

# Ultra Gore

Special Standalone Edition

version D



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# Introduction

This mod is a special standalone edition and major update of **Ultra Gore** from the final version of **Nali Weapons 3**, for **Unreal Tournament** (1999).

It introduces a new diverse set of additional gore effects into the game, namely:

- meat chunks that physically interact with the world, by sticking, sliding and dropping off walls, ceilings and ramps, leaving behind extensive trails and pools of blood;
- guts, intestines and veins that physically act like the meat chunks above, as well having physics of their own similar to that of ropes and cloth when hanging off ledges, ceilings, etc;
- blood mist which lasts for a few seconds at the place the enemy was killed;
- replaces gibs by a glowing and smoking skeleton in the case of some damage types and weapons (such as Bio Rifle and Shock Rifle), which falls on its own in a way which mimics a natural fall, leaving a fallen dead skeleton behind;
- all gore interacts with water zones as well, splashing on entry and producing a trail of blood mist underwater, and it dissolves over time in cases where the water is actually acid or some other harmful substance to players;
- each type of enemy has its own blood color, varying between red (most common), green (such as for Mercenary creatures) and gray (cyborgs), which also means that this mod was built with coop game types in mind as well (such as Monster Hunt).

It also provides an extensive set of configurations and settings which can be changed for a fully customizable experience, many of which can be found and changed from the Mod menu itself of the game.

Furthermore, being *standalone* means that, despite originally being a feature from another bigger mod, this package was built so that it can be installed and used on its own without any external dependencies.

# Installation

To install this mod, extract the files from the `System` directory from the downloaded mod ZIP file, into the `System` directory of where the game itself is installed.

If a previous version of this mod is already installed, it's **recommended** that the previous version is removed prior to the installation of this one, although there are no known problems if it's installed on top of a previous version, as long as all previous installed files from the mod are replaced by the new ones.

## Settings

To change the settings and configuration of this mod, open the game Mod menu (located at the top bar in the game main screen), and click on `Ultra Gore Settings (NW3 SSE)`.

The aforementioned Mod menu offers a way to change the most basic settings of this mod from a GUI, however for more advanced settings the mod includes a configuration file which can be edited with any text editor, named `NWUltraGoreSSE.ini`.

Documentation of this configuration file can be found in the `NWUltraGoreSSE.ini.pdf` file, located in the same directory as this document.

## Multiplayer

This mod supports multiplayer as well, however the following step is required before starting the server or multiplayer session: open the `UnrealTournament.ini` file and add a new entry to the `ServerPackages` list, namely `ServerPackages=NWUltraGoreSSEd`.

In case a new server is being set up from the command line directly, the mutator to be loaded is `NWUltraGoreSSEd.NWBloodyMess_UGSSE`.

# Patch Notes

This new version has the following changes in relation to the previous one:

- **Skeleton:**

- Created **8** brand new falling animations to replace the previous one, which look more natural and varied between them, from which one is played at random
- Adjusted skeleton size and position in relation to the player
- Mercenary creatures now have their own skeleton model, instead of using the same one as humans
- Added new glowing and smoke effects to skeletons, with the following new settings in the configuration file:
  - enableBodySkeletonGlow
  - enableBodySkeletonGlowOver
  - enableBodySkeletonSmoke
  - GoreSkeletonFX
- Added dynamic lighting as well when the glowing is enabled (only for version **469** of the game and later), with the following new settings in the configuration file:
  - enableDynamicLighting
  - UseClientGoreLightingSettings

- **Directional FX:**

- Gore now closely respects and follows the momentum of the given damage, meaning that gore parts now fly along the same direction of the damage with just some spread, rather than flying in all directions randomly
- To tweak and adjust the strength of this effect, the following new settings have been added to the configuration file:
  - HeadshotDirectionalMultiplier
  - BodyshotDirectionalMultiplier
  - DamageDirectionalMultipliers

- **Sound FX:**

- Added the following new settings to toggle the gore explosion sound effects:
  - enableHeadshotSound
  - enableBodyshotSound

- **Water FX:**

- Added blood mist and trails to meat underwater, with the following new setting in the configuration file:
  - `enableWaterBloodFX`
- Some gore types, such as meat and guts (especially the latter), now simulate the water wavyness and turbulence as they fall, to reinforce the look and feel of them being underwater
- Tweaked physics and buoyancy of gore parts so that their movement and speed act according to what is expected for submerged parts
- Tweaked the internals of water splashes so they behave more consistently and according to the gore type and size
- All gore types now visually dissolve within a short period of time when submerged in damaging or destructive fluids (such as the toxic pools from DM-Deck16 [ ]), instead of just disappearing immediately

- **Physics:**

- Gore now has a more dynamic behavior and better physics overall
- Gore parts now slide down floor level slopes and ramps, rather than just walls, and the slide speed and acceleration has been tweaked and improved
- Gore parts are now more likely to drop off from a sloped wall the closer its angle gets to that of a ceiling
- Reworked blood pools and trails, and other similar effects
- Changed the meat parts to a more flattened look when sticking on a wall or floor
- Sliding gore parts now move, rotate and curl up when hitting and stopping at the floor or water surface

- **Support:**

- All documentation has been recreated and updated with all the latest changes

- **Fixes:**

- Fixed double gore effects: in some cases the gore effects were being spawned twice, due to a player carcass being spawned by the game
- Fixed gore effects sometimes not showing up, especially with the Flak Cannon
- Fixed sliding gore parts not reaching the floor on sloped walls
- Fixed gore parts not properly attaching to movers (elevators/lifts, doors, etc)
- Fixed skeletons falling through movers (elevators/lifts, doors, etc)
- Fixed skeletons not spawning a splash effect when falling into water
- Fixed **Nali Weapons 3** missing flaming gore effects, from the W.R.E. grenade, Flame Tracker, Bolt Rifle, Super Bolt Rifle, MultiMissile Launcher T-Missile and others which are meant to spawn gore parts engulfed in flames
- Fixed the physics of gore such as guts, intestines and veins, on the following:
  - they no longer extend past their limits
  - they no longer go haywire in maps such as CTF-Face] [
  - they no longer get stuck in weird locations (such as floating in mid air)
  - fixed and improved several aspects of their collision and physics overall

## Nali Weapons 3

This new version works alongside the **Nali Weapons 3** mod, replacing the built-in integrated version of its own outdated **Ultra Gore** mod, and it's encouraged to do so for the best experience from both this mod and **Nali Weapons 3** itself.

However, in order for this to work, please ensure that this new version of the **Ultra Gore** mutator is listed **before** the **Nali Weapons 3** mutator, to ensure that the outdated version is disabled.

# Credits

This mod was entirely developed by Feralidragon.

A few resources, however, namely a few sounds, the original skeleton mesh and a few base seamless textures, were originally borrowed from other games in the series such as **Unreal Tournament 2004** and **Unreal Tournament 3**, when this mod was first developed (over a decade ago).

# Support

If you run into any issues or have any questions about this mod, feel free to use any of the following channels:

- ModDB: <https://www.moddb.com/mods/nali-weapons-3>
- UT99.org Board: <https://ut99.org/>
- UT99.org Discord: <https://discord.gg/3DNctNmq>
- OldUnreal Discord: <https://discord.gg/AS5a8az3>