIII.MegatonDecoder	Megaton Decoder
summon NWIonizerVIII.Ionizer	Ionizer
summon NWUltimaProtosVIII.UltimaProtos	UltimaProtos
summon NWNuclearLauncherVIII.NuclearLauncher	Nuclear Launcher Level 0
summon NWNuclearLauncherVIII.NuclearLauncherLevelA	Nuclear Launcher Level 1
summon NWNuclearLauncherVIII.NuclearLauncherLevelB	Nuclear Launcher Level 2
summon NWNuclearLauncherVIII.NuclearLauncherLevelC	Nuclear Launcher Level 3
summon NWNuclearLauncherVIII.NuclearLauncherLevelD	Nuclear Launcher Level 4
summon NWNuclearLauncherVIII.NuclearLauncherLevelE	Nuclear Launcher Level 5

Command	Item
summon NWExtrasVIII.NWShieldbelt	Shield Belt
summon NWExtrasVIII.NWArmor	Body Armor
summon NWExtrasVIII.NWUDamage	U-Damage
summon NWExtrasVIII.NWInvisibility	Invisibility
summon NWExtrasVIII.NWSuperHealth	Super Health
summon NWExtrasVIII.NWMedPickup	Normal Health
summon NWExtrasVIII.NWVial	Health Vial
summon NWExtrasVIII.NWJumpBoots	Jump Boots
summon NWModifiersVIII.DamageN	Damage modifier
summon NWModifiersVIII.Fast	Fast modifier
summon NWModifiersVIII.Kick	Kick modifier
summon NWModifiersVIII.Splasher	Splasher modifier
summon NWModifiersVIII.HealthN	Health modifier
summon NWModifiersVIII.Infinity	Infinity modifier

b) *Zero Ping* (*ZP*) commands: There are also commands to enable or disable the ZP functionality of the hitscan weapons online. For more details on these commands check the ***Zero Ping (ZP)*** section below.

c) Profile commands: There is a command to load detail profiles during the game in case you feel like the game is a bit slow or the other way around. For more details on this command check the ***Profiles*** section below.

d) Extra commands: There also some hidden extra commands which can be used in certain specific weapons:

CleanBlades – when using The Executioner, this command cleans up all the blood from the blades;

CleanRazor – when using the Razored Translocator (R.T.), this command cleans up all the blood from the razor.

7 – Profiles

This mod allows you to load and save profiles, so you can make the weapons strong, balanced or weak, besides changing other settings (visual and gameplay ones).
You can primarily find these profiles in the *Mod* menu, as *Nali Weapons 3 Profiles*, and load a different profile or modify an existing one to your likings.

If you want to modify an existing profile, all you have to do is to load up the profile you want, change the actual mod settings from the other menus (*Nali Weapons 3 Gameplay Settings* or *Nali Weapons 3 Client Settings*), then go back to the profiles menu again and hit the *Save* button, and even define a new name for it if you wish to.
You can override any existing profile, even the ones not labeled as custom.
By saving these profiles, a new *NWProfilesCfg.ini* file is generated where all these settings are stored. So if you want to share or copy your custom profile settings to another computer or server, all you have to do is to copy this file alone.

If you are a server owner with different gametypes or just a mapvote, you can opt to load different gameplay profiles depending on the chosen mutator, mod or gametype, through dynamically loaded profiles. These can be loaded dynamically as mutators, and those mutators are:

NWCoreVIII.NWGameplayProfileLoaderA (for “Weak weapons”)

NWCoreVIII.NWGameplayProfileLoaderB (for “Normal weapons”)

NWCoreVIII.NWGameplayProfileLoaderC (for “Strong weapons”)

NWCoreVIII.NWGameplayProfileLoaderD (for “Monster Hunt Challenge”)

NWCoreVIII.NWGameplayProfileLoaderE (for “Monster Hunt Party”)

NWCoreVIII.NWGameplayProfileLoaderF (for “Custom Profile 1”)

NWCoreVIII.NWGameplayProfileLoaderG (for “Custom Profile 2”)

NWCoreVIII.NWGameplayProfileLoaderH (for “Custom Profile 3”)

And each one of them corresponds to a profile index, which ranges from 0 to 7.
In other words, *NWCoreVIII.NWGameplayProfileLoaderA* will load the first profile, which by default is called “Weak weapons” and *NWCoreVIII.NWGameplayProfileLoaderH* will load the last one, which by default is called “Custom Profile 3". This way if you want to have NW3 DM and NW3 MH in the same server with a mapvote, you can by just loading the proper gameplay profiles in each one of them.

Detail profiles can be loaded dynamically as well, but only the player himself may do such thing. To load a detail profile dynamically during a game, just type in the console:

nwdetail <number from 0 to 7> (0 is the lowest detail, 6 is the highest and 7 is a custom detail profile).

Example:

nwdetail 1 (will load the detail profile “Very Low”).

8 – Monster Hunt and Modifiers

Monster Hunt is a gametype that is kept under special consideration in this mod, since it was where the previous version (Nali Weapons 2) stood out the most. Therefore a few extras were added to be mostly used in Monster Hunt, however they're not limited to that gametype and they can be used in any gametype you wish.

Amongst those extras, you can find the mutators ***NW3 Extras - Monster Hunt*** and ***NW3 Extras - Modifiers***.
In short, the former serves the purpose of rewarding players with regenerating health, ammo and all kinds of special items and announcements when playing Monster Hunt (or any other gametype this mutator is applied to), while the latter provides some random pickups scattered around the map called *modifiers*.

These *modifiers* have the sole purpose of modifying the weapons properties, such as fire rate, damage, range, kickback, healing abilities or even make their ammo infinite. These *modifiers* cannot be used with super weapons though, such as the nuclear weapons, the Cybot Launcher or the Super Bolt Rifle, but they can be used with any other weapon from the current pack, or any future derivatives.

For more specific details on the modifiers pickups themselves or these mutators, check the sub-sections ***Pickups*** and ***Mutators***, under the main section ***Content*** below.

9 – Keybinds

This pack sets up automatically a set of keybinds when you first load up the mod. Those keys and respective functionality are as follows:

Enter – Toggle the lock on weapon modifiers, so in case you get just the “right” modifier for you, you can lock it so you don't loose it in case you step onto another modifier.

0-9 keys – Used to setup the timer and password in the Megaton and Megaton Decoder. These can be either the *NumPad* keys or the regular ones, both are bound so it's a matter of choice to choose to use one or the other.

10 – Zero Ping (ZP)

Zero Ping (generally abbreviated to *ZP*) is a technique to avoid *hitscan* weapons (weapons with instant shots like the W.R.E., I.R.P.R., Bolt Rifle, Vulcan, etc) to be affected by the player's *ping* in online games.

In normal games, ping is the delay it takes for your input to reach the server, which means that if you have a 200ms ping, once you click the mouse button to take the shot, it takes 200ms for the shot to be made in the server. The big problem of this is that in this time your target may have already moved to another location, and thus you miss your shot by the time its processed by the server. This led many times for players to have to predict where the players would be based on their own ping, which degrades the online gameplay experience a lot.

There are many ways to ease this problem, and none of them actually fix the problem since it's impossible (it is a timing problem, and therefore the only way to effectively fix it is for technology to evolve enough to nullify the delay, and that's still a long long way to come), but all of them try to make your ping less of a problem.

ZP is a concept that tries to make the player to have a ping of 0ms (hence the name “zero ping”) by processing the shot in the player machine itself rather than the server (instead of sending the intent to fire, the client sends the information if he either hit the target or not), and although it may sound like a great idea at first, it has a major security exploit: since it relies in the client, the client may as well manipulate the data he's sending to say he always hit the players when in fact he may not have hit anything, and this is far worse than aimbots and radars (the most common cheats in FPS games). A good example of such exploit was the “*Mass Murderer*” cheat that would kill everyone in sight from the player's PC.

Therefore most games nowadays use something else instead, called *lag compensation* (you can search the term on Google), and although it's completely server side (thus being secure), it relies in prediction and therefore has the drawback of not registering all your shots correctly (specially in UT where the game is so fast paced unlike many of the recent popular games), and still up to this day it's still being perfected in the many FPS games around, and still up to this day players complain about such problems in all of those games.
Some games do not use any of them, and instead they avoid hitscan weapons completely and build fast projectile ones instead. In other words: putting the problem under the carpet instead of trying to fix it. It's effective though since players will psychologically expect delays (hence not complain about it), but it's nothing more than ignoring the problem first and foremost.

In this pack, *ZP* was chosen to fight this problem as it is more reliable to player himself and thus provides a better experience, however this *ZP* is rigged with all kinds of server-side security validations to ensure that the player is sending reliable data relative his shots, thus trying to close as much as possible its security flaw it had initially by design. If any of the validations aren't met, the shot will be ignored completely or a normal shot is processed instead (a non-*ZP* shot, in other words, with the player's ping on it just like in the good old FPS games).
This *ZP* also has the possibility to code server-side plugins to further enhance these validations in case a new exploit is found in the system.
ZP is completely optional both server and client side, and can be applied globally (all weapons) or locally (each weapon separately), which means that you can have weapons with ZP enabled and weapons with ZP disabled if you wish. However the client can only enable *ZP* shots if the server has *ZP* enabled, and it's enabled by default for both.

To enable or disable *ZP* in the server:
- **Global:** open the file *NWeaponsCfg.ini*, go to the *[NWCoreVIII.NaliWeapons]* and set *enableZPServer* to *True* or *False* accordingly.
- **Per weapon:** open the file *NWeaponsCfg.ini*, go to that weapon section (example: for the Bolt Rifle it would be the *[NWBoltRifleVIII.BoltRifle]* section) and set *enableZPWeaponServer* to *True* or *False* accordingly.

To enable or disable *ZP* from the client, open your console and type:
zp on (enables *ZP* in all weapons)
zp off (disables *ZP* from all weapons)
zp weapon on (enables *ZP* for the current held weapon alone)
zp weapon off (disables *ZP* for the current held weapon alone)

In case you want to know how to create custom *ZP* validation plugins, see *NW3_Plugins.pdf*.

11 – Configuration

This pack has 4 configuration files which you can tweak directly for better personalization of the whole mod.
These files are:

NWConfig.ini – In this file you can set everything concerning many of the generic settings of the pack, such as detail, generic gameplay elements and some mutator settings. For a complete understanding of the settings in this file see *INI_NWConfig.pdf*;

NWeaponsCfg.ini – In this file you can set everything concerning the weapons settings, either globally for all weapons or locally for each specific weapon. For a complete understanding of the settings in this file see *INI_NWeaponsCfg.pdf*;

NWNuclearCfg.ini – In this file you can set everything concerning the nuclear explosions settings, either globally for all nuclear explosions or locally for each specific one. For a complete understanding of the settings in this file see *INI_NWNuclearCfg.pdf*;

NWExtrasCfg.ini – In this file you can set everything concerning the extra content of the pack (mutators, pickups, etc). For a complete understanding of the settings in this file see *INI_NWExtrasCfg.pdf*.

12 – Content

This pack is composed by several weapons, pickups and mutators, and all of them with no exceptions can be customized to have different behaviors, visuals, etc.

The complete list of content is presented below in their respective sub-sections.

12.1 – Weapons

<table>
<tr><td rowspan="3">
The Executioner</td><td>Package: NWTheExecutionerVIII.u</td><td>Class: TheExecutioner</td></tr>
<tr><td>Dependencies: NWCoreVIII.u</td><td>Ammo: –</td></tr>
<tr><td colspan="2">Description:

Melee weapon, which consists in two hand-held extremely sharp blades.

Depending on the gameplay settings, the primary fire may consist of single blade attacks or randomly mixed single and double blade attacks, while the secondary fire may consist of double blade attacks or charged ones.
This weapon has the ability to headshot.

Story: The Executioner was used by the Tech Nali as a last resort against enemies, to execute their prisoners and even in assassination jobs.
The blades are made off a special type of metal which when heated up have the ability to move a huge amount of mass of air, hence being equipped with a heater in the blades themselves which can be charged to provide the ability to do an extremely charged and powerful shredding attack.</td></tr>
</table>



Razored Translocator (R.T.)

Package: NWRTVIII.u	**Class:** RT
Dependencies: NWCoreVIII.u	**Ammo:** –

Description:

Translocation and self-defense device, which consists of a hand-held dispositive with a flying razored disc.

The primary fire will launch the disc which can be teleported to, however if the disc is in its razored mode (blades exposed) it also has the ability to keep flying and slicing enemies down.
The secondary fire toggles the disc blades if the disc is still in the device, and activates the owner teleportation to the disc location if otherwise.
This weapon has the ability to headshot.

Story: The Razored Translocator was used by the Tech Nali as mean of quick personal transportation and stealth jobs, besides providing the ability to quickly change to the offensive when there's no time to pick up another weapon while using this device.

Several decades later, Liandri created a similar device for their tournaments based on this one, however toned down without the razored mode so contestants wouldn't be able escape the open arenas nor kill their opponents too quickly.



War Ready Enforcer (W.R.E.)

Package: NWWREVIII.u	**Class:** WRE
Dependencies: NWCoreVIII.u	**Ammo:** WREAmmo

Description:

Heavy pistol and assault rifle hybrid.

The primary fire consists of low caliber titanium bullets, and its accuracy is perfect when used in a complete still position, otherwise its accuracy with vary.
The secondary fire consists on the launch of powerful ionic grenades.
This weapon has the ability to headshot.

Story: The War Ready Enforcer was used by the Tech Nali soldiers as their main weapon. This weapon, although not the best, provides all the basic necessary means for war (hence the name “war ready”): accuracy for medium range shots, a decent firerate, reasonable ammo capacity vs weight ratio, and ionic grenades which can disintegrate organic matter and melt vehicular electronic devices instantly.

Several decades later, Liandri created a light pistol type of weapon called Enforcer as a homage to the original W.R.E.



Flame Tracker

Package: NWFlameTrackerVIII.u	**Class:** FlameTracker
Dependencies: NWCoreVIII.u	**Ammo:** FlameTAmmo

Description:

Portable melted rock container and flame thrower.

The primary fire consists in bathing the enemy in flames.
The secondary fire consists on the launch of heavy liquefied and extremely hot mix of nitrogen and rock (lava).

Story: The Flame Tracker was initially one of the 5 Sacred War Tools kept by the Element Nali and represented the element of Fire. In this item rely all the secrets of heat transfer and air combustion phenomena, knowledge the Tech Nali were aiming to complement with their own and which the Element Nali attempted (unsuccessfully) to protect.



Bolt Rifle

Package: NWBoltRifleVIII.u	**Class:** BoltRifle
Dependencies: NWCoreVIII.u	**Ammo:** BoltAmmo

Description:

Electrical rifle of high voltage and precision.

The primary fire consists of a very brief yet extremely powerful controlled lightning.
The secondary fire consists on the generation of plasmoid electromagnetic pulse spheres, which release are their contained energy on contact.
It's possible to make a combo attack by shooting the EMP sphere from the secondary fire with the lightning of the primary fire, causing a very powerfull EMP explosion.
This weapon has the ability to headshot.

Story: The Bolt Rifle was initially one of the 5 Sacred War Tools kept by the Element Nali and represented the element of Lightning. In this item rely all the secrets of electromagnetic and ionic activity, knowledge the Tech Nali were aiming to complement with their own and which the Element Nali attempted (unsuccessfully) to protect.

Several decades later, Liandri created a similar weapon based on this one, but toned down and modified to simply ionize the particles around through high voltage cores to create an electro-ionic shock instead, since the original would constantly interfere and cause heavy noise on the audio and video of the broadcast of the tournament.



Super Bolt Rifle

Package: NWSuperBoltRifleVIII.u	**Class:** SuperBoltRifle
Dependencies: NWCoreVIII.u	**Ammo:** SuperBoltAmmo

Description:

Electrical rifle of hyper-high voltage and concentrated precision.

Both the primary and secondary fire modes consist of a very brief yet extremely powerful controlled hyper-heated and super-concentrated lightning.

Story: The Super Bolt Rifle is a modified version of the Bolt Rifle. By having both the Flame Tracker and the Bolt Rifle, the Tech Nali were able to merge both into a weapon able to generate a much higher voltage and heat the air around to create isolation through electromagnetic reflection, causing the lighting to concentrate all its energy into a single point, causing complete disintegration of the hit object with minimal energy loss.

Several decades later, Liandri created a similar weapon based on the Shock Rifle, but with the same principle as this one on energy concentration and which gave birth to “Instagib”.



Graviton

Package: NWGravitonVIII.u	**Class:** Graviton
Dependencies: NWCoreVIII.u	**Ammo:** GravitonAmmo

Description:

Gravity local manipulation device.

The primary fire consists on a gravity beam which can used to lift and move objects and players.
The secondary fire consists on the generation of a small gravity vortex similar to a mini black hole which destabilizes on contact.

Story: The Graviton was initially one of the 5 Sacred War Tools kept by the Element Nali and represented the element of Gravity. In this item rely all the secrets of gravitational forces and a mysterious and rare particle called “gravion”, which seems to put into question the very laws of physics relative matter and energy by apparently having the ability to create, bend and destroy matter and energy, knowledge the Tech Nali tried to unveil as their main objective.
The Graviton was the last tool that the Tech Nali were able to acquire after a long time of war and failed attempts to find it, yet up to this day this tool still holds a lot a mysteries and potential answers for the creation of the Universe itself.



Freezer

Package: NWFreezerVIII.u	**Class:** Freezer
Dependencies: NWCoreVIII.u	**Ammo:** FreezerAmmo

Description:

Portable cooling device.

The primary fire consists on a coolant projectile which has an extremely high heat absorption rate, reducing the temperature of any object on contact to extremely low values.
The secondary fire consists on the high firerate of ice shards made straightly from water vapor.

Story: The Freezer was initially one of the 5 Sacred War Tools kept by the Element Nali and represented the element of Water. In this item rely all the secrets of heat absorption, matter state changes and super-conductivity, knowledge the Tech Nali were aiming to complement with their own and which the Element Nali attempted (unsuccessfully) to protect.



Vulcan

Package: NWVulcanVIII.u	**Class:** Vulcan
Dependencies: NWCoreVIII.u	**Ammo:** VulcanAmmo

Description:

Medium caliber minigun.

The primary fire consists on the high firerate of medium caliber explosive bullets which consisted outer water layer and an inner sodium layer (the bullet core). Its accuracy depends highly on the player movement.
The secondary fire consists on incandescent curvy rock, lightened up by an internally fired explosive bullet, hence breaking into incandescent shards on contact, as it partially breaks during the process.

Story: The Vulcan was initially one of the 5 Sacred War Tools kept by the Element Nali and represented the element of Earth. In this item rely all the secrets of the strongest metals and reactive atom structures, knowledge the Tech Nali were aiming to complement with their own and which the Element Nali attempted (unsuccessfully) to protect.



The Miner

Package: NWTheMinerVIII.u	**Class:** TheMiner
Dependencies: NWCoreVIII.u	**Ammo:** TheMinerAmmo

Description:

Mine deployment device.

The primary fire consists in mine deployment.
The secondary fire consists in the selection of the mine the player wants to deploy.

This device can hold up to 6 different mines:
- ***Attach mine:*** a small mine which attaches to walls to wound players;
- ***Jump mine:*** a small mine that jumps after it was stepped to, causing potentially fatal damage by centering the explosion at the chest level;
- ***Land mine:*** a mine that digs itself under the ground meant to instantly kill an enemy on contact;
- ***Sea mine:*** a stronger mine which floats on water;
- ***Vehicular mine:*** a powerful mine meant to destroy or severally damage vehicles, although they also auto-activate with players;
- ***Air mine:*** an extremely powerful long range mine which floats in the air, meant to destroy anything in range.

Story: The Miner was used to easily deploy different kinds of mines near newly conquered bases for protection and also as means to expand conquered military territory.



MultiMissile Launcher

Package: NWMultiMissileVIII.u	**Class:** MultiMissile
Dependencies: NWCoreVIII.u	**Ammo:** MultiMAmmo

Description:

Adaptable and portable missile launcher.

The primary fire consists in the launch of missiles.
The secondary fire consists in the selection of the missile kind the player wants to fire.

This device can hold up to 5 different missiles:
- ***Rocket:*** a small regular fire-and-forget rocket;
- ***A-Missile:*** a homing missile that targets the point the weapon is pointed to;
- ***H-Missile:*** a missile which can be locked onto a player;
- ***T-Missile:*** a powerful thermionic missile which can be locked onto machinery of all sorts (vehicles, robots, etc);
- ***X-Missile:*** an extremely powerful mini thermo-nuclear missile which may be locked onto anything (player or machine).

Story: The MultiMissile Launcher was the weapon of choice for heavy gunners from the Tech Nali, as it provided portability with flexibility for every situation, with the bonus of always being able to blow anything up.



InfraRed Precision Rifle (I.R.P.R.)

Package: NWIRPRVIII.u | **Class:** IRPR

Dependencies: NWCoreVIII.u | **Ammo:** IRPRAmmo

Description:

Long range laser based sniper rifle.

The primary fire consists in an extremely powerful long range laser shot which can even penetrate walls.
The secondary fire consists in a zoom-in for long range precise shots and smart computerized heat-view which could reliably label friends from foes.
This weapon has the ability to headshot.

Story: The InfraRed Precision Rifle was the weapon of choice for the Tech Nali sniper squads, as it could kill with absolute precision any target even behind thick steel walls (to an extent). The Tech Nali sniper squads were the most feared soldiers by the Element Nali since one never knew when one would strike someone down, and when they realized it, it would be already too late.



Cybot Launcher

Package: NWCybotLauncherVIII.u | **Class:** CybotLauncher

Dependencies: NWCoreVIII.u | **Ammo:** CybotAmmo

Description:

Portable cybots deployment device.

The primary fire consists in the deployment of cybots.
The secondary fire consists in the selection of the cybot kind the player wants to deploy.
This device can hold up to 10 different cybot kinds:

- ***Sentinel:*** a stationary cybot which fires projectiles from a single cannon;
- ***Dual Sentinel:*** a stationary cybot which fires projectiles from dual cannons;
- ***Android F:*** an android type which follows its owner and is able to use a cannon and melee attacks;
- ***Android G:*** same as *Android F*, but which instead guards a specific point.
- ***Heli F:*** a helicopter type which follows its owner and is able to use dual cannons;
- ***Heli G:*** same as *Heli F*, but which instead guards a specific point.
- ***Drone F:*** a drone type which follows its owner and is able to use a single cannon and fire multiple homing projectiles to several targets at once;
- ***Drone G:*** same as *Drone F*, but which instead guards a specific point.
- ***Kamikaze:*** a cybot that self-destructs causing a big explosion;
- ***F-Field:*** a powerful force-field which is able to protect everyone within it;
- ***Vortex:*** a powerful constant medium range vortex.

Story: The Cybot Launcher was one of the most valuable weapons of the Tech Nali. Its ability to fight, take on targets, guard spots, be a bodyguard and their small size, dispensing the physical presence of an actual solider, played one of the most important roles in war and were many times decisive in the success of missions and saving lives.
However, they are very vulnerable to EMPs and other electric attacks due to their stripped down design.
The Vortex cybot was only designed after the Tech Nali obtained the Graviton, as a first test on the capabilities of a “gravion” particle.

Some of their technology were used by Xan Kriegor to enhance his own longevity and reflexes on combat, and it's rumored that in order to improve his own skill he trains with real cybots.



Nuclear Launcher

Package: NWNuclearLauncherVIII.u	**Class:** NuclearLauncher
Dependencies: NWCoreVIII.u, NWNuclearFXVIII.u	**Ammo:** NuclearAmmo

Description:

Portable nuclear missile launcher.

The primary fire consists in the launch of a fire-and-forget nuclear missile.
The secondary fire consists in the launch of a remotely guided nuclear missile.

The Nuclear Launcher supports up to 6 levels of nuclear missiles (0 to 5).

Story: The Nuclear Launcher was used in tactical nuclear strikes and massive destruction attacks. However the missile could be detonated in mid air, which posed a threat at launch time.

Several decades later, Liandri created the Warhead Launcher or Redeemer, which in reality uses a nuclear missile of level 0, the lowest nuclear level so the arenas wouldn't end up being obliterated.



Ionizer

Package: NWIonizerVIII.u	**Class:** Ionizer
Dependencies: NWCoreVIII.u	**Ammo:** IonizerAmmo

Description:

Portable ion-satellite target painter.

The primary fire does different things depending on the status of the satellite:
- if not online: casts a launcher to send a new satellite up to the sky;
- if online: paints the target the satellite should attack.

The secondary fire only works as a zoom once the satellite is online.

Once the target is painted, the satellite with move to a position to be able to attack the target with a an extremely powerful ionic explosion and shock wave, with a level of destruction between a level 4 and level 5 nuclear devices.

Story: The Ionizer was mostly used to attack extremely big and protected facilities with very little room for an effective attack, due to its precision, attack range and ability to set it up remotely. However, during the attack time, the satellite was extremely vulnerable to damage and was also rather expensive to replace, thus it was only used when no other viable option was available.



Megaton

Package: NWMegatonVIII.u	**Class:** Megaton
Dependencies: NWCoreVIII.u, NWNuclearFXVIII.u	**Ammo:** MegatonAmmo

Description:

Deployable timed nuclear device.

Both the primary fire and secondary fire are used to setup and deploy the device.
The 0-9 keys are used to interact with the numeric pad of the device to setup the time and disarm password.

Once deployed, it can be disarmed by the Megaton Decoder, but in case it doesn't get disarmed, once the timer reaches zero, the radioactive chemicals are activated and it goes off with a huge nuclear explosion ranked on level 4.

Story: The Megaton was simply used as massive destruction device for big regions where the only precision required was timing, and due to its design, the radioactivity and fallout are kept to a minimum.
However, since it had the possibility of being disarmed for self security measures, it also gave a chance to the enemy to crack it, disarm the device and use it against its original manufacturer.



Megaton Decoder

Package: NWMegatonVIII.u	**Class:** MegatonDecoder
Dependencies: NWCoreVIII.u, NWNuclearFXVIII.u	**Ammo:** –

Description:

Device used to disarm a Megaton.

Both the primary fire and secondary fire are used to handle the device.
The 0-9 keys are used to interact with the numeric pad of the device to setup the password corresponding to the Megaton to disarm.

Story: The Megaton Decoder was the tool used when something went wrong in the Megaton setup (like placement in the wrong place) but also as a means of threatening (along the lines of “if X is done, the Megaton shall be disarmed and stopped, otherwise prepare to meet your doom”).



Ultima Protos

Package: NWUltimaProtosVIII.u | **Class:** UltimaProtos

Dependencies: NWCoreVIII.u, NWNuclearFXVIII.u | **Ammo:** UltimaProtosAmmo

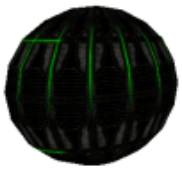
Description:

Cyclic hyper-energetic cannon of massive destruction.

The primary fire consists in the charge up and release of an extremely pressurized and dense energetic projectile, which obliterates anything in its direct pass and destabilizes into a huge level 5 nuclear explosion which lasts for while, decimating anything on its way.
The secondary fire consists in a holographic view of the hit point of the projectile and its destruction range and direction.

Story: The Ultima Protos was created by the Tech Nali using the knowledge of 4 out of the 5 existing Sacred War Tools from Element Nali (the tools used were: Flame Tracker, Bolt Rifle, Freezer and Vulcan), together with their own knowledge and technology.
The original idea was to also use the Graviton, however Tech Nali decided to advance with a prototype version of what would become The Ultimate before they got their hands in the 5th tool, hence being called “Ultima(te) Proto(type)s”.

However it proved to be so destructive and dangerous, that Tech Nali feared the potential outcome of a “gravion” powered Ultima Protos, as it could destroy entire planets, suns or even solar systems (the real extent of energy generation of a “gravion” particle was and is still unknown and thus feared to be even tested with weapons of mass destruction, due to their energy replication abilities).



The Oversurrector

Package: NWTheOversurrectorVIII.u | **Class:** TheOversurrector

Dependencies: NWCoreVIII.u | **Ammo:** TheOversurrectorAmmo

Description:

Mysterious ancient device.

The primary fire consists in the oversurrection of a weapon. The “oversurrection” is a process in which a weapon is sacrificed and transformed into its extreme form.
The secondary fire consists in the selection of the weapon being oversurrected.

Story: The Oversurrector origins are unknown, and it's a very mysterious and dangerous device which boggled the minds of even the brightest scientists.

12.2 – Pickups

	**Package:** NWExtrasVIII.u	**Class:** NWMedPickup
	Dependencies: NWCoreVIII.u	**Health:** 22
	Description: Pickup which restores health.	
Health Pack		

	**Package:** NWExtrasVIII.u	**Class:** NWVial
	Dependencies: NWCoreVIII.u	**Health:** 6
	Description: Pickup which adds extra health.	
Health Ampule		

	**Package:** NWExtrasVIII.u	**Class:** NWSuperHealth
	Dependencies: NWCoreVIII.u	**Health:** 125
	Description: Pickup which adds extra health.	
Super Health		

	**Package:** NWExtrasVIII.u	**Class:** NWThighPads
	Dependencies: NWCoreVIII.u	**Armor:** 50 (50% absorpt)
	Description: Pickup which gives armor.	
Thigh Pads		

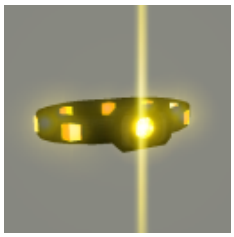


Body Armor

Package: NWExtrasVIII.u	**Class:** NWArmor
Dependencies: NWCoreVIII.u	**Armor:** 100 (75% absorpt)

Description:

Pickup which gives armor.



Shield Belt

Package: NWExtrasVIII.u	**Class:** NWShieldBelt
Dependencies: NWCoreVIII.u	**Armor:** 150 (100% absorpt)

Description:

Pickup which gives energy armor through a belt.



Jump Boots

Package: NWExtrasVIII.u	**Class:** NWJumpBoots
Dependencies: NWCoreVIII.u	**Jumps:** 3 (9 max)

Description:

Pickup which gives a big boost to jumps and protection from big falls.



U-Damage

Package: NWExtrasVIII.u	**Class:** NWUDamage
Dependencies: NWCoreVIII.u	**Active:** 30s (90s max)

Description:

Pickup which gives a temporary damage boost to weapons.



Invisibility

Package: NWExtrasVIII.u	**Class:** NWInvisibility
Dependencies: NWCoreVIII.u	**Active:** 40s (120s max)

Description:

Pickup which gives makes the player temporarily invisible.



Damage Modifier

Package: NWModifiersVIII.u	**Class:** DamageN
Dependencies: NWCoreVIII.u	

Description:

Weapon modifier which multiplies the current weapon damage until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).



Fast Modifier

Package: NWModifiersVIII.u	**Class:** Fast
Dependencies: NWCoreVIII.u	

Description:

Weapon modifier which multiplies the current weapon firerate until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).



Health Modifier

Package: NWModifiersVIII.u	**Class:** HealthN
Dependencies: NWCoreVIII.u	

Description:

Weapon modifier which turns self inflicted damage into health instead until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).



Infinity Modifier

Package: NWModifiersVIII.u	**Class:** Infinity
Dependencies: NWCoreVIII.u	
Description: Weapon modifier which turns ammo infinite until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).	



Kick Modifier

Package: NWModifiersVIII.u	**Class:** Kick
Dependencies: NWCoreVIII.u	
Description: Weapon modifier which boosts the weapon kickback force until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).	



Splasher Modifier

Package: NWModifiersVIII.u	**Class:** Splasher
Dependencies: NWCoreVIII.u	
Description: Weapon modifier which multiplies the weapon splash damage range until overridden by another weapon modifier (it does not activate for super weapons nor non-NW3 weapons).	

12.3 – Mutators

Name: NW3 - Nali Weapons 3		
Package: NWCoreVIII.u	**Class:** NWMainReplacer	**Dependencies:** –
Description: Mutator that replaces all weapons and pickups by NW3 counterparts. It also adds chargers in the place of the weapons and pickups.		

Name: NW3 Extras - Nuclear Warning HUD		
Package: NWExtrasVIII.u	**Class:** NWNuclearWarningMut	**Dependencies:** NWCoreVIII.u
Description: Mutator that warns players about any nuclear threat (incoming nuclear warheads, deployed nukes or others).		

Name: NW3 Extras - Advanced Weapon Tweaks		
Package: NWExtrasVIII.u	**Class:** NWWeaponBalanceBoardA	**Dependencies:** NWCoreVIII.u
Description: Mutator that modifies some weapon properties. See *INI_NWExtrasCfg.pdf* for more details.		

Name: NW3 Extras - Monster Hunt		
Package: NWExtrasVIII.u	**Class:** NWMHMut	**Dependencies:** NWCoreVIII.u
Description: Mutator meant to be used in Monster Hunt or similar gametypes. This mutator rewards the player over time with random weapons, pickups and others, and also constant health and ammo regeneration over time.		

Name: NW3 Extras - Modifiers		
Package: NWModifiersVIII.u	**Class:** ModifMut	**Dependencies:** NWCoreVIII.u
Description: Mutator which spawns random weapon modifiers through the map, generally in player spawn locations and paths.		

Name: NW3 Extras - Bolt Rifle Arena		
Package: NWBoltRifleVIII.u	**Class:** BoltRifleArena	**Dependencies:** NWCoreVIII.u
Description: Bolt Rifle Arena, or in other words, it provides a Bolt Rifle only match.		

Name: NW3 Extras - Super Bolt Rifle Arena		
Package: NWSuperBoltRifleVIII.u	**Class:** SuperBoltRifleArena	**Dependencies:** NWCoreVIII.u
Description: Super Bolt Rifle Arena, or in other words, it provides a Super Bolt Rifle only match.		

Name: NW3 Extras - Cybot Arena		
Package: NWCybotLauncherVIII.u	**Class:** CybotArena	**Dependencies:** NWCoreVIII.u
Description: Cybot Launcher Arena, or in other words, it provides a Cybots only match.		

Name: NW3 Extras - I.R.P.R. Arena		
Package: NWIRPRVIII.u	**Class:** IRPRArena	**Dependencies:** NWCoreVIII.u
Description: I.R.P.R. Arena, or in other words, it provides an InfraRed Precision Rifle only match.		

12.4 – Server tab

This final version also includes a new entry in the server browsing tabs named “Nali Weapons 3”.
In this tab only Nali Weapons 3 servers will appear, however is not 100% guaranteed that the server is really a Nali Weapons server due to the master server limitations, and they may or not have their server updated to the newer version of this mod.

In order for your server to appear in this tab, you need one of the following conditions:
- Use one of the mutators included in this pack, loaded from the mutators=<...> query string
- Or you must have one of the following pieces of text in the name of your server: *NW3*, *Nali Weapons 3* or *NaliWeapons 3*.

The reason for this second way of detecting, and thus not guaranteeing it to be a real Nali Weapons 3 server, is due to the fact that some server load these mutators dynamically using other mods such as MapVote, and thus the data needed to identify the used mutators themselves is not sent to the master server.

13 – Development

This section is mostly to who's interested in expanding or customize the pack, or use it for mapping, or even use its core as a mini-SDK of sorts.

13.1 – Custom hand skins

One of the many customizations that can be done to the pack are custom skins/textures for the hands you see holding the weapon in first person view, and make them appear only in certain specific situations based on the player model, skin and team.
This feature was mostly aimed to clans that like to have their servers as custom as possible visually (like a their own hand skins with the clan logo tattooed for example), but it can be used by anyone of course.

In order to do this, you can first export one of the many already existing hand textures in the pack to the *.pcx* or *.bmp* format, from texture group *CustomHands* in the *NWCoreVIII.u* package.

From there, you should be able to open the hand texture in one of the many image editing programs out there, and edit it or create a new one.

Once you're finished with the new hand(s), you can import it (them) using the Unreal Editor and create a new texture package (*.utx*).

Next, all you have to do is to setup the hand textures in the *[NWCoreVIII.NWHandsInfo]* section from the *NWConfig.ini* file, and edit the *Hands* list, by adding or replacing the *HandSkin* to your own texture (for more details on these settings, see the *[NWCoreVIII.NWHandsInfo]* section in *INI_NWConfig.pdf*).

In case you want to have a different hand skin for each team, you have to ensure that you set the list entry *bTeam* property to *True*, and all the team textures must end with *T_<team number>*, for example:
for a hand texture called *MyHand*, for the team variants you would need to set the names to *MyHandT_0* (red team), *MyHandT_1* (blue team), *MyHandT_2* (green team) and *MyHandT_3* (yellow team).

In the end, you should be able to see your custom hands being used in-game.

In case you want to setup a server with these, there's only one extra step you must do: add your newly created texture package to the server *ServerPackages*, so your custom texture package can be sent to the players joining your server and thus seeing your new cool hand textures.

13.2 – Custom chargers

Another of the many customizations that can be done to the pack are custom chargers for the weapons and pickups replaced around the map.
These custom chargers consist of a custom texture, divided into 3 variants (red, green and blue channels), which can be logos, symbols, or anything else you wish, and they're always rendered as translucent.

To do one, just make a texture (it can be 64x64, 128x128, 256x256 or even 512x512), save each color channel separately, for example: a texture called *MyChargTex* should be saved as: *MyChargTex_R* (red version), *MyChargTex_G* (green version) and *MyChargTex_B* (blue version).
The reason for having to provide 3 separate channels is because these chargers colors can be tweaked later on, and the system has to use these 3 channels to provide the correct color.

Next, just import them to a new texture package (*.utx*), using Unreal Editor for example, and from there all you need to do is to setup each charger from in the *WeaponCustomChargers*, *AmmoCustomChargers* and *PickupCustomChargers*, located in the *[NWCoreVIII.NWMainReplacer]* section from the *NWConfig.ini* file, and setup the *Item* with the weapon, ammo or pickup the charger texture is meant for, and *Tex* with the main texture (in this case it would be *MyChargTex*) and finally the *Scale* parameter to set the size of the texture in-game.

In order for the pack to use these textures, you must set *GlobalWeaponChargerType*, *GlobalAmmoChargerType* and *GlobalPickupChargerType* settings to *GCT_Charger1* or set up each item individually to use the charger you want.

For more settings on the chargers, see the *[NWCoreVIII.NWMainReplacer]* section in *INI_NWConfig.pdf*.

In case you want to setup a server with these, there's only one extra step you must do: add your newly created texture package to the server *ServerPackages*, so your custom texture package can be sent to the players joining your server and thus seeing your new cool charger textures.

13.3 – Custom Monster Hunt mutator sounds

Yet another of the many customizations that can be done to the pack are custom sounds when rewards are given by the *NW3 Extras - Monster Hunt* mutator.

The process is rather straightforward: get or make the sounds you want, import them to a new sound package (*.uax*) using the Unreal Editor, then open the *NWExtrasCfg.ini* file and find the *[NWMHExtrasVIII.NWMHMut]* section.

From there, you have 2 sound lists: *RewardCountdownSounds* and *RewardSounds*. The former is relative the "3.. 2.. 1.." sounds before a reward is given, and the latter is the list of random sounds to make when the reward is actually given.

So, just add or modify sound entries there as explained in the *[NWExtrasVIII.NWMHMut]* section in *INI_NWExtrasCfg.pdf*.

In case you want to setup a server with these, there's only one extra step you must do: add your newly created sounds package to the server *ServerPackages*, so your custom sounds package can be sent to the players joining your server and thus hearing your new cool added sounds.

13.4 – Plugins

This pack has support to add custom plugins to modify the behavior of certain key aspects of the pack, avoiding the need to subclass or modify classes directly to just add a correction or a feature.

This is done by subclassing the class *NWMutator*, and which can be a server or client mutator, or even both.

All the details relative the making of plugins for NW3 have their own document, therefore see *NW3_Plugins.pdf* for more information.

13.5 – Mapping: Cybots

The mapping community took a special look at the cybots and their potential to be normal pawns for the player to kill in Monster Hunt maps or even Single Player campaigns, and therefore some specific mapping features were introduced in the cybots system.

First off, all the cybot types are located in: *Actor* > *Pawn* > *NaliWPawn* > *Cybot*, and they can be placed directly in a map or you can set them up to be spawn from creature factories (*CreatureFactory*).
If placed directly, you can set them up individually to have any sort of custom behavior, by going to their *Cybot* properties:

bSleeping – If True, the cybot will start up as “sleeping” within its shell, otherwise it will be awaken from the start;

bFollower – If True, the cybot will be following a master whenever such master is set, otherwise it will behave like a guardian (whereas the starting guarding point is the point the cybot is placed at).

CybotAttitude – Cybot attitude towards other pawns:
> *ATT_Auto*: Use NW3 system to decide;
> *ATT_IgnoreAll*: Ignore all pawns;
> *ATT_AttackTeamEnemies*: Attack team enemies;
> *ATT_AttackTeamMates*: Attack teammates;
> *ATT_AttackPlayers*: Attack any pawn that is considered to be a player (*PlayerPawn* and *Bot*);
> *ATT_AttackMonsters*: Attack any pawn that is considered to be a monster;
> *ATT_AttackOuterTagPawns*: Attack any pawn which does not have the same *Tag*;
> *ATT_AttackInnerTagPawns*: Attack any pawn which shares the same *Tag*;
> *ATT_AttackAll*: Attack all pawns indiscriminately.

GuardianType – Cybot guardian type:
> *GUARD_Auto*: Use NW3 system to decide;
> *GUARD_FreeRun*: After attacking an enemy, the cybot will not try to return to the guarding point;
> *GUARD_ReturnToPoint*: After attacking an enemy, the cybot will try to return to the guarding point.

There are more properties that can be set in the Cybot, but these are the main ones to be used in mapping if you want them to have custom behavior patterns.

CybotAITrigger:

There's also a custom type of trigger called *CybotAITrigger*, which can be found under *Actor* > *Triggers*.
When triggered (by any external triggering actor), this trigger can change any cybot (which *Tag* equals to this trigger *Event*) behavior on the fly.
The *CybotAITrigger* has the following properties under the property group of the same name:

GuardianType – Which is the same as the cybots *GuardianType* setting above, with an extra *GUARD_None* which means “don't affect the cybot current *GuardianType* setting”;

CybotAttitude – Which is the same as the cybots *CybotAttitude* setting above, with an extra *ATT_None* which means “don't affect the cybot current *CybotAttitude* setting”;

FollowReferenceTag – The *Tag* of the object the cybot must follow (if the cybot *bFollower* property is set to *True*);

CybotStatus – Cybot sleeping status change:
> *CST_None*: Do not change the cybot current sleeping/awaken status;
> *CST_Awake*: Awake the cybot if he's sleeping;
> *CST_Asleep*: Put the cybot to sleep if he's awaken.

Many interesting things can be done by using this trigger alone (for example, imagine a single player campaign where you reach a cybot factory and once you we're half-way in it, the already made cybots activate and go after you, or a switch you have to turn on to deactivate them all, or a situation where they start to follow you around and

protect you, the possibilities are endless).

Although this trigger only changes the behavior of the cybots, one can script rather easily other triggers to change plenty of other cybot properties.

13.6 – Scripting: NW3 as a SDK

The strongest point of this pack aren't probably the weapons, items and all the gameplay features available, but rather the *NWCoreVIII* package which has all the main functions NW3 uses for effects and advanced gameplay management.

If you intend to use any of the NW3 features in your mods (ZeroPing, water splashes, dynamic coronas, nuclear effects, shake effects, universal replacement, etc, etc), it's highly suggested for you to look into this package main classes and either use the *NWCoreVIII* package as a modding SDK, or extract them completely into your own mods (the former is better most of the time, and the latter should only be used if you want to keep filesize to a minimum).

For all the information in each main relevant class and their properties, see *NW3_SDK.pdf*.

14 – Story and History

As for the history of the pack, the Nali Weapons series were born in April of 2008, and the pack only had 6 weapons total (Flame Tracker, Bolt Rifle, Graviton, Freezer, The Miner and MultiMissile Launcher), plus an extra one (the first version of the Ionizer) which was never publicly unveiled due to its online broken state.

At this stage the weapons were quite terrible (visual, gameplay and coding-wise), and some patches were released (being the last one v1.4), but the community enjoyed their concept.

Then a sequel was started, and after 6 months of hard work, Nali Weapons 2 was first released in January of 2009.

At this stage the pack already featured 14 weapons, and it was in this pack that new pickups, nuclear weapons and modifiers were introduced, and all of them got a great reception from the community, specially in Monster Hunt, but not limited to.

However due to the new visuals, higher poly assets and some poor coding, the pack was re-released as Nali Weapons 2 X in March of the same year, introducing a new weapon, giving a boost in performance and fixing a bunch of bugs which led to a long lasting pack for Monster Hunt servers for many years.

One year later, a new sequel was started and the quality bar was set to the highest I could personally achieve, and this would be the pack that would take the most time to finish (and the last one): Nali Weapons 3.

In November of 2012, after over 2 long years of development, the new and last sequel of the series was released, featuring a higher standard of visuals, robust structure but flexible, more weapons and reworked and rebalanced versions of the existing ones, fully configurable, bot support, online support and much more optimized as faster.

Nali Weapons 3 was the first mod of the whole series which proved proper to be played in any gametype due to its overall rebalance and configurable nature, providing a true positive gaming experience, hence the effort in making this documentation.

As for its story, Nali Weapons were first aimed as a feature of a single player campaign called *Mission Ultimate*.

This single player campaign would feature tons of maps, vehicles and these weapons, and the story was the following:

> Nali Weapons were created by Nali (you don't say?), however not by the Nali from now, but from Nali that lived in another planet called Na Likopo thousands of years ago.
>
> In that time, there were 2 separate groups of Nali: Tech and Elemental Nali.
>
> Tech Nali were the ones which were entirely based on science, made great things in the field of technology and were aiming to expand their knowledge.
>
> Elemental Nali were the ones which based their lives in religious beliefs, and within the Elemental Nali there were 5 factions: Fire, Water, Earth, Lightning and Gravity, and each one had a different war tool stored in their temples.
>
> Tech Nali wanted to obtain these tools to get the ultimate knowledge of the universe they were within, as each one of these tools were actually technological legacy from an unknown form of life even before them, while Elemental Nali didn't want to due to their holiness and fear that Tech Nali would bring the Apocalypse upon the world.
>
> Therefore, after tons of failed attempts of negotiation, a war started, however due to the Elemental Nali unique magical abilities based on their elements, and location of their temples, it took several years before Tech Nali, even with all their technology, could successfully gather all the weapons. Many lives were lost in both sides, and Elemental Nali were almost fully exterminated.
>
> With the new recently acquired knowledge, they used 4 of the elements to create a small test weapon and all 5 of them to create something else.
>
> The former was what is known today as *Ultima Protos*, and the latter as *The Ultimate*. The latter however was never intended to be used as a weapon, but as a planet resurrection device, where dead planets could become able to sustain life by igniting the core, enhancing the gravity pull and creating an atmosphere.
>
> Since Tech Nali were over-confident on their theories, they tested the *Ultima Protos* under the belief that it would just make a small earthquake, and the result was a catastrophe: the blast wiped out half of an entire continent and destroyed 31% of the planet atmospheric system, causing Na Likopo to become unstable to sustain life at all after a couple of months. Due to this, Tech Nali left the planet and settled at Na Pali, where they buried all their traces of technology and adopted the Elemental Nali style of life to be their own.
>
> Before they left, after some recalculations they came to the conclusion that *The Ultimate* would instead wipe out the entire solar system if it was ever used on any planet.
>
> In the meanwhile, Liandri found the planet of Na Likopo in one of their mining explorations and found the technology and weapons left behind, and some of those served as inspiration to create the Unreal Tournament weapons later on.

15 – Change Log

Here are listed all the new features, changes and fixes relative the first NW3 released version.

15.1 – Features

- New weapon: The Oversurrector
- New extreme gore system
- New skill points system (for stylish and other kinds of frags)
- New replacer options to change specific properties from weapons after the replace
- New replacer list: default items (similar to default weapons, but to give things like armor and other kinds of inventory instead on respawn)
- Ability to give different weapons between teams
- Cybot Arena
- Bolt Rifle Arena
- Option to turn off the screen shake system
- Ability to configure 3 slots for modifiers in all weapons
- Mutator to be able to modify any properties from any weapon, such as respawn time, ammo respawn time, ammo amount, damage and firerate
- Armor absorption percentage option
- Jump boots jump height option
- U-Damage damage multiplier option
- Individual "*RegenAmmoPerSec"* settings per weapon
- Command "*nwdetail N"* to be able to load any detail profile during a game in progress
- Option for decals to stay forever or during a fixed amount of time
- Added menu entries to toggle the weapon and other items chargers and their team colors
- Added menu entries to tweak the weapon and other items multi-replacement methods
- Added internal setting to define stating weapons (to fix priority problems in arenas)
- Option for custom chargers to stay rotating
- Added description to mutators
- Added client option to adjust the pickups coronas brightness
- New nuclear explosions option: ability to damage normal actors
- Added alpha rendering to crosshairs (so crosshairs are always visible even in bright zones)
- Added setting so to when using The One modifier the last slot does not get automatically locked
- Added a new "Nali Weapons 3" server browsing tab to only list NW3 servers
- Added a friendly fire option
- Added setting so the random spawn of modifiers guarantees at least one modifier of each kind to be spawned
- New Bolt Rifle option: combo damage
- New Super Bolt Rifle options: enable combo ability, projectile damage, combo damage, alt-fire mode firerate and max number of projectiles
- New Graviton options: flying ability speed multiplier, throw damageable time, smash shake toggle and smash min speed
- New The Miner option: max mines per player
- New I.R.P.R. options: green scope overlay toggle, thermal view toggle and beam visibility toggle
- New Cybot Launcher options: max cybots per player, health options, lifespan options and projectiles speed scale

15.2 – Changes and enhancements

- Moved the *NaliWeapons* section to the *NWeaponsCfg.ini* file
- Moved the *NaliPickups* section to the *NWExtrasCfg.ini* file
- Moved the *NuclearExplosions* section to the *NWNuclearCfg.ini* file
- All packages are now named as “NW<package>VIII.u” instead of the previous “NW<package>V3.u”
- Changed the main replacer default settings so it could replace weapon subclasses
- Changed the detail profile “Please have mercy” to have even lower detail
- Graviton now handles better online and players now get smashed if launched at high speeds (configurable)
- Reduced W.R.E. shot hit kickback
- Disabled the “hold lock with alt-fire” option by default in the MultiMissile Launcher, and instead improved the locking handle and reduced the time it takes to lock and keep, so now locking feels much more natural and practical
- Disabled the “Denied” message by default from nukes
- Changed some damage types on weapons
- More navigation points are now taken into account to evaluate the true dimensions of a map in the replacer
- Changed some settings in the Super Bolt Rifle replacement: when it replaces a Super Shock Rifle, it will obbey the weapon stay rules of the game, and when it replaces the Redeemer, its ammo becomes limited
- If the client enters a NW3 server and does not have the mod installed, the client settings defined in the server are applied to that client
- The Super Bolt Rifle arena mutator no longer replaces the pickups by NW3 ones, instead it eliminates them all (like in a normal instagib match)

15.3 – Bug fixes

- Fixed typos and some grammar mistakes (in menus and messages)
- Fixed all the menu settings which didn't work upon being changed
- Fixed crash with Megaton password card
- Fixed glitch where some dropped weapons would still have some firing effects playing after being picked up
- Fixed all loop crashes
- Graviton flying ability now works properly
- Fixed Graviton using 1 ammo when starting to spin
- Fixed MultiMissile lock staying when it automatically changed down to a A-Missile or normal rocket
- Fixed X-Missile debris generating massive water laggy splashes
- Fixed debris not spawning online from some lower level nuclear explosions
- Fixed jump boots air control not being reset always when they expired
- Fixed NWBoltRifleV3.expl.empExpl sound crash in Linux systems
- The Redeemer is now seen as a super weapon in the Monster Hunt mutator, and therefore won't regenerate its ammo
- Added a self-loaded mutator to fix the weapon kill messages
- Fixed glitch where the mapvote would always request to rebind the keys at the start of the match
- Fixed some occasional “accessed none” and “out of bounds” errors in the log
- Fixed a potential exploit in the ZP system (nothing to really worry about, just a tiny detail)
- Fixed blood decals in fog zones
- Fixed spam of ZP enabled message when changing the client menu settings
- Fixed shake FX system to not view inside BSP (in bigger shakes)
- Fixed Super Bolt Rifle not working when the FireDelay was set to 0
- Fixed localization of the text of the menu items so they can be translated
- Fixed effects not following the Invisibility pickup when it was dropped
- Fixed dropped modifiers not being able to get picked up and spawning chargers when they shouldn't

16 – 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.
There are also just about 3 textures and about 10 sounds I borrowed and modified from the Unreal Tournament 2004 mod Ballistic Weapons, with due permission from the Runestorm team (thanks guys!).

All the custom fonts aren't originally mine, they are free fonts from:
www.1001freefonts.com
www.dafont.com

And during the beta-phase a small trustworthy team of UT fans were recruited for the final beta-testing, which also helped greatly to improve the final product with bug reports and suggestions.
These people are (in no particular order):
- DeathoX 8
- Papercoffee
- Pileyrei

17 – Contact

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

- NW3 ModDB: http://www.moddb.com/mods/nali-weapons-3

- NW3 Facebook: http://www.facebook.com/pages/Nali-Weapons-3/162478237101096

- UT99.org: http://www.ut99.org

Just create an account in either of them, and drop me a private message or create a public post or comment relative your questions.