

NWUltraGoreSSE.ini

Ultra Gore Special Standalone Edition
version D

Glossary

Type	Description
<code>bool</code>	Boolean value: <code>True</code> or <code>False</code> .
<code>byte</code>	Integer number between <code>0</code> and <code>255</code> .
<code>int</code>	Integer number between <code>-2147483648</code> and <code>2147483647</code> .
<code>float</code>	Floating point 32-bit number.
<code>enum</code>	Enumeration: a value from a defined list of possible values.
<code>string</code>	String or text value.
<code>name</code>	String restricted to alphanumeric characters (<code>a-Z</code> and <code>0-9</code>) and underscore (<code>_</code>), with no whitespace, and cannot start with a number.
<code>struct</code>	Structure with multiple properties of its own.
<code>array ... [n]</code> <i>or</i> <code><type>[] ... [n]</code>	Array or list of values, as anything that looks like: <code>SomeSetting[0]=...</code> <code>SomeSetting[1]=...</code> ... with <code>[n]</code> representing the array maximum size. NOTE: Arrays do not have their default values documented, since these usually store more complex structures with multiple properties, which would clutter this document with too much information. For more info, please check the default <code>NWUltraGoreSSE.ini</code> file itself.

Reference

[NWUltraGoreSSEd.NWBloodyMess_UGSSE]

Scheme

How to read the settings below

```
<type> <setting> = <default> <Authority*>
```

```
<Mod menu: entry ▶ tab ▶ setting>
```

```
<description>
```

* **Authority:** this refers to whose side of the network is the authority which is responsible for applying and enforcing the given setting, namely:

- **Server:** the server-side setting is the one used for all clients, and they cannot override it.
- **Client:** the client-side setting is the one used, meaning that the server configuration for the setting has no effect in clients.
- **Mixed:** the server-side setting is the one used for all clients, but each client may opt to use their own configuration to override that setting (for settings of this kind there is usually a corresponding client-only setting to toggle this behavior named "*UseClient...*", as described in the settings documentation below).

Settings

bool **UseClientStandardGoreSetting** = False

Server

Use the standard game gore setting in clients to adjust the gore level.

float[] **StandardGoreMultipliers**[3]

Server

List of gore multipliers for each standard game gore setting, with the following index correspondence:

Index	Standard setting	Default
0	Normal	1.00
1	Reduced	0.25
2	Ultra-Low	0.10

bool **enableHeadshotFX** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable headshot FX

Enable head gore effects.

bool **enableHeadshotFog** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable headshot fog

Enable head gore blood fog effect.

bool **enableHeadshotShake** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable headshot shake

Enable head gore shake effects.

bool **enableHeadshotSound** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable headshot sound

Enable head gore sound effect.

bool **enableBodyshotFX** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable bodyshot FX

Enable body gore effects.

bool **enableBodyshotFog** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable bodyshot fog

Enable body gore blood fog effect.

bool **enableBodyshotShake** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable bodyshot shake

Enable body gore shake effects.

bool **enableBodyshotSound** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable bodyshot sound

Enable body gore sound effect.

float **HeadshotDirectionalMultiplier** = 2.5

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Headshot directional multiplier

Head gore effects velocity multiplier on the damage direction.

float **BodyshotDirectionalMultiplier** = 1.0

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Bodyshot directional multiplier

Body gore effects velocity multiplier on the damage direction.

bool **enableBodyCarcassDetection** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable body carcass detection

Enable body carcass detection for gore effects.

bool **enableBodySkeleton** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable body skeleton

Enable body skeleton for some damage types.

```
bool enableBodySkeletonGlow = True
```

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable body skeleton glow

Enable a colored glowing FX on top of the body skeleton, for some damage types.

```
bool enableBodySkeletonGlowOver = True
```

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable body skeleton glow over

Enable a colored glowing FX on top of the body skeleton exploding gore parts, for some damage types.

```
bool enableBodySkeletonSmoke = True
```

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable body skeleton smoke

Enable a rising smoke FX on top of the body skeleton.

```
bool enableFullNetworkRelevancy = False
```

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable full network relevancy

Enable network `bAlwaysRelevant` flag, so players can see all past gore effects.

```
float BloodFogLifespanMultiplier = 1.0
```

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Blood fog lifespan multiplier

Gore blood fog stay time multiplier.

```
bool bCordCollideWithActors = True
```

Client

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Cord physics actor collision

Enable cord physics to collide and interact with normal objects.

```
int MaxCordIterations = 3
```

Client

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Cord physics iterations

Number of cord physics calculation iterations.

```
float GoreLifeSpanMultiplier = 1.0
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Gore lifespan multiplier

Gore life time multiplier.

```
float GorePartsMultiplier = 1.0
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Gore parts multiplier

Amount of gore parts multiplier.

```
float GoreScaleMultiplier = 1.0
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Gore scale multiplier

Gore parts scale multiplier.

```
bool enableSlideBloodDecals = True
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Enable slide decals

Enable blood sliding decals.

```
float BloodDecalsMinLifespan = 0.0
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Decals min lifespan

Blood decals min life time (in seconds).

NOTE: If both max and min lifespans are set to zero, the decals will stay as long as they're seen by the player.

```
float BloodDecalsMaxLifespan = 0.0
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Decals max lifespan

Blood decals max life time (in seconds).

NOTE: If both max and min lifespans are set to zero, the decals will stay as long as they're seen by the player.

```
bool enableDynamicLighting = True
```

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Enable dynamic lighting (v469+)

Enable gore dynamic lighting FX (only for v469 and later).

```
bool UseClientGoreMultSettings = False
```

Client

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Override server multiplier

Override server gore multiplier settings.

bool **UseClientGoreDecalSettings** = False

Client

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Override server decals

Override server gore decal settings.

bool **UseClientGoreLightingSettings** = False

Client

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Override server lighting

Override server gore lighting settings.

bool **enableWaterBloodFX** = True

Server

Ultra Gore Settings (NW3 SSE) ▶ Server ▶ Enable water blood FX

Enable gore blood effects in water.

byte **WaterSplashDetail** = 4

Mixed

Ultra Gore Settings (NW3 SSE) ▶ Client ▶ Water GFX detail

Water splash effects amount of detail (between 1 and 9).

array **GoreTriggerTypes**[64]

Server

List of triggers for specific gore effects, with each as a set of properties described below:

- name **VictClassName**
Victim **Pawn** class name to trigger this gore type.
- string **VictModel**
Victim model mesh matching pattern as "*<package>.<mesh>*".
The ? (match single character) and * (match multiple characters) wildcards are supported.
- string **VictSkin**
Victim skin texture matching pattern as "*<package>.<texture>*".
The ? (match single character) and * (match multiple characters) wildcards are supported.
- byte **VictSkinID**
Multitexture index the **VictSkin** corresponds to.
- enum **DmgCateg**
Damage category to trigger this gore type, as one of the following:
 - **DCG_Gibbed** : any damage which results in gibs;
 - **DCG_Headshot** : headshot damage;
 - **DCG_Both** : both **DCG_Gibbed** and **DCG_Headshot**;
 - **DCG_List** : a list of specific damage types, as set in **DCGDmgList** below.
- string **DCGDmgList**
Comma-separated list of damage types, when **DmgCateg=DCG_List** above.
- string **GoreTypeIDs**
Comma-separated list of gore type IDs to be triggered, as indexes from **GoreTypes**.
- bool **bDestroyOld**
Destroy the old standard gib effect.

array **GoreTriggerAlias**[32]

Server

List of gore trigger aliases, with each as a set of properties described below:

- name **VictClassName**
Victim **Pawn** class name corresponding to the **GoreTriggerTypes** entry to alias from.
 - name **VictAliasClassName**
Victim **Pawn** class name alias of **VictClassName**.
-

array **GoreTypes**[64]

Server

List of gore types to be spawned, with each as a set of properties described below:

- string **GoreClass**
Gore class to spawn, as "*<package>.<class>*".
- int **PartsMin**
Minimum number of gore parts to spawn.
- int **PartsMax**
Maximum number of gore parts to spawn.
- float **SpeedMultXY**
Parts speed multiplier in the XY axis.
- float **SpeedMultZ**
Parts speed multiplier in the Z axis.

array **GoreBloodTypes**[24]

Server

List of blood types for the gore effects, with each as a set of properties described below:

- name **VictClassName**
Victim **Pawn** class name to use this blood type.
 - string **VictModel**
Victim model mesh matching pattern as "*<package>.<mesh>*".
The ? (match single character) and * (match multiple characters) wildcards are supported.
 - string **VictSkin**
Victim skin texture matching pattern as "*<package>.<texture>*".
The ? (match single character) and * (match multiple characters) wildcards are supported.
 - byte **VictSkinID**
Multitexture index the **VictSkin** corresponds to.
 - name **BloodType**
Blood type name, with the existing built-in blood types being: **RED**, **GREEN** and **SILVER**.
-

List of skeleton effects per damage type, with each as a set of properties described below:

- struct **Glow**:
 - enum **Color**
Skeleton glow color, as one of the following:
 - **SC_None** : no color (disable effect);
 - **SC_Purple** : purple color;
 - **SC_Blue** : blue color;
 - **SC_Cyan** : cyan color;
 - **SC_Green** : green color;
 - **SC_Yellow** : yellow color;
 - **SC_Orange** : orange color;
 - **SC_Red** : red color;
 - **SC_Magenta** : magenta color;
 - **SC_White** : white color.
 - bool **bAlt**
Use alternate brighter variant of the skeleton glow color.
 - float **Bloom**
Skeleton glow bloom effect intensity.
 - struct **Smoke**:
 - enum **Type**
Skeleton smoke type, as one of the following:
 - **SST_None** : no type (disable effect);
 - **SST_Glow** : use the same color as the glow;
 - **SST_Blood** : use the same color as the blood of the victim;
 - **SST_Color** : use a custom color, set in **Color** below.
 - enum **Color**
Skeleton smoke color, when **Type=SST_Color** above (see **Glow.Color** above for all the possible values).
 - string **DmgList**
Comma-separated list of damage types to trigger this effect.
 - name **Weapon**
Damaging weapon class name to trigger this effect.
-

array **DamageDirectionalMultipliers**[32]

Server

List of directional gore speed multipliers per damage type, with each as a set of properties described below:

- name **DamageType**
Damage type to apply this multiplier to.
 - float **Multiplier**
Multiplier value to apply.
 - struct **Momentum**:
 - float **Min**
Minimum momentum value to apply this multiplier to.
 - float **Max**
Maximum momentum value to apply this multiplier to.
-