



MwArsenal User Manual

MwArsenal 用户手册

Only applicable to V1.0.0 / 仅适用于 V1.0.0



MWCN Presents

Introduction

MW Arsenal is inspired by NFS: Hot Pursuit 2010 and NFS: Rivals, aiming to introduce a weapon system similar to the Pursuit Tech found in those two titles into NFS: Most Wanted 2005.

Players will have four different Pursuit Tech weapons to use against the police, and to match this, the police will also have two corresponding Pursuit Tech weapons of their own.

Long-term updates are planned, with more weapons and features on the way.

简介

MW Arsenal 的灵感来自 NFS: Hot Pursuit 2010 与 NFS: Rivals，旨在为 NFS: Most Wanted 2005 引入类似上述 NFS 作品的 Pursuit Tech 武器系统玩法。

玩家可获得四种 Pursuit Tech 武器以对付警方，为与之匹敌，警方阵营也将拥有两种对应的 Pursuit Tech 武器。

此 MOD 计划进行长期更新，未来将持续推出更多的武器类型或附加功能以用于改进游戏玩法。

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Images in some chapters may take time to load

某些章节包含可能需要额外加载时间的图片

Install & Setup

make sure that you're using **v1.3 speed.exe (5,75 MB)**

Before starting the installation, please ensure that you have installed the **Ultimate ASI Loader** ([Click to jump](#))

●**Step 1: Open the Step 1 folder and copy the Scripts folder to the game directory folder**

●**Step 2: Copy all contents from the "Step 2/English" folder to the game directory. If prompted, overwrite existing files.**

●**Step 3: Using Binary 2.8.3 or above, open Install.end in Step 3 folder in User mode and select the game folder choose to save the file.**

To customize or adjust the options of **MWArsenal**, please go to the **Scripts** folder in the game directory and modify them in **MWArsenal.ini**

安装与配置

此 **MOD** 仅支持 **v1.3** 版本 **speed.exe** 主程序 (**5,75 MB**)

开始安装前，请确保你已安装 **Ultimate ASI Loader** ([点击跳转](#))

步骤一：打开 **Step 1** 文件夹并复制 **Scripts** 文件夹至游戏目录。

步骤二：打开 **Step 2/Chinese** 文件夹，将 **Chinese** 文件夹所有内容复制到游戏目录。若提示已存在相同的文件，则将其替换。

步骤三：使用 **Binary 2.8.3** 或以上版本，点击 **User mode** 打开 **Step 3** 文件夹中的 **Install.end** 并选择游戏文件夹，保存文件。

要自定义或调整 **MWArsenal** 的选项，请前往游戏目录的 **Scripts** 文件夹，并在 **MWArsenals.ini** 中进行修改。



EMP/电磁脉冲



EMP fires at target vehicles.

On activation, it counts down and locks on. Hit destroy the target. Supports both forward and backward firing.

EMP 可向目标载具发射电磁脉冲。

激活后将进入发射倒计时并尝试锁定目标载具

命中即可瘫痪目标载具。支持前后双向发射。



Turbo Boost/涡轮推进器



Turbo Boost delivers a temporary burst of speed, accelerating the car to or beyond its stated top speed.

激活涡轮推进器可获得临时的超级加速.

在动力激增的期间内，车辆将会加速至或超过所标示的最高速度.



Shockwave/震荡波



Shockwave releases an energy pulse from the car's core.

It repels nearby cars and damages those near the epicenter.

震荡波由车载核心释放瞬时能量脉冲。

部署时可强行击退在脉冲半径内的所有车辆并对近震源者造成结构性损伤。



Jammer/干扰器



Activating Jammer blocks police SupportStrategy and equipment deployments, including Roadblock, Rhino, and Helicopter. It also shuts down deployed equipment.

干扰器可阻止警方呼叫策略支援或部署设备
包括路障、犀牛重型单位与直升机。

此外还可迫使警方已部署的攻击设备停止运转。



Gas Station/加油站



Gas stations located around the world provide tire repair and weapon refills. Simply drive near them to use.

所有加油站现提供轮胎修理和武器补给服务，驾车靠近即可使用。



Dynamic Breaker/动态中断物



Like in NFS: Carbon, you can now destroy police vehicles using Dynamic Breaker.

现可通过动态中断物——撞击卡车使货物掉落以摧毁警车。



Police equipment/警方设备

●Police Cars Jammer/警车干扰器

Police Jammer can disrupt the player car's power. When within a police car's attack range, it will lock on and start a countdown. On hit, the player car's acceleration is significantly reduced. Using Jammer, escaping, or destroying the attacker cancels the effect early.

警车干扰器具备对玩家车辆动力进行干扰的能力。

当玩家处于任意一辆警车的攻击范围时，其警车将锁定玩家并进入攻击倒计时。在遭受攻击时，玩家车辆加速能力将会大幅下降。

使用干扰器，逃离攻击范围或摧毁正在攻击的警车可提前解除干扰

●Helicopter Shockwave/直升机震荡波

Entering helicopter line of sight triggers a chance of its Shockwave attack. On hit, the player car's is launched and briefly loses stability. During the warning period, breaking line of sight, using Jammer, or destroying the helicopter will avoid the attack.

当玩家进入直升机视野时，有可能遭到来自直升机的震荡波攻击。

遭到命中时，玩家车辆将被掀离地面并短暂失去操控稳定性。

在预警期间，通过躲避直升机视线、使用干扰器或直接摧毁直升机均可避免此次攻击。



Known Issues/已知问题

- 1. EMP targeting reticle may have compatibility issues with Xbox 360 Stuff [v4.0] and above.**
 - 2. Turbo Boost trail options may have compatibility issues with the XenonEffects plugin.**
 - 3. When weapon charges exceed 10, the HUD number display may have scaling issues.**
 - 4. Some weapon sound effects may be cut off prematurely or have playback remnants.**
 - 5. May cause potential performance issues or game crashes.**
 - 6. May conflict with other DLL/ASI mods.**
- Some issues will be fixed in the next update.**

- 1. EMP 瞄准方框可能与 Xbox 360 Stuff [v4.0] 及以上的版本存在兼容性问题.**
 - 2. 涡轮推进器的尾迹可能与 XenonEffects 插件存在兼容性问题.**
 - 3. 武器可用次数大于 10 时, HUD 数字显示可能存在缩放问题.**
 - 4. 部分武器音效可能会被提前截断或存在播放残留.**
 - 5. 可能会造成潜在的游戏性能问题或游戏崩溃问题.**
 - 6. 可能会与其他部分 DLL/ASI 模组存在冲突.**
- 部分问题将会在下一次更新中得到修复.**



Credits

Shiftersc & LEE-RYO — Authors of this mod.

MWBC Team — Provided assets and assisted with testing.

Berkayylmao — Special thanks for his NFSPuginSDK project. The SDK provides convenient function calls, eliminating tedious reverse engineering and testing, significantly streamlining development.

Trelbutate — Special thanks for his MWHealthbars project. The initial structure of this mod was inspired by his project. The code has since been fully rewritten and expanded to dozens of times its original size, becoming an independent deep-modification project.

Giovannasaur — The FOV change effect for Turbo Boost is from his FOV plugin.

Xan1242 — The turbo trail effect for Turbo Boost is from his XenonEffects plugin.

Thunderdrift — Created the MWCN logo.



致谢

Shiftersc & LEE-RYO — 此模组的作者

MWBC 团队 — 提供素材与协助测试

Berkayylmao — 特别感谢他的 **NFSPluginSDK** 项目
所创建的 **SDK** 提供了便捷的函数调用方式而无需再通过
繁琐的逆向与测试，显著利于开发工作

Trelbutate — 特别感谢他的 **MWHealthbars** 项目
本模组初期架构受其启发并引用了入口函数，后续代码已
完全重写并扩展至原体量数倍，成为独立的深度改造项目

Giovannasaur — 涡轮推进器 **FOV** 变化功能源于其插件

Xan1242 — 涡轮推进器特效源于 **XenonEffects** 插件

Thunderdrift — 创建 **MWCN** 标志

NOTE/声明

MWArseanal wouldn't have been possible without all the awesome open-source projects and their creators — huge thanks to them. Please respect their work and the basic rules of community collaboration. Don't resell this project or anything derived from it, and no commercial use of any kind.

Also, we don't think MWArseanal is ready to be open sourced just yet. Once it's more polished, we'll reconsider.

If you need custom features, hit us up on Discord.

MWArseanal 能够完成依赖于诸多开源项目及其创建者的卓越贡献，我们对此深表敬意。请尊重知识产权与创作者的基本权益，恪守社区协作的基本准则。严禁转售本项目或其任何衍生成果，亦不得将其用于任何形式的商业用途。

此外，我们认为 MWArseanal 现阶段尚不具备开源条件。待项目进一步完善后，我们将重新评估开源的可能性。如需更多的定制功能，可通过下方 Discord 与我们联系。



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