

OATMEAL

User Manual

For OATMEAL 0.51

OpenArena Toolkit & Mod Environment for All

A Mod for OpenArena

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Introduction

The OpenArena Mod Toolkit & Mod Environment for All (or, OATMEAL) is exactly what it says it is: it's a mod for making other mods. Only, with OATMEAL, you don't have to be a programmer to make a mod! If you can open a text file and edit it, then you can make an OATMEAL mod.

OATMEAL mods can make little changes to the standard OpenArena game, or they can make major changes. OATMEAL is designed to run multiple mods simultaneously, like “mutators” in the Unreal Tournament series of games. Plus, OATMEAL is server-side; that means that only the server has to download and install your mod.

Installation

Download the latest version of OATMEAL from the official website, <http://oatmeal.linuxthugs.com>. Open the install file with an archive program, and extract it into your OpenArena installation directory. This will create a folder named “oatmeal” in your OA install directory.

Running OATMEAL

Start OpenArena, and select “MODS” from the main menu. In the list of mods, select the one named “OATMEAL 0.51” and click “load”. Congratulations! You're running OATMEAL!

Frequently Asked Questions

What does OATMEAL stand for?

OpenArena Toolkit & Mod Environment for All.

Who created OATMEAL?

I did! My name's Dan Hetrick. You can send email to dhetrick@gmail.com if you want to ask a question, tell me about a bug in OATMEAL, or even if you just want to say “hi”. OATMEAL's home page is <http://oatmeal.linuxthugs.com>.

Do people have to download my mod in order to play it?

Not if you're running a server! OATMEAL is implemented as a server-side mod. The only client files in the mod are in the UI, and are entirely optional. As long as the server has the mod installed, any player that connects to that server can play with that mod enabled.

So, all OATMEAL mods are server-side?

Yes!

Is OATMEAL open source?

Yes! OATMEAL is released under the GNU General Public License (GPL) v2, just like OpenArena. The complete source code for the OATMEAL engine is included with every download. For more information, see **License**, below.

Can I release my own version of OATMEAL?

Yes, as long as you abide by the GPL v2 license.

I installed OATMEAL, but it doesn't seem to be doing anything.

That's because OATMEAL, on its own, does nothing. You have to install some mods first!

My mod should stop items/weapons/ammo/armor/health from spawning, but it doesn't.

This problem arises from how OpenArena loads and executes scripts. Basically, the proper commands to stop the item spawning are not sent until the items are already spawned. This will only happen on the first map; all other maps (or even the same map, if the arena is restarted) will correctly handle whatever spawn limits in any OATMEAL mods. This can be fixed by executing the item mod's config in the the command used to start up OpenArena. Here, on my Linux computer, that would be something like:

```
me@desktop:~/ $ openarena.i386 +set fs_game oatmeal +exec mods/item-mod/mod.cfg
```

NOTE: This is **not** a bug in OpenArena. This is a bug in OATMEAL, and I'm working on fixing it.

I downloaded an OATMEAL mod. How do I install it?

OATMEAL mods are distributed as single-file PK3 files. To install a mod, copy the mod's PK3 into your OATMEAL installation directory. To uninstall a mod, delete the mod's PK3.

How many OATMEAL mods can I have installed at one time?

I honestly don't know. During testing, I played on a server with 20 different mods installed with no problems.

What do I need to make an OATMEAL mod?

Two things: a text editor (Notepad, gEdit, etc.), and an archive program (7zip, WinZip, etc.). If you want to make a custom badge for your mod (see **Creating a new OATMEAL mod** and **An Example Mod: "fast-gun"** for more information on badges) you will also need to have some sort of image creation program (Photoshop, GIMP, etc.).

Creating a new OATMEAL mod

First, create a directory named “mods” (all lower case). All OATMEAL mods live in the “mods” folder; this way, OATMEAL can automatically find and load any mods placed here.

Second, create a directory named “your-mod-name-here” (obviously, change this to the name of your mod) inside the “mods” folder. Your mod's name shouldn't contain spaces or punctuation.

Third, create your mod's “badge”. This is a small graphic (128x32, TGA format) , like a banner. This graphic will be displayed on the main menu when your mod is loaded. Name the graphic “badge.tga”, and put it in your mod's folder.

Fourth, create a text file named “whatever-you-want.cfg”, and put it in your mod's folder. Again, you should change this filename; you can make it any name you want, but it *must* have the “.cfg” extension. Place any OATMEAL related cvars in this text file. You can place as many text files as you want in this file; OATMEAL will find and execute them automatically.

When you're done, you should have a set of files and directories (presented in **bold**) that looks something like this:

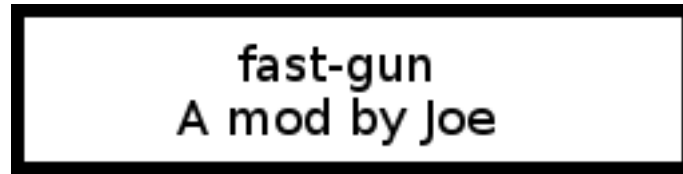
```
mods/  
mods/your-mod-here  
mods/your-mod-here/badge.tga  
mods/your-mod-here/whatever-you-want.cfg
```

Using an archive utility (like WinZip or File-Roller), zip this directory up. Save the file to any name you wish, and replace the “zip” extension with “pk3”.

To install (and play!) your mod, just copy the pk3 file you just made into your OATMEAL installation directory. That's it! OATMEAL will automatically load your mod (along with every other installed mod) the next time you play.

An Example Mod: “fast-gun”

Joe want to play OpenArena with a super-fast Machine Gun. He decides to name it “fast-gun”. On his home computer, Joe makes a directory named “mods”. Inside this folder, he makes another folder named “fast-gun”. Using his favorite image editing program (GIMP), Joe makes a badge for his mod:



Joe saves the badge as “badge.tga”, and puts it in his mod's folder. He then creates a text file named “mymod.cfg”, and saves it to his mod folder. He opens it with a text editor, and puts the following into the file:

```
set machinegun_rof 10
set machinegun_unlimited_ammo 1
```

This sets the Machine Gun's rate of fire to “10”; that is, it will fire once every 10 milliseconds. Joe figures that this weapon is going to eat up a lot of ammo, so he sets the Machine Gun to have infinite ammo. He saves the text file. Joe's got a directory containing another directory with two files:

```
mods/
mods/fast-gun
mods/fast-gun/badge.tga
mods/fast-gun/mymod.cfg
```

Using an archive program, he zips up the “mods” folder, and names the zip file “fast-gun.zip”. He changes the zip file's extension from “zip” to “pk3”, ending up with “fast-gun.pk3”.

Joe's mod is now complete and ready to play. He copies “fast-gun.pk3” into his OATMEAL directory. The next time Joe starts up OATMEAL, his mod will be loaded automatically:



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OATMEAL cvars are presented in the following format:

cvar_name¹

Value: integer or string or float²

Default: default_value³

Description: This is where the cvar's documentation goes.⁴

1. This is the cvar's name. It behaves like a normal OpenArena cvar; that is, you can set the cvar's value with the “set” command.
2. This is what kind of data that OATMEAL will expect in this cvar.
3. This is whatever the cvar is set to by default.
4. Like it says, this is where the documentation goes. :-)

Player Cvars

player_weapons

Value: integer

Default: 1

Description: This determines what weapon each player is given at spawn. Each player is automatically given the Gauntlet; for each additional weapon, add that weapon's number to player_weapon's value:

1	Machine Gun
2	Shotgun
4	Lightning Gun
8	Grenade Launcher
16	Rocket Launcher
32	Plasma Gun
64	Railgun
128	BFG
256	Nailgun
512	Proximity Mine Launcher
1024	Chaingun
2048	Grappling Hook

player_health

Value: integer

Default: 100

Description: Player starting Health.

player_armor

Value: integer

Default: 0

Description: Player starting Armor.

countdown_health

Value: integer

Default: 1

Description: If set to “0”, player's Health will not countdown when greater than 100.

countdown_armor

Value: integer

Default: 1

Description: If set to “0”, player's Armor will not countdown when greater than 100.

Damage Cvars

damage_multiplier

Value: float

Default: 1.0

Description: All damage is multiplied by this.

self_damage_multiplier

Value: float

Default: 0.5

Description: All self inflicted damage is multiplied by this.

Locational Damage Cvars

locational_damage

Value: integer

Default: 0

Description: If set to “1”, then locational damage is turned on. All damage will be multiplied by various values, depending on what part of the player was hit.

location_head

Value: float

Default: 1.8

Description: If locational damage is turned on, all damage done to the head is multiplied by this.

location_face

Value: float

Default: 5.0

Description: If locational damage is turned on, all damage done to the face is multiplied by this.

location_throat

Value: float

Default: 1.4

Description: If locational damage is turned on, all damage done to the throat is multiplied by this.

location_shoulders

Value: float

Default: 1.1

Description: If locational damage is turned on, all damage done to the shoulders is multiplied by this.

location_torso

Value: float

Default: 1.3

Description: If locational damage is turned on, all damage done to the torso is multiplied by this.

location_arms

Value: float

Default: 0.8

Description: If locational damage is turned on, all damage done to the arms is multiplied by this.

location_stomach

Value: float

Default: 1.2

Description: If locational damage is turned on, all damage done to the stomach is multiplied by this.

location_groin

Value: float

Default: 1.3

Description: If locational damage is turned on, all damage done to the groin is multiplied by this.

location_legs

Value: float

Default: 0.7

Description: If locational damage is turned on, all damage done to the legs is multiplied by this.

location_feet

Value: float

Default: 0.5

Description: If locational damage is turned on, all damage done to the feet is multiplied by this.

Knockback Cvars

no_knockback

Value: integer

Default: 0

Description: If set to “1”, then all weapon knockback is turned off.

knockback_minimum

Value: integer

Default: 0

Description: The minimum amount of weapon knockback possible.

knockback_maximum

Value: integer

Default: 200

Description: The maximum amount of weapon knockback possible.

knockback_multiplier

Value: float

Default: 1.0

Description: All knockback is multiplied by this.

knockback_mass

Value: integer

Default: 200

Description: When weapon knockback is calculated, this value is used for player weight.

Item Spawn Cvars

spawn_ammo

Value: integer

Default: 1

Description: If set to “0”, no weapon ammo will spawn.

spawn_health

Value: integer

Default: 1

Description: If set to “0”, no health will spawn.

spawn_armor

Value: integer

Default: 1

Description: If set to “0”, no armor will spawn.

spawn_weapons

Value: integer

Default: 1

Description: If set to “0”, no weapons will spawn.

spawn_powerups

Value: integer

Default: 1

Description: If set to “0”, no powerup will spawn.

Miscellaneous Cvars

health_regen

Value: integer

Default: 0

Description: If set to “1”, each player's Health regenerates.

health_regen_amount

Value: integer

Default: 1

Description: How much Health is regenerated each second.

health_regen_maximum

Value: integer

Default: 100

Description: Player Health will not regenerate beyond this point.

armor_regen

Value: integer

Default: 0

Description: If set to “1”, each player's Armor regenerates.

armor_regen_amount

Value: integer

Default: 1

Description: How much Armor is regenerated each second.

armor_regen_maximum

Value: integer

Default: 100

Description: Player Armor will not regenerate beyond this point.

vampire_maximum

Value: integer

Default: 100

Description: “Vampiric” weapons will not give Health beyond this point.

frag_drop_weapon

Value: integer

Default: 1

Description: If set to “0”. fragged players will no longer drop weapons.

frag_drop_powerup

Value: integer

Default: 1

Description: If set to “0”. fragged players will no longer drop powerups.

drop_ammo

Value: integer

Default: 0

Description: If set to “1”, players will be able to drop ammunition from their inventory for other players to use. This enables the “ammo” console command on the server; players can issue the command to drop a small amount of ammunition in front of them.

drop_health

Value: integer

Default: 0

Description: If set to “1”, players will be able to drop health for other players to use. This enables the “health” console command on the server; players can issue the command to drop a “25 Health” ball in exchange for 25 Health.

drop_armor

Value: integer

Default: 0

Description: If set to “1”, players will be able to drop armor for other players to use. This enables the “armor” console command on the server; players can issue the command to drop armor. If they have more than 50 Armor, a yellow Armor will be dropped; else, an Armor Shard is dropped.

Weapon Cvars

Lightning Gun

lightning_rof

Value: integer

Default: 50

Description: Sets the Lightning Gun's rate of fire, in milliseconds.

lightning_damage

Value: integer

Default: 8

Description: Sets the Lightning Gun's damage.

lightning_range

Value: integer

Default: 768

Description: Sets the Lightning Gun's maximum range.

lightning_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the Lightning Gun has infinite ammo.

lightning_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

lightning_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

lightning_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Chaingun

chaingun_rof

Value: integer

Default: 30

Description: Sets the Chaingun's rate of fire, in milliseconds.

chaingun_damage

Value: integer

Default: 5

Description: Sets the Chaingun's damage.

chaingun_spread

Value: integer

Default: 600

Description: Sets the Chaingun's firing spread.

chaingun_unlimited_ammo

Value: integer

Default: 0

Description: If set to “1”, the Chaingun has infinite ammo.

chaingun_vampire

Value: integer

Default: 0

Description: If set to “1”, any damage done with this weapon will be given to the player wielding it.

chaingun_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

chaingun_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Proximity Mine Launcher

proxmine_rof

Value: integer

Default: 800

Description: Sets the Proximity Mine Launcher's rate of fire, in milliseconds.

proximity_mine_damage

Value: integer

Default: 0

Description: How much damage the Proximity Mine Launcher does.

proximity_mine_splash_damage

Value: integer

Default: 100

Description: How much splash damage the Proximity Mine Launcher does.

proximity_mine_splash_radius

Value: integer

Default: 150

Description: How far the Proximity Mine Launcher's splash damage reaches.

proximity_mine_velocity

Value: integer

Default: 700

Description: How fast the Proximity Mine Launcher missile moves.

proximity_mine_homing

Value: integer

Default: 0

Description: Set to “1” to turn on homing Proximity Mine missiles.

proximity_mine_vortex

Value: integer

Default: 0

Description: Set to “1” to turn on vortex Proximity Mine missiles.

proximity_mine_vortex_range

Value: integer

Default: 500

Description: How far the Proximity Mine vortex effect reaches.

proximity_mine_vortex_strength

Value: integer

Default: 200

Description: How strong the Proximity Mine vortex effect is.

proximity_mine_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

proximity_mine_lifetime

Value: integer

Default: 10000

Description: How long the Proximity Mine missile will run before exploding on its own.

proxmine_unlimited_ammo

Value: integer

Default: 0

Description: If set to “1”, the Proximity Mine Launcher has infinite ammo.

proxmine_vampire

Value: integer

Default: 0

Description: If set to “1”, any damage done with this weapon will be given to the player wielding it.

proxmine_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

proxmine_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Rocket Launcher

rocket_rof

Value: integer

Default: 800

Description: Sets the Rocket Launcher's rate of fire, in milliseconds.

rocket_damage

Value: integer

Default: 100

Description: How much damage the Rocket Launcher does.

rocket_splash_damage

Value: integer

Default: 100

Description: How much splash damage the Rocket Launcher does.

rocket_splash_radius

Value: integer

Default: 120

Description: How far the Rocket Launcher's splash damage reaches.

rocket_velocity

Value: integer

Default: 2000

Description: How fast the Rocket Launcher missile moves.

rocket_homing

Value: integer

Default: 0

Description: Set to "1" to turn on homing Rocket missiles.

rocket_vortex

Value: integer

Default: 0

Description: Set to "1" to turn on vortex Rocket missiles.

rocket_vortex_range

Value: integer

Default: 500

Description: How far the Rocket vortex effect reaches.

rocket_vortex_strength

Value: integer

Default: 200

Description: How strong the Rocket vortex effect is.

rocket_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

rocket_lifetime

Value: integer

Default: 10000

Description: How long the Rocket missile will run before exploding on its own.

rocket_unlimited_ammo

Value: integer

Default: 0

Description: If set to “1”, the Rocket Launcher has infinite ammo.

rocket_vampire

Value: integer

Default: 0

Description: If set to “1”, any damage done with this weapon will be given to the player wielding it.

rocket_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

rocket_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

BFG

bfg_rof

Value: integer

Default: 200

Description: Sets the BFG's rate of fire, in milliseconds.

bfg_damage

Value: integer

Default: 100

Description: How much damage the BFG does.

bfg_splash_damage

Value: integer

Default: 100

Description: How much splash damage the BFG does.

bfg_splash_radius

Value: integer

Default: 120

Description: How far the BFG's splash damage reaches.

bfg_velocity

Value: integer

Default: 2000

Description: How fast the BFG missile moves.

bfg_homing

Value: integer

Default: 0

Description: Set to “1” to turn on homing BFG missiles.

bfg_vortex

Value: integer

Default: 0

Description: Set to “1” to turn on vortex BFG missiles.

bfg_vortex_range

Value: integer

Default: 500

Description: How far the BFG vortex effect reaches.

bfg_vortex_strength

Value: integer

Default: 200

Description: How strong the BFG vortex effect is.

bfg_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

bfg_lifetime

Value: integer

Default: 10000

Description: How long the BFG missile will run before exploding on its own.

bfg_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the BFG has infinite ammo.

bfg_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

bfg_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

bfg_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Plasma Gun

plasma_rof

Value: integer

Default: 100

Description: Sets the Plasma Gun's rate of fire, in milliseconds.

plasma_damage

Value: integer

Default: 20

Description: How much damage the Plasma Gun does.

plasma_splash_damage

Value: integer

Default: 15

Description: How much splash damage the Plasma Gun does.

plasma_splash_radius

Value: integer

Default: 20

Description: How far the Plasma Gun's splash damage reaches.

plasma_velocity

Value: integer

Default: 2000

Description: How fast the Plasma Gun missile moves.

plasma_homing

Value: integer

Default: 0

Description: Set to "1" to turn on homing Plasma missiles.

plasma_vortex

Value: integer

Default: 0

Description: Set to "1" to turn on vortex Plasma missiles.

plasma_vortex_range

Value: integer

Default: 500

Description: How far the Plasma vortex effect reaches.

plasma_vortex_strength

Value: integer

Default: 200

Description: How strong the Plasma vortex effect is.

plasma_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

plasma_lifetime

Value: integer

Default: 10000

Description: How long the Plasma missile will run before exploding on its own.

plasma_unlimited_ammo

Value: integer

Default: 0

Description: If set to “1”, the Plasma Gun has infinite ammo.

plasma_vampire

Value: integer

Default: 0

Description: If set to “1”, any damage done with this weapon will be given to the player wielding it.

plasma_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

plasma_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Grenade Launcher

grenade_rof

Value: integer

Default: 800

Description: Sets the Grenade Launcher's rate of fire, in milliseconds.

grenade_damage

Value: integer

Default: 100

Description: How much damage the Grenade Launcher does.

grenade_splash_damage

Value: integer

Default: 100

Description: How much splash damage the Grenade Launcher does.

grenade_splash_radius

Value: integer

Default: 150

Description: How far the Grenade Launcher's splash damage reaches.

grenade_velocity

Value: integer

Default: 700

Description: How fast the Grenade Launcher missile moves.

grenade_homing

Value: integer

Default: 0

Description: Set to “1” to turn on homing Grenade missiles.

grenade_vortex

Value: integer

Default: 0

Description: Set to “1” to turn on vortex Grenade missiles.

grenade_vortex_range

Value: integer

Default: 500

Description: How far the Grenade vortex effect reaches.

grenade_vortex_strength

Value: integer

Default: 200

Description: How strong the Grenade vortex effect is.

grenade_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

grenade_lifetime

Value: integer

Default: 10000

Description: How long the Grenade missile will run before exploding on its own.

grenade_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the Grenade Launcher has infinite ammo.

grenade_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

grenade_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

grenade_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Machine Gun

machinegun_rof

Value: integer

Default: 100

Description: Sets the Machinegun's rate of fire, in milliseconds.

machinegun_damage

Value: integer

Default: 7

Description: Sets the Machinegun's damage.

machinegun_team_damage

Value: integer

Default: 5

Description: Sets the Machinegun's damage in a team game.

machinegun_spread

Value: integer

Default: 200

Description: Sets the Machinegun's firing spread.

machinegun_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the Machinegun has infinite ammo.

machinegun_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

machinegun_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

machinegun_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Shotgun

shotgun_rof

Value: integer

Default: 1000

Description: Sets the Shotgun's rate of fire, in milliseconds.

shotgun_damage

Value: integer

Default: 10

Description: How much damage the Shotgun does.

shotgun_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the Shotgun has infinite ammo.

shotgun_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

shotgun_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

shotgun_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Railgun

railgun_rof

Value: integer

Default: 1500

Description: Sets the Railgun's rate of fire, in milliseconds.

railgun_damage

Value: integer

Default: 100

Description: How much damage the Railgun does.

railgun_range

Value: integer

Default: 8192

Description: How much far the Railgun can shoot and still do damage.

railgun_maximum_hits

Value: integer

Default: 4

Description: The Railgun can go through multiple targets, thus hitting more players with the same shot. This sets how many targets a Railgun slug can hit before stopping.

railgun_unlimited_ammo

Value: integer

Default: 0

Description: If set to "1", the Railgun has infinite ammo.

railgun_vampire

Value: integer

Default: 0

Description: If set to "1", any damage done with this weapon will be given to the player wielding it.

railgun_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

railgun_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Nailgun

nailgun_rof

Value: integer

Default: 1000

Description: Sets the Nailgun's rate of fire, in milliseconds.

nailgun_damage

Value: integer

Default: 20

Description: How much damage the Nailgun does.

nailgun_spread

Value: integer

Default: 500

Description: Sets the Nailgun's firing spread.

nailgun_velocity

Value: integer

Default: 555

Description: How fast the Nailgun missile moves.

nailgun_homing

Value: integer

Default: 0

Description: Set to “1” to turn on homing Nailgun missiles.

nailgun_vortex

Value: integer

Default: 0

Description: Set to “1” to turn on vortex Nailgun missiles.

nailgun_vortex_range

Value: integer

Default: 500

Description: How far the Nailgun vortex effect reaches.

nailgun_vortex_strength

Value: integer

Default: 200

Description: How strong the Nailgun vortex effect is.

nailgun_linear

Value: integer

Default: 0

Description: If set to “1”, movement type is set to “linear”; if set to “0”, movement type is set to “gravity”.

nailgun_lifetime

Value: integer

Default: 10000

Description: How long the Nailgun missile will run before exploding on its own.

nailgun_unlimited_ammo

Value: integer

Default: 0

Description: If set to “1”, the Nailgun has infinite ammo.

nailgun_vampire

Value: integer

Default: 0

Description: If set to “1”, any damage done with this weapon will be given to the player wielding it.

nailgun_spawn_ammo

Value: integer

Default: 1

Description: If set to "0", ammo for this weapon won't spawn.

nailgun_spawn_weapon

Value: integer

Default: 1

Description: If set to "0", this weapon won't spawn.

Gauntlet

gauntlet_rof

Value: integer

Default: 400

Description: Sets the Gauntlet's rate of fire, in milliseconds.

gauntlet_damage

Value: integer

Default: 50

Description: How much damage the Gauntlet does.

gauntlet_range

Value: integer

Default: 32

Description: How far the Gauntlet attack reaches.

Grappling Hook

grappling_hook_rof

Value: integer

Default: 400

Description: Sets the Grappling Hook's rate of fire, in milliseconds.

grappling_hook_velocity

Value: integer

Default: 800

Description: How fast the Grappling Hook missile moves.

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