# NWWeaponsCfg.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)<br><br>**NOTE:** Lists do not have the default values documented, since these lists can get really big and thus would clutter this document.<br>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.NaliWeapons

**bOptimizeLists** [internal server boolean, default=True]
- Enable optimization for lists for max performance.
Example: consider a list like {val1, val2, val3,<no value>, val4, val5}.
When TRUE only the values up to val3 will be considered, it's assumed that there's nothing beyond an empty value.
When FALSE, it will consider val4 and val5 too, at the expense of more CPU usage.
It's advisable to keep this setting to TRUE and keep any lists condensed with no gaps between values.
NOTE: This is not applicable to NWReplacer based mutators.

**bInvertListsProcessing** [internal server boolean, default=True]
- Enable inversion of how lists are processed, so the last values in the list are processed first.
NOTE: This is not applicable to NWReplacer based mutators.

**RenderZHackManager** [menu client enum, default=ZRH_Auto]
***Nali Weapons 3 Client Settings > Weapons > Z-Buffer manager***
- Define the way the renderer ZHack property should be handled (in renderers, ZHack=True fixes the issue where the Redeemer overlaps the HUD, however this also breaks the glow effects on these new weapon)
> *ZRH_None*: Disable management.
> *ZRH_Auto*: Handle ZHack value depending in which weapon and situation is being rendered to the player (ZHack=True for UT weapons, ZHack=False for NW3).
> *ZRH_Force*: Force Zhack=False.

**bSeeWeaponHand** [menu client boolean, default=True]
***Nali Weapons 3 Client Settings > Weapons > Display hands***
- Enable the rendering of the player's hands in the first person view of your weapon.
NOTE: Some specific weapons force the rendering of the player's hands even with this property set to False, since said weapons would look stupid otherwise (example The Executioner, no hands would mean floating blades...)

**bWeaponFX** [menu client boolean, default=True]
***Nali Weapons 3 Client Settings > Weapons > Weapon GFX***
- Enable rendering of special effects on weapons, such as glows and overlayers.

**bCustomCrosshair** [menu client boolean, default=True]
***Nali Weapons 3 Client Settings > Weapons > Custom crosshair***
- Enable a unique custom crosshair for each weapon.

**CrosshairColorType** [menu client enum, default=CC_Default]
***Nali Weapons 3 Client Settings > Weapons > Crosshair color setting***
- Source of the color the crosshair should be rendered with.
> *CC_Default*: Uses weapon default crosshair color.
> *CC_ChallengeHUD*: Uses UT weapons defined crosshair color.
> *CC_Custom*: Uses color defined in CrosshairColor.

**CrosshairColor** [menu client color, default=(R=0,G=255,B=0)]
***Nali Weapons 3 Client Settings > Weapons > Crosshair color***
- Color to render the weapon crosshair with when CrosshairColorType=CC_Custom

**bOpaqueCrosshair** [menu client boolean, default=False]
*Nali Weapons 3 Client Settings > Weapons > Masked crosshair*
- Enable crosshair rendering as masked instead of translucent.

**bAlphaCrosshair** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Alpha crosshair*
- Render crosshair with alpha (works only with translucent crosshair rendering).

**ModifierIconsScale** [menu client float, default=0.850000]
*Nali Weapons 3 Client Settings > Weapons > Modifier icons scale*
- Modifiers HUD rendering scale.

**ModifierIconsYPosSingle** [menu client float, default=0.250000]
*Nali Weapons 3 Client Settings > Weapons > Single modifier HUD Y position*
- Single modifier HUD vertical position, where 0.0 is top of the screen and 1.0 is bottom of the screen.

**ModifierIconsYPosTriple** [menu client float, default=0.250000]
*Nali Weapons 3 Client Settings > Weapons > Triple modifier HUD Y position*
- Triple modifier HUD vertical position, where 0.0 is top of the screen and 1.0 is bottom of the screen.

**enableNoAmmoMsg** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Display no ammo messages*
- Enable message when attempting to fire weapon with not enough ammo left.

**ViewBobMult** [menu client float, default=1.000000]
*Nali Weapons 3 Client Settings > Weapons > View bob multiplier*
- Weapon walking bob multiplier.

**MaxTraceRange** [menu server integer, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Generic > Hitscan max range*
- Hitscan weapons max hit distance.

**enableModifiers** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Modifiers > Enable weapon modifiers*
- Enable random weapon modifiers on player respawn and weapon pickup.

**FireRateChangeMax** [menu server float, default=4.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Firerate max multiplier*
- “Fast” modifier max multiplier.

**FireRateChangeMin** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Firerate min multiplier*
- “Fast” modifier max multiplier.

**KickBackMax** [menu server integer, default=110]

***Nali Weapons 3 Gameplay Settings > Modifiers > Max force increase***

- “Kick” modifier max strength.

**KickBackMin** [menu server integer, default=10]

***Nali Weapons 3 Gameplay Settings > Modifiers > Min force increase***

- “Kick” modifier min strength.

**bKickAffectTeammates** [menu server bool, default=False]

***Nali Weapons 3 Gameplay Settings > Modifiers > Affect teammates with Kickback***

- Enable ability to push teammates with the “Kick” modifier.

**bKickAffectInstigator** [menu server bool, default=True]

***Nali Weapons 3 Gameplay Settings > Modifiers > Affect self with Kickback***

- Enable ability to push self with the “Kick” modifier.

**MoreDamageMax** [menu server float, default=6.000000]

***Nali Weapons 3 Gameplay Settings > Modifiers > Damage max multiplier***

- “Damage” modifier max multiplier.

**MoreDamageMin** [menu server float, default=2.000000]

***Nali Weapons 3 Gameplay Settings > Modifiers > Damage min multiplier***

- “Damage” modifier min multiplier.

**SplasherMax** [menu server float, default=3.000000]

***Nali Weapons 3 Gameplay Settings > Modifiers > Range max multiplier***

- “Splasher” modifier max multiplier.

**SplasherMin** [menu server float, default=1.250000]

***Nali Weapons 3 Gameplay Settings > Modifiers > Range min multiplier***

- “Splasher” modifier min multiplier.

**canHealOwner** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Modifiers > Can heal self with Health***

- Enable ability to heal self with the “Health” modifier.

**healMultiplier** [menu server float, default=0.750000]

***Nali Weapons 3 Gameplay Settings > Modifiers > Health multiplier***

- “Health” modifier healing amount multiplier by weapon damage. Example: if X weapon gives 100 damage, with this modifier in its default settings shall give 75 health (NOTE: minimum amount of health is forced to 1).

**healFixedValue** [menu server integer, default=0]

***Nali Weapons 3 Gameplay Settings > Modifiers > Health value***

- “Health” modifier fixed healing amount. If set to 0 or below, the weapon will use its damage*healMultiplier as the healing amount, otherwise if a fixed value is defined, that value will be the one to be used.

**enableTheOneModif** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Modifiers > Enable The One*
- Enable “The One” modifier.

**bAlwaysTheOne** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Modifiers > Enable The One always*
- Enable weapons to always start off with the “The One” modifier.

**bTheOneUnlockLast** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Modifiers > Unlock The One last item*
- Unlock the last The One slot for modifiers.

**ModifFireRateOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Firerate odds*
- Firerate modifier activation odds.

**ModifDmgOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Damage odds*
- Damage modifier activation odds.

**ModifKickOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Kick odds*
- Kick modifier activation odds.

**ModifSplashOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Splasher odds*
- Splasher modifier activation odds.

**ModifHealOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Health odds*
- Health modifier activation odds.

**ModifInfOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > Infinity odds*
- Infinity modifier activation odds.

**ModifOneOdds** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > The One odds*
- The One modifier activation odds.

**ModifNoneOdds** [menu server float, default=30.000000]
*Nali Weapons 3 Gameplay Settings > Modifiers > No modifier odds*
- No modifier activation odds.

**enableZPDebug** [internal server boolean, default=False]
- Enable ZeroPing debugging mode (generation of logs relative ZP shot validations).

**enableZPServer** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Generic > Enable ZP Server*
- Enable ZeroPing globally in the server.

**enableZPClient** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Enable ZP*
- Enable ZeroPing globally in the client.

**enableZPWeaponServer** [internal server boolean, default=True]
- Enable ZeroPing for this specific weapon in the server.

**enableZPWeaponClient** [internal client boolean, default=True]
- Enable ZeroPing for this specific weapon in the client.

**enableZPAccuracyValidation** [internal server boolean, default=True]
- Enable ZeroPing accuracy checks to validate a shot.

**enableZPLevelBlockValidation** [internal server boolean, default=True]
- Enable ZeroPing map BSP checks to validate a shot.

**ZPMinShotPrecision** [internal server float, default=0.965000]
- ZeroPing min shot precision to be accepted by the server (0.0 – min precision, 1.0 – max precision).
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPMinViewPrecision** [internal server float, default=0.500000]
- ZeroPing min player view (during the shot precision relative the shot player) to be accepted by the server (0.0 – min precision, 1.0 – max precision).
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPMinOwnerViewPrecision** [internal server float, default=0.500000]
- ZeroPing min player client view relative the server view to be accepted by the server (0.0 – min precision, 1.0 – max precision).
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPMinFireTimeErrorMargin** [internal server float, default=0.150000]
- ZeroPing time error margin between shots (in seconds).
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPHitColHeighMaxMargin** [internal server float, default=8.000000]
- ZeroPing shot hit location distance margin relative player hitbox collision height.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPHitColRadiusMaxMargin** [internal server float, default=8.000000]
- ZeroPing shot hit location distance margin relative player hitbox collision radius.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPHitStartMaxMargin** [internal server float, default=24.000000]
- ZeroPing shot start distance margin from the player's server side location.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPOwnerLocationMaxMargin** [internal server float, default=400.000000]
- Shooter max distance margin relative his client location relative his server location.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPOtherLocationMaxMargin** [internal server float, default=400.000000]
- Victim max distance margin relative his client location relative his server location.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPAccuracySyncMaxError** [internal server byte, default=7]
- ZeroPing shots max accuracy offset relative the server current selected accuracy.
NOTE: Be careful in tweaking this value, if too high ZP may reject legit shots, if too low you may be openning the door to potential cheaters and exploiters. Only change this value if absolutely necessary.

**ZPMaxPing** [internal server integer, default=450]
- Max player ping allowed to be able to use ZeroPing (in miliseconds).

**enableOversurrection** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > (Weapon) > Enable Oversurrection***
- Enable the weapon oversurrective ability (only oversurrective weapons have this setting in their menu).

# NWCoreVIII.KeyedNaliWeapon

**displayKeysHelp** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Display keys help*
- Enable the display of in-game during the use of weapons with numeric keys. Example: Megaton.

# NWRTVIII.RT

**canDropTranslocator** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Drop on death*
- Drop the translocator on death, like a normal weapon.

**TranslocatorType** [menu server enum, default=TTP_Both]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Translocator type*
- Translocator type to be used.
> *TTP_NormalOnly*: Use normal translocator only.
> *TTP_RazorOnly*:Use razor translocator only.
> *TTP_Both*: Use both normal and razor translocators.

**TransRazorDamage** [menu server integer, default=60]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor damage*
- Amount of damage made by a razor translocator.

**TransRazorHeadshotDamage** [menu server integer, default=150]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor headshot damage*
- Amount of headshot damage made by a razor translocator.

**enableTransRazorHeadshot** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Enable razor headshots*
- Enable the ability to perform headshots when using the razor translocator.

**enableRazorTeleport** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Enable razor teleport*
- Enable the teleportation function for the razor translocator.

**enableNormalHitSound** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator hit sound*
- Enable normal translocator hit sound.

**enableRazorHitSound** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator hit sound*
- Enable razor translocator hit sound.

**enableNormalAmbSound** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator ambient sound*
- Enable normal translocator ambient sound.

**enableRazorAmbSound** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator ambient sound*
- Enable razor translocator ambient sound.

**enableNormalTeleportShake** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator teleport shake*
- Enable normal translocator teleport shake effect.

**enableRazorTeleportShake** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator teleport shake*
- Enable razor translocator teleport shake effect.

**TeleportSoundNormal** [menu server enum, default=TSND_Electric]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator teleport sound*
- Normal translocator teleport sound type.
  > *TSND_Discrete*: Discrete sound.
  > *TSND_Electric*: Electric sound.
  > *TSND_Normal*: Original UT translocator sound.
  > *TSND_UT2k4*: Original UT2k4 translocator sound.
  > *TSND_UT3*: Original UT3 translocator sound.
  > *TSND_Overload*: Louder and longer version of *TSND_Electric*.
  > *TSND_Silent*: No sound at all.

**TeleportSoundRazor** [menu server enum, default=TSND_Overload]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator teleport sound*
- Razor translocator teleport sound type.
  > *TSND_Discrete*: Discrete sound.
  > *TSND_Electric*: Electric sound.
  > *TSND_Normal*: Original UT translocator sound.
  > *TSND_UT2k4*: Original UT2k4 translocator sound.
  > *TSND_UT3*: Original UT3 translocator sound.
  > *TSND_Overload*: Louder and longer version of *TSND_Electric*.
  > *TSND_Silent*: No sound at all.

**TeleportFXNormal** [menu server enum, default=TFX_FX2]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator teleport effect*
- Normal translocator teleport effect type.
  > *TFX_None*: No effect at all.
  > *TFX_Standard*: Original UT teleport effect.
  > *TFX_FX1*: Dark teleport effect.
  > *TFX_FX2*: Team based teleport effect.

**TeleportFXRazor** [menu server enum, default=TFX_FX2]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator teleport effect*
- Razor translocator teleport effect type.
> *TFX_None*: No effect at all.
> *TFX_Standard*: Original UT teleport effect.
> *TFX_FX1*: Dark teleport effect.
> *TFX_FX2*: Team based teleport effect.

**TranslocatorNormalSpeed** [menu server float, default=830.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator speed*
- Normal translocator flying speed.

**TranslocatorRazorSpeed** [menu server float, default=1600.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator speed*
- Razor translocator flying speed.

**RelaunchDelayNormal** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator relaunch delay*
- Normal translocator device relaunch delay (in seconds).

**RelaunchDelayRazor** [menu server float, default=0.850000]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator relaunch delay*
- Razor translocator device relaunch delay (in seconds).

**canDisruptNormalTrans** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Disruptable normal*
- Enable the possibility to disrupt the normal translocator.

**canDisruptRazorTrans** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Disruptable razor*
- Enable the possibility to disrupt the razor translocator.

**canDisruptNormalByInstigator** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Disruptable normal by owner*
- Enable the possibility for a player to disrupt his own normal translocator.

**canDisruptRazorByInstigator** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Disruptable razor by owner*
- Enable the possibility for a player to disrupt his own razor translocator.

**TransNormalDisruptDmg** [menu server integer, default=100]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal armor*
- Min amount of damage needed to disrupt a normal translocator.

**TransRazorDisruptDmg** [menu server integer, default=50]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor armor*
- Min amount of damage needed to disrupt a razor translocator.

**enableNormalAffectFOV** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator teleport FOV*
- Enable normal translocator teleport FOV change effect.

**enableRazorAffectFOV** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator teleport FOV*
- Enable razor translocator teleport FOV change effect.

**TeleFOVNormal** [menu server byte, default=135]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator FOV value*
- Normal translocator teleport FOV change effect value.

**TeleFOVRazor** [menu server byte, default=165]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator FOV value*
- Razor translocator teleport FOV change effect value.

**enableNormalTelefrag** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Normal translocator telefrag*
- Enable normal translocator telefrag ability.

**enableRazorTelefrag** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Razor translocator telefrag*
- Enable razor translocator telefrag ability.

**enableTeleportFXSmartPerformance** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Detail > Enable R.T. smart performance*
- Enable teleport effect smart performance system.

**NoTelefragList** [internal server name list, max size: 16]
- List of object class names that should never be telefragged.

**ObjectsBlood** [internal server list, max size: 32]
- Structured list of blood settings relative the objects cut by the blades of the razor translocator.
  * *ObjectType*: Object class name.
  * *BloodType*: Blood color:
    > *BLDT_None*: No blood at all.
    > *BLDT_Red*: Red blood.
    > *BLDT_Blue*: Blue blood.
    > *BLDT_Green*: Green blood.
    > *BLDT_Yellow*: Yellow blood.
    > *BLDT_Black*: Black blood.

**OversurrectionLifeTime** [menu server float, default=15.000000]

*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Oversurrection: Life time*

- Oversurrection max life time (in seconds).

**OversurrectionHeadshotDmg** [menu server integer, default=10000]

*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Oversurrection: Headshot damage*

- Oversurrection headshot damage.

**OversurrectionNormalDmg** [menu server integer, default=3500]

*Nali Weapons 3 Gameplay Settings > Weapons > R.T. > Oversurrection: Damage*

- Oversurrection normal damage.

# NWTheExecutionerVIII.TheExecutioner

**bChargingAltFire** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Secondary charged move*
- Make secondary mode use a more powerful charged form of attack.

**bFireMixedMoves** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Primary mixed moves*
- Make primary mode use both fast single and double slow cuts randomly.

**bChargingKillMultiple** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Enable multiple charged kills*
- Enable ability to kill multiple players with a single charged attack.

**bChargeTriggerOnTouch** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Trigger charged attack on touch*
- Enable ability automatically release a charged attack by touching an enemy.

**ChargeAttackDamage** [menu server integer, default=300]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charged attack damage*
- Charged attack max damage amount.

**ChargeOwnDamage** [menu server integer, default=35]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charged attack self damage*
- Charged attack self damage amount when using it against a solid surface (like a wall).

**ChargeOwnDamageMaxDist** [menu server float, default=63.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charged self damage max range*
- Max distance from a solid surface required for self damage.

**ChargeOwnMaxMomentum** [menu server integer, default=69000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charged attack self kickback*
- Charged attack self kickback amount when using it against a solid surface (like a wall).

**ChargeTotalTime** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charging time*
- Time needed to fully charge to do max damage (in seconds).

**ChargeAttackMaxRange** [menu server float, default=165.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Charged attack max range*
- Charged attack max damaging distance.

**bEnableHeadshot** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Enable headshots***

- Enable ability to cut the enemy's head off.

**HeadShotDamage** [menu server integer, default=200]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Headshot damage***

- Headshot damage amount.

**SingleSlices** [internal server list, max size: 4]

- Structured list of single blade attack settings respective to each blade swing animation.
  * *AttackDamage*: Attack damage.
  * *AttackOdds*: Attack probability (NOTE: this number is not a percentage, it's a weight).

**DoubleSlices** [internal server list, max size: 4]

- Structured list of double blade attack settings respective to each blade swing animation.
  * *AttackDamage*: Attack damage from one blade.
  * *AttackOtherDamage*: Attack damage from the other blade.
  * *AttackOdds*: Attack probability (NOTE: this number is not a percentage, it's a weight).

**ObjectsBlood** [internal server list, max size: 32]

- Structured list of blood settings relative the objects cut by the blades.
  * *ObjectType*: Object class name.
  * *BloodType*: Blood color:
    > *BLDT_None*: No blood at all.
    > *BLDT_Red*: Red blood.
    > *BLDT_Blue*: Blue blood.
    > *BLDT_Green*: Green blood.
    > *BLDT_Yellow*: Yellow blood.
    > *BLDT_Black*: Black blood.

**OversurrectionLifeTime** [menu server float, default=22.000000]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Oversurrection: Life time***

- Oversurrection max life time (in seconds).

**OversurrectiveAttackDmgA** [menu server integer, default=2000]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Oversurrection: Left attack damage***

- Oversurrection damage on left handed attack.

**OversurrectiveAttackDmgB** [menu server integer, default=1000]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Oversurrection: Right attack damage***

- Oversurrection damage on right handed attack.

**OversurrectiveAttackDmgC** [menu server integer, default=10000]

***Nali Weapons 3 Gameplay Settings > Weapons > The Executioner > Oversurrection: Dual attack damage***

- Oversurrection damage on dual handed attack.

**GrenadeAmmoConsumption** [menu server byte, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Grenade ammo usage*
- Amount of minimum ammo needed to fire an ion grenade.

**HeadShotDmg** [menu server integer, default=75]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Headshot damage*
- Amount of damage given from a headshot.

**RunningAimError** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Aim error (running)*
- Fire aim max error margin while running.

**WalkingAimError** [menu server float, default=0.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Aim error (walking)*
- Fire aim max error margin while walking.

**CrouchingAimError** [menu server float, default=0.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Aim error (crouching)*
- Fire aim max error margin while crouching.

**FireMuzzleFlashScale** [menu client float, default=1.000000]
*Nali Weapons 3 Client Settings > Weapons > W.R.E. muzzle flash scale*
- Fire muzzle flash rendering scale.

**OversurrectionLifeTime** [menu server float, default=40.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectiveAttackDmg** [menu server integer, default=100]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Oversurrection: Normal damage*
- Oversurrection normal shooting damage.

**OversurrectiveAttackHSDmg** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Oversurrection: Headshot damage*
- Oversurrection headshot damage.

**OversurrectiveHealth** [menu server integer, default=1200]
*Nali Weapons 3 Gameplay Settings > Weapons > W.R.E. > Oversurrection: Armor*
- Oversurrection armor amount.

# NWFlameTrackerVIII.FlameTracker

**bAffectedByTemperature** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Enable overheating*
- Enable the need to cool down when using the primary fire for too long.
Takes around 3.25 seconds to cool down to max allowed temperature to re-use the weapon.

**bBurnInstigator** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Enable owner self burns*
- Enable the possibility of the owner of the weapon to get burned while using flames.

**LavaAmmoConsumption** [menu server byte, default=10]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Lava ammo consumption*
- Ammo needed to use secondary mode (lava).

**BurnStaticObjects** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Burn static objects*
- Enable the ability to burn static objects such as decoration, trees, etc.

**LavaBlobsAmount** [menu server byte, default=3]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Lava blobs amount*
- Amount of blobs generated once the main lava blob hits a solid surface (like a floor, wall or ceiling).

**FlamesDamageRate** [menu server float, default=5.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Flames damage rate*
- Flames damage frequency (burn damage hits per second).

**FlamesOutSpeed** [menu server float, default=850.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Flames speed*
- Flames output speed from the weapon (faster flames will make them go farther).

**BodyFlamesDamage** [menu server integer, default=2]
*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Body flames damage*
- Damage instigated by the flames in the players body over time.

**enableOverheatMsg** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Enable Flame Tracker overheat message*
- Enable message when overheating.

**NotInflamableObject** [internal server name list, max size: 32]
- List of objects class names which should not get on fire.

**OversurrectionLifeTime** [menu server float, default=10.000000]

*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Oversurrection: Life time*

- Oversurrection max life time (in seconds).

**OversurrectiveBlobsRate** [menu server float, default=15.000000]

*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Oversurrection: Lava burst rate*

- Oversurrection lava burst rate (in times per second).

**OversurrectiveBlobsPerUpdate** [menu server integer, default=3]

*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Oversurrection: Lava blobs per cycle*

- Oversurrection lava blobs amount per cycle.

**OversurrectiveBlobsDamage** [menu server integer, default=500]

*Nali Weapons 3 Gameplay Settings > Weapons > Flame Tracker > Oversurrection: Lava damage*

- Oversurrection lava explosion damage.

# NWBoltRifleVIII.BoltRifle

**HeadShotDmg** [menu server integer, default=350]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle> Headshot damage*
- Amount of damage given from a headshot.

**bWaterConductive** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Enable Water conductivity*
- Simulate water conductivity for electric shots.

**WaterElectrocutionDamage** [menu server integer, default=800]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Water electrocution damage*
- Amount of damage given from the electricity spread in water.

**WaterElectrocutionRadius** [menu server float, default=420.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Water electrocution radius*
- Max radius of electricity spread in water.

**ComboExtraAmmo** [menu server byte, default=0]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Extra combo ammo*
- Amount of additional ammo needed to perform an electric combo.

**ComboDamage** [menu server integer, default=180]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Combo damage*
- Max amount of damage given by an electric combo.

**bFirstPersonShotFX** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Enable Bolt Rifle shot light GFX*
- Enable first person shooting light effect.

**OversurrectionLifeTime** [menu server float, default=30.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectiveHLRate** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightnings rate*
- Oversurrection lightnings rate (in times per second).

**OversurrectiveHLOdds** [menu server float, default=0.650000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightnings odds*
- Oversurrection odds for lightnings to happen at all (from 0.0 to 1.0).

**OversurrectiveCloudHLOdds** [menu server float, default=0.400000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightnings cloud odds*
- Oversurrection odds for lightnings to happen within the cloud (from 0.0 to 1.0).

**OversurrectiveDryHLOdds** [menu server float, default=0.100000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightnings dry odds*
- Oversurrection odds for non-connecting lightnings to happen (from 0.0 to 1.0).

**OversurrectiveEnemyHLOdds** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightnings enemy odds*
- Oversurrection odds for lightnings to strike down enemies directly (from 0.0 to 1.0).

**OversurrectiveMaxHL** [menu server integer, default=9]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Max lightnings per cycle*
- Oversurrection max lightnings amount per cycle.

**OversurrectiveHLMaxDist** [menu server float, default=10000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightning max distance*
- Oversurrection lightning max travel distance.

**OversurrectiveHLDirectDmg** [menu server integer, default=5000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightning direct damage*
- Oversurrection lightning damage on direct hit.

**OversurrectiveHLSplashDmg** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightning splash damage*
- Oversurrection lightning damage on splash.

**OversurrectiveHLDmgRadius** [menu server integer, default=750.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Bolt Rifle > Oversurrection: Lightning max damage radius*
- Oversurrection lightning max damaging radius from hit point.

# NWSuperBoltRifleVIII.SuperBoltRifle

**bInfiniteAmmo** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Infinite ammo*
- No ammo limit.

**RefireDelay** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Re-fire delay time*
- Delay between shots (in seconds).

**SuperDamage** [menu server integer, default=500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Shot damage*
- Damage amount per shot.

**canDropWeapon** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Drop on death*
- Drop the weapon on death.

**enableCombo** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Enable combo*
- Enable alternate projectile for combo ability.

**ProjectileDamage** [menu server integer, default=2000]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Projectile damage*
- Damage amount given by the alternate projectile.

**ComboDamage** [menu server integer, default=100000]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Combo damage*
- Damage amount given by the combo.

**RefireDelayAlt** [menu server float, default=0.750000]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Alt-fire delay time*
- Delay between alternates shots when the combo is enabled (in seconds).

**MaxProjectiles** [menu server integer, default=2]
*Nali Weapons 3 Gameplay Settings > Weapons > Super Bolt Rifle > Max projectiles*
- Max amount of alternate projectiles in play from a player. If set to zero, the max becomes unlimited.

**bFirstPersonShotFX** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Enable Super Bolt Rifle shot light GFX*
- Enable first person shooting light effect.

# NWGravitonVIII.Graviton

**bGravitonStraightBeam** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Straight beam*
- Use non-bending beam, make it straight only (like the Pulse Gun beam).

**bGravitonFlyHack** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Enable flying ability*
- Enable flying ability by grabbing and transporting yourself with the beam.

**bCanGrabOwnedObjects** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Can grab owned objects*
- Enable ability for a player to grab his own objects and projectiles.

**SmashDifficulty** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Smash difficulty*
- Difficulty in smashing a player with the beam (bigger value = faster movements required).

**GravityBallAmmoConsumption** [menu server byte, default=15]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Secondary mode ammo consumption*
- Ammo needed to use secondary mode (vortex projectile).

**bUseVortexProjectile** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Enable secondary vortex*
- Use vortex projectile as secondary mode.

**bUseGravityBeamOnly** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Disable secondary projectile*
- Disable secondary mode charged vortex projectile.

**VortexRadius** [menu server float, default=256.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Vortex radius*
- Secondary vortex projectile max pulling radius.

**VortexDamage** [menu server integer, default=95]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Vortex damage*
- Secondary vortex projectile amount of damage.

**GravityBeamSize** [menu server byte, default=9]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Beam size*
- Beam max length (number of beam parts).

**GravityBeamBendFactor** [menu server float, default=9.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Beam bending factor*
- Beam bending coefficient (bigger value = higher bending amount).

**bUseGhostGrabStyle** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Ghostly grab*
- Enable ability to grabbing and place players and things through walls.

**bBeamSmashDamage** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Enable smash damage*
- Enable ability to smash players against solid surfaces using the beam.

**bUseVortexPhysics** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Enable vortex physics*
- Use more accurate physics for the vortex projectile.

**bUseSpringBeamPhysics** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Spring-like beam physics*
- Enable beam spring/elastic physics.

**bUseSpringMassPhysics** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Spring-like beam mass physics*
- Consider grabbed object mass in the beam physics for spring-like behavior.

**GravityBeamInertia** [menu server float, default=0.900000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Beam inertia*
- Beam bending inertia.

**bScoreGrabAndDropFrags** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Score 'grab and drop' frags*
- Score frags made by grabbing and dropping the player in a deadly zone.

**bCanGrabTeam** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Can grab teammates*
- Enable ability to grab teammates.

**GravityBeamStartSpeed** [menu server enum, default=GSS_Fast]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Beam startup speed*
- Primary rotating mechanism speed when starting generating the beam.
  > *GSS_Slow*: Slow startup.
  > *GSS_Medium*: Normal startup.
  > *GSS_Fast*: Fast startup.
  > *GSS_Slow*: Slow startup.
  > *GSS_Instant*: Instant startup.

**GravityBeamEndSpeed** [menu server enum, default=GSS_Fast]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Beam finish speed*
- Primary rotating mechanism speed when finishing generating the beam.
> *GSS_Slow*: Slow startup.
> *GSS_Medium*: Normal startup.
> *GSS_Fast*: Fast startup.
> *GSS_Slow*: Slow startup.
> *GSS_Instant*: Instant startup.

**CanGrabList** [internal server name list, max size: 32]
- List of objects class names that should be able to be grabbed.

**CanNOTGrabList** [internal server name list, max size: 32]
- List of objects class names that should NOT be able to be grabbed (think of this as exceptions to the list above).

**OversurrectionLifeTime** [menu server float, default=25.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectivePullStrength** [menu server float, default=1000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Pull strength*
- Oversurrection vortex amount of pull strength.

**OversurrectivePullRadius** [menu server float, default=10000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Pull radius*
- Oversurrection vortex pull radius.

**OversurrectivePullRate** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Pull rate*
- Oversurrection vortex pull rate.

**OversurrectiveDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Vortex damage*
- Oversurrection vortex center damage.

**bOversurrectiveVtxPhysics** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Enable vortex physics*
- Enable oversurrection full vortex physics simulation (take object mass into account).

**bOversurrectivePullProj** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Graviton > Oversurrection: Enable projectiles pull*
- Enable oversurrection pull of projectiles into the vortex.

# NWFreezerVIII.Freezer

**bSinkIceBase** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Sinkable ice base*
- Make the ice base sink when having extra weight on top of it, like a player or other.

**bStaticIceBase** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Static ice base*
- Fully static, stopped and unmovable ice base.

**IceBaseStrength** [menu server integer, default=30]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Ice base strength*
- Amount of damage needed to destroy an ice base.

**NonFreezablePawns** [internal server name list, max size: 32]
- List of pawn class names which should not be turned into ice.

**OversurrectionLifeTime** [menu server float, default=15.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionCrystRate** [menu server float, default=1.250000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystallization rate*
- Oversurrection crystallization rate (in times per second).

**OversurrectionCrystMinDist** [menu server float, default=600.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystallization min distance*
- Oversurrection crystallization min distance.

**OversurrectionCrystMaxDist** [menu server float, default=2000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystallization max distance*
- Oversurrection crystallization max distance.

**OversurrectionCrystMaxAmount** [menu server integer, default=4]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystallization max amount*
- Oversurrection max amount of generated crystals per update.

**OversurrectionIceSpreadLifeTime** [menu server float, default=15.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystals life time*
- Oversurrection crystals max life time (in seconds).

**OversurrectionFreezingDmg** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystal freezing damage*
- Oversurrection crystals freezing damage.

**OversurrectionFreezingDmgRate** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystal freezing damage rate*
- Oversurrection crystals freezing damage rate (in times per second).

**OversurrectionFreezingDmgRadius** [menu server float, default=1000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Crystallization freezing damage radius*
- Oversurrection freezing damage radius.

**OversurrectionImpaleOdds** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Precise impalement odds*
- Oversurrection precise pawn impalement odds (0.0 to 1.0).

**OversurrectionImpaleMaxHeight** [menu server float, default=1750.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Precise impalement max height*
- Oversurrection precise pawn impalement max height.

**OversurrectionImpaleDmg** [menu server integer, default=2000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Impalement damage*
- Oversurrection impalement damage.

**OversurrectionRIImpaleOdds** [menu server float, default=0.100000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement odds*
- Oversurrection random impalement odds (0.0 to 1.0).

**OversurrectionRIImpaleRate** [menu server float, default=0.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement rate*
- Oversurrection random impalement rate (in times per second).

**OversurrectionRIImpaleMinHeight** [menu server float, default=250.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement min height*
- Oversurrection random impalement min height.

**OversurrectionRIImpaleMaxHeight** [menu server float, default=1750.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement max height*
- Oversurrection random impalement max height.

**OversurrectionRIImpaleMinAmount** [menu server integer, default=1]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement min amount*
- Oversurrection min amount of randomly generated impalements.

**OversurrectionRIImpaleMaxAmount** [menu server integer, default=4]
*Nali Weapons 3 Gameplay Settings > Weapons > Freezer > Oversurrection: Random impalement max amount*
- Oversurrection max amount of randomly generated impalements.

# NWVulcanVIII.Vulcan

**bAffectedByHeat** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Enable overheating*
- Enable the need to cool down when using the primary fire for too long.

**DrillHeatRework** [menu server float, default=0.400000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Reusability temperature level*
- Max temperature level the weapon can be used again after overheating (from 0.0 to 1.0).

**DrillHeatUpRate** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Heat up rate*
- Heating up rate while the primary mode is being used.

**DrillHeatDownRate** [menu server float, default=0.275000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Cool down rate*
- Cool down rate when the primary mode is not being used.

**RunningAimError** [menu server float, default=4.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Aim error (running)*
- Fire aim max error margin while running.

**WalkingAimError** [menu server float, default=2.250000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Aim error (walking)*
- Fire aim max error margin while walking.

**CrouchingAimError** [menu server float, default=1.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Aim error (crouching)*
- Fire aim max error margin while crouching.

**enableOverheatMsg** [menu client boolean, default=True]
*Nali Weapons 3 Client Settings > Weapons > Enable Vulcan overheat message*
- Enable message when overheating.

**OversurrectionLifeTime** [menu server float, default=25.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionProjSkyFireRate** [menu server float, default=7.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Flaming bullets rate*
- Oversurrection flaming bullets rate (in times per second).

**OversurrectionProjSkyFireOdds** [menu server float, default=0.900000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Flaming bullets odd*
- Oversurrection flaming bullets odds (from 0.0 to 1.0).

**OversurrectionProjSkyFireMax** [menu server integer, default=15]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Max flaming bullets per cycle*
- Oversurrection max flaming bullets per cycle.

**OversurrectionProjSkyFireDmg** [menu server integer, default=500]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Flaming bullets damage*
- Oversurrection flaming bullets max damage.

**OversurrectionProjSkyFireRadius** [menu server float, default=350.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Flaming bullets damage radius*
- Oversurrection flaming bullets damage max radius.

**OversurrectionHProjSkyFireRate** [menu server float, default=2.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Heavy flaming rocks rat*
- Oversurrection heavy flaming rocks rate (in times per second).

**OversurrectionHProjSkyFireOdds** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Heavy flaming rocks odds*
- Oversurrection heavy flaming rocks odds (from 0.0 to 1.0).

**OversurrectionHProjSkyFireMax** [menu server integer, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Max heavy flaming rocks per cycle*
- Oversurrection max heavy flaming rocks per cycle.

**OversurrectionHProjSkyFireDmg** [menu server integer, default=2000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Heavy flaming rocks damage*
- Oversurrection heavy flaming rocks max damage.

**OversurrectionHProjSkyFireRadius** [menu server float, default=600.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Vulcan > Oversurrection: Heavy flaming rocks damage radius*
- Oversurrection heavy flaming rocks damage max radius.

# NWTheMinerVIII.TheMiner

**bUseAmmoSea** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Force Sea mines ammo usage*
- Force Sea mines to always need ammo even with Infinity on.

**bUseAmmoVeh** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Force Vehicular mines ammo usage*
- Force Vehicular mines to always need ammo even with Infinity on.

**bUseAmmoAir** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Force Air mines ammo usage*
- Force Air mines to always need ammo even with Infinity on.

**enableJump** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Jump mines*
- Enable deployment of Jump mines.

**enableLand** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Land mines*
- Enable deployment of Land mines.

**enableSea** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Sea mines*
- Enable deployment of Sea mines.

**enableVeh** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Vehicular mines*
- Enable deployment of Vehicular mines.

**enableAir** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Air mines*
- Enable deployment of Air mines.

**armorAttach** [menu server integer, default=40]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Attach mine armor*
- Attach mines armor amount.

**armorJump** [menu server integer, default=80]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Jump mine armor*
- Jump mines armor amount.

**armorLand** [menu server integer, default=125]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Land mine armor*
- Land mines armor amount.

**armorSea** [menu server integer, default=150]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Sea mine armor*
- Sea mines armor amount.

**armorVeh** [menu server integer, default=250]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Vehicular mine armor*
- Vehicular mines armor amount.

**armorAir** [menu server integer, default=275]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Air mine armor*
- Air mines armor amount.

**MinesLifeSpan** [menu server float, default=180.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Mines lifespan*
- Mines auto explosion time delay, in seconds (0.0 = never auto explode).

**MaxMinesPerPlayer** [menu server integer, default=0]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Max mines per player*
- Max amount of mines the player is allowed to deploy.

**enableFriendlyDamage** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Mines damageable by teammates*
- Mines can be damaged and triggered by teammates.

**bMineChainReaction** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Mines chain reaction*
- Enable ability for mines to damage others near by thus making them explode as well.

**enableMineBeacons** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Enable mine HUD beacons*
- Render beacons on owned mines.

**ReduceMineBeaconsOnDistance** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Reduce mine HUD beacons on distance*
- Reduce the rendering scale of beacons in owned mines on distance.

**MineBeaconsMaxDistance** [menu server float, default=1024.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Mine HUD beacons max distance*
- Distance where mine HUD beacons stop being rendered.

**bDetectableMinesByAI** [internal server boolean, default=True]
- Enable bots ability to spot mines and either get away from them or destroy them.

**SensedMachines** [internal server name list, max size: 32]
- List with objects class names which should be considered “machines” (objects which trigger the Vehicular and Air mines).

**OversurrectionLifeTime** [menu server float, default=25.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionLifeTime** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines spread rate*
- Oversurrection mines spreading rate (in times per second).

**OversurrectionSpreadMax** [menu server integer, default=6]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines spread max*
- Oversurrection max amount of mines per update cycle.

**OversurrectionSpreadEvalMaxH** [menu server float, default=384.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines spread max evaluation height*
- Oversurrection max height from ground to find potential mine spots.

**OversurrectionSpreadMaxRadius** [menu server float, default=2048.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines spread max radius*
- Oversurrection max mine spreading radius.

**OversurrectionSpreadMinRadius** [menu server float, default=384.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines spread min radius*
- Oversurrection min mine spreading radius.

**OversurrectionMinesMinLifespan** [menu server float, default=15.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines min lifespan*
- Oversurrection mines min lifespan (in seconds).

**OversurrectionMinesMaxLifespan** [menu server float, default=45.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines max lifespan*
- Oversurrection mines max lifespan (in seconds).

**OversurrectionMinesDmgRadius** [menu server float, default=384.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines damage radius*
- Oversurrection mines damage max radius.

**OversurrectionMinesHealth** [menu server integer, default=200]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines health*
- Oversurrection mines health.

**OversurrectionMinesDamage** [menu server integer, default=500]
*Nali Weapons 3 Gameplay Settings > Weapons > The Miner > Oversurrection: Mines damage*
- Oversurrection mines damage.

# NWMultiMissileVIII.MultiMissile

**bUseAmmoT** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Force T-Missile ammo usage*
- Force T-Missiles to always need ammo even with Infinity on.

**bUseAmmoX** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Force X-Missile ammo usage*
- Force X-Missiles to always need ammo even with Infinity on.

**enableA** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > A-Missile*
- Enable A-Missiles.

**enableH** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > H-Missile*
- Enable H-Missiles.

**enableT** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > T-Missile*
- Enable T-Missiles.

**enableX** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > X-Missile*
- Enable X-Missiles.

**XMissileBaseDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > X-Missile base damage*
- Max amount of damage given by an X-Missile explosion.

**LockingRate** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Locking rate*
- Locking on speed.

**LockingStayTime** [menu server float, default=2.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Locking stay time*
- Max allowed time (in seconds) to stay locked onto a target without pointing at it.

**canPlayerHoldLock** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Enable hold lock*
- Enable the ability for the player to hold lock over a player by pressing alt fire key.

**ThermicLockable** [internal server name list, max size: 32]
- List of objects class names which should be lockable for the T and X missiles.

**OversurrectionLifeTime** [menu server float, default=45.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionTurretRotRate** [menu server float, default=12000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Turret rotation rate*
- Oversurrection turret rotation rate (in rotation units per second).

**OversurrectionFireCycleRate** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Fire cycle rate*
- Oversurrection batch firing rate (in times per second).

**OversurrectionReloadPauseTime** [menu server float, default=3.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Reload pause time*
- Oversurrection missile slot reload wait total time (in seconds).

**OversurrectionReloadTime** [menu server float, default=0.750000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Reload time*
- Oversurrection missile slot reload time (in seconds).

**OversurrectionScanEnemiesRadius** [menu server float, default=40000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Enemies scan radius*
- Oversurrection scan for enemies max radius.

**OversurrectionRangedEnemiesPeriph** [menu server float, default=0.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Enemies detecting peripheral range*
- Oversurrection min peripheral range to detect enemies (from 0.0 to 1.0).

**OversurrectionAttackMinPeriph** [menu server float, default=0.900000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Enemies attack peripheral range*
- Oversurrection min peripheral range to attack enemies (from 0.0 to 1.0).

**OversurrectionHexaAtkOdds** [menu server float, default=0.450000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Hex attack odds*
- Oversurrection odds to use a hex sized attack (from 0.0 to 1.0).

**OversurrectionQuadAtkOdds** [menu server float, default=0.450000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Quad attack odds*
- Oversurrection odds to use a quad sized attack (from 0.0 to 1.0).

**OversurrectionDualAtkOdds** [menu server float, default=0.750000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Dual attack odds*
- Oversurrection odds to use a dual sized attack (from 0.0 to 1.0).

**OversurrectionMissileDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Missile damage*
- Oversurrection missiles damage amount.

**OversurrectionMissileDamageRadius** [menu server float, default=1200.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Multimissile Launcher > Oversurrection: Missile damage radius*
- Oversurrection missiles damage max radius.

## NWIRPRVIII.IRPR

**MaxWallthroughDepth** [menu server float, default=256.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Wall perforation max depth*
- Max wall thickness to fully perforate through.

**MaxWallthroughShots** [menu server integer, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Max number of perforated walls*
- Max amount of single walls to perforate through.

**MaxWallthroughPrecision** [menu server byte, default=10]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Wall perforation precision*
- Max wall perforation precision through multiple seperate walls.

**bReduceDamageByWallthrough** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Reduce damage by wall perforation*
- Reduce shot damage by the amount of wall mass the laser had to pass through.

**ZoomInViewRange** [menu server float, default=18000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Zoom heat max range (direct view)*
- Zoom heat rendering max radius in direct view.

**ZoomOutViewRange** [menu server float, default=2500.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Zoom heat max range (through walls)*
- Zoom heat rendering max radius through walls.

**HeadShotDmg** [menu server integer, default=250]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Headshot damage*
- Headshot max damage.

**bPlayersAlwaysRelevant** [menu server boolean, default=False]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable players full online relevancy***

- Set bAlwaysRelevant=True in all players.
This works as a fix to see through walls with zoom properly during online play, but may increase server bandwidth usage. Enable at your own risk.

**enableWallThroughZoom** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable wall through zoom***

- Enable ability to see players through walls using zoom.

**enableScopeTeamMarkers** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Add markers on teammates on zoom***

- Enable HUD markers rendering on teammates while using zoom.

**enableScopeEnemyMarkers** [menu server boolean, default=False]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Add markers on enemies on zoom***

- Enable HUD markers rendering on enemies while using zoom.

**enableScopeFriendlyMarkers** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Add markers on friends on zoom***

- Enable HUD markers rendering on friends while using zoom.

**enableTeamColoredLaser** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable laser team based color***

- Enable laser to assume the color of its shooter team.

**bAlwaysTeamColoredLaser** [menu server boolean, default=False]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Always enable laser team based color***

- Enable laser to assume the color of its shooter team, even in non team games.

**defaultLaserColor** [menu server enum, default=LC_Red]

***Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Laser default color***

- Laser default color when team colors are not enabled.
  > *LC_Red*: Red laser;
  > *LC_Blue*: Blue laser;
  > *LC_Green*: Green laser;
  > *LC_Yellow*: Yellow laser.

**enableServerShotOnZP** [internal server boolean, default=True]

- Enable standard hitscan even if ZeroPing is enabled (meaning both ZP and standard hitscan shots will be made by the same weapon).

**bFirstPersonShotFX** [menu client boolean, default=True]

***Nali Weapons 3 Client Settings > Weapons > Enable I.R.P.R. shot light GFX***

- Enable first person shooting light effect.

**enableZoomIR** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable IR zoom*
- Enable infrared zoom.

**enableTraceBeam** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable trace beam*
- Enable the firing trace laser beam.

**enableZoomGreenIRGlass** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Enable zoom green scope*
- Enable zoom green colored scope overlay.

**SensedHeatObjects** [internal server list, max size: 32]
- Structured list of sensed objects and how they should be sensed by the IR zoom.
  * *HeatObjectType*: Object class name to be sensed;
  * *AmountOfHeat*: Amount of heat the object has (between 0.0 and 3.0);
  * *bFadingHeat*: Heat should fade out with time (NOTE: this only works for objects with a lifespan to disappear set).

**NonSensedObjects** [internal server name list, max size: 32]
- List of objects class names which should not be sensed at all by the IR zoom.

**OversurrectionLifeTime** [menu server float, default=45.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionTurretRotRate** [menu server float, default=6500.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Turret rotation rate*
- Oversurrection turret rotation rate (in rotation units per second).

**OversurrectionFireCycleRate** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Fire cycle rate*
- Oversurrection batch firing rate (in times per second).

**OversurrectionLaserPrepareTime** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser load up time*
- Oversurrection laser load up time before fire (in seconds).

**OversurrectionLaserCooldownTime** [menu server float, default=3.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser cool down time*
- Oversurrection laser cool down time after fire (in seconds).

**OversurrectionLaserFireMaxTime** [menu server float, default=6.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser firing max time*
- Oversurrection laser max continuous firing time (in seconds).

**OversurrectionScanEnemiesRadius** [menu server float, default=40000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Enemies scan radius*
- Oversurrection scan for enemies max radius.

**OversurrectionRangedEnemiesPeriph** [menu server float, default=0.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Enemies detecting peripheral range*
- Oversurrection min peripheral range to detect enemies (from 0.0 to 1.0).

**OversurrectionAttackMinPeriph** [menu server float, default=0.900000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Enemies attack peripheral range*
- Oversurrection min peripheral range to attack enemies (from 0.0 to 1.0).

**OversurrectionLaserDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser damage*
- Oversurrection laser damage.

**OversurrectionMaxWTTraces** [menu server integer, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Max number of perforated walls*
- Oversurrection laser max amount of single walls to perforate through.

**OversurrectionMaxWTTracePrecision** [menu server integer, default=16]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Wall perforation precision*
- Oversurrection laser max wall perforation precision through multiple separate walls.

**OversurrectionMaxTraceRange** [menu server float, default=40000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser max range*
- Oversurrection laser trace max distance.

**OversurrectionMaxWTTraceDepth** [menu server float, default=1024.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Wall perforation max depth*
- Oversurrection laser max wall thickness to fully perforate through.

**OversurrectionStopFireOdds** [menu server float, default=0.250000]
*Nali Weapons 3 Gameplay Settings > Weapons > I.R.P.R. > Oversurrection: Laser stop fire odds*
- Oversurrection odds to stop firing the laser when there are no more enemies left (from 0.0 to 1.0).

# NWCybotLauncherVIII.CybotLauncher

**bFriendlyFire** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots friendly fire*
- Enable cybots friendly fire against other cybot teammates and owners.

**bGuardianReturnToOrigin** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot guardians return to origin*
- Enable cybot guardians to try to get back to their original position.

**bCanBeTelefragged** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots telefrag*
- Cybots can be telefragged.

**bCanBeTelefraggedByOwner** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots telefrag by owner*
- Cybots can be telefragged by their owner.

**bCanBeTelefraggedByTeam** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots telefrag by teammates*
- Cybots can be telefragged by their teammates.

**enableCybotBeacons** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Enable cybot HUD beacons*
- Enable owned cybot HUD beacons rendering.

**CybotBeaconsTextDist** [menu server float, default=1000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot HUD beacons max distance*
- Cybot HUD beacons rendering max distance.

**ReduceCybotBeaconsOnDistance** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Reduce cybot HUD beacons on distance*
- Reduce cybot HUD beacons rendering scale on distance.

**enableCybotBeaconsText** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Enable cybot HUD beacons text*
- Enable cybot HUD beacons text rendering providing details such as health and name.

**bAlwaysSeeCybotBeacons** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Always see cybot HUD beacons*
- Show cybot HUD beacons even when the cybot is not visible.

**enableCybotDeathAknMessages** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Enable cybot death messages*
- Enable owned cybot death notifications.

**CybotBeaconsMaxDistance** [menu server float, default=5000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot HUD beacons max distance*
- Cybot HUD beacons rendering max distance.

**CybotProjDmgMultiplier** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Projectiles damage scale*
- Cybots projectiles damaging scale.

**CybotHealthMultiplier** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Health scale*
- Cybots health scale.

**CybotProjSpeedMultiplier** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Projectiles speed scale*
- Cybots projectile speed scale.

**FieldHealth** [menu server integer, default=1500]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot F-Field health*
- Cybot F-Field max health amount.

**FieldDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot F-Field damage*
- Cybot F-Field damage amount if kill zone is enabled.

**bFieldKillPawns** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Enable cybot F-Field kill zone*
- Enable cybot F-Field ability to kill enemies when they enter the field.

**KamiBaseDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Kamikaze damage*
- Cybot Kamikaze damage amount.

**VortexBaseDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Vortex damage*
- Cybot Vortex damage amount.

**VortexHealth** [menu server integer, default=1500]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Vortex health*
- Cybot Vortex health amount.

**enableCybot01** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Dual Sentinel*
- Enable cybot Dual Sentinel.

**enableCybot02** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Android Follower*
- Enable cybot Android Follower.

**enableCybot03** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Android Guardian*
- Enable cybot Android Guardian.

**enableCybot04** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Heli Follower*
- Enable cybot Heli Follower.

**enableCybot05** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Heli Guardian*
- Enable cybot Heli Guardian.

**enableCybot06** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Drone Follower*
- Enable cybot Drone Follower.

**enableCybot07** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Drone Guardian*
- Enable cybot Drone Guardian.

**enableCybot08** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Kamikaze*
- Enable cybot Kamikaze.

**enableCybot09** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > F-Field*
- Enable cybot F-Field.

**enableCybot10** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Vortex*
- Enable cybot Vortex.

**ElectricalDamageScale** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Electric damage scale*
- Cybots electric damaging scale.

**MaxCybotsPerPlayer** [menu server integer, default=0]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots per player*
- Max amount of cybots per player.

**CybotSentinelHealth** [menu server integer, default=250]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Sentinel health*
- Cybot Sentinel health amount.

**CybotDualSentinelHealth** [menu server integer, default=300]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Dual Sentinel health*
- Cybot Dual Sentinel health amount.

**CybotAndroidHealth** [menu server integer, default=350]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Android health*
- Cybot Android health amount.

**CybotHeliHealth** [menu server integer, default=500]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Heli health*
- Cybot Heli health amount.

**CybotDroneHealth** [menu server integer, default=850]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Drone health*
- Cybot Drone health amount.

**CybotsMaxLifeSpan** [menu server float, default=0.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybots life time*
- Cybots global life time (in seconds), except for the F-Filed and Vortex cybots.

**FieldMaxLifeSpan** [menu server float, default=0.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot F-Field life time*
- Cybot F-Field life time (in seconds).

**VortexMaxLifeSpan** [menu server float, default=0.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Cybot Vortex life time*
- Cybot Vortex life time (in seconds).

**ElectricDamageTypes** [internal server name list, max size: 8]
- List of damage type names to be considered as “electric damage”.

**AITrackingMaxSteps** [internal server byte, default=32]
- Max AI tracking steps when heading to an objective (like the owner or the guarding spot), up to 32 steps.

**CybotFriends** [internal server name list, max size: 32]
- List of pawn class names the cybots will always consider as friends, thus never attack them.

**CybotNames** [internal server name list, max size: 32]
- List of names that can be given to the spawned cybots.

**FFieldBounceList** [internal server name list, max size: 32]
- List of object class names which will bounce instead of exploding when hiting the F-Field cybot.

**OversurrectionLifeTime** [menu server float, default=80.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Life time*
- Oversurrection max life time (in seconds).

**OversurrectionHealth** [menu server integer, default=50000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Master cybot health*
- Oversurrection master cybot health.

**OversurrectionChildrenHealth** [menu server integer, default=5000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots healt*
- Oversurrection child cybots health.

**OversurrectionChildrenInnerMaxRadius** [menu server float, default=140.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots min radius*
- Oversurrection child cybots min radius from the master.

**OversurrectionChildrenOuterMaxRadius** [menu server float, default=1000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots max radius*
- Oversurrection child cybots max radius from the master.

**OversurrectionChildrenMax** [menu server integer, default=75]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots max amount*
- Oversurrection max amount of child cybots from the master.

**OversurrectionChildrenDefenseMin** [menu server integer, default=10]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots min defense amount*
- Oversurrection min amount of child cybots to always be available to protect the master.

**OversurrectionChildrenMoveTimeInterval** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots move time interval*
- Oversurrection child cybots time interval between movements (in seconds).

**OversurrectionChildrenMoveTimeInterval** [menu server float, default=2.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots move time interval*
- Oversurrection child cybots time interval between movements (in seconds).

**OversurrectionChildrenAutoAttackOdds** [menu server float, default=0.300000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Child cybots auto attack odds*
- Oversurrection child cybots odds to automatically attack on sight (from 0.0 to 1.0).

**OversurrectionZapAttackOdds** [menu server float, default=0.350000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Zap attack odds*
- Oversurrection child cybots odds to attack with a zap laser (from 0.0 to 1.0).

**OversurrectionZapAttackCooldown** [menu server float, default=1.250000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Zap attack cooldown*
- Oversurrection child cybots zap laser cooldown until the next attack (in seconds).

**OversurrectionZapAttackDmg** [menu server integer, default=500]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Zap attack damage*
- Oversurrection child cybots zap attack damage amount.

**OversurrectionProjAttackOdds** [menu server float, default=0.650000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Projectile attack odds*
- Oversurrection child cybots odds to attack with a projectile (from 0.0 to 1.0).

**OversurrectionProjAttackCooldown** [menu server float, default=0.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Projectile attack cooldown*
- Oversurrection child cybots projectile cooldown until the next attack (in seconds).

**OversurrectionProjAttackDmg** [menu server integer, default=300]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Projectile damage*
- Oversurrection child cybots projectile damage amount.

**OversurrectionHomingAttackOdds** [menu server float, default=0.150000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Homing projectile attack odds*
- Oversurrection child cybots odds to attack with a homing projectile (from 0.0 to 1.0).

**OversurrectionHomingAttackCooldown** [menu server float, default=2.500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Homing projectile attack cooldown*
- Oversurrection child cybots homing projectile cooldown until the next attack (in seconds).

**OversurrectionHomingAttackDmg** [menu server integer, default=750]
*Nali Weapons 3 Gameplay Settings > Weapons > Cybot Launcher > Oversurrection: Homing projectile damage*
- Oversurrection child cybots homing projectile damage amount.

# NWIonizerVIII.Ionizer

**ZoomScanRadius** [menu server float, default=25000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Zoom scan range*
- Max radius from the owner in which the zoom is able to identify targets.

**MinSatelliteHeight** [menu server float, default=3000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Min satellite launch height*
*- Min allowed height from the floor to be able to launch and deploy the satellite.*

**MaxSatelliteHeight** [menu server float, default=40000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Max satellite launch distance*
*- Max allowed distance the rocket may travel to deploy the satellite.*

**MaxSatelliteDeployDist** [menu server float, default=1024.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Max station deploy distance*
*- Max allowed distance to deploy the launch station.*

**SatelliteLaunchSeconds** [menu server integer, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Satellite launch countdown*
*- Satellite launch countdown after station deployment (in seconds).*

**LauncherLifespan** [menu server float, default=5.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Launch station lifespan*
*- Time until the launch station disappears after satellite deployment (in seconds).*

**enableSatLights** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Enable satellite lights*
*- Enable signaling team colored lights on satellites.*

**PaintTime** [menu server float, default=1.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Paint time*
*- Time needed to mark the point the satellite will attack (in seconds).*

**MaxAttackDistance** [menu server float, default=50000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Max attack distance*
*- Max distance from the owner and marked attack point.*

**SatelliteArmor** [menu server integer, default=850]
*Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Satellite armor*
*- Amount of damage a satellite has to receive in order to be destroyed.*

**SatelliteIsInvincible** [menu server boolean, default=False]
***Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Enable satellite invicibility***
*- Make satellite immune to any sort of damage.*

**SatelliteAIAwareness** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Enable satellite AI awareness***
*- Enable ability for bots and monsters to spot a satellite and attempt to attack it if possible at all.*

**RocketTakeoffIgnitionDamage** [menu server integer, default=0]
***Nali Weapons 3 Gameplay Settings > Weapons > Ionizer > Satellite rocket ignition damage***
*- Max amount of damage given near by the satellite rocket on take-off.*

**IonDebrisRate** [menu client float, default=25.000000]
***Nali Weapons 3 Client Settings > Detail > Ionizer charging debris rate***
*- Ionizer debris generation rate while charging the beam to fire.*

**IonDebrisAmountPerUpdate** [menu client byte, default=8]
***Nali Weapons 3 Client Settings > Detail > Ionizer number of debris***
*- Ionizer debris amount in each new generation update.*

**IonLightningsRate** [menu client float, default=5.000000]
***Nali Weapons 3 Client Settings > Detail > Ionizer charging lightnings rate***
*- Ionizer lightnings generation rate while charging the beam to fire.*

**IonLightingsAmountPerUpdate** [menu client byte, default=5]
***Nali Weapons 3 Client Settings > Detail > Ionizer number of lightnings***
*- Ionizer lightnings amount in each new generation update.*

**ZoomObjectsList** [internal server list, max size: 32]
- Structured list of targets and how they should be rendered while on zoom.
  * *ObjectType*: Object class name to be targetted;
  * *ObjectBoxColor*: Box rendering color.

**ZoomListExceptions** [internal server name list, max size: 32]
*- List of object class names which should not be targetted/rendered on zoom.*

# NWMegatonVIII.Megaton

**CountdownTime** [menu server string, default="030"]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Countdown starting time***
- Megaton default countdown starting time. Example: 246 = 2 minutes and 46 seconds.

**DisarmPassword** [menu server string, default=”000”]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Disarm password***
*- Megaton default disarm password (3 digits numeric code).*

**MinCountdownTime** [menu server string, default=”030”]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Min countdown starting time***
*- Megaton min allowed countdown starting time. Example: 246 = 2 minutes and 46 seconds.*

**MaxCountdownTime** [menu server string, default=”959”]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Max countdown starting time***
*- Megaton max allowed countdown starting time. Example: 246 = 2 minutes and 46 seconds.*

**bRealSeconds** [menu server boolean, default=False]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Use real seconds***
*- Use real world seconds on countdown rather than in-game seconds, which vary with game speed.*

**bEnablePasswordCard** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Enable password card***
*- Enable generation of a password card when a Megaton is armed.*

**generateRandPasswordWhenNotSet** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Generate random password***
*- Generate random password for Megaton when a custom one is not set.*

**BroadcastDisarmMsg** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Broadcast disarm message***
*- Broadcast message when the Megaton is disarmed.*

# NWMegatonVIII.MegatonDecoder

**TransmissionTime** [menu server float, default=3.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton Decoder > Transmission time*
- Decoding data transmission time (in seconds).

**TransmissionMaxDistance** [menu server float, default=128.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton Decoder > Transmission max distance*
*- Max allowed distance from the Megaton to be able to transmit the decoding data to.*

**bDroppable** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton Decoder > Drop on death*
*- Drop device on death, like a normal weapon.*

**canDisarmFriendNuke** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton Decoder > Disarmable nuke by teammate*
*- Allow teammates to disarm your own Megaton.*

# NWMegatonVIII.MegatonPassCard

**bReturnToOwner** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Return card to owner*
- Return password card to owner on respawn as long the card is not owned by someone else by then.

**DroppedTime** [menu server float, default=40.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Max card dropped time*
*- Max amount of time until a dropped password card returns to its Megaton or owner (in seconds).*

**allowedDroppedDistFromMegaton** [menu server float, default=200.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Max Megaton dropped distance*
*- Max distance allowed from the password card to the actual Megaton.*

**renderLocationMaxDist** [menu server float, default=20000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Max password card render distance*
*- Max distance allowed to render the password location in the HUD.*

**bRenderLocationWhenDropped** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Render card dropped location*
*- Show a dropped password card location in the HUD (if directly visible).*

**BroadcastPickupMsg** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Broadcast card pickup message***

*- Broadcast message when the password card is picked up.*

**BroadcastReturnToOriginMsg** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Broadcast card return to origin message***

*- Broadcast message when the password card returns to its Megaton position.*

**BroadcastReturnToOwnerMsg** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Broadcast card return to owner message***

*- Broadcast message when the password card returns to its owner.*

**BroadcastDroppedMsg** [menu server boolean, default=True]

***Nali Weapons 3 Gameplay Settings > Weapons > Megaton > Broadcast dropped card message***

*- Broadcast message when the password card is dropped.*

# NWUltimaProtosVIII.UltimaProtos

**LightningsDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Lightnings damage*
- Projectile lightnings hit damage.

**PassthroughDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Passthrough damage*
- *Projectile passthrough max damage.*

**OversurrectionGameFinisher** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Game finisher*
- Treat this oversurrection as a game finisher (whoever uses it, wins the match).

**OversurrectionSolarBirthCoreDmg** [menu server integer, default=30000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Birth core damage*
- Solar core damage during its birth phase.

**OversurrectionSolarMatureCoreDmg** [menu server integer, default=100000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Mature core damage*
- Solar core damage during its mature phase.

**OversurrectionSolarSystemCoreDmg** [menu server integer, default=500000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar System core damage*
- Solar core damage during its system phase.

**OversurrectionSolarRedGiantCoreDmg** [menu server integer, default=1000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Red Giant core damage*
- Solar core damage during its red giant phase.

**OversurrectionSolarWhiteDwarfCoreDmg** [menu server integer, default=750000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar White Dwarf core damage*
- Solar core damage during its white dwarf phase.

**OversurrectionSolarMatureRadialMaxDmg** [menu server integer, default=400]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Mature radial damage*
- Solar radial max damage during its mature phase.

**OversurrectionSolarSystemRadialMaxDmg** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar System radial damage*
- Solar radial max damage during its system phase.

**OversurrectionSolarRedGiantRadialMaxDmg** [menu server integer, default=2000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Red Giant radial damage*
- Solar radial max damage during its red giant phase.

**OversurrectionSolarSuperNovaDmg** [menu server integer, default=9000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Supernova damage*
- Solar full scale damage during its supernova phase.

**OversurrectionSolarMatureRadialDmgRadius** [menu server float, default=8000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Mature radial damage radius*
- Solar radial max damage radius during its mature phase.

**OversurrectionSolarSystemRadialDmgRadius** [menu server float, default=16000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar System radial damage radius*
- Solar radial max damage radius during its system phase.

**OversurrectionSolarRedGiantRadialDmgRadius** [menu server float, default=35000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Red Giant radial damage radius*
- Solar radial max damage radius during its red giant phase.

**OversurrectionSolarCoreDmgRate** [menu server float, default=5.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar core damage rate*
- Solar core damage rate (in times per second).

**OversurrectionSolarRadialDmgRate** [menu server float, default=5.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar radial damage rate*
- Solar radial damage rate (in times per second).

**OversurrectionSolarSuperNovaDmgRate** [menu server float, default=10.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Ultima Protos > Oversurrection: Solar Supernova damage rate*
- Solar supernova damage rate (in times per second).

# NWNuclearLauncherVIII.NuclearLauncher

**NukeSpeed** [menu server float, default=1500.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead start speed*
- Fire and forget warhead starting speed.

**MaxNukeSpeed** [menu server float, default=1800.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead max speed*
*- Fire and forget warhead max speed.*

**GuidedNukeSpeed** [menu server float, default=750.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Guided warhead speed*
*- Guided warhead constant speed.*

**bDestructableNuke** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Destructible warhead*
*- Enable the possibility of destroying a nuke by shooting at it.*

**bNukeWhenDestroyed** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Armed warhead*
*- Trigger the nuclear explosion when the warhead is shot down.*

**CanBeDestroyedByTeam** [menu server boolean, default=False]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Destructible warhead by teammates*
*- Enable the possibility of your teammates destroying your nuke.*

**guidedNukeExplodeOnDeath** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Explode warhead on owner's death*
*- Trigger the nuclear explosion when the warhead owner dies.*

**MissileColRadius** [menu server float, default=15.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead collision radius*
*- Warhead cylindrical colliding radius.*

**MissileColHeight** [menu server float, default=15.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead collision height*
*- Warhead cylindrical colliding height.*

**DamageToDestroy** [menu server integer, default=5]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Min damage to destroy warhead*
*- Min amount of damage needed to destroy a warhead.*

**GuidedFOVIncrease** [menu server byte, default=50]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Guided warhead FOV increase***
*- Guided warhead FOV (Field of View) incrementation over the player's default one.*

**enableHUDOrientation** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Enable HUD orientation***
*- Enable guided warhead HUD orientation system rendering.*

**enableHUDAltitude** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Enable HUD altitude***
*- Enable guided warhead HUD altitude indicators rendering.*

**enableHUDPawnTargets** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Enable HUD pawn targets***
*- Enable guided warhead HUD player and monster targets detection rendering.*

**enableHUDMachineTargets** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Enable HUD machine targets***
*- Enable guided warhead HUD machine targets rendering.*

**enableDeniedMsg** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Enable 'DENIED' message***
*- Show 'DENIED' message when the warhead is taken down.*

**MaxPawnsDetectionRadius** [menu server float, default=3000.000000]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Pawn targets detection radius***
*- Player and monster targets detection max radius from the warhead.*

**MaxMachinesDetectionRadius** [menu server float, default=4000.000000]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Machine targets detection radius***
*- Machine targets detection max radius from the warhead.*

**checkHiddenTargets** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Render hidden targets***
*- Enable guided warhead HUD hidden targets rendering.*

**checkTeamTargets** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Render teammate targets***
*- Enable guided warhead HUD teammate targets rendering.*

**DestroyedNukeDamage** [menu server integer, default=1000]
***Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Destroyed warhead damage***
*- Amount of damage made by a warhead when it is destroyed.*

**DestroyedNukeRadius** [menu server float, default=450.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Destroyed warhead damage radius*
*- Max radius of damage made by a warhead when it is destroyed.*

**ImpactDamage** [menu server integer, default=1000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead impact damage*
*- Amount of damage made by a warhead when it hits the ground.*

**ImpactRadius** [menu server float, default=1000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead impact radius*
*- Max radius of damage made by a warhead when it hits the ground.*

**ImpactMomentum** [menu server float, default=80000.000000]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Warhead impact momentum*
*- Amount of pull force made by a warhead when it hits the ground.*

**bShakeFXOnFire** [menu server boolean, default=True]
*Nali Weapons 3 Gameplay Settings > Weapons > Nuclear Launcher > Shake FX on launch*
*- Enable shake effect when launching a warhead.*

**CrossSidesTransparency** [menu client float, default=0.200000]
*Nali Weapons 3 Client Settings > Weapons > Nuclear Launcher crosshair sides opacity*
*- Nuclear Launcher guided warhead crosshair sides opacity: 0.0 - Fully transparent; 1.0 - Fully opaque.*

**CrossCenterTransparency** [menu client float, default=0.500000]
*Nali Weapons 3 Client Settings > Weapons > Nuclear Launcher crosshair center opacity*
*- Nuclear Launcher guided warhead crosshair center opacity: 0.0 - Fully transparent; 1.0 - Fully opaque.*

**bCannonsWarheadTrackAI** [internal server boolean, default=True]
*- Make team cannons track the warheads and attempt to destroy them.*

**bBotsWarheadTrackAI** [internal server boolean, default=True]
*- Make bots track the warheads and attempt to destroy them.*

**DetectedMachines** [internal server name list, max size: 32]
*- List of object class names detected by the warhead as “machine” targets.*

**NonDetectedObjects** [internal server name list, max size: 32]
*- List of object class names not detected by the warhead as targets.*

# NWTheOversurrectorVIII.TheOversurrector

**bSacrificeWeapon** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > The Oversurrector > Sacrifice weapon***
- Destroy oversurrected weapon.

**bSacrificeAmmo** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > The Oversurrector > Sacrifice ammo***
*- Remove all ammo from oversurrected weapon.*

**bAmmoNeededToSacrifice** [menu server boolean, default=True]
***Nali Weapons 3 Gameplay Settings > Weapons > The Oversurrector > Require ammo***
*- Require ammo to be present in the weapon so it can be oversurrected.*