

NWExtrasCfg.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
<i>boolean</i>	Boolean value (<i>True</i> or <i>False</i>)
<i>byte</i>	Numeric value, ranging between 0 and 255
<i>integer</i>	Integer value
<i>float</i>	Fractional numbers
<i>enum</i>	Enumerations (can only acquire a value from a defined list)
<i>name</i>	Text limited to alphanumeric characters ("a-Z" and "0-9") and underscore ("_"), with no spaces and which cannot start with a number
<i>color</i>	RGB color (red, green and blue, each ranging between 0 and 255)
<i>list</i>	List or array of values or properties (anything that looks like <i>SomeSetting[0]=X</i> , <i>SomeSetting[1]=Y</i> , etc) NOTE: Lists do not have the default values documented, since these lists can get really big and thus would clutter this document. For info on default values, please consult the default <i>.ini</i> files themselves.
<i>internal</i>	Internal property, non-existent in menus, existing only in the <i>.ini</i> file
<i>menu</i>	Property changeable from menus
<i>default=X</i>	Default value of the setting
<i>max size: X</i>	Max number of elements the list can hold
<i>server</i>	Setting that can only be set from the server (or standalone)
<i>client</i>	Setting that can only be set from the client (or standalone)
<i>mixed</i>	Setting that can be either set in the server or in the client (or standalone)

NWCoreVIII.NaliPickups

enableTeamBasedEffect [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Generic > Use team color on pickups respawn GFX

- Enable team based color on the pickups respawn effects.

NWExtrasVIII.NWNuclearWarningMut

bWarnTeamMates [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warn teammates

- Enable warning display for teammates.

bWarnInstigator [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warn owner

- Enable warning display for nuke owner.

enableWarnBacksound [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning sound

- Enable warning background sound.

enableWarningDetails [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning details

- Enable warning details such as the countdown or distance from impact.

enableWarningPlayerName [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Enable warning player name

- Enable warning nuker player name.

WarningUpdateTime [menu server float, default=0.500000]

Nali Weapons 3 Gameplay Settings > Extras > Nuclear Warning Mutator: Warning update time

- Time interval between nuke checks.

letClientDecideListStart [menu client boolean, default=False]

Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: Override server list settings

- Enable override of server list rendering settings.

bHorizontalListing [menu mixed boolean, default=True]

Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: Horizontal list

- Enable horizontal rendering of the list instead of vertically.

ListStartPosX [menu mixed float, default=0.000000]

Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: List start X

- List starting X position percentage (between 0.0 [top] and 1.0 [bottom]).

ListStartPosY [menu mixed float, default=0.750000]

Nali Weapons 3 Client Settings > Extras > Nuclear Warning Mutator: List start Y

- List starting Y position percentage (between 0.0 [top] and 1.0 [bottom]).

WarnColors [internal server list, max size: 6]

- List of warning message colors. The index corresponds to the nuclear warning level the setting is for.

NWExtrasVIII.NWMedPickup

HealthPoints [menu server integer, default=22]

Nali Weapons 3 Gameplay Settings > Pickups > Health > Health amount

- Amount of health.

NWExtrasVIII.NWSuperHealth

HealthPoints [menu server integer, default=125]

Nali Weapons 3 Gameplay Settings > Pickups > Super Health > Health amount

- Amount of health.

NWExtrasVIII.NWVial

HealthPoints [menu server integer, default=6]

Nali Weapons 3 Gameplay Settings > Pickups > Vial > Health amount

- Amount of health.

NWExtrasVIII.NWThighPads

ArmorPoints [menu server integer, default=50]

Nali Weapons 3 Gameplay Settings > Pickups > Thigh Pads > Armor amount

- Amount of armor.

AbsorptionPercentage [menu server integer, default=50]

Nali Weapons 3 Gameplay Settings > Pickups > Thigh Pads > Absorption percentage

- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWArmor

ArmorPoints [menu server integer, default=100]

Nali Weapons 3 Gameplay Settings > Pickups > Body Armor > Armor amount

- Amount of armor.

AbsorptionPercentage [menu server integer, default=75]

Nali Weapons 3 Gameplay Settings > Pickups > Body Armor > Absorption percentage

- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWShieldBelt

ArmorPoints [menu server integer, default=150]

Nali Weapons 3 Gameplay Settings > Pickups > Shield Belt > Armor amount

- Amount of armor.

AbsorptionPercentage [menu server integer, default=100]

Nali Weapons 3 Gameplay Settings > Pickups > Shield Belt > Absorption percentage

- Armor damage absorption percentage (0 to 100).

NWExtrasVIII.NWJumpBoots

Jumps [menu server integer, default=3]

Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Jumps

- Amount of possible jumps.

MaxJumps [menu server integer, default=9]

Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Max jumps

- Max accumulated amount of possible jumps.

JumpMultiplier [menu server float, default=3.000000]

Nali Weapons 3 Gameplay Settings > Pickups > Jump Boots > Jump multiplier

- Jump height multiplier.

NWExtrasVIII.NWUDamage

ActiveTime [menu server integer, default=30]

Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Active time

- Time during which the U-Damage is active (in seconds).

MaxActiveTime [menu server integer, default=90]

Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Max active time

- Max accumulated time during which the U-Damage is active (in seconds).

DamageMultiplier [menu server float, default=3.000000]

Nali Weapons 3 Gameplay Settings > Pickups > U-Damage > Damage multiplier

- Damage multiplier amount.

NWExtrasVIII.NWInvisibility

ActiveTime [menu server integer, default=40]

Nali Weapons 3 Gameplay Settings > Pickups > Invisibility > Active time

- Time during which the U-Damage is active (in seconds).

MaxActiveTime [menu server integer, default=120]

Nali Weapons 3 Gameplay Settings > Pickups > Invisibility > Max active time

- Max accumulated time during which the U-Damage is active (in seconds).

NWModifiersVIII.ModifMut

PlayerSpawnsModifiersDensity [internal server float, default=0.350000]

- Odds on the appearance of modifiers near player spawns (from 0.0 to 1.0).

LevelModifiersDensity [internal server float, default=0.100000]

- Odds on the appearance of modifiers in the whole map/level (and pathnode points).

NWMHExtrasVIII.NWMHMut

bRegenHealthUnderwater [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Regenerate health underwater

- Enable health regeneration when the player is underwater.

StartingHealth [menu server integer, default=500]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Initial health

- Player initial default health on respawn.

HealthRegenPerSec [menu server integer, default=5]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Health regeneration

- Health regeneration amount per second.

MaxRegenHealth [menu server integer, default=1500]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max regeneration health

- Max player health during health regeneration.

AmmoRegenPerSec [menu server integer, default=3]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Ammo regeneration

- Ammo regeneration amount per second.

AmmoRegenMaxPercentage [menu server float, default=1.000000]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max regeneration ammo

- Max ammo percentage (0.0 to 1.0 relative weapon max ammo) during ammo regeneration.

StartingAmmoMultiplier [menu server float, default=2.000000]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Initial ammo multiplier

- Weapon initial ammo multiplier.

PickupAmmoMultiplier [menu server float, default=2.000000]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Pickup ammo multiplier

- Ammo pickup multiplier.

MaxAmmoMultiplier [menu server float, default=5.000000]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Max ammo multiplier

- Weapon max ammo multiplier.

enableRandomRewards [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Enable random rewards

- Enable random rewards system during a game.

RandomRewardsTimeIntervalSeconds [menu server integer, default=60]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Random rewards time interval

- Time interval between random rewards (in seconds).

RandomWeaponsOnStartup [menu server byte, default=2]

Nali Weapons 3 Gameplay Settings > Extras > Monster Hunt Extras Mutator > Random weapons on respawn

- Amount of random weapons given on player respawn.

ClientPrecacheWaitTime [internal server float, default=3.000000]

- Precache delay in seconds.

FullAmmoRewardWeight [internal server float, default=3.000000]

- Full ammo reward probability weight.

AllWeaponsRewardWeight [internal server float, default=3.000000]

- All weapons reward probability weight.

SuperWeaponClasses [internal server list, max size: 16]

- List of weapon class names to be considered as super weapons and which won't have their ammo regenerated.

SuperAmmoClasses [internal server list, max size: 16]

- List of ammo class names to be considered as super weapons and which won't have their ammo increased.

WeaponRegenSettings [internal server list, max size: 64]

- List of specific weapon classes with specific *StartingAmmoMultiplier* values.
 - * *WeaponClass*: Weapon class name;
 - * *StartingAmmoMultiplier*: Starting ammo multiplier.

AmmoRegenSettings [internal server list, max size: 64]

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

AllWeapons [internal server list, max size: 64]

- List of weapons (in the format of <package>.<class>) to be given in the “all weapons” reward.

RewardsList [internal server list, max size: 64]

- List of possible rewards:
 - * *Weight*: Reward probability weight;
 - * *Item*: Item to reward in the format of <package>.<class>;
 - * *bAllPlayers*: The type of reward is for all players rather than for just one.

RewardCountdownSounds [internal server list, max size: 3]

- List of sounds (in the format of <package>.<sound>) to be played in the “3...2...1...” countdown.

RewardSounds [internal server list, max size: 32]

- List of random sounds (in the format of <package>.<sound>) to be played for a reward event.

NWExtrasVIII.NWWeaponBalanceBoardMut (applies to *NWExtrasVIII.NWWeaponBalanceBoardA*)

WeaponOptions [internal server list, max size: 64]

- List of weapon options and tweaks per weapon class:
 - * *WeaponClassName*: Weapon class name;
 - * *BasicOptions*: List of basic options (in the format *property=value*), separated by semicolons:
 - > *respawn=<time in seconds>*: Respawn time;
 - > *firerate1=<number>*: Primary fire rate multiplier;
 - > *firerate2=<number>*: Secondary fire rate multiplier;
 - > *damage1=<number>*: Primary fire rate multiplier;
 - > *damage2=<number>*: Secondary fire rate multiplier;
 - > *ammorespawn=<time in seconds>*: Time it takes for its ammo to respawn;
 - > *maxammo=<number>*: Max ammo amount;
 - > *ammo=<number>*: Ammo amount;
 - > *startammo=<number>*: Starting weapon ammo amount;
 - * *PropertyOptions*: List of properties (in the format *property=value*), separated by semicolons.
It's not guaranteed to work for every weapon property, due to replication rules and engine limitations.