NWExtrasCfg.ini

Nali Weapons 3 Final

Reference.....2
NWCoreVIII.NaliPickups.....3
NWExtrasVIII.NWNuclearWarningMut.....3
NWExtrasVIII.NWMedPickup.....4
NWExtrasVIII.NWSuperHealth.....4
NWExtrasVIII.NWVial.....4
NWExtrasVIII.NWThighPads.....5
NWExtrasVIII.NWArmor.....5
NWExtrasVIII.NWShieldBelt.....5
NWExtrasVIII.NWJumpBoots.....6
NWExtrasVIII.NWUDamage.....6
NWExtrasVIII.NWInvisibility.....6
NWModifiersVIII.ModifMut.....7
NWMHExtrasVIII.NWMHMut.....7
NWExtrasVIII.NWWeaponBalanceBoardMut.....9

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.NaliPickups

enableTeamBasedEffect [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Generic > Use team color on pickups respawn GFX
- Enable team based color on the pickups respawn effects.

NWExtrasVIII.NWNuclearWarningMut

bWarnTeamMates [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warn teammates
- Enable warning display for teammates.

bWarnInstigator [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warn owner
- Enable warning display for nuke owner.

enableWarnBacksound [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning sound
- Enable warning background sound.

enableWarningDetails [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning details
- Enable warning details such as the countdown or distance from impact.

enableWarningPlayerName [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning player name
- Enable warning nuker player name.

WarningUpdateTime [menu server float, default=0.500000]
Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warning update time
- Time interval between nuke checks.

letClientDecideListStart [menu client boolean, default=False]
Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: Override server list settings
- Enable override of server list rendering settings.

bHorizontalListing [menu mixed boolean, default=True]
Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: Horizontal list
- Enable horizontal rendering of the list instead of vertically.

ListStartPosX [menu mixed float, default=0.000000]
Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: List start X
- List starting X position percentage (between 0.0 [top] and 1.0 [bottom]).

ListStartPosY [menu mixed float, default=0.750000]
Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: List start Y
- List starting Y position percentage (between 0.0 [top] and 1.0 [bottom]).

WarnColors [internal server list, max size: 6]
- List of warning message colors. The index corresponds to the nuclear warning level the setting is for.

NWExtrasVIII.NWMedPickup

HealthPoints [menu server integer, default=22]
Nali Weapons 3 Gameplay Settings > Pickups > Health > Health amount
- Amount of health.

NWExtrasVIII.NWSuperHealth

HealthPoints [menu server integer, default=125]
Nali Weapons 3 Gameplay Settings > Pickups > Super Health > Health amount
- Amount of health.

NWExtrasVIII.NWVial

HealthPoints [menu server integer, default=6]
Nali Weapons 3 Gameplay Settings > Pickups > Vial > Health amount
- Amount of health.

NWExtrasVIII.NWThighPads

ArmorPoints [menu server integer, default=50]
Nali Weapons 3 Gameplay Settings > Pickups > Thigh Pads > Armor amount
- Amount of armor.

AbsorptionPercentage [menu server integer, default=50]
Nali Weapons 3 Gameplay Settings > Pickups > Thigh Pads > Absorption percentage
- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWArmor

ArmorPoints [menu server integer, default=100]
Nali Weapons 3 Gameplay Settings > Pickups > Body Armor > Armor amount
- Amount of armor.

AbsorptionPercentage [menu server integer, default=75]
Nali Weapons 3 Gameplay Settings > Pickups > Body Armor > Absorption percentage
- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWShieldBelt

ArmorPoints [menu server integer, default=150]
Nali Weapons 3 Gameplay Settings > Pickups > Shield Belt > Armor amount
- Amount of armor.

AbsorptionPercentage [menu server integer, default=100]
Nali Weapons 3 Gameplay Settings > Pickups > Shield Belt > Absorption percentage
- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWJumpBoots

Jumps [menu server integer, default=3]
Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Jumps
- Amount of possible jumps.

MaxJumps [menu server integer, default=9]
Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Max jumps
- Max accumulated amount of possible jumps.

JumpMultiplier [menu server float, default=3.000000]
Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Jump multiplier
- Jump height multiplier.

NWExtrasVIII.NWUDamage

ActiveTime [menu server integer, default=30]
Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Active time
- Time during which the U-Damage is active (in seconds).

MaxActiveTime [menu server integer, default=90]
Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Max active time
- Max accumulated time during which the U-Damage is active (in seconds).

DamageMultiplier [menu server float, default=3.000000]
Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Damage multiplier
- Damage multiplier amount.

NWExtrasVIII.NWInvisibility

ActiveTime [menu server integer, default=40]
Nali Weapons 3 Gameplay Settings > Pickups > Invisibility > Active time
- Time during which the U-Damage is active (in seconds).

MaxActiveTime [menu server integer, default=120]
Nali Weapons 3 Gameplay Settings > Pickups > Invisibility > Max active time
- Max accumulated time during which the U-Damage is active (in seconds).

NWModifiersVIII.ModifMut

PlayerSpawnsModifiersDensity [internal server float, default=0.350000]
- Odds on the appearance of modifiers near player spawns (from 0.0 to 1.0).

LevelModifiersDensity [internal server float, default=0.100000]
- Odds on the appearance of modifiers in the whole map/level (and pathnode points).

bUniqueSequence [internal server boolean, default=True]
- Guarantee one of each kind of modifier to spawn during the process.

NWMHExtrasVIII.NWMHMut

bRegenHealthUnderwater [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Regenerate health underwater
- Enable health regeneration when the player is underwater.

StartingHealth [menu server integer, default=500]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Initial health
- Player initial default health on respawn.

HealthRegenPerSec [menu server integer, default=5]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Health regeneration
- Health regeneration amount per second.

MaxRegenHealth [menu server integer, default=1500]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max regeneration health
- Max player health during health regeneration.

AmmoRegenPerSec [menu server integer, default=3]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Ammo regeneration
- Ammo regeneration amount per second.

AmmoRegenMaxPercentage [menu server float, default=1.000000]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max regeneration ammo
- Max ammo percentage (0.0 to 1.0 relative weapon max ammo) during ammo regeneration.

StartingAmmoMultiplier [menu server float, default=2.000000]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Initial ammo multiplier
- Weapon initial ammo multiplier.

PickupAmmoMultiplier [menu server float, default=2.000000]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Pickup ammo multiplier
- Ammo pickup multiplier.

MaxAmmoMultiplier [menu server float, default=5.000000]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max ammo multiplier
- Weapon max ammo multiplier.

enableRandomRewards [menu server boolean, default=True]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Enable random rewards
- Enable random rewards system during a game.

RandomRewardsTimeIntervalSeconds [menu server integer, default=60]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Random rewards time interval
- Time interval between random rewards (in seconds).

RandomWeaponsOnStartup [menu server byte, default=2]
Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Random weapons on respawn
- Amount of random weapons given on player respawn.

ClientPrecacheWaitTime [internal server float, default=3.000000]
- Precache delay in seconds.

FullAmmoRewardWeight [internal server float, default=3.000000]
- Full ammo reward probability weight.

AllWeaponsRewardWeight [internal server float, default=3.000000]
- All weapons reward probability weight.

SuperWeaponClasses [internal server list, max size: 16]
- List of weapon class names to be considered as super weapons and which won't have their ammo regenerated.

SuperAmmoClasses [internal server list, max size: 16]
- List of ammo class names to be considered as super weapons and which won't have their ammo increased.

WeaponRegenSettings [internal server list, max size: 64]
- List of specific weapon classes with specific *StartingAmmoMultiplier* values.
    * *WeaponClass*: Weapon class name;
    * *StartingAmmoMultiplier*: Starting ammo multiplier.

AmmoRegenSettings [internal server list, max size: 64]
- List of specific ammo classes with specific ammo regeneration settings.
    * *AmmoClass*: Ammo class name;
    * *PickupAmmoMultiplier*: Ammo pickup multiplier;
    * *MaxAmmoMultiplier*: Weapon max ammo multiplier;
    * *AmmoRegenPerSec*: Ammo regeneration amount per second;
    * *AmmoRegenMaxPercentage*: Max ammo percentage (0.0 to 1.0) during ammo regeneration.

AllWeapons [internal server list, max size: 64]
- List of weapons (in the format of <package>.<class>) to be given in the “all weapons” reward.

RewardsList [internal server list, max size: 64]
- List of possible rewards:
    * *Weight*: Reward probability weight;
    * *Item*: Item to reward in the format of <package>.<class>;
    * *bAllPlayers*: The type of reward is for all players rather than for just one.

RewardCountdownSounds [internal server list, max size: 3]
- List of sounds (in the format of <package>.<sound>) to be played in the “3...2...1...” countdown.

RewardSounds [internal server list, max size: 32]
- List of random sounds (in the format of <package>.<sound>) to be played for a reward event.

NWExtrasVIII.NWWeaponBalanceBoardMut

(applies to *NWExtrasVIII.NWWeaponBalanceBoardA*)

WeaponOptions [internal server list, max size: 64]
- List of weapon options and tweaks per weapon class:
    * *WeaponClassName*: Weapon class name;
    * *BasicOptions*: List of basic options (in the format *property=value*), separated by semicolons:
        > *respawn=<time in seconds>*: Respawn time;
        > *firerate1=<number>*: Primary fire rate multiplier;
        > *firerate2=<number>*: Secondary fire rate multiplier;
        > *damage1=<number>*: Primary fire rate multiplier;
        > *damage2=<number>*: Secondary fire rate multiplier;
        > *ammorespawn=<time in seconds>*: Time it takes for its ammo to respawn;
        > *maxammo=<number>*: Max ammo amount;
        > *ammo=<number>*: Ammo amount;
        > *startammo=<number>*: Starting weapon ammo amount;

    * *PropertyOptions*: List of properties (in the format *property=value*), separated by semicolons.
        It's not guaranteed to work for every weapon property, due to replication rules and engine limitations.