NWConfig.ini

Nali Weapons 3 Final

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Reference

Setting presentation

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

Types table

Type	Description
boolean	Boolean value (*True* or *False*)
byte	Numeric value, ranging between *0* and *255*
integer	Integer value
float	Fractional numbers
enum	Enumerations (can only acquire a value from a defined list)
name	Text limited to alphanumeric characters ("*a-Z*" and "*0-9*") and underscore ("*_*"), with no spaces and which cannot start with a number
color	RGB color (red, green and blue, each ranging between *0* and *255*)
list	List or array of values or properties (anything that looks like *SomeSetting[0]=X*, *SomeSetting[1]=Y*, 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 *.ini* files themselves.
internal	Internal property, non-existent in menus, existing only in the *.ini* file
menu	Property changeable from menus
default=X	Default value of the setting
max size: X	Max number of elements the list can hold
server	Setting that can only be set from the server (or standalone)
client	Setting that can only be set from the client (or standalone)
mixed	Setting that can be either set in the server or in the client (or standalone)

NWCoreVIII.NWCoronaFX

bCoronasCollisionDetail [menu client boolean, default=False]

Nali Weapons 3 Gameplay Settings > Detail > Dynamic coronas full occlusion

- Enable dynamic coronas and lensflares full occlusion (meaning they will occlude on normal game objects and not just level BSP).

NWCoreVIII.NWReplacer

ClientPrecacheWaitTime [internal server float, default=3.000000]

- Amount of time (in seconds) the client should wait before starting the remaining assets precaching process after getting connected to a server.
NOTE: This setting is only relevant if a NWReplacer based mutator is currently loaded in the server.

NWCoreVIII.NWHandsInfo

bUseClientConfig [menu client boolean, default=False]

Nali Weapons 3 Client Settings > Weapons > Use custom hands

- Use local hands skins configurations online instead of the ones installed in the server.
In other words, it decides if the player should use the server “Hands” settings or if the player should use his local ones.

Hands [internal mixed list, max size: 48]

- Structured list containing the information about hands skins to use depending on current player model and skin:
  * *HandSkin*: Custom hand <package>.<texture> to be loaded and used;
  * *MeshMatch*: Mesh the player should be using for this hands skin;
  * *SkinMatch*: Skin the player should be using for this hands skin;
  * *bTeam*: The custom hand skins have team variants;
  * *MultiSkinMatch*: The multiskin index to be considered for *SkinMatch*;
  * *Fat*: Hands fat: 0 – extremely skinny, 128 – normal, 255 – extremely fat.

MeshMatch and SkinMatch have support for 2 wildcards: * and ?, whereas * means “empty or any number of characters” and ? means “exactly 1 character”.

NWCoreVIII.NWInfo

bWeaponsDynLight [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Weapons dynamic light
- Enable weapons dynamic lighting.

bAmmoDynLight [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Ammo dynamic light
- Enable ammo dynamic lighting.

bPickupsDynLight [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Pickups dynamic light
- Enable pickups dynamic lighting.

bEffectsDynLight [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Effects dynamic light
- Enable effects dynamic lighting.

CarcassFX [menu mixed enum, default=CSFX_Moderate]
Nali Weapons 3 Client Settings > Detail > Carcass GFX level
- Carcass visual post-effects level (flames on gibs and such).
  > *CSFX_None*: No carcass effects.
  > *CSFX_Precise*: Enable carcass effects only in precision shots.
  > *CSFX_Moderate*: Enable carcass effects only up to small explosions.
  > *CSFX_Splash*: Enable carcass effects in every appliable situation.

WeaponDistDetail [menu client byte, default=128]
Nali Weapons 3 Client Settings > Detail > Weapons distance detail
- Amount of detail rendered on weapons relative their distance from the player.

AmmoDistDetail [menu client byte, default=128]
Nali Weapons 3 Client Settings > Detail > Ammo distance detail
- Amount of detail rendered on ammo relative their distance from the player.

PickupsDistDetail [menu client byte, default=128]
Nali Weapons 3 Client Settings > Detail > Pickups distance detail
- Amount of detail rendered on pickups relative their distance from the player.

ChargersDistDetail [menu client byte, default=128]
Nali Weapons 3 Client Settings > Detail > Chargers distance detail
- Amount of detail rendered on chargers relative their distance from the player.

bEnhancedWaterSplashes [menu mixed boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Water GFX
- Enable water splash effects.

WaterSplashDetail [menu mixed byte, default=6]
Nali Weapons 3 Client Settings > Detail > Water GFX detail
- Water splash effects amount of detail (varies between 1 and 9).

enableDebris [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Debris GFX
- Enable “broken BSP” debris visual effects.
NOTE: Decals must be enabled in order for debris to work.

enableGlobalSmartPerformance [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Global smart performance
- Enable automatic tweaks in runtime for best performance-quality during a game.

smartPerformanceMinFPS [menu client byte, default=35]
Nali Weapons 3 Client Settings > Detail > Smart performance min framerate
- Smart performance minimum allowed framerate where it starts to turn detail off.

enableSmartPerformanceWeapon [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Weapons smart performance
- Enable smart performance for weapons.

enableSmartPerformanceAmmo [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Ammo smart performance
- Enable smart performance for ammo.

enableSmartPerformancePickup [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Detail > Pickups smart performance
- Enable smart performance for pickups.

enableSmartPerformanceCharger [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Detail > Chargers smart performance
- Enable smart performance for chargers.

MaxLODBias [menu client float, default=16.000000]
Nali Weapons 3 Client Settings > Detail > Max LODBias
- Max level of detail for smart performance.

MinLODBias [menu client float, default=1.000000]
Nali Weapons 3 Client Settings > Detail > Min LODBias
- Min level of detail for smart performance.

DecalsLifespan [menu client float, default=0.000000]
Nali Weapons 3 Client Settings > Detail > Decals lifetime
- Weapon decals lifetime:
  * below zero: decals stay forever;
  * equals zero: decals stay as long as the player sees them;
  * above zero: decals stay during the time set in seconds.

PickupsGlowScale [menu client float, default=1.000000]
Nali Weapons 3 Client Settings > Detail > Pickups glow scale
- Bright pickups glowing scale (0.0 - invisible; 1.0 - full brightness).

RessurectSkip [internal mixed byte, default=0]
- Inventory new respawn effect frame skip.

MaxTeamCenterAbsTolerance [internal server float, default=256.000000]
- Max distance margin from the center of the map for an object to be considered neutral team-wise.

enable_ModRessurectFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Modifiers > Enable modifiers respawn GFX
- Enable new respawn effect for modifiers.

enable_ModResTeamBasedColor [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Modifiers > Use team color on modifiers respawn GFX
- Use team colors in the new modifiers respawn effect.

enable_ModResFXColor [menu server enum, default=RSXC_Red]
Nali Weapons 3 Gameplay Settings > Modifiers > Modifiers respawn GFX default color
- Modifiers new respawn effect default color.
  > *RSXC_Neutral*: White color.
  > *RSXC_Red*: Red color.
  > *RSXC_Blue*: Blue color.
  > *RSXC_Green*: Green color.
  > *RSXC_Yellow*: Yellow color.

enable_WeaponRessurectFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Enable weapons respawn GFX
- Enable new respawn effect for weapons.

enable_WeaponResTeamBasedColor [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Use team color on weapons respawn GFX
- Use team colors in the new weapons respawn effect.

WeaponResFXColor [menu server enum, default=RSXC_Red]
Nali Weapons 3 Gameplay Settings > Generic > Weapons respawn GFX default color
- Weapons new respawn effect default color.
  > *RSXC_Neutral*: White color.
  > *RSXC_Red*: Red color.
  > *RSXC_Blue*: Blue color.
  > *RSXC_Green*: Green color.
  > *RSXC_Yellow*: Yellow color.

enable_AmmoRessurectFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Enable ammo respawn GFX
- Enable new respawn effect for ammo.

enable_AmmoResTeamBasedColor [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Use team color on ammo respawn GFX
- Use team colors in the new ammo respawn effect.

AmmoResFXColor [menu server enum, default=RSXC_Red]
Nali Weapons 3 Gameplay Settings > Generic > Ammo respawn GFX default color
- Ammo new respawn effect default color.
  > *RSXC_Neutral*: White color.
  > *RSXC_Red*: Red color.
  > *RSXC_Blue*: Blue color.
  > *RSXC_Green*: Green color.
  > *RSXC_Yellow*: Yellow color.

AmmoBehaviour [menu server enum, default=AMOB_Animated]
Nali Weapons 3 Gameplay Settings > Generic > Ammo behavior
- Ammo behavior on respawn.
  > *AMOB_Animated*: Execute opening animation.
  > *AMOB_AlwaysOpened*: Remain always opened.
  > *AMOB_AlwaysClosed*: Remain always closed.

enable_PickupRessurectFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Enable pickups respawn GFX
- Enable new respawn effect for pickups.

enable_PickupResTeamBasedColor [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Use team color on pickups respawn GFX
- Use team colors in the new pickups respawn effect.

PickupResFXColor [menu server enum, default=RSXC_Red]

Nali Weapons 3 Gameplay Settings > Generic > Pickups respawn GFX default color

- Pickups new respawn effect default color.
  > *RSXC_Neutral*: White color.
  > *RSXC_Red*: Red color.
  > *RSXC_Blue*: Blue color.
  > *RSXC_Green*: Green color.
  > *RSXC_Yellow*: Yellow color.

MaxHealth [menu server integer, default=225]

Nali Weapons 3 Gameplay Settings > Generic > Player max health

- Max cumulated health amount a player can have through extra health pickups, like: health vials, big keg'o health, etc.

ModifiersRespawnTimeSec [menu server integer, default=15]

Nali Weapons 3 Gameplay Settings > Modifiers > Modifiers respawn time

- Time (in seconds) for a modifier to respawn.

bModifChargers [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Modifiers > Enable modifier chargers

- Enable modifier charger platforms.

bTeleProjectiles [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Generic > Enable projectile teleportation

- Enable projectiles to be affected by teleporters.
NOTE: This feature only works for practise sessions (offline).
Due to the current Unreal Engine limitations this feature is not supported on online play.

enableServerNukeCrashFix [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Generic > Enable nuclear crash fix (server)

- Enable fix for the nuclear explosions from the server.
NOTE: A consequence of this fix is the temporary disappearance of decals during the blast.

enableClientNukeCrashFix [menu client boolean, default=False]

Nali Weapons 3 Gameplay Settings > Generic > Enable nuclear crash fix (client)

- Enable fix for the nuclear explosions from the client.
NOTE: A consequence of this fix is the temporary disappearance of decals during the blast.

enableShakeFX [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Generic > Enable shake FX

- Enable shaking screen effect from blasts and other applicable phenomena.

enableKillMsgManager [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Generic > Enable kill messages manager

- Enable the kill messages manager so the correct death messages appear.

enableFriendlyFire [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Generic > Enable friendly fire

- Enable friendly fire (note: some situations may get 'awkward', like cybots attacking teammates).

MonsterGametypes [internal server name list, max size: 4]

- Gametype class names that should be treated as “Monster Hunt” (like SP, coop, Survival, Monster Hunt itself, etc).

ZHackBindOptions [internal server list, max size: 32]

- List of automatic keybinding options relative *NWClientExit* command:
  * *KeyBindCommand*: Keybind or command to look for;
  * *KeyBindAction*: Action to take for this command/keybind:
    > *EKBA_PreBind*: Add *NWClientExit* before the current command;
    > *EKBA_PostBind*: Add *NWClientExit* after the current command;
    > *EKBA_NoBind*: Do not add *NWClientExit* to this command at all.

NWCoreVIII.NWMainReplacer

enableOldWeaponsReplace [menu server boolean, default=False]
Nali Weapons 3 Gameplay Settings > Generic > Replace old Unreal weapons
- Enable automatic replacement of old Unreal weapons such as Stinger, Automag, etc.

enableWeaponPrioritiesProcessor [menu client boolean, default=True]
Nali Weapons 3 Client Settings > Weapons > Weapon priority processor
- Enable automatic weapon priority list setup.

GlobalWeaponChargerType [menu server enum, default=GCT_Config]
Nali Weapons 3 Gameplay Settings > Generic > Weapons charger type
- Weapons global charger type.
  > *GCT_None*: No chargers at all.
  > *GCT_Config*: Use configuration per weapon.
  > *GCT_Charger1*: Use charger 1 globally.
  > *GCT_Charger2*: Use charger 2 globally.

GlobalAmmoChargerType [menu server enum, default=GCT_Config]
Nali Weapons 3 Gameplay Settings > Generic > Ammo charger type
- Ammo global charger type.
  > *GCT_None*: No chargers at all.
  > *GCT_Config*: Use configuration per ammo.
  > *GCT_Charger1*: Use charger 1 globally.
  > *GCT_Charger2*: Use charger 2 globally.

GlobalPickupChargerType [menu server enum, default=GCT_Config]
Nali Weapons 3 Gameplay Settings > Generic > Pickups charger type
- Pickups global charger type.
  > *GCT_None*: No chargers at all.
  > *GCT_Config*: Use configuration per pickup.
  > *GCT_Charger1*: Use charger 1 globally.
  > *GCT_Charger2*: Use charger 2 globally.

GlobalWeaponMultiReplacementType [menu server enum, default=GRMT_Config]
Nali Weapons 3 Gameplay Settings > Generic > Weapons multi type
- Weapons global multi-replacement type.
  > *GRMT_Config*: Use configuration per weapon.
  > *GRMT_Sequencial*: Different weapons appear over time by their order in *WeaponItems*.
  > *GRMT_RandomStatic*: The weapon is replaced by 1 single random weapon from the multiple set.
  > *GRMT_RandomTimed*: Different weapons appear over time in a random fashion.
  > *GRMT_Locker*: All the weapons appear at the same time in a locker.

GlobalAmmoMultiReplacementType [menu server enum, default=GRMT_Config]

Nali Weapons 3 Gameplay Settings > Generic > Ammo multi type

- Ammo global multi-replacement type.
  > *GRMT_Config*: Use configuration per ammo.
  > *GRMT_Sequencial*: Different ammo appear over time by their order in *AmmoItems*.
  > *GRMT_RandomStatic*: The ammo is replaced by 1 single random ammo from the multiple set.
  > *GRMT_RandomTimed*: Different ammo appear over time in a random fashion.
  > *GRMT_Locker*: All the ammo appear at the same time in a locker.

GlobalPickupMultiReplacementType [menu server enum, default=GRMT_Config]

Nali Weapons 3 Gameplay Settings > Generic > Pickups multi type

- Pickups global multi-replacement type.
  > *GRMT_Config*: Use configuration per pickup.
  > *GRMT_Sequencial*: Different pickups appear over time by their order in *PickupItems*.
  > *GRMT_RandomStatic*: The pickup is replaced by 1 single random pickup from the multiple set.
  > *GRMT_RandomTimed*: Different pickups appear over time in a random fashion.
  > *GRMT_Locker*: All the pickups appear at the same time in a locker.

GlobalWeaponTeamChargerSett [menu server enum, default=GTCS_Config]

Nali Weapons 3 Gameplay Settings > Generic > Weapons team FX

- Weapons global team chargers glowing effect.
  > *GTCS_Config*: Use configuration per weapon.
  > *GTCS_EnableTeam*: Enable team glowing FX for all weapon chargers.
  > *GTCS_DisableTeam*: Disable team glowing FX for all weapon chargers.

GlobalAmmoTeamChargerSett [menu server enum, default=GTCS_Config]

Nali Weapons 3 Gameplay Settings > Generic > Ammo team FX

- Ammo global team chargers glowing effect.
  > *GTCS_Config*: Use configuration per ammo.
  > *GTCS_EnableTeam*: Enable team glowing FX for all ammo chargers.
  > *GTCS_DisableTeam*: Disable team glowing FX for all ammo chargers.

GlobalPickupTeamChargerSett [menu server enum, default=GTCS_Config]

Nali Weapons 3 Gameplay Settings > Generic > Pickups team FX

- Pickups global team chargers glowing effect.
  > *GTCS_Config*: Use configuration per pickup.
  > *GTCS_EnableTeam*: Enable team glowing FX for all pickup chargers.
  > *GTCS_DisableTeam*: Disable team glowing FX for all pickup chargers.

bMHPawnWeaponsFix [internal server boolean, default=True]

- Fix weapon drops from monster pawns in gametypes such as Monster Hunt.

bKeepTriggerChainOnReplace [internal server boolean, default=False]

- Keep inventory event > tag chains when replacing them by others.

DefaultWeaponItems [internal server list, max size: 64]
- List of default weapons to be added to the player's inventory on respawn.
    * *bAdd*: Enable weapon add;
    * *Item*: Item <package>.<weapon> to load and add;
    * *AmmoAmount*: Amount of ammo the weapon should start with (0 or less = default weapon ammo);
    * *Filters*: Filters to decide if the weapon should be added or not depending on specific conditions (check *Replacement_FiltersAndOptions.pdf* file for details);
    * *Options*: Weapon properties to setup directly on replace, in the format of *property=value;* (check *Replacement_FiltersAndOptions.pdf* file for details).

DefaultPickupItems [internal server list, max size: 64]
- List of default pickup items to be added to the player's inventory on respawn.
    * *bAdd*: Enable pickup item add;
    * *Item*: Item <package>.<item> to load and add;
    * *Filters*: Filters to decide if the pickup item should be added or not depending on specific conditions (check *Replacement_FiltersAndOptions.pdf* file for details);
    * *Options*: Pickup item properties to setup directly on replace, in the format of *property=value;* (check *Replacement_FiltersAndOptions.pdf* file for details).

WeaponItems [internal server list, max size: 64]
- List of weapons to be replaced in the map and from the player's inventory.
    * *bSwap*: Enable weapon replacement;
    * *ItemToReplace*: Item <package>.<weapon> to be replaced;
    * *NewItem*: Item <package>.<weapon> to replace *ItemToReplace*;
    * *ReplaceSubClasses*: Replace *ItemToReplace* subclasses too;
    * *Filters*: Filters to decide if the weapon should be replaced or not depending on specific conditions (check *Replacement_FiltersAndOptions.pdf* file for details);
    * *Options*: Weapon properties to setup directly on replace, in the format of *property=value;* (check *Replacement_FiltersAndOptions.pdf* file for details).

AmmoItems [internal server list, max size: 64]
- List of ammo to be replaced in the map.
    * *bSwap*: Enable ammo replacement;
    * *ItemToReplace*: Item <package>.<ammo> to be replaced;
    * *NewItem*: Item <package>.<ammo> to replace *ItemToReplace*;
    * *ReplaceSubClasses*: Replace *ItemToReplace* subclasses too;
    * *Filters*: Filters to decide if the ammo should be replaced or not depending on specific conditions (check *Replacement_FiltersAndOptions.pdf* file for details);
    * *Options*: Ammo properties to setup directly on replace, in the format of *property=value;* (check *Replacement_FiltersAndOptions.pdf* file for details).

PickupItems [internal server list, max size: 64]
- List of pickups to be replaced in the map.
    * *bSwap*: Enable pickup replacement;
    * *ItemToReplace*: Item <package>.<pickup> to be replaced;
    * *NewItem*: Item <package>.<pickup> to replace *ItemToReplace*;
    * *ReplaceSubClasses*: Replace *ItemToReplace* subclasses too;
    * *Filters*: Filters to decide if the pickup should be replaced or not depending on specific conditions (check *Replacement_FiltersAndOptions.pdf* file for details);
    * *Options*: Pickup properties to setup directly on replace, in the format of *property=value;* (check

Replacement_FiltersAndOptions.pdf file for details).

WeaponItemSettings [internal server list, max size: 64]

- List of settings relative the replaced weapons on how to handle multiple replacements, charger effects, etc.
    * *Item*: Item <package>.<weapon> to be replaced and handled;
    * *MultiBehaviour*: Behavior the replacement should adopt when replacing *Item* by more than 1 single weapon:
        > *RMT_Sequencial*: Different weapons appear over time by their order in *WeaponItems*;
        > *RMT_RandomStatic*: The weapon is replaced by 1 single random weapon from the multiple set;
        > *RMT_RandomTimed*: Different weapons appear over time in a random fashion;
        > *RMT_Locker*: All the weapons appear at the same time in a locker.

    * *ChargerType*: Charger type to appear in the place of the replaced weapon:
        > *RCT_None*: No charger;
        > *RCT_Charger1*: Use charger 1;
        > *RCT_Charger2*: Use charger 2.

    * *RespawnTime*: Respawn time interval (in seconds) between multiple weapons (0 or less = default weapon respawn time);
    * *FXDefaultColor*: RGB default color to be applied in the charger;
    * *bTeamFX*: Use team color for the charger in team games instead of *FXDefaultColor*;
    * *FXStyle*: Charger effect style:
        > *RCFX_None*: No effect.
        > *RCFX_Constant_100*: Constant effect at 100% max glow;
        > *RCFX_Constant_75*: Constant effect at 75% max glow;
        > *RCFX_Constant_50*: Constant effect at 50% max glow;
        > *RCFX_Constant_25*: Constant effect at 25% max glow;
        > *RCFX_FlickerWeak*: Weak flickering effect;
        > *RCFX_FlickerMedium*: Medium flickering effect;
        > *RCFX_FlickerIntense*: Intense flickering effect;
        > *RCFX_FadeSlow_50_50*: Slow fade, with 50% fade in time and 50% fade out time;
        > *RCFX_FadeMedium_50_50*: Normal fade, with 50% fade in time and 50% fade out time;
        > *RCFX_FadeFast_50_50*: Fast fade, with 50% fade in time and 50% fade out time;
        > *RCFX_FadeSlow_25_75*: Slow fade, with 25% fade in time and 75% fade out time;
        > *RCFX_FadeMedium_25_75*: Normal fade, with 25% fade in time and 75% fade out time;
        > *RCFX_FadeFast_25_75*: Fast fade, with 25% fade in time and 75% fade out time;
        > *RCFX_FadeSlow_75_25*: Slow fade, with 75% fade in time and 25% fade out time;
        > *RCFX_FadeMedium_75_25*: Normal fade, with 75% fade in time and 25% fade out time;
        > *RCFX_FadeFast_75_25*: Fast fade, with 75% fade in time and 25% fade out time;
        > *RCFX_FadeSlow_10_90*: Slow fade, with 10% fade in time and 90% fade out time;
        > *RCFX_FadeMedium_10_90*: Normal fade, with 10% fade in time and 90% fade out time;
        > *RCFX_FadeFast_10_90*: Fast fade, with 10% fade in time and 90% fade out time;
        > *RCFX_FadeSlow_90_10*: Slow fade, with 90% fade in time and 10% fade out time;
        > *RCFX_FadeMedium_90_10*: Normal fade, with 90% fade in time and 10% fade out time;
        > *RCFX_FadeFast_90_10*: Fast fade, with 90% fade in time and 10% fade out time;
        > *RCFX_FadeSlow_100_0*: Slow fade, with fade in only;
        > *RCFX_FadeMedium_100_0*: Normal fade, with fade in only;
        > *RCFX_FadeFast_100_0*: Fast fade, with fade in only;
        > *RCFX_FadeSlow_0_100*: Slow fade, with fade out only;
        > *RCFX_FadeMedium_0_100*: Normal fade, fade out only;
        > *RCFX_FadeFast_0_100*: Fast fade, with fade out only.

    * *bKeepItem*: Keep the weapon that was supposed to be replaced;
    * *bGiveAllToPawn*: If a player has the weapon to be replaced by multiple ones, either give them all or just give 1.

AmmoItemSettings [internal server list, max size: 64]
- List of settings relative the replaced ammo on how to handle multiple replacements, charger effects, etc. (Check the WeaponItemSettings above, the settings for ammo are the same but for ammo instead, except that *bGiveAllToPawn* is discarded on this one)

PickupItemSettings [internal server list, max size: 64]
- List of settings relative the replaced pickups on how to handle multiple replacements, charger effects, etc. (Check the WeaponItemSettings above, the settings for pickups are the same but for pickups instead, except that *bGiveAllToPawn* is discarded on this one)

WeaponItemsLockerSettings [internal server list, max size: 64]
- List of settings for weapon lockers.
    * *Item*: Item <package>.<weapon> to be replaced and handled;
    * *RotationType*: The rotation the weapon should be placed with in the locker:
        > *LIR_Auto*: Rotation dictated by the locker itself;
        > *LIR_Normal*: No specific rotation handler whatsoever;
        > *LIR_TopDown*: Rotation handled to a top down orientation (by Yaw);
        > *LIR_SpecialTopDown*: Rotation handled to a top down orientation in an alternate way (by Pitch);

    * *ZOffset*: Weapon z-axis location offset relative the locker.

AmmoItemsLockerSettings [internal server list, max size: 64]
- List of settings for ammo lockers.
    * *Item*: Item <package>.<ammo> to be replaced and handled;
    * *RotationType*: The rotation the ammo should be placed with in the locker:
        > *LIR_Auto*: Rotation dictated by the locker itself;
        > *LIR_Normal*: No specific rotation handler whatsoever;
        > *LIR_TopDown*: Rotation handled to a top down orientation (by Yaw);
        > *LIR_SpecialTopDown*: Rotation handled to a top down orientation in an alternate way (by Pitch);

    * *ZOffset*: Ammo z-axis location offset relative the locker.

PickupItemsLockerSettings [internal server list, max size: 64]
- List of settings for pickup lockers.
    * *Item*: Item <package>.<pickup> to be replaced and handled;
    * *RotationType*: The rotation the pickup should be placed with in the locker:
        > *LIR_Auto*: Rotation dictated by the locker itself;
        > *LIR_Normal*: No specific rotation handler whatsoever;
        > *LIR_TopDown*: Rotation handled to a top down orientation (by Yaw);
        > *LIR_SpecialTopDown*: Rotation handled to a top down orientation in an alternate way (by Pitch);

    * *ZOffset*: Pickup z-axis location offset relative the locker.

WeaponCustomChargers [internal server list, max size: 64]
- List of settings for weapon custom chargers.
    * *Item*: Item <package>.<weapon> to be replaced and handled;
    * *Tex*: Texture <package>.<texture> to be used by the charger;
    * *Scale*: Rendering scale of the charger;
    * *RotRate*: Rotation rate of the charger.

AmmoCustomChargers [internal server list, max size: 64]
- List of settings for ammo custom chargers.
    * *Item*: Item <package>.<ammo> to be replaced and handled;
    * *Tex*: Texture <package>.<texture> to be used by the charger;
    * *Scale*: Rendering scale of the charger;
    * *RotRate*: Rotation rate of the charger.

PickupCustomChargers [internal server list, max size: 64]
- List of settings for pickup custom chargers.
    * *Item*: Item <package>.<pickup> to be replaced and handled;
    * *Tex*: Texture <package>.<texture> to be used by the charger;
    * *Scale*: Rendering scale of the charger;
    * *RotRate*: Rotation rate of the charger.

UTWeaponPriorities [internal server list, max size: 50]
- List of weapon priorities to be set for all players.
    * *ItemName*: Weapon class name to be handled;
    * *Priority*: Auto-switch weapon priority.

StartingWeaponClassNames [internal server list, max size: 48]
- List of weapon names that the player should be forced to start with on respawn.

NWCoreVIII.NWBloodyMess

enableHeadshotFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Gore > Enable headshot FX
- Enable head gore effects.

enableHeadshotShake [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Gore > Enable headshot shake FX
- Enable head gore shake effects.

enableBodyshotFX [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Gore > Enable bodyshot FX
- Enable body gore effects.

enableBodyshotShake [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Gore > Enable bodyshot shake FX
- 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]
Nali Weapons 3 Client Settings > Gore > Cord physics actor collision
- Enable cord physics to collide and interact with normal objects.

MaxCordIterations [menu client integer, default=3]
Nali Weapons 3 Client Settings > Gore > Cord physics iterations
- Number of cord physics calculation iterations.

GoreLifeSpanMultiplier [menu mixed float, default=1.000000]
Nali Weapons 3 Client Settings > Gore > Gore lifespan multiplier
- Gore life time multiplier.

GorePartsMultiplier [menu mixed float, default=1.000000]
Nali Weapons 3 Client Settings > Gore > Gore parts multiplier
- Amount of gore parts multiplier.

GoreScaleMultiplier [menu mixed float, default=1.000000]
Nali Weapons 3 Client Settings > Gore > Gore scale multiplier
- Gore parts scale multiplier.

enableSlideBloodDecals [menu mixed boolean, default=1.000000]
Nali Weapons 3 Client Settings > Gore > Enable slide decals
- Enable blood sliding decals.

BloodDecalsMinLifespan [menu mixed float, default=0.000000]
Nali Weapons 3 Client Settings > Gore > 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]
Nali Weapons 3 Client Settings > Gore > 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]
Nali Weapons 3 Client Settings > Gore > Overwrite server multiplier
- Overwrite server gore multiplier settings.

UseClientGoreDecalSettings [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Gore > Overwrite server decals
- Overwrite server decal multiplier settings.

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*.

NWCoreVIII.NWSkillKillsManager

enableSkillKills [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Skill Kills > Enable skill kills
- Enable skill kills system.

PointsMultiplier [menu server float, default=1.000000]
Nali Weapons 3 Gameplay Settings > Skill Kills > Points multiplier
- Skill points multiplier.

TimeBetweenMsgs [menu server float, default=2.500000]
Nali Weapons 3 Gameplay Settings > Skill Kills > Time between messages
- Time between skill notifications (in seconds).

PointsMessage [menu server string, default="+%n"]
Nali Weapons 3 Gameplay Settings > Skill Kills > Points message format
- Message format to appear on points (*%n* is replaced by the amount of points).

disableExtraPointsOnDMGames [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Skill Kills > Disable points in DM
- Disable extra skill points in Death Match games.

MaxMsgsMerging [menu server byte, default=3]
Nali Weapons 3 Gameplay Settings > Skill Kills > Max messages merging
- Max amount of skill messages to be merged into a single one.

bUseClientColorSettings [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Skill Kills > Overwrite server message color
- Overwrite server skill messages color settings.

MsgColor [menu mixed color, default=(R=192,G=192,B=192)]
Nali Weapons 3 Client Settings > Skill Kills > Messages color
- Skill normal messages color.

MsgPointsColor [menu mixed color, default=(R=0,G=128,B=0)]
Nali Weapons 3 Client Settings > Skill Kills > Points color
- Skill points messages color.

bUseClientHeightSettings [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Skill Kills > Overwrite server message height
- Overwrite server skill messages height settings.

MsgHeight [menu mixed float, default=0.6500000]
Nali Weapons 3 Client Settings > Skill Kills > Messages height
- Skill normal messages height (0.0 - bottom; 1.0 - top).

MsgPointsHeight [menu mixed float, default=0.6200000]
Nali Weapons 3 Client Settings > Skill Kills > Points height
- Skill points messages height (0.0 - bottom; 1.0 - top).

bUseClientSoundSettings [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Skill Kills > Overwrite server message sound
- Overwrite server skill messages sound settings.

enableMsgSound [menu mixed boolean, default=True]
Nali Weapons 3 Client Settings > Skill Kills > Enable message sound
- Enable skill messages sound.

Skills [internal server list, max size: 128]
- List of skills:
  * *Conditions*: List of conditions (in the format *property=value*), separated by semicolons, to activate this skill:
    > *disable=1*: Deactivate this skill completely;
    > *dmglist=<damage types list>*: Damage types list;
    > *gibbed=1*: Victim gibbed;
    > *nogibbed=1*: Victim NOT gibbed;
    > *headshot=1*: Victim headshot;
    > *noheadshot=1*: Victim NO headshot;
    > *wpn=<weapon class name>*: Victim current weapon class name;
    > *mywpn=<weapon class name>*: Killer current weapon class name;
    > *ktime=<time in seconds>*: Max amount of time to consider the next kill as part of this one;
    > *kills=<number>: Min amount of kills within ktime;*
    > *klimit=<number>*: Max amount of kills allowed within *ktime*;
    > *airh=<number>*: Victim min air height;
    > *myairh=<number>*: KIller min air height;
    > *mindist=<number>*: Min distance between victim and killer;
    > *maxdist=<number>*: Max distance between victim and killer;
    > *minhealth=<number>*: Min victim health right before the kill;
    > *maxhealth=<number>*: Max victim health right before the kill;
    > *myminhealth=<number>*: Min killer health right before the kill;
    > *mymaxhealth=<number>*: Max killer health right before the kill;
    > *mindmg=<number>*: Min kill damage amount;
    > *maxdmg=<number>*: Max kill damage amount;
    > *minlftime=<time in seconds>*: Min victim lifetime after the last respawn (only for players and bots);
    > *maxlftime=<time in seconds>*: Max victim lifetime after the last respawn (only for players and bots);
    > *myminlftime=<time in seconds>*: Min killer lifetime after the last respawn (only for players and bots);
    > *mymaxlftime=<time in seconds>*: Max killer lifetime after the last respawn (only for players and bots);
    > *noview=1*: Victim not seeing the killer;
    > *mynoview=1*: Killer not seeing the victim;
    > *nowview=1*: Victim not having a direct line of sight to the killer;
    > *mynowview=1*: Killer not having a direct line of sight to the victim;
    > *waterzone=1*: Victim in water zone;
    > *mywaterzone=1*: Killer in water zone;
    > *dmgzone=1*: Victim in damage zone;

> *mydmgzone=1*: Killer in damage zone;
> *revenge=1*: The kill is a revenge act (the victim was once the killer's killer, only for players and bots);
> *fragsdifdir=<0, 1 or 2>*: Frags difference direction between victim and killer:
0 = (Victim frags = Killer frags)
1 = (Victim frags > Killer frags)
2 = (Killer frags > Victim frags)
> *pntsdifdir=<0, 1 or 2>*: Points difference direction between victim and killer:
0 = (Victim points = Killer points)
1 = (Victim points > Killer points)
2 = (Killer points > Victim points)
> *minfragsdif=<number>*: Min difference of frags between victim and killer;
> *maxfragsdif=<number>*: Max difference of frags between victim and killer;
> *minpntsdif=<number>*: Min difference of points between victim and killer;
> *maxpntsdif=<number>*: Max difference of points between victim and killer;
> *minfrags=<number>*: Victim min amount of frags;
> *maxfrags=<number>*: Victim max amount of frags;
> *myminfrags=<number>*: Killer min amount of frags;
> *mymaxfrags=<number>*: Killer max amount of frags;
> *minpnts=<number>*: Victim min amount of points;
> *maxpnts=<number>*: Victim max amount of points;
> *myminpnts=<number>*: Killer min amount of points;
> *mymaxpnts=<number>*: Killer max amount of points;
> *denylist=<list of skill indexes>*: List with the indexes of skills to be denied in case this one succeeds.
The skills list is evaluated backwards (starting with the max index down
to index 0), which means that only indexes lesser than the current one will have effect.
Setting the *denylist* to *"all"* will deny every other skill with no exception.

* *Message*: Skill message (use %n to represent the number of current kills made for this skill);
* *extraPoints*: Skill extra points;
* *extraFrags*: Skill extra frags (each frag gives also 1 extra point);
* *allowExcessPoints*: Allow points to be recalculated depending on the excess number of kills needed to perform it (only when *kills* > 1).

NWCoreVIII.NWKillMsgManager

enableCachingPreload [internal server boolean, default=False]
- Enable early caching of the damage-weapon class links.

KillMessageOptions [internal server list, max size: 64]
- List of damage-weapon class links:
* *DamageName*: Damage type name;
* *WeaponItem*: Weapon <package>.<class>.