

## Weapon Enhancement Pack version 1.4 READ ME

- by Visciom

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### System Requirements:

OpenGL compatible video card (32MB of VRAM or higher recommended)

**NOTE:** This pack only works with MARATHON 2: DURANDAL and MARATHON INFINITY, not M1A1.

**NOTE:** Remove any previous versions of the Weapon Enhancement Pack, if you have them installed, before installing this pack.

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**Installation:** Put the wep folder into your Marathon Infinity folder. In other words, the “wep” folder should be placed into the same folder as your Aleph One application. Then place the wep.mml file into your “Scripts” folder (located in your Marathon Infinity folder).

**Installation for Marathon 2 Durandal:** Place the wep folder into your Marathon 2 folder, and place the wep.mml file into your “Scripts” folder (located in your Marathon 2 folder).

To install the added explosion, blood, and bullet ricochet sprites, simply put the explosions.mml file into your “Scripts” folder.

**NOTE TO WINDOWS USERS:** The mml files may show up as “Media Catalog Files” in windows, so when I’m talking about the mml files, I’m talking about the Media Catalog Files.

**Uninstallation:** Remove the wep folder and the mml files.

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### This Pack includes:

All “weapon in hand” sprites except the fist.  
All ammo and weapon sprites in the “items” collection.  
Shell casings  
Rockets and grenades in the “Explosion Effects” collection  
Bullet ricochet sprites  
Shield energy canisters  
Blood Splatter  
Power Ups





## **Version History**

**1.4** - Added motion blur to shell casings

Added more detail to the Missile Launcher

Added F'lickta blood

Impact sprites for drones, enforcer, and hunter

Improved the scope on the Magnum pistol

Other minor improvements

**1.3** - Added motion blur to the assault rifle

Improved the texture on the magnum pistol

Added blood splatter sprites

Improved grenade explosions

Added HD rocket explosions

Added HD power up sprites

**1.2** - Low res version removed (texture quality settings now work)

Fixed assault rifle muzzle flash

Removed HD fist from the pack

Added HD grenade explosions

Added HD bullet ricochet sprites

Added HD shield energy canisters

**1.1** - Fixed low res fusion "weapon in hand" sprites not working properly

**1.0** - Removed black borders around some of the sprites

Added more detail to some of the textures

Changed back of the barrel of the shotgun to look more like the original

Created HD shell casings

Widened the assault rifle

Resolution of some sprites increased

Added more detail to the fists

Added low resolution version of the sprites

Added HD grenade projectile sprites

### Troubleshooting:

OpenGL must be enabled in Aleph One for this pack to work. From the Aleph One main menu, go to Preferences>Graphics and change Rendering System to OpenGL.

Also check that other mml files located in your "Scripts" folder do not conflict with the wep.mml and/or explosions.mml file.

If you are experiencing low framerates, you may want to try lowering the resolution of the sprites. To do this, click on Preferences from the main menu, hit Graphics, and then select Rendering Options. Then under Replacement Texture Quality, click on the word next to Sprites or Weapons In Hand, and then select the quality of the sprites you would like. Normal is the lowest setting, while Unlimited is the highest setting.



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### Questions or Comments?

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