



**Nali Weapons 3**  
**Ultra Gore Special Standalone Edition (UG SSE – version B)**

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Main Document

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## 1 – Introduction

This mod is a special standalone edition of the Ultra Gore feature of the upcoming final version of Nali Weapons 3. It can be used with any mod and the fact that is “standalone” means that it does not depend on any NW3 package to run, thus you can host this package alone with normal weapons without a single NW3 package.

## 2 – Installation

All you need to do is extract all the contents from the *System* folder within the .zip file to the *System* folder of your Unreal Tournament install, and done.

To start playing with *Ultra Gore*, just load the mutator provided called: **NW3 SSE – Ultra Gore**.

## 3 – Permissions

Well, you're free to use this mod in your maps, server, wherever you want, really!

As for the development of new mods, you cannot modify the original package (mostly to avoid online package mismatches).

If you intend or need to do so, please drop me an email or ask me in one of the many communities I am around or send me a private message at ModDB (where the mod is officially hosted), and we can discuss about that (odds are that what you want to do doesn't need direct modifications to the actual source).

You can however rip and/or extend upon this package at will.

Credits are not essential at all for this, but it would be nice anyway if you did so at least for code, models and effects.

And while doing so, if you have any doubt or curiosity on how something works or how it was made, don't be shy, you can ask me and I will likely reply to you.

And of course, you cannot sell this mod. This mod should be provided free of charge at all times (if you bought this package from someone then I am sorry to inform that you were scammed...).

You may also redistribute this package by any **free** means (by hosting it in your site is ok, but paid access so one can download the mod is NOT ok), as long as you keep this package intact (you know, the usual *mambo jambo*).

## 4 – Server Setup

a) Open your server *UnrealTournament.ini* file, go to *ServerPackages*, and add this:

`ServerPackages=NWUltraGoreSSEb`

b) From there, all there's left to load up the mutator which comes with this package:

**NW3 SSE - Ultra Gore** (*NWUltraGoreSSEb.NWBloodyMess\_UGSSE*): NW3 Ultra Gore mutator.

c) Start the server.

## 5 – Configuration

This package has a configuration file which you can tweak directly for better personalization:

**NWUltraGoreSSE.ini** – For a complete understanding of the settings in this file see [INI NWUltraGoreSSE.pdf](#).

## 6 – Change Log

Here are listed all the new features, changes and fixes relative the previous released version:

### 6.1 – Features

- Added option to tweak the lifespan of the blood “fog”
- Added option to disable the full body skeleton
- Added option to make the effects fully network-relevant (if someone is gibbed and you don't see it nor hear it, you won't see any remains once you get to the place if this setting is disabled)

### 6.2 – Changes and enhancements

- Corpses are now detected, so if you shoot a corpse, it will gib the same way as the player himself (this also fixes the gibbing with the Flak Cannon primary fire mode and others)

### 6.3 – Bug fixes

- Fixed blood decals in fog zones
- Fixed occasional glitch where gibs or a skeleton would appear but the victim body would remain intact
- Fixed occasional glitch where the victim would suffer a head explosion (headshot) but the head would remain (only in standard UT player models pre-Bonus Pack 4, the rest of the models have no “head-off” animation so those cannot be fixed)
- Fixed occasional huge slashes of lava in maps like CTF-LavaGiant and CTF-EternalCave
- Fixed the text localization of the menus, so they can now be translated to other languages

## 7 – Credits

**Developer:** Feralidragon

Some resources (some sounds and a few base seamless textures) were borrowed from other games such as Unreal Tournament 2004 and Unreal Tournament 3.

## 8 – Contact

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

- **NW3 ModDB:** <http://www.moddb.com/mods/nali-weapons-3>
- **NW3 Facebook:** <http://www.facebook.com/pages/Nali-Weapons-3/162478237101096>
- **UT99.org:** <http://www.ut99.org>

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