

NWNuclearCfg.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.NuclearExplosions

bUseIndexedOptimization [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Enable indexer limiter

- Enable indexed optimization: nukes iterate through many objects during the shockwave, and by damaging they can create even more objects (gibs, blood, debris, etc), plus a smoke/dust effect is also generating during the hit of the shockwave on an object.

By enabling this setting, the processing will store them first in an internal lists, and damage and creating effects only at the end of the shockwave processing, enhancing performance and limiting the amount of objects damaged at once to 128 and the amount of spawned smoke effects to 64, so no matter the server it never crashes nor causes any lag. A side effect though is the fact that if the nuke tries to damage 130 objects at once, 2 won't be damaged at all due to the limit mentioned above, however 128 should be enough.

enableNukeDebrisWaterFX [menu client boolean, default=False]

Nali Weapons 3 Client Settings > Nukes > Settings > Nuclear debris water GFX

- Enable water effects caused by the debris generated by a nuclear explosion.

DynamicLightOn [menu client boolean, default=False]

Nali Weapons 3 Client Settings > Nukes > Settings > Enable dynamic light

- Enable nuclear explosion dynamic lighting.

ignoreStaticObjects [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore static objects

- Ignore static objects (objects with bStatic=True) during the nuclear explosion processing.

ignoreFriends [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore teammates

- Ignore teammates during the nuclear explosion processing.

ignoreInstigator [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore owner

- Ignore nuke owner during the nuclear explosion processing.

ignoreDecoration [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore decoration objects

- Ignore decorative objects (Decoration subclasses) during the nuclear explosion processing.

ignoreProjectiles [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore projectiles

- Ignore projectiles (Projectile subclasses) during the nuclear explosion processing.

ignoreTriggers [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Ignore triggers

- Ignore triggers (Trigger subclasses) during the nuclear explosion processing.

ShockRadialDmgType [menu server enum, default=RDMG_Auto]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Shockwave damage type

- Shockwave damage processing type.
 - > *RDMG_Standard*: Uses normal damage algorithm (the same one as the Redeemer).
 - > *RDMG_Auto*: Automatically adjusts the damage algorithm for best performance.
 - > *RDMG_SemiTransparent*: Gives damage through walls up to a specified wall thickness.
 - > *RDMG_Transparent*: Gives damage through walls.

ShockwaveBaseDamage [menu server integer, default=*(dependent on the nuke)]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Shockwave max damage

- Shockwave max base damage.

ShockwaveDmgUpdateTime [menu server float, default=0.050000]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Shockwave update time interval

- Shockwave damage processing time interval (in seconds).

ShockwaveDmgTransparencyDist [menu server float, default=*(dependent on the nuke)]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Shockwave transparency thickness

- Shockwave wall max thickness for ShockRadialDmgType=RDMG_SemiTransparent.

ShockwaveMufflingFactor [menu server float, default=0.850000]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Shockwave muffling factor

- Shockwave damage multiplier when passed through a wall when ShockRadialDmgType=RDMG_SemiTransparent.

NucleusRadialDmgType [menu server enum, default=RDMG_Auto]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Nucleus damage type

- Nucleus damage processing type.
 - > *RDMG_Standard*: Uses normal damage algorithm (the same one as the Redeemer).
 - > *RDMG_Auto*: Automatically adjusts the damage algorithm for best performance.
 - > *RDMG_SemiTransparent*: Gives damage through walls up to a specified wall thickness.
 - > *RDMG_Transparent*: Gives damage through walls.

NucleusBaseDamage [menu server integer, default=*(dependent on the nuke)]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Nucleus max damage

- Nucleus max base damage.

NucleusDmgUpdateTime [menu server float, default=0.100000]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Nucleus update time interval

- Nucleus damage processing time interval (in seconds).

NucleusDmgTransparencyDist [menu server float, default=*(dependent on the nuke)]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Nucleus transparency thickness

- Nucleus wall max thickness for NucleusRadialDmgType=RDMG_SemiTransparent.

NucleusMufflingFactor [menu server float, default=0.850000]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Nucleus muffling factor

- Nucleus damage multiplier when passed through a wall when NucleusRadialDmgType=RDMG_SemiTransparent.

enableVisibleShockwave [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Enable visible shockwave

- Enable a visible shockwave effect (similar shockwave effect from the Redeemer).

bSpawnExtraShockFX [menu server boolean, default=True]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Enable extra shockwave GFX

- Enable extra shockwave smoke effects as it hits solid objects.

ExtraShockFXAmount [menu server byte, default=5]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Extra shockwave GFX amount

- Amount of extra shockwave smoke effects per hit object.

bDamageActors [menu server boolean, default=False]

Nali Weapons 3 Gameplay Settings > Nukes > Settings > Damage actors

- Damage other actors during the shockwave processing.

ignoreExtendedFXClasses [internal server name list, max size: 8]

- Class names of objects that should not have smoke effects when the shockwave hits them.

NWNuclearFXVIII.NuclearExplosionLevelA

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

ExplFXRate [menu client float, default=15.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 1 > Explosive FX rate

- Rate on the appearance of explosive effects during the blast (in times per second).

ExplFXAmountPerUpdate [menu client integer, default=12]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 1 > Explosive FX amount

- Amount of explosive effects during the blast.

SmokeFXRate [menu client float, default=7.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 1 > Smoke FX rate

- Rate on the appearance of smoke effects during the blast (in times per second).

SmokeFXAmountPerUpdate [menu client integer, default=2]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 1 > Smoke FX amount

- Amount of smoke effects during the blast.

NWNuclearFXVIII.NuclearExplosionLevelB

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

ExplosionFXDensity [menu client byte, default=5]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 2 > GFX density

- Explosion effects density.

NWNuclearFXVIII.NuclearExplosionLevelC

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

debrisRate [menu client float, default=5.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Debris generation rate

- Rate on the generation of debris during the blast (in times per second).

debrisAmountPerUpdate [menu client byte, default=8]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Debris generation amount

- Amount of debris generated during the blast.

lightningsRate [menu client float, default=10.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Lightnings FX rate

- Rate on the generation of lightning effects during the blast (in times per second).

lightningsAmountPerUpdate [menu client byte, default=16]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Lightnings FX amount

- Amount of lightning effects during the blast.

FinalExpIFXRate [menu client float, default=5.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Explosive FX rate

- Rate on the generation of explosive effects during the blast (in times per second).

FinalExpIFXAmountPerUpdate [menu client integer, default=6]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Explosive FX amount

- Amount of explosive effects during the blast.

FinalSmokeFXRate [menu client float, default=7.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Ending smoke FX rate

- Rate on the generation of ending smoke effects during the blast (in times per second).

FinalSmokeFXAmountPerUpdate [menu client integer, default=2]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 3 > Ending smoke FX amount

- Amount of ending smoke effects during the blast.

NWNuclearFXVIII.NuclearExplosionLevelD

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

enableFXSmartPerformance [menu client boolean, default=True]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 4 > Enable smart performance

- Enable smart performance system for heavy explosion effects.

FlyingDebrisAmount [menu client byte, default=28]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 4 > Flying debris generation amount

- Amount of flying debris generated during the blast.

NWNuclearFXVIII.NuclearExplosionLevelE

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

LightningsRate [menu server float, default=10.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Lightnings generation rate

- Rate on the generation of lightnings during the blast (in times per second).

LightningDmgRadius [menu server float, default=768.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Lightnings damage radius

- Lightnings damage affecting radius from hit point.

LightningMaxDistance [menu server float, default=6000.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Lightnings max distance

- Lightnings generation max distance.

LightningsAmountPerUpdate [menu server byte, default=10]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Lightnings generation amount

- Amount of lightnings generated during the blast.

LightningDamage [menu server integer, default=2000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Lightnings damage amount

- Lightnings damage amount on direct hit.

finalBoltRate [menu server float, default=10.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Final lightnings generation rate

- Rate on the generation of lightnings in the end of the blast (in times per second).

finalBoltMinDistance [menu server float, default=10000.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Final lightnings min distance

- Final lightnings generation min distance.

finalBoltMaxDistance [menu server float, default=20000.000000]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Final lightnings max distance

- Final lightnings generation max distance.

finalBoltAmountPerUpdate [menu server byte, default=10]

Nali Weapons 3 Gameplay Settings > Nukes > Nuclear Explosion Level 5 > Final lightnings generation amount

- Amount of lightnings generated in the end of the blast.

debrisRate [menu client float, default=4.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Debris generation rate

- Rate on the generation of debris during the blast (in times per second).

debrisAmountPerUpdate [menu client byte, default=10]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Debris generation amount

- Amount of debris generated during the blast.

sphericElectricRate [menu client float, default=4.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Spherical electric FX generation rate

- Rate on the generation of spherical electric effects during the blast (in times per second).

sphericElectricAmountPerUpdate [menu client byte, default=5]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Spherical electric FX generation amount

- Amount of spherical electric effects generated during the blast.

enableDebrisExplFX [menu client boolean, default=True]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Enable explosive debris FX

- Enable explosive effects on the blast generated debris.

debrisExplRate [menu client float, default=4.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Explosive debris FX generation rate

- Rate on the generation of explosive effects on the blast generated debris (in times per second).

debrisExplTime [menu client float, default=1.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Explosive debris FX generation time

- Time on how long the explosive effects on a single debris may last (in seconds).

sphericFinalElectricRate [menu client float, default=10.000000]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Final spherical electric FX generation rate

- Rate on the generation of spherical electric effects in the end of the blast (in times per second).

sphericFinalElectricMinAmountPerUpdate [menu client byte, default=1]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Final spherical electric FX generation min amount

- Min amount of spherical electric effects generated in the end of the blast.

sphericFinalElectricMaxAmountPerUpdate [menu client byte, default=8]

Nali Weapons 3 Client Settings > Nukes > Nuclear Explosion Level 5 > Final spherical electric FX generation max amount

- Max amount of spherical electric effects generated in the end of the blast.

NWIonizerVIII.IonNuclearExplosion

(inherits all settings from *NWCoreVIII.NuclearExplosions*)

SmkLightningsRateMin [menu client float, default=2.000000]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Explosion clouds min lightnings rate

- Min rate on the appearance of lightnings in the explosion resultant clouds/smoke (in times per second).

SmkLightningsRateMax [menu client float, default=10.000000]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Explosion clouds max lightnings rate

- Max rate on the appearance of lightnings in the explosion resultant clouds/smoke (in times per second).

SmkLightningsAmountPerUpdateMin [menu client byte, default=1]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Explosion clouds min lightnings amount

- Min amount of lightnings in the explosion resultant clouds/smoke.

SmkLightningsAmountPerUpdateMax [menu client byte, default=5]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Explosion clouds max lightnings amount

- Max amount of lightnings in the explosion resultant clouds/smoke.

SphereLightningsRateMin [menu client float, default=5.000000]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Ion sphere min lightnings rate

- Min rate on the appearance of lightnings in the explosion ion sphere (in times per second).

SphereLightningsRateMax [menu client float, default=25.000000]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Ion sphere max lightnings rate

- Max rate on the appearance of lightnings in the explosion ion sphere (in times per second).

SphereLightningsAmountPerUpdateMin [menu client byte, default=10]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Ion sphere min lightnings amount

- Min amount of lightnings in the explosion ion sphere.

SphereLightningsAmountPerUpdateMax [menu client byte, default=20]

Nali Weapons 3 Client Settings > Nukes > Ion Nuclear Explosion > Ion sphere max lightnings amount

- Max amount of lightnings in the explosion ion sphere.