

Latest Modlist Revision - [14.2](#) 04/09/24 - [Changelog](#) [My Website](#)

Please consider giving me a follow on [Youtube](#) or [Twitch](#) if you liked this modlist, it would help out a lot!  
Please also consider donating to [Patreon](#) I've spent close to 10k+ hours and over 4 years working on this list.  
I'm also the dev of the [The Vault Courier: DCONV List](#) and [NMS: Lost in Space list](#)



**NEXUSMODS.COM PREMIUM ACCOUNT NEEDED**

**DO NOT try to do this manually - it will not work.**

**There is now a complete [Video Guide](#) from yours truly, Enjoy :)**

## **» SYSTEM SPECS**

This Modlist Was Constructed On A PC With The Following Specs

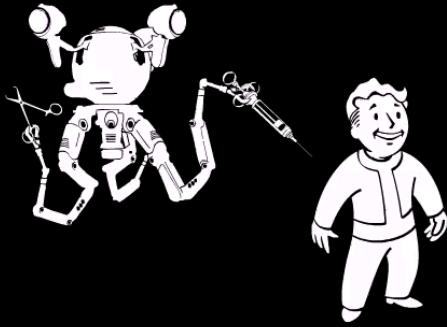
- ❖ CPU - i9 9900KS Stock and Turbo-Boosted to 5GHz (Original CPU - 6700k)
- ❖ GPU - FE GTX 3080ti 12GB (Original GPU was a 1080ti)
- ❖ RAM - 32GB Hyperx DDR4 @ 4000 Mhz
- ❖ SSD - Game is installed SATA SSD
- ❖ VR HMD - Wireless HTC Vive Pro (SS to 120% or 2208 x 2452 resolution in SteamVR)

I've tried to optimize this list as MUCH as humanly possible while adding the best gameplay elements that work well in VR. There MIGHT still be areas that stutter E.g parts of downtown. But I'm able to get a pretty stable 70/80-90FPS most of the time (Even running OBS as I stream and make videos) Without OBS I get a solid 90 everywhere. You should be able to use this with a lower spec system.

**I can 100% guarantee this list will make your game run better and more stable than vanilla.** (We have data to back this up from the 6000+ people who have played this, it's also been in development for 3+ years)

## » Disclaimer - YOU NEED ALL DLCS

This Modlist **REQUIRES ALL OFFICIAL STEAM VERSION DLCS FROM FLAT FALLOUT 4 TO BE INSTALLED INSIDE YOUR GAME FOLDER PRIOR TO RUNNING WABBAJACK** This is because many mods require them in order to work. I understand the annoyance with not having the DLCS and wanting to play this, Especially since Bethesda didn't include them on default.. But I can't do anything about that. They frequently go on sale or you can try websites e.g (green man gaming ect) to get a discount.



## » You're Probably going to die at least once.

This is meant to be an **immersive survival** rpg. You can customize things to your liking but the default is a game where there is **NO Compass** and **NO HUD**. **VATS is turned into BULLET TIME** (No auto targeting) The **AI is also SMART** and **WILL USE TACTICS** against you, Combat is **FAST PACED** and **DANGEROUS** there **WILL** be **Random Ambushes!** **Radiation is actually deadly.** **You WILL die. Probably a lot at first. But it's fair,**

**you will be able to kill NPCs by not rushing in and using strategy. they die just as fast as you.. Just play smart.**

To balance this, **Manual Saving is on (YOU can save anywhere)** and **weapons shoot where you aim.** I also would recommend you **don't use Auto/quick saving** because Bethesda games will be Bethesda games. Other than that, everything can be won if you use smart tactics and treat this like the apocalypse it is!



So all I can say if you're dying....Is come across. Run away if you have to.

Don't try to win at every fight you

**And no, I have absolutely 0 interest in making a strictly vanilla visual/performance fix modlist,** feel free to mess with this list after you download it **(With no support from me)** but don't ask me to make a separate list based on *Your preferences*. You may not like survival, that's fine... **I do.** At the end of the day **this is my personal modlist I'm sharing with the community for free.**

And you know that old saying? **Beggars can't be choosers.**

**I will provide 0 advice or information for making this a non-survival mod list, and any messages about doing that in the support channels will be deleted or ignored.**

**If you wish to mess with this list after installing it, you can totally do that, but that is on you to figure out and do conflict resolution for.**

**My advice is to give this an honest shot before immediately looking to make this non-survival. I spent hundreds of hours trying to make this as fun and immersive as possible.** If you're struggling in the beginning, I wrote a gameplay tips guide at the bottom of this readme.

# **» Table of Contents**

Steps need to be done exactly in this order, Notes are optional but important information

You can click on any link below to skip straight to that section. You can also use CTRL - F to search for a question.

If you still have questions after [reading this document BACK to BACK](#). Feel free to join my discord [HERE](#)

## Getting Started

### Gameplay Features

### First things first

### Setting up your system

### Step 1 - Setting up Fallout VR

### Step 2 - Transferring DLCS

### Step 3 - Beginning Wabbajack

### Note- If you get an Error with Wabbajack

### Step 4 - Copying over game folder files

### Step 5 - Start a new game from fo4sevr\_loader

### Step 6 - Launching & configuring Mod Organizer 2

### Step 7 - Choosing your profile

### Note- Changing settings with Idle hands

### Note - Changing settings Huide\_VR

### Note - Changing settings with create your own difficulty

### Note- Custom sound mod - Disable if needed

### Step 8 - Booting into Modded Fallout VR

### Step 9 - Choosing your start

### Note - Wrist Pip-boy is activated by PHYSICALLY TOUCHING IT

### Step 10 - Holotape Settings

### Note - When you die in game

### Note - When you exit the game

### Optimization Tips

### How to update

### Natural Locomotion

### Gameplay guide

### Note - Things that will crash your game

### Known Issues

### Note - Goal of this modlist

### FAQ - PLEASE READ

### Note - If you've killed Sturges

### Note - Fallrim tools guide

### Note- Bug reports

### Note- Help and Questions

### Note - Mods I DO NOT recommend

## » **GETTING STARTED**

This automated modlist installer will not give you a working game out of the box, please follow all steps in this guide before attempting to play. This process requires **around 85 GB of free space** (Downloads+modlist is around 52GB, Game files is around 28 with DLC) and takes a few hours to install depending on your internet and computer speed. Installing on an SSD is highly recommended. Due to its size and complexity this modlist may not even run properly off an HDD.



**PLEASE READ THIS ENTIRE README and follow it EXACTLY - your questions are most likely already answered, and you will run into MUCH less issues. (ESPECIALLY the FAQ section, I've probably answered your question there)** (Pro tip, if you have a question about something, Use Ctrl-F on your keyboard to bring up search)

Also...If you ping me on the discord with a question I've answered here.. I'm going to point you back to this readme and tell you to read it. Yes, it's long, but **wouldn't you get annoyed** by hundreds of people pinging you about the SAME questions? All of your questions are most likely answered here, and I've spent the last 4 years compiling a TON of information.

## **Why do I require Nexus Premium?**

There are alot of mods in this List (Some of them no longer available on nexus and have to be downloaded from other places, and other mods created directly by ME)

You can try to do this manually, but **90% of people that have tried, inevitably download the WRONG version of a mod** and then have errors, then they complain to me in discord.

Honestly...I'm tired of having to walk people through that and getting yelled at for no reason. I have a life outside of this.

Nexus premium is 5 bucks and it's a one click install with 0 errors. Doing this without premium means **you'll need to individually download every single mod yourself and then run the installer** and then probably still have issues later. But if you're confident and want to try without premium, I'm not stopping you, be my guest.

**But** if you Ping me in discord asking why it's not working properly during the install, **I ain't helping you. You downloaded the wrong version of one of the mods.**



## » **GAMEPLAY FEATURES**

I'm going to do a quick run through of some of the main gameplay features.. So in case you want to tweak this list (**Not Supported by me from any troubleshooting aspect.. But I won't stop you**) You don't accidentally get a mod or something that's already included and does the same thing.

- **Optimization and Stability** in the majority of Commonwealth as well as interior locations.
- DLC Fixes
- **Auto-Eating and drinking** in Survival - 2D menus suck in VR (This mitigates the issue but food and drinks will NOT heal you)
- Survival Manual Saves
- **Customizable HUD with as much or little HUD elements as you want**
- Survival Fast Travel from Settlements (Can also be customized to Fast travel from anywhere)
- **Hand Model and better VR Pip-Boy Interaction**
- Sim Settlements And Conqueror ( Complete Auto Built Settlements and ability to raid - CAN be customized or turned off)
- **BULLET TIME made SPECIFICALLY for the VR version of VATS**
- Edited and custom made perks so that Perception isn't useless with bullet time and accuracy changes
- **Complete Accurate VR Weapons**
- **Reduced loot** to realistic levels for the setting (Finding bullets is actually a rare commodity now)
- **Smart AI** (PANPC, Arbitration)
- Smart Companions (Better Companions, More Smarter Companions)
- Companion Whistle
- **Every NPC can be killed** (Including Kids and Essential NPCS - Only Unlocked after going down the "Evil Path")
- Traveling NPCs
- **New Guns** (Too many to list and all of them work - BE CAREFUL if trying to add other weapon mods)
- **New Quests and Locations** ( Interesting NPCS, Stumble upon Interiors, Heather Casidian)
- **Easy hacking and Easy lockpicking**
- New weather from True Storms and Vivid Weather
- New Optimized Textures
- Darker Nights
- **Health changes, live dismemberment and non-bullet sponge enemies**
- New Radio Stations
- New Music and no combat music
- Better Blood
- Stalkers that will periodically hunt you down and try to kill you (Can be customized or turned off- you can also run away and they'll get bored of you)
- **Ability to increase carry weight with in-game progression**
- New Sound effects
- **VR Mirror and Virtual Holster System** so you can see yourself in 3rd person and use virtual holsters (**Currently ONLY available through wabbajack- Not on nexus**)
- And A lot more.

## » **FIRST THINGS FIRST**

You'll need to get the files you require and your system prepped for installation.  
First Join my Discord so you can get help with questions. Click [HERE](#) for an Invite.  
Do not join the official wabbajack discord on the website for support for this list.  
I will provide 0 updates or support there, but definitely join it if you're interested in other WJ lists! [Here is the invite for the Wabbajack discord](#)

- Go to Github to obtain the currently supported version of Wabbajack.exe  
<https://github.com/wabbajack-tools/wabbajack/releases>
- OR: You can ALSO get it from the official Wabbajack website  
<https://www.wabbajack.org/#/>



- Place this EXE file in an empty folder by itself such as "C:/Wabbajack/" make sure that the drive containing this file has at least 35GB of free space (beyond the requirements for the fully installed list & downloads). It will need this space as temporary storage while it is unpacking and building files.

## » SETTING UP YOUR SYSTEM

Next, we're going to delete any files you may have still lingering from old installations or previous mod packs or mod lists. Cleaning your system of any Fallout VR related files ensures that Wabbajack will run into as few problems as possible during installation.

Please delete the following directories if they exist:

- C:\Program Files (x86)\Steam\steamapps\common\FalloutVR
- C:\Program Files (x86)\Steam\steamapps\common\Fallout VR Mods
- %UserProfile%\AppData\Local\LOOT
- %UserProfile%\AppData\Local\Fallout VR
- %UserProfile%\AppData\Local\Mod Organizer
- %UserProfile%\AppData\Roaming\Mod Organizer

Next Reinstall Fallout VR making sure it **IS NOT** installed into a “Program Files” OR Program files (x86) directory but in a Steam Library folder. See [HERE](#) for instructions on how to set-up a Steam Library folder. You can also use [THIS](#) Tool as well if you have trouble.

Create an Empty Folder on the root of the same drive you installed Fallout VR on

- Example Name “X:/Fallout VR Essentials/”

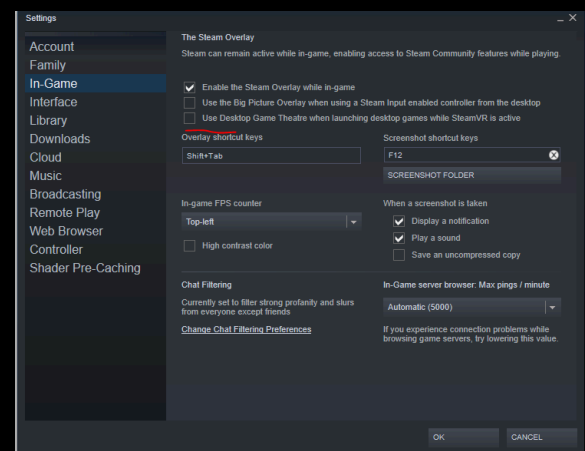
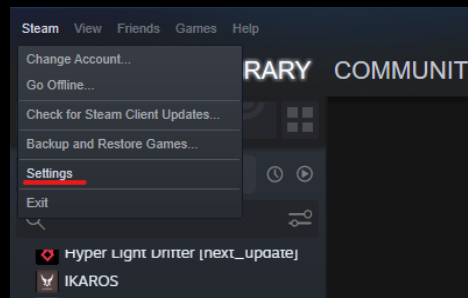
This is where you will point the Wabbajack Installer’s “Installation Location”

- Make sure the drive has at least 36.2 GB free for the MO2 setup

Additionally you may want to create a “MO2 FOVR Downloads” folder on another drive (like a storage HDD) if your main game drive is an SSD. That drive needs at least 28GB free. If both the Install and Downloads folder share a drive, you need at least 52 GB free in total.

Lastly, before moving onto the bulk of this ReadMe you have to do the following:

- Go into Steam -> Fallout VR -> Disable Steam Overlay
- Find the FalloutVR.exe and right click it -> go into Compatibility - > Disable Full screen optimizations
- Go into Steam Properties in your MAIN Steam settings and uncheck use Theatre Mode when SteamVR is on **DON'T SKIP THIS, MO2 will CTD on launch.**





**DO NOT Put the Wabbajack.exe file or any manually downloaded “\*.wabbajack” list files into your install folder.**

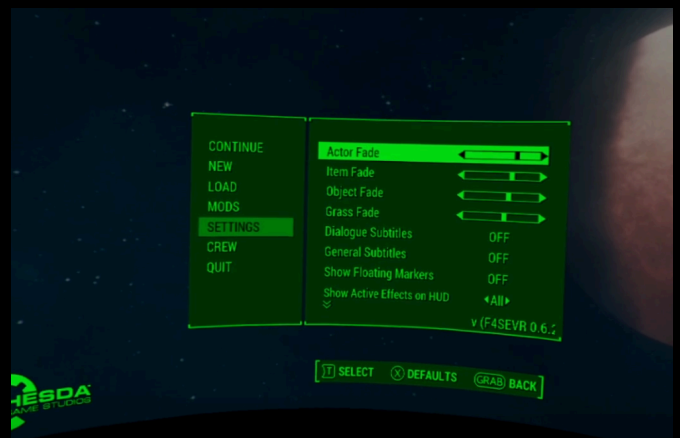
**Instead make sure they are placed somewhere else on your computer where you can easily find and access them as previously advised.**

## » **STEP #1 - SETTING UP Fallout VR**

Now you need to launch FalloutVR directly from Steam at least once before moving any further in this Read Me. This will decrypt your newly installed game files, create the registry entries needed for Wabbajack to locate your game install, and allow you to set some initial settings that are not handled by the INI tweaks included with this list.

Once loaded into Fallout VR open the menu and go to Settings -> Display or Settings->VR Performance and adjust the following things.

If you're using index controllers and have trouble with this part- just skip ahead past this section, you only need to open the game once and Start a new game. The controls will get fixed after you download the modlist and use my SteamVR Bindings.



### **Gameplay- Difficulty**

Comfort Sneak- Off (Recommended for the most *Immersion*, but turn it on if you want)

### **Gameplay- Movement Settings**

It should be on smooth locomotion by default but you can adjust this to your preferences or use teleport movement if you want

## Display

Actor Fade - around halfway with a little towards the right

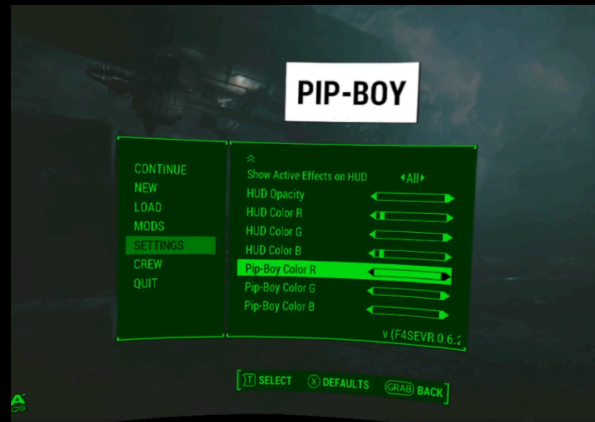
Item Fade a little less then Actor

Object Fade a little less then Item

Grass Fade - In the middle- a bit towards the right

Show Floating Markers - Off

Pipboy HUD -> Turn everything to the right until its white, you can leave the Menu HUD as green or change it to whatever you want



## VR Performance

- Anti-Aliasing - Leave this on TAA,
- Anisotropic Filtering - 16
- Shadow Distance High -Turn to Medium or Low if you struggle with performance
- Shadow Quality - Medium
- Maximum particles - Some ticks to the left - Adjust this lower if you have performance problems
- Character Lighting - Off



## » **STEP #2 DLCS - THIS IS NEEDED**

You're **GOING** to need all the **MAIN DLCS (INCLUDING WORKSHOP ONES)** (Minus Creation Club or HD Textures DLC) - **MUST BE OFFICIAL LATEST STEAM VERSION - DO NOT USE PIRATED COPIES, THEY ARE COMPLETELY UNSUPPORTED** to use this modlist, In order to do that, you have to use the DLCS from the pancake version of Fallout 4 (Unfortunately FOVR does not have official DLC support) If you don't have it already, the season pass for Fo4 frequently goes on sale.. Or look at websites like [G2A](#), [Green Man gaming](#) ect.

If you already own and have Fallout 4 (Flat) installed, then great you're 1 step ahead! If not, Go ahead and Install the Flat version of Fallout 4 (Along with ALL DLCS)- Can be installed in your program files folder- We're only using some files here.

## **AS of the NEXT GEN UPDATE YOU need to Downgrade DLCS for Flat Fallout Follow this Guide**

Sorry..Todd Screwed everything with Next Gen.

There's 3 ways to do this , you **can use this tool**

**You need the DLCS from Fallout 4 Version 1.10.40**

<https://www.nexusmods.com/fallout4/mods/81630?tab=description>

### **This Tool**

<https://www.nexusmods.com/fallout4/mods/81933?tab=description>

Or you can follow this guide and do it Manually

[https://www.reddit.com/r/fo4/comments/1ccxyxb/pc\\_players\\_here\\_i\\_s\\_a\\_guide\\_on\\_how\\_to\\_rollback/](https://www.reddit.com/r/fo4/comments/1ccxyxb/pc_players_here_i_s_a_guide_on_how_to_rollback/)

First thing is first, type `steam://open/console` into your browser, this will prompt steam to open the console.

Type each of these into the console do download each part of the previous fallout version

These are files you need

<code>download_depot 377160 435870 1691678129192680960</code>	<code>Automatron</code>
<code>download_depot 377160 435871 5106118861901111234</code>	<code>Automatron English</code>
<code>download_depot 377160 435880 1255562923187931216</code>	<code>Wasteland Workshop</code>
<code>download_depot 377160 435881 1207717296920736193</code>	<code>Far Harbor</code>
<code>download_depot 377160 435882 8482181819175811242</code>	<code>Far Harbor English</code>
<code>download_depot 377160 480630 5527412439359349504</code>	<code>Contraptions Workshop</code>
<code>download_depot 377160 480631 6588493486198824788</code>	<code>Vault-Tec Workshop</code>
<code>download_depot 377160 393885 5000262035721758737</code>	<code>Vault-Tec Workshop English</code>
<code>download_depot 377160 490650 4873048792354485093</code>	<code>Nuka World</code>
<code>download_depot 377160 393895 7677765994120765493</code>	<code>Nuka World English</code>



These will download into your "C:\Program Files (x86)\Steam\steamapps\content\app\_377160" folder in separate depot folders, for example the Fallout.exe would be in a folder called "depot\_377162".

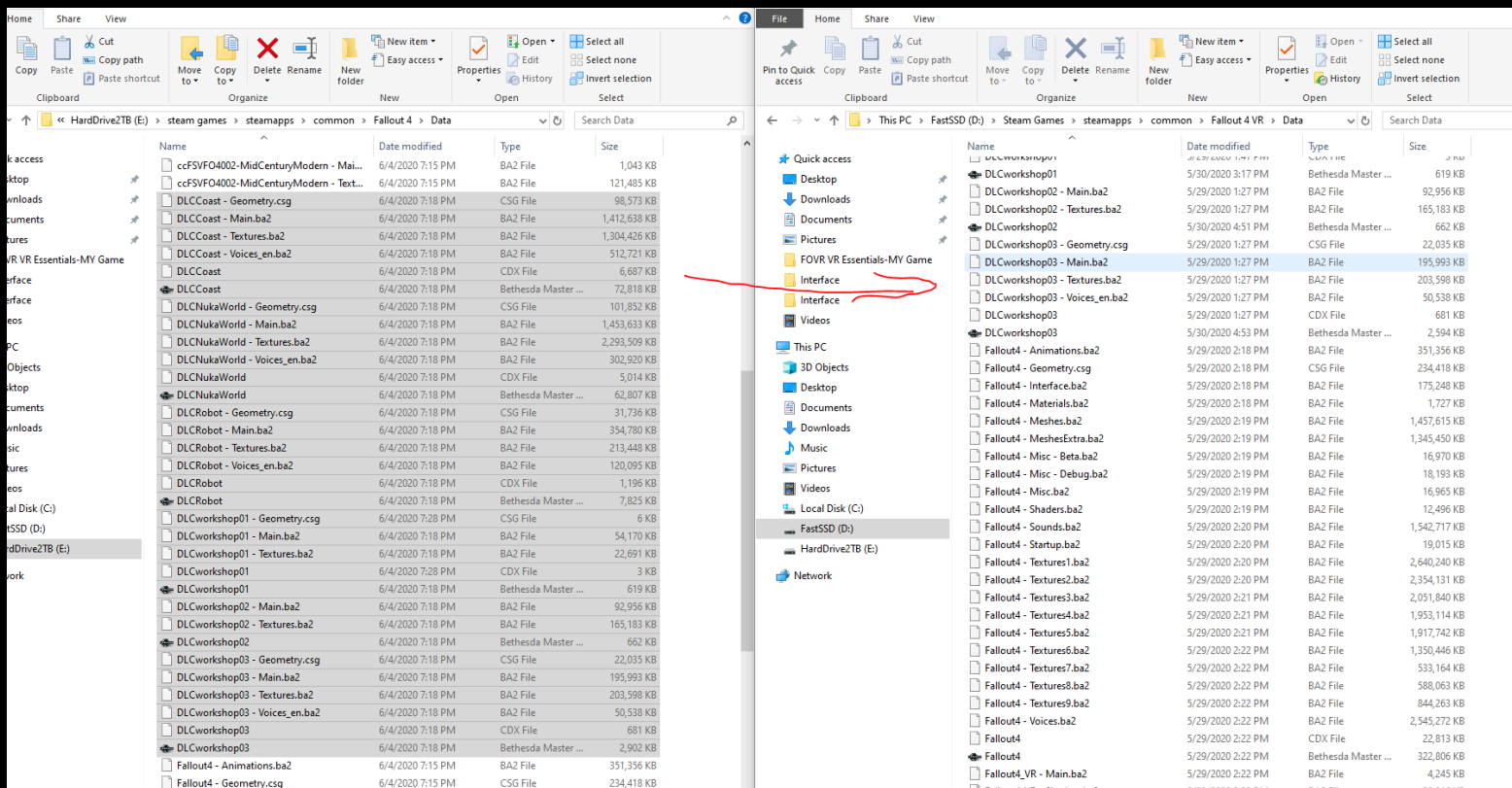
Once you have these, create new folder on your desktop, I called mine Fallout Backup, and copy the contents of each of these folders into this new folder replacing as you go.

Once Fallout 4 is downloaded - Go into the **game folder -> Data** Or you can find Fallout 4 in Steam right click it and select **Preferences -> Local files -> Browse Local files -> Data folder**

**COPY over everything that says DLC (Creation Kit stuff is not needed so ignore that)**  
Into your **Fallout 4 VR -> Data** folder . After this is done, **YOU HAVE to keep Fallout 4 (Flat) Installed until after running wabbajack**

## DO NOT COPY OVER THE HD DLC OR ANY OF THE CREATION CLUB CONTENT, THIS WILL CAUSE ISSUES

The **ONLY** DLCs you need are the **3 workshop ones (E.g Wasteland Workshop, Contraptions Workshop, Vault-Tec Workshop)**, Far Harbor, Nuka world, and Automatron. **COPY over ALL files** from these.

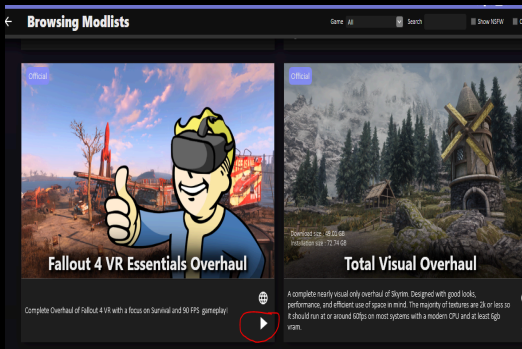


## » STEP #3 - BEGINNING WABBAJACK INSTALLATION

We're finally ready to start installing the modlist. Open the **Wabbajack.exe** file you downloaded earlier. It will automatically update and launch the newest build of Wabbajack. Near the bottom of the window you can now click **Browse Modlists** to open the built in Modlist Catalog, scroll down until you see **Fallout 4 VR Essentials Overhaul** then **Click the Download Button**.

I mentioned this at the top of the readme, but some people apparently hate reading.

YOU NEED A PREMIUM NEXUS ACCOUNT FOR THIS PROCESS TO BE 1 CLICK, OTHERWISE YOU WILL HAVE TO MANUALLY DOWNLOAD EVERYTHING, WHICH WILL TAKE HOURS.



After loading your modlist file the following screen should be displayed. At the bottom left of the new screen, set the **Installation Location** to the empty folder you were instructed to create earlier then (optionally) set the **Download Location** to the second folder you created on another storage drive (or leave it as it is). After you have completed these steps, click the **Play** button on the bottom right.

**DO NOT POINT THE INSTALLATION LOCATION TO YOUR MAIN FALLOUT VR FOLDER**

If you've never used Wabbajack previously it will now open its internal browser and ask if you'd like to authorize it to use your Nexus Mods account. **Log in & Click Authorize**. Wabbajack will now install most of the modlist for you. This can take anywhere from 10-40 minutes depending on your computer's specifications and internet speed. Be patient and let it do its work to completion!



Once Wabbajack has finished installing, the screen will look similar to the screenshot to the left (the slideshow may still be running and cycling through mods) and the Log section of the screen to the bottom left will say:  
You can safely close Wabbajack and move onto the remaining manual steps of the install.

**Installation complete! You may exit the program.**

## » **Note- If you get an Error with Wabbajack**

- 1) Re-Run Wabbajack after making sure you have the latest version of the Steam DLCs inside your FOVR Data folder. IF YOU HAVE previously modded Fallout 4 or Fallout 4 VR you (And cleaned the DLCs) you need to delete this and REDOWNLOAD the DLCs from steam. They need to be Vanilla Blank/Uncleaned versions

In the wabbajack Program- Do NOT delete anything, click the overwrite checkbox and keep the same folder locations. If that does not work.. Go to Step 2

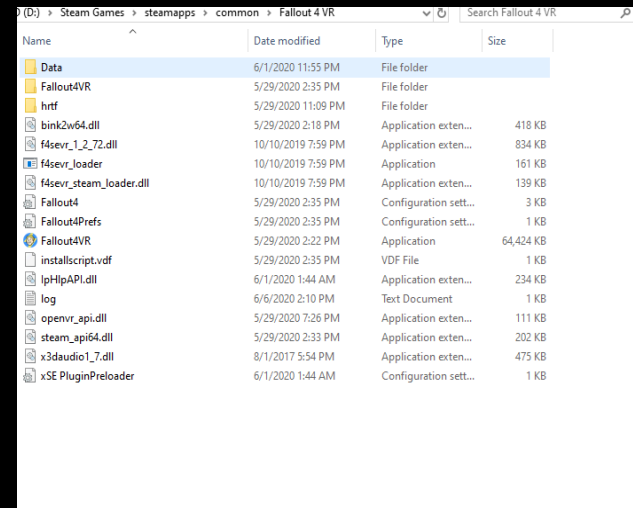
- 2) Log out of Nexus and Log back in - Nexus recently change their Tokens so that could be the issue
- 3) Ping me on the Wabbajack Discord with a copy of your error Log file after you get the failed message

AFTER wabbajack has installed the list, you may uninstall fallout 4 (Flat)

## » **STEP #4 - COPYING OVER GAME FOLDER FILES**

After Wabbajack has completed its full installation you must now do some manual file copying to make sure that Fo4sevr\_loader, 3D Audio Fixes and index controllers are set up correctly. Navigate to **X:\Fallout VR Essentials\** (Or whatever your decided to name your install folder) then into the **\Game Folder Files\** folder.

YOU NEED TO COPY EVERYTHING FROM THE GAME FOLDER FILES TO YOUR FALLOUT 4 VR DIRECTORY (Where the FalloutVR.exe is located) OR IT WILL NOT WORK. DO NOT SKIP THIS STEP



DO NOT FORGET to drag over the hrtf folder - the game will not work correctly without this.

### FOR INDEX CONTROLLER USERS

- 1) Copy all of the files over into your Fallout VR install folder, if you set up a Steam Library for your fresh install like you were earlier instructed to it should be located in a folder named similarly to **X:\SteamLibrary\steamapps\common\FalloutV**
- 2) You have to select the SteamVR index bindings that I created to get the game to work well. Boot up SteamVR and either In the settings on the Dashboard or on the desktop app go to:  
Controller settings -> Manage Controller Bindings-> Fallout 4 VR -> Custom Binding -> Choose Another - Now find bindings there called **Fallout VR Essential Bindings**  
And Select **Use this**.

THIS IS ONLY FOR INDEX CONTROLLERS I did NOT make bindings for Oculus. For Oculus controllers, continue down below.



## Here is the Button layout FOR INDEX

Move - Left Joystick  
Sprint - Left Joystick + Left Grip Button  
Jump - Left Trigger/right joystick up  
Flashlight - Left Touchpad  
Pause Menu - Left B button  
Turn - Right Joystick  
Favorites Menu - Right Touchpad  
Select in Favorites - Right Trigger  
Sheath Weapon while in Favorites - Right A button  
Activate and talk - Right Grip Button  
Cancel - Right A Button  
Enter VATS or Bullet Time- Right B Button

## Pipboy Control

Swipe Left/right on Pipboy - Left A/B  
Down/up - Left Joystick  
Options/Go back - Left Grip Button  
Favorite an item -Left Grip while item is highlighted, scroll down with joystick to favorites - right joystick to select, then use left joystick to pick a slot and use right joystick click to place  
Select - Both the Left touchpad OR right Joystick Click

DO NOT DISABLE THE MOD THAT SAYS UI FIX, [that fixes the in game UI for Index controllers](#)

## FOR OCULUS TOUCH CONTROLLERS

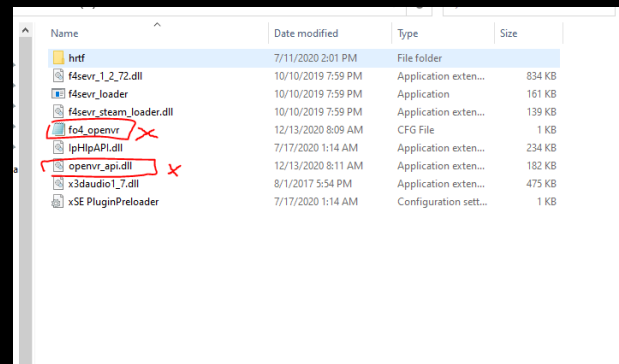
Copy all of the files over into your Fallout VR install folder, if you set up a Steam Library for your fresh install like you were earlier instructed to it should be located in a folder named similarly to **X:\SteamLibrary\steamapps\common\FalloutVR\**

**YOU NEED TO DISABLE the mod that says UI FIX - [This is specific to index](#)**

You can optionally Check on the **Right Grip to Interact - UI fix for Oculus Controllers** that is listed under the **OPTIONAL MODS** section You'll still need to find steam community bindings that change interaction to the grip button.

## FOR WMR/ Vive Wand CONTROLLERS

1) Copy all of the files over into your Fallout VR install folder, **EXCEPT openvr\_api.dll and fo4\_openvr.cfg** (DO NOT COPY THESE over, your controllers will break) if you set up a Steam Library for your fresh install like you were earlier instructed to it should be located in a folder named similarly to **X:\SteamLibrary\steamapps\common\FalloutVR\**



2) Download this <https://www.nexusmods.com/fallout4/mods/48934?tab=files> - extract it. And place the files manually into your Fallout VR directory, overwriting when asked.

**Extra Note:** Vive Wands and WMR controllers have weird quirks. WMR controllers (Specifically HP Reverb G2, have some issues. You may need to do extra research to find bindings and mess with idle hands in the holotape to get it to work well) With Vive wands, UI elements may be weird since there's no joystick or any typical buttons e.g A/B

**YOU MAY NEED TO DISABLE the mod that says UI FIX - This is specific to index**

## **» Note Openvr fsr vs Cas Sharpener**

~~By default this list comes with Cas Sharpener (Which does not work well with Openvr fsr~~

**The reason I opted for Cas sharpener by default** is because IMHO you get a much better looking sharper game with minimal performance loss. It was also made specifically for FalloutVR and has color correction integrated.

~~OpenVR fsr is an overlay upscaling technique that can be used with a lot of different VR games including skyrim/falloutvr. It supposedly will also give you a performance boost. I've tried both but with openvr I still had a lot of blurriness and I did not like the effect in the game.~~

~~You can certainly give it a try (Linked above) but make sure you remove all the cas sharpener files beforehand, if you run both that could have a weird effect on the image and performance.~~

**NO LONGER RELEVANT - Using Reshade.**

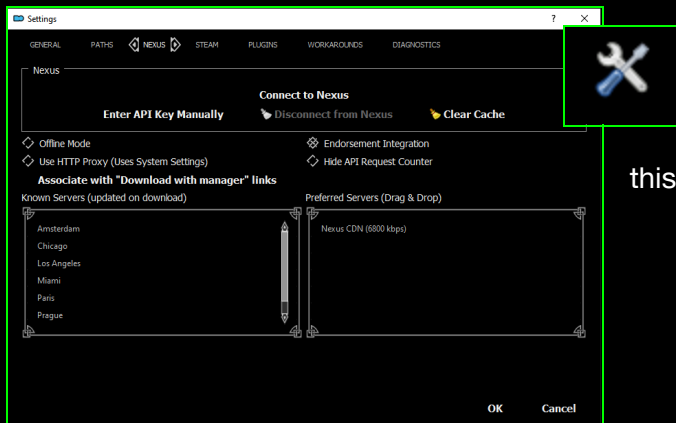
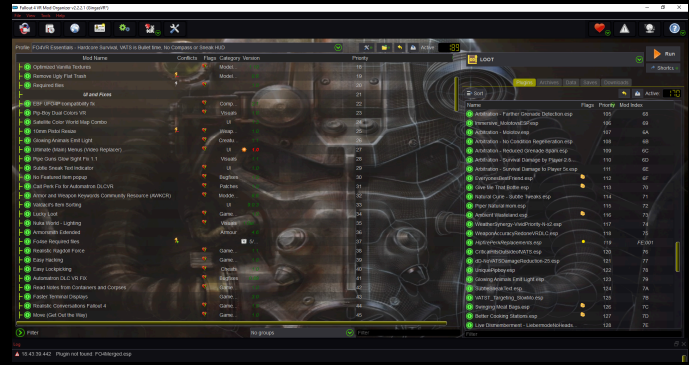
## **» STEP #5 - Start a new game from F4sevr loader**

If you have NEVER modded Fallout VR or started a VR game from Fo4se\_loader, then you will need to follow these steps.

- 1) Start up Steam VR
- 2) Go to your MAIN FALLOUT VR directory,
- 3) Find fo4sevr\_loader and double click it to start up Fallout VR, it will be vanilla but it doesn't matter for now
- 4) Start a **NEW GAME** and as soon as you exit the character creation into the bathroom, make a save and then exit the game to desktop and move onto the next step to get to the modded game.

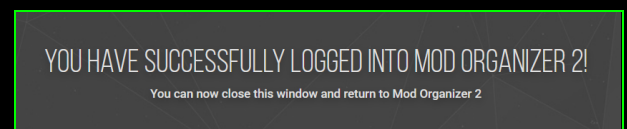
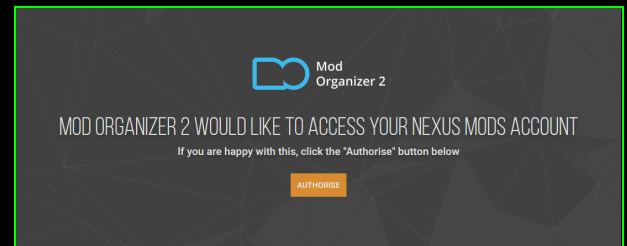
## » STEP #6 – LAUNCHING & CONFIGURING MOD ORGANIZER 2

Now it's time to open Mod Organizer 2. Navigate to X:\Fallout VR Essentials\ (Or wherever you choose as your install location) and open ModOrganizer.exe. Your Mod Organizer window should look similar to (tho NOT EXACTLY like) the screenshot to the right (the Fallout BOS theme will be selected on default)



Next click the **Wrench and Screwdriver** icon on the top toolbar of Mod Organizer in order to open the settings window. Once this window is open the Nexus tab along the top of the window. Then click the **Connect to Nexus** button on the top middle of the screen.

Shortly after clicking, a window will open in your internet browser asking if you'd like to authorize Mod Organizer 2 to use your Nexus Mods account. **Click Authorize**. It will then show that it has successfully logged into MO2 and instead of Connect to Nexus MO2 will now say **Nexus API Key Stored**. Click OK, MO2 will now restart again just like before, if it asks you to choose an Instance choose **Portable**.



If for some reason your download section is blank. You need to **change the download path in MO2**. Click the **wrench icon again** and find the **Paths** section. Then change the download location to wherever you set the wabbajack download path to.



## » Note - Changing Settings with Mods- HUIDE - VR

By default all HUD elements are ON except for the compass, but you may want to turn some of them off if it gets annoying or for immersion.

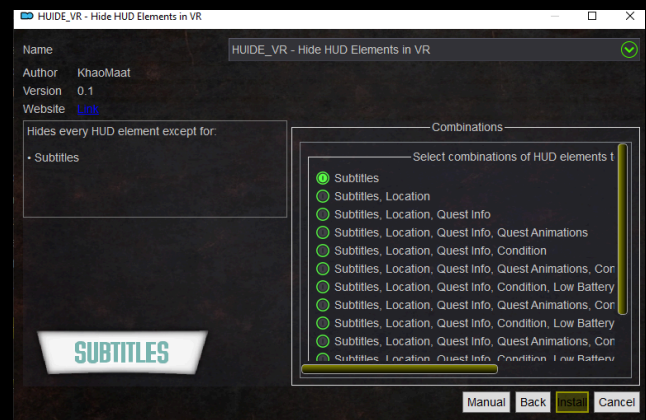
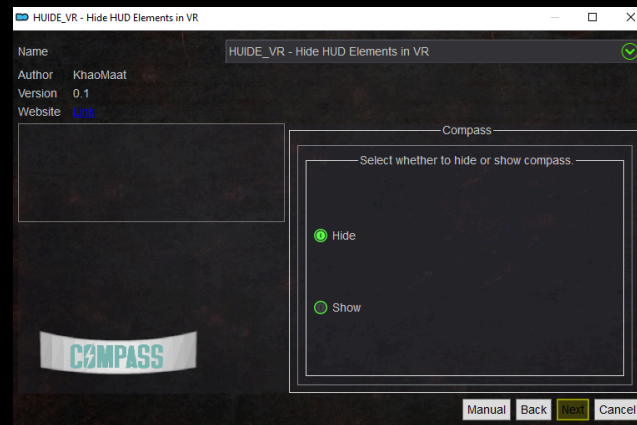
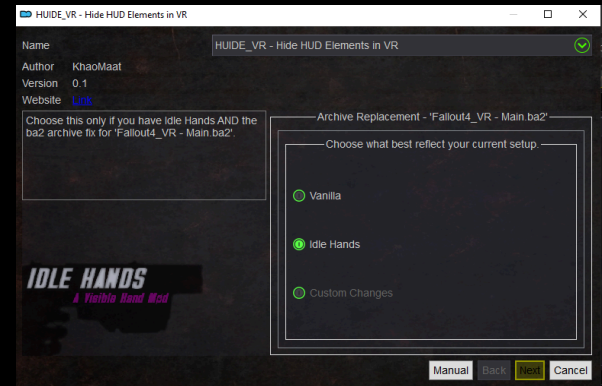
To change the HUD elements highlight **HUIDE\_VR - Hide HUD Elements in VR** under **CUSTOMIZABLE** -right click and select **reinstall Mod**

Once the Installer pops up **Select Vanilla**

Next.Choose if you want the compass hidden or shown

Finally, Choose the different HUD elements you want shown in your view, for no HUD at all choose Subtitles. Then click on Install

When It asks what you want to do, **CLICK on Replace** and do **NOT UNPACK** the BSA



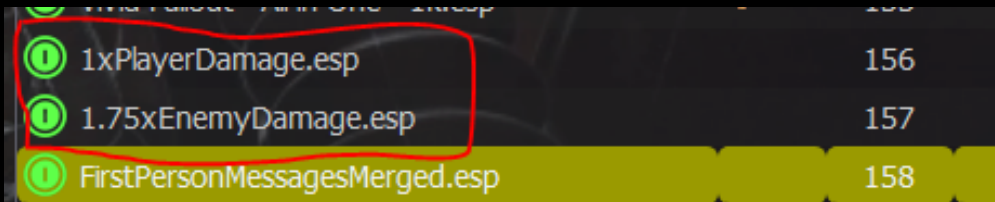
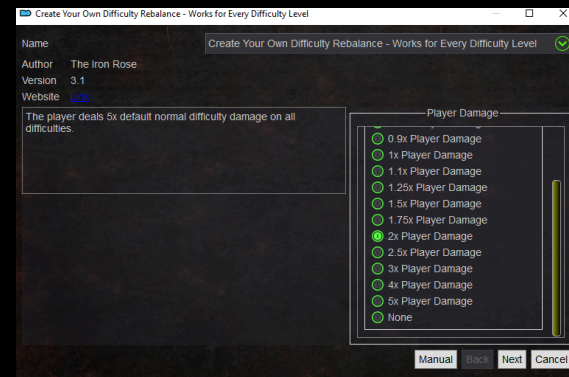
## » Note - Changing Settings with Mods- Create your own difficulty

### Rebalance

By default this list has the player damage set at x1 and enemy damage set at x1.75, I found this to be a fairly balanced player/enemy damage output since you as a player are obviously smarter then AI and will be doing a lot more damage most of the time.

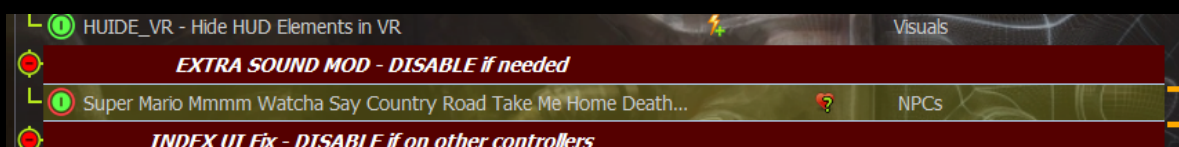
You can change this to whatever you want if you do not like that though.

- 1) Find the **Create your own difficulty Rebalance** mod under the Customizable section.
- 2) Right click it and **choose Reinstall mod**
- 3) Go through the options you want for player and enemy damage
- 4) Click **install** and then when the message pops up, **click replace**
- 5) You're going to see your **new esp selections at the BOTTOM** of the plugins section of MO2, go ahead and check them on
- 6) After checking them both on, **DRAG** them both up (You can use shift-click to select both) to be **right above the FirstPersonMessagesMerged.esp**.



## » Note - Sound Mod - Extra mod for more Sound Variety- Disable if needed

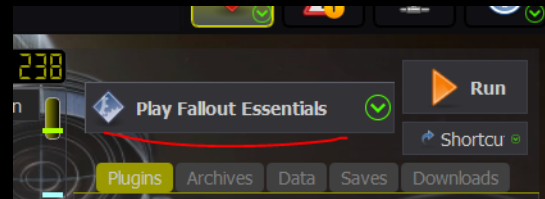
I have one mod in this list that can be considered "Not Immersive" It adds extra death music that plays for variety; I put it in for fun. **If you're a content creator you MAY want to disable it.** I use it myself and it's never caused a problem since it only plays a tiny bit of the songs.. **So it SHOULDN'T get copystriked....** But it's definitely something to be aware of, **You can check off the mod titled Super Mario Mmmm Watch Say Country Road.** Which is found at the bottom of the list. It does not use an ESP so it's totally fine to disable. **I have also included a Copyright free radio mod which you MAY want to enable if doing let's plays or streaming.**



## » STEP #8 - BOOTING INTO MODDED Fallout VR

You are now ready to use your new modded FalloutVR VR setup!

First make sure MO2 is open. In order to play with mods you MUST launch the game through MO2. Make sure at the top it says **Play Fallout Essentials** and click **Run**. If you launch Fallout VR directly through Steam it will still be 100% Vanilla. Make sure that your MO2 window looks like the screenshot to the left.



Next you're going to want to start up **Steam VR** the same as you usually do and wait until you load into either Steam VR Home or into an Empty Loading environment, this will depend on how you have Steam VR setup on your system. **You can also use the shortcut button next to run to make a shortcut on your desktop.** That way you won't need to start up MO2 every single time, you can click on the shortcut.

Next you can either open you Steam VR menu and switch to your Virtual Desktop View or take off your headset and manually use your monitor and mouse to click the "Run" button in MO2, making sure that **Play Fallout Essentials** is the selected option.

It may take a while for Fallout VR to load for the first time, This is because of all the mods loading on your system. It might look like a black void for a few minutes and appear to be freezing, just give it a second. If for some reason it crashes (Unlikely to happen) Just start it again from MO2 and continue as normal.

## -IF MO2 or the game Crashes on launch or after clicking New Game

Follow these steps.

- 1) **Restart the game again**, the old IT approach.
- 2) Make sure **Theater mode is OFF** for the **MAIN steam settings**.
- 3) **Run Fo4se\_loader** from your main **FOVR directory** on Admin, make a new save and quit.
- 4) **Make sure both the game exe and MO2 is on Administrator mode.**
- 5) **Check your PC permissions** and firewall and make sure nothing is blocking Mo2.
- 6) **MAKE** sure that you **DID NOT** install this to a **program files folder**.
- 7) If all else fails, **RESTART** your **PC** and open everything back up.

Once you've booted to FalloutVR you see a new custom menu video playing with music. Go ahead and click the trigger. Now you just need to select "New Game" and you'll be at the sink in FO's Intro, You might be facing towards the mirror, just turn around physically and create your character.. Or rather..choose a premade character.. Since in VR you can't really customize it at all.  
**THANKS BETHESDA!**



So after you choose your character you'll see messages popping up with all the mods loading up.. OR if you're playing on the no HUD profile (Recommended) you WILL not see these.

## YOU WILL NOW SEE A MESSAGE BOX POP UP for the Conqueror

I go over the beginning of the game in a video here

<https://youtu.be/TlqkG2SaxgE>

Choose these options as follows after clicking the button that says  
**Click me**

1-Sim Settlement Conqueror- **Yes, Show me the Options**

2-Conqueror Options- **Ok, I'm Ready**

3- Are you Certain? - **Yes, Let's do this!**

Settlements will now Auto Build themselves and you can now become a raider of the wasteland and **Kill Every single living person in the game** (This WILL have permanent consequences in your game if you decide to do that and some quests will become unplayable)

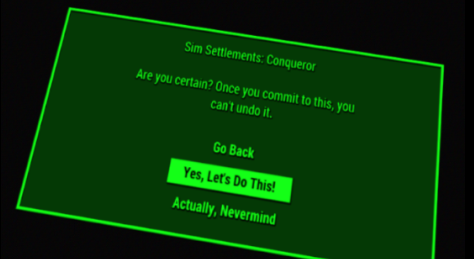
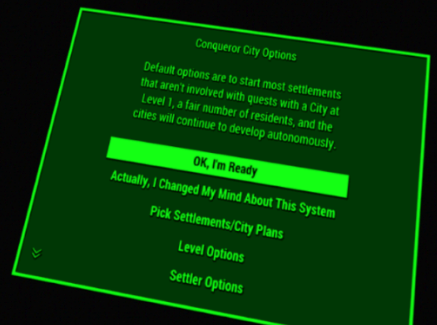
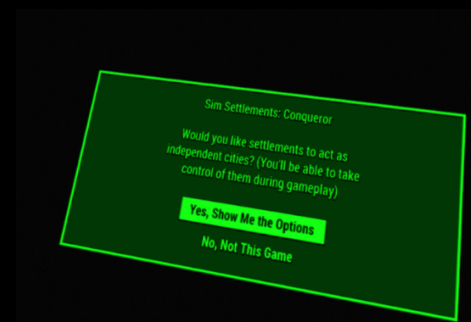
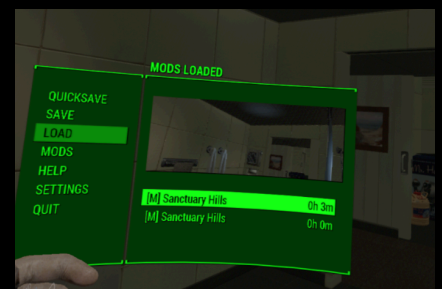
So now wait in the bathroom until all the mod notifications stop popping up... NOW YOU MUST MAKE A SAVE.. then **EXIT THE GAME COMPLETELY** At the bottom of MO2 you'll see a mod that says **FRIK - LOAD AFTER INITIAL SAVE** CHECK THAT ON - THEN GO into the GAME FOLDER FILES, COPY over the load order into your profile and Press F5 to get the correct load order, then restart the Game.

You will now have a body

I CANNOT STRESS THIS ENOUGH

**MAKE** sure you wait until the notifications in the corner stop appearing (minus the conqueror scripts) and the **SAVE** and **EXIT THE GAME** Then **UNCHECK** the **FRIK** mod at the bottom and restart. Optionally you can do this OUTSIDE of the Vault as well.

**Side Note:** IF you struggle with performance using the SS pre-created towns, **RESTART** the game and Choose **No,Not this game** on the second menu, this will turn off all the sim settlement settings and will **INCREASE** performance.  
(At the cost of some immersion)





## » **STEP #9 - CHOOSING YOUR START!**

Once you've made your character and reloaded the game, make your way to the bathroom door and open it.

You can either:

- **Do the Normal Nate/Nora Default-Long Pre-War Intro**, You may potentially see some SKK stalkers coming for the vault as the bombs are dropping- they'll be killed. Just continue to the vault entrance, it's just a weird quirk. And honestly it's pretty hilarious.

- **Or you can do a Quick-Start in the Vault (Either with the spouse ring, or without it)** - They're both essentially the same, - The Quick start w/o the ring won't let you open the cryo chamber to your spouse but none of the dialogue is changed.. So it's only for your own "Role-playing" Perspective.. E.g you can say you're just like a random vault survivor and not Shauns parent )

**IF DOING THE NORMAL PRE-WAR INTRO:** There have been some reports of the NPCs (Doctor ect) getting stuck when you're walking to the cyro chamber in the pre-war vault. **To fix this, make a save, exit the game. Then restart. The NPC pathing should be back to normal. Or alternatively just continue walking toward the Cyro chamber if you don't care about the "Un-immersiveness" . They'll teleport to you.** (Pre-war intro is also script heavy and prone to bugs.. **Think Skyrim's Carriage ride.** It's possible to get through it but it's weird even w/o any mods)

**IF DOING THE QUICK STARTS:** You can choose your stats by going over and clicking the terminal, **if on Index PRESS LEFT GRIP ONCE** (Other controller schemes, oculus/vive ect will have to figure it out on your own) That will let you choose your name and stats, **THEN PRESS RIGHT GRIP TO ACCEPT** You can then open the terminal again to continue through the vault and exit.

**If you're doing the conqueror pre-built settlements I WOULD recommend you wait inside the vault until you get a pop-up that it's done.** (It's not entirely necessary.. But it'll reduce issues with quests ect at settlements.. It WILL be a long process though and can take upwards of 40+ minutes)

**ALSO I would wait inside the vault BEFORE picking up the Pip-boy and make periodic saves, if the game crashes while you have the Pip-Boy on INSIDE the VAULT You'll have issues.** So wait the 30-40 minutes until all the pre-built settlements are finished before you get the Pip-boy, make saves and reload if it crashes, and you'll have less issues with the workshop system **(still might be jank.. But less jank)**

Once you're out of the vault. **Make another new save- then reload that save** (DO NOT SKIP THIS, it's IMPORTANT- I even have a message box right at the start so you don't forget) **It's so you can get some of the needed holotapes (Idle hands, Journey, PA ect)**

You will also get a pop-up for

**Backpacks of the commonwealth after leaving the vault,**

**Set this to w/e you want**, I keep mine on the default of 0% but you can set the spawn rate higher if you want more chance for backpacks to spawn on NPCS

## **» Note- Wrist PIP-BOY IS activated by PHYSICALLY TOUCHING IT**

- This question has been coming up a lot. You can turn on the pip-boy by reaching over and PHYSICALLY touching the power button.  
Mmm so much Immersion  
I also made a tutorial video  
[https://www.youtube.com/watch?v=7stulUYsSuk&feature=emb\\_title](https://www.youtube.com/watch?v=7stulUYsSuk&feature=emb_title)

## **STEP #10 - FRIK CALIBRATION**

[I have a youtube video on this](#)

After you get through Vault 111 and pick up the Pip-boy you should have the FRIK Calibration Holotape in your Inventory. Open it up and stand up straight. Then select Calibrate to align the in game body. You can also change other things here like hands only mode ect if you want.

## **Note - FRIK and some other oddities**

[Workbenches now work](#) without having to exit the game. But the VATs UI might be tiny afterwards.

[If you're teleporting or smooth loco isn't working. You're in VATS](#) So... click it off.

[You will teleport while in VATS](#) There is no fix for this w/o significantly fucking up the balance in the game... so live with it, or turn off vats, move to where you want, then use vats again... [the flat version of FO4 had no movement while in VATS.. so why would the VR version?](#)

**YOUR Body MAY get messed up at one point.** [I would recommend keeping LOTS of saves as backup](#), the only known way to fix your body is to reload an older save where the body worked fine, then load the latest one where it's screwed up. Then it shouldn't happen.. At least for a while. It's just a glitch with the FRIK body.. It's still technically in an alpha state.



## » STEP #11 - Holotape Settings

**Kabuto VR** Go into the PA Armor Holotape and at the bottom turn PAFAS from disabled to Enabled

**Journey Holotape** Keep It on Realistic but turn off all other settings - this will let you fast travel from settlements you're in control of.

**True Storms Configuration Holotape** Turn it on and select ghouls storm chance to 10% (Optional if you want more difficulty)

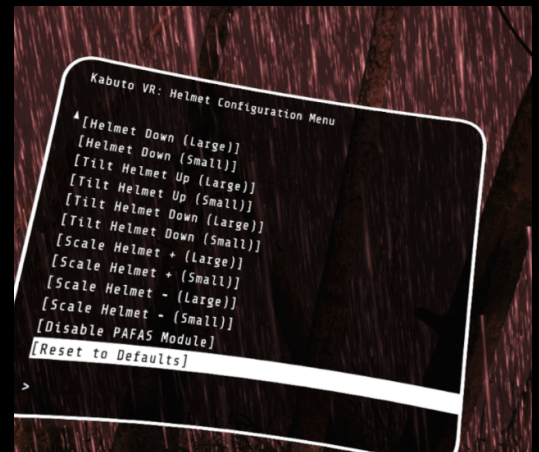
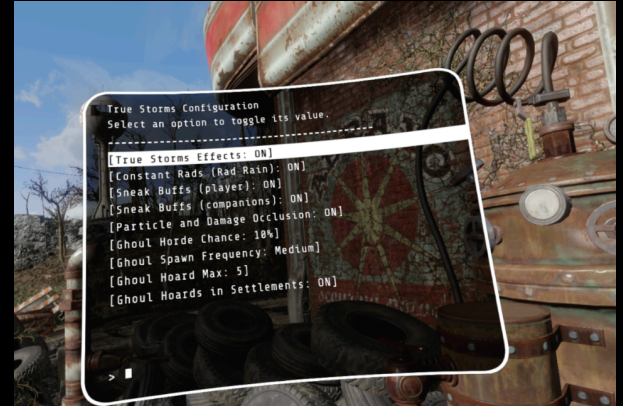
**Companion Whistle** Found Under Utility in the Chem Bench, this will let you summon Dogmeat and all other active companions to you! (Make sure to favorite it)

**What's your name item** Found Under Utility in the Chem Bench, this lets you ask the name of settlers, you can either use this for convenience, or you can sneak and ask their name if it doesn't show up by default

**Affinity List** Useful if playing w/o HUD notifications- you can get rid of it, this lets you see your companion affinity by clicking the item.

**Wait item** Found Under Utility in the Chem Bench, These cost 50 Bottle Caps each and will let you wait anywhere by using them.  
Can be favorited

**Sim Settlements** Holotape is found in the Museum of History Select New User and then Low. Make sure you save before you open it because the message box may disappear. You can continue clicking through it a couple of times until it finishes, Or..on the other hand you can completely ignore this if you don't plan on building settlements and want to raid them instead since Sim Settlements: Conqueror is now in the list



## VIRTUAL HOLSTER SYSTEM



Tutorial Video <https://youtu.be/MKQa1Lsjyz0>

Holsters can be crafted from the CHEM Bench Under Utility if they are not showing up in your inventory. YOU USE the right GRIP BUTTON for holsters.

## VIRTUAL CHEM SYSTEM

IF you don't have the holotape after vault 111, you can find it under the chem bench in Utility. You can use your LEFT GRIP button to grab chems from different holsters on your body.

## » STEP #12 - MCM Settings

This list now comes with a working MCM (with some finicky issues) This is especially important for Companion Heal Thyself To configure stuff with the MCM, you can go into a mod settings menu and use VR controllers to click stuff on and off, But you will need to exit back to the pause menu (On index controllers it will be the left B button) and then go back into the mod config to go to a different mod. To change things on the slider, you will need to use your Keyboard arrow keys after highlighting it There's not really an easy way to fix this atm, but it works if you can use your keyboard.

### Auto Eat and Drink in Survival

Turn off Notifications This is pretty important as they're annoying

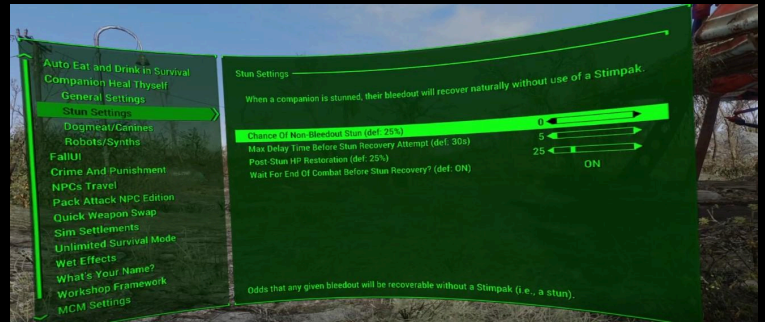
### Companion Heal Thyself

#### Stun settings

Chance of Non-Bleedout Stun - Change to 100

Max Delay Time Before Stun Recovery Attempt - Change to 5

Leave everything else on this page on default



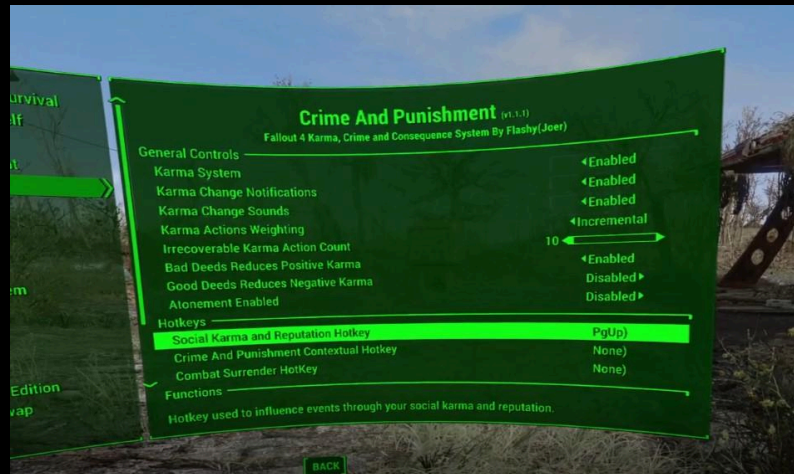
### Dogmeat/Caines

Require Armor keyword for Canine auto-stim - change to OFF

### Unlimited Survival

This is where you can turn on fast travel if you want (will require restarting the game)

Feel free to mess with other settings but I would recommend you leave everything on default



## » STEP #13 -Automatic SAVE SYTEM

### OPTIONAL BUT HIGHLY Recommended

This is a bit of a complex setup.. But in the end it's worth it.

I found a way to get an incremental (every 5 minute) FULL (E.g non quick/auto) saves automatically placed on your game using the Save HotKey mod and an Auto Hot Key Script. I'm going to attempt to explain how to do this as best as I can.

**Step 1)** Enable the Auto save mod under the optional section

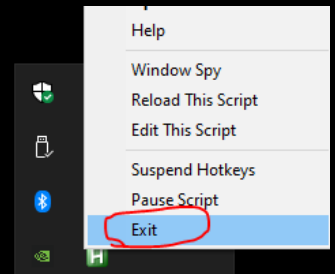
**Step 2)** For the MCM menu for Save HotKey (already included in new version of my modlist) **Change the hotkey to N** (you'll need to do this manually on your keyboard)

**Step 3)** Download and Install Auto-Hot Key <https://www.autohotkey.com/>

**Step 4)** Download my Hotkey script [https://drive.google.com/file/d/1\\_RwFdEcR2IGlaNd\\_nx5nmHSir2PM1sZ7/view?usp=sharing](https://drive.google.com/file/d/1_RwFdEcR2IGlaNd_nx5nmHSir2PM1sZ7/view?usp=sharing) and place it on your desktop or something

**Step 5)** Right click the script and **run it as administrator** and **PRESS F8 on your keyboard** to start the script and it SHOULD give you **New Full Safe saves periodically every 5 minutes** so you don't need to continually go into the menu. (Basically all the script does is press N on your keyboard every 5 minutes)

**Step 6)** After you're done playing you can either **press F9** or go into the bottom of windows and **exit auto-hotkey**



**IF FOR** some reason the script I made isn't working, you may need to **make your own auto-hotkey script.**

To do that, after autohotkey is installed, right click on your desktop, select **New** -> **AutoHotKey Script**

The right click the newly created script and select **Edit script**

Copy and paste this

```
SetKeyDelay,1,50
```

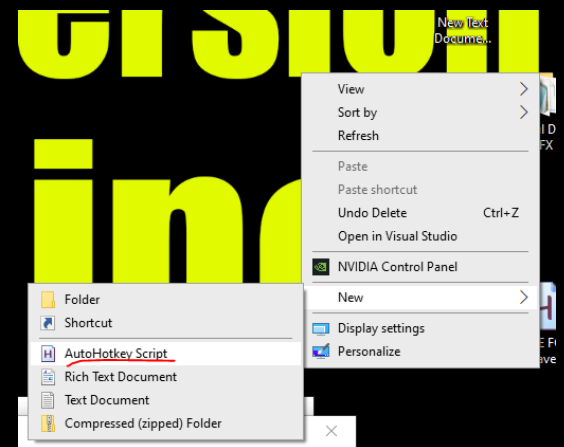
```
F8::
stop := 0
Loop, 10 {
Send, n
Sleep 300000
Send, n
Sleep 300000
}until Stop
return
```

```
F9::Stop := 1
```

Then Save the script and exit.

**SOME things to note with this** Because of the way this works.. It can't detect if you're in combat ect, so you may get a weird save sometimes, I would still recommend saving yourself occasionally and not relying on this completely.. **But it should help in case of a crash or something so you'll have less backtracking. You can also change this to 3 minutes, 10 minutes ect if you desire.**

**1 Min would = Sleep 60000** so do the rest of the math yourself and change the script. **You'll also need to start this EVERY time you play if you want the auto "safe"-saves to work properly**



## » STEP #14 - Open AI NPCs - OPTIONAL

I've added the required mods for you to have OpenAI Npcs. This is completely optional but it can be worth it

YOU are going to need to set up a majority of this mod manually

I've added the required mods like SUP in this list, but you'll have to set up your own API Key for Open AI or run your own Local LLM to get this to work.

Running with OpenAI is the easiest way to use this, but it does cost \$ (Maybe like 3 - 5 bucks weekly for heavy use.)

I make a lot of videos with Ai NPCs and I think I've spend like \$9 Total ( But I don't play much anymore and only use it to record so take that with a grain of salt)

Local LLM models can be Free, but it's much more complicated to setup and you'll need a beefier PC to run it + the game

(I personally had issues trying to run a local LLM+FalloutVR+OBS/recording at the same time on my PC)

Here's the Mod page <https://www.youtube.com/shorts/689fwrYJRmI> The ESP is already in this list, but you'll need to download the software and VA Synth + Voice files and put it somewhere on your PC

At some point i'll write up a better guide and tutorial video for this, but for right now follow the instructions on the mod page

<https://art-from-the-machine.github.io/Mantella/>



## **»Note- When you die in the game**

You're not going to reload automatically. I increased the death time to 30 seconds to fix the notorious Vanilla CTD that occurs after autoloading on death. Open the menu manually and reload your latest save.

## **»Note - When you exit the game**

Click on the window in your desktop to have the game quit after taking off your HMD ect. Because of how heavily modded this is, Fallout VR has trouble exiting completely when doing it in game. This'll happen in vanilla too, but because of all the mods it takes extra long. Just click on the window on your desktop to have the game exit. You do not have to reboot your entire PC.

## **» Note - Optimization tips**

Optional but recommended

- Run Mod Organizer and FalloutVR.exe as Administrator
- Go to where your Fallout 4 VR.exe is - right click it > Properties -> Compatibility -> Disable Full screen Optimization
- HAVE THE GAME IN FOCUS Make sure that you have the desktop window of FOVR in focus at all times.
- Turn Motion smoothing or ASW (for oculus) OFF COMPLETELY
- Make sure the game is ALWAYS highlighted in your desktop, some overlay apps like ovrtoolkit/desktop portal can mess with this
- DO NOT CHANGE Supersampling Settings using Fallout.Ini Edits That'll wreck your FPS and it doesn't work correctly. You're much better off doing that directly through SteamVR under the video settings
- Open Nvidia Control Panel go to Manage 3D settings open up Fallout4vr.exe and change power management mode to Prefer Maximum performance
- This game is CPU and RAM heavy. I've tried to get it running as best as I can.. But the faster the CPU and RAM the better.. More ram also should help to limit crashing, I have 32 GB and rarely crash.
- Try to limit the amount of programs you run at the same time, Even for me; OBS hurts my performance a decent amount, but if you're only running FO4 you should be golden.
- DO NOT use Quicksaves or Autosaves - They are notoriously known to cause SAVE CORRUPTION and crashes in almost all Bethesda games. Stick to manual saving- and make a new one each time. and I'd recommend you immediately delete a quicksave if you make one by accident.
- LOOK AT THE KNOWN ISSUES AND FAQ (Down below) for common questions

**Enjoy the wasteland, Try not to die!**





## » Note - How to update Wabbajack List

In the event of an update, re-run the wabbajack program, keep the same folders as before, and check on overwrite and BACKUP your saves folder in the Mo2 Profile. I went over how to do this in a tutorial video Here

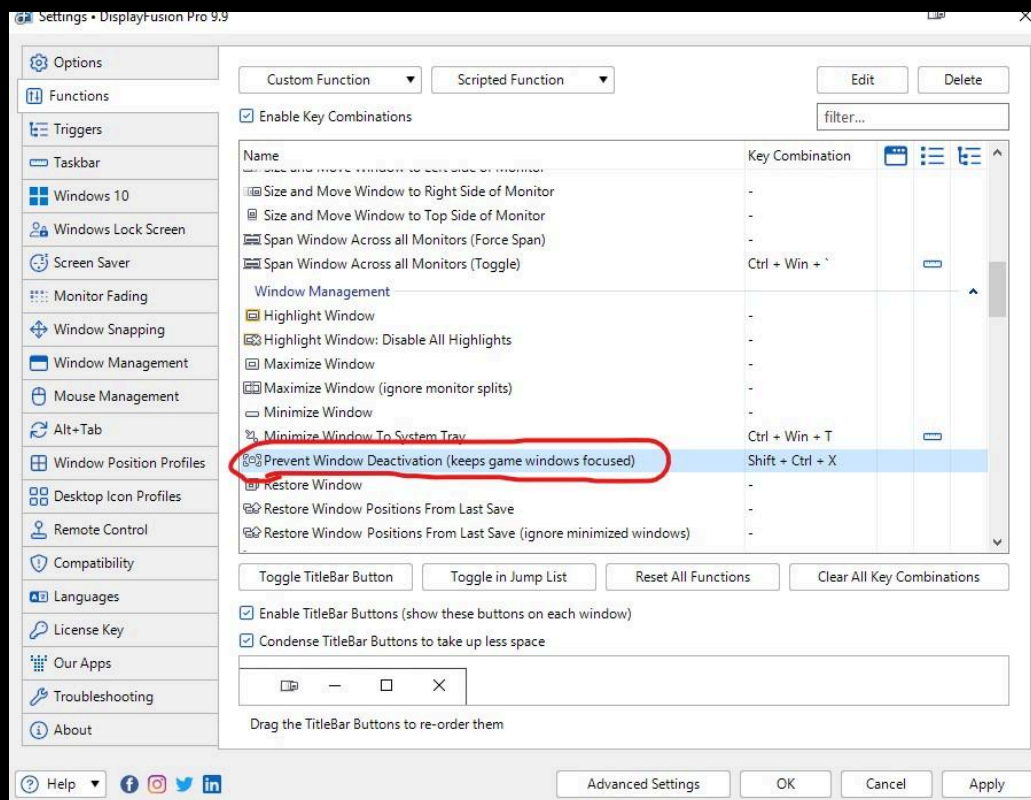
<https://youtu.be/-KCIO25ZV2A>

## » Note - Display Fusion

There is an optional but **HIGHLY recommended** Piece of software called **DisplayFusion** there's a free trial but it does cost some \$ afterwards. I use it for 1 function in particular. There's a script that you can activate with a hotkey called **Prevent Window Deactivation**. This isn't just useful for Fallout, it's good for Skyrim.. Or honestly any other VR/Game out there.. Especially if you're a content creator or streamer.

This will prevent the game from pausing or crashing if you alt tab or the game window becomes unfocused.. Which is needed for a lot of VR mods in both this AND SkyrimVR

Extremely useful program.

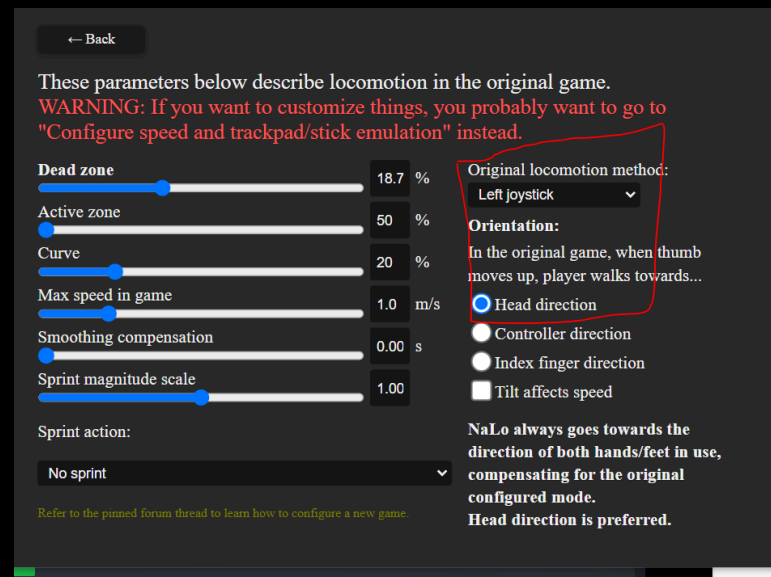
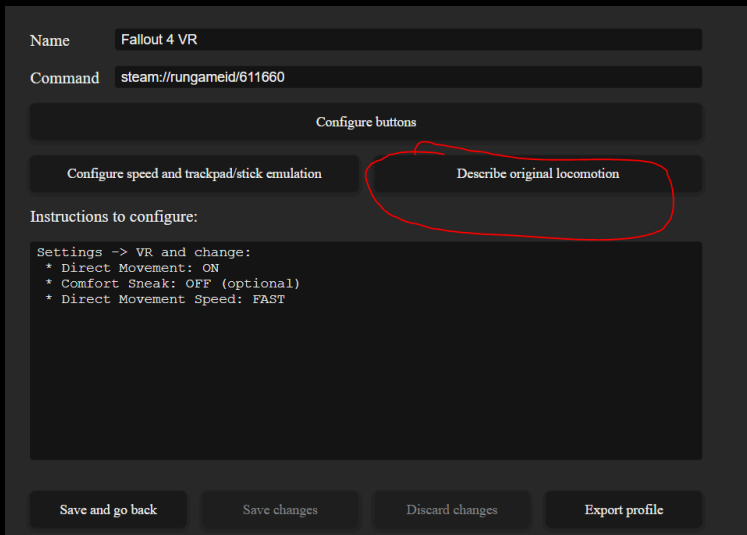


## » Natural Locomotion

Natural Locomotion is a paid app on steam that lets you run and jump irl to move your avatar in game. It's quite fantastic

To set this up with index controllers, there's some settings you need to change

- 1) Once you have the program open in steamvr Find the Fallout 4 VR Profile and click the **Edit Profile Button**
- 2) Find the **Describe Original Locomotion** and click it
- 3) Change the **original locomotion method to Left Joystick** (Or right depending on if you're left handed) and change **Orientation to Head Direction**



## » Gameplay Guide - Or a Quick guide on "Getting Gud"

### Hunger, Thirst and Fatigue

- Many of the survival aspects in this list are streamlined, you have to search for food and water sometimes, but you won't need to go into your pip-boy to actually click on it. You'll just auto eat and drink when required. If you have nuka cola in your inventory you'll also automatically drink that so you won't need to sleep as often. **Pro tip-** Get the bottles in Vault 111 and fill them up at the sink- you'll have 20+ bottles of purified water.

### Loot and Ammo

- This list reduces ammo and loot to realistic levels for the setting, there is also no ammo crafting so you have to either buy it or find it in the wasteland. (**Pro tip-** if you run out of bullets mid fight, you can essentially stun lock humanoid enemies by punching them with your gun or melee weapon if you can get in range.. **One of the many benefits to VR**)

### Settlements and workshops

- Settlement building is completely streamlined from the start if you follow the guide. If you want to build at Sanctuary and have it automated you can find the holotape in the Museum of Freedom on the top floor next to the terminal. Keep in mind that doing this *MIGHT* affect FPS and stability, as it will continue to expand until Tier 3. All of the pre-built settlements will be on Tier 1 forever.
- To Get started with Sim Settlements, open the holotape in your pip-boy (**MUST BE ON WRIST PIP-BOY**) and choose **New User and low** for the options, then build the city planners desk which is found under crafting. Then you can assign Codsworth or Preston (If he's still alive) to be the leader. **Choose tear it all down**

### Combat and not dying

Both you and NPCs will die much quicker then you're used to. If you aim at the head, there is a % chance for an instant kill. SKK Stalkers *ARE* in this list however.. And there's a chance it could spawn something way above your level. I would recommend doing a couple of things

- **Get Dogmeat and Heather**, to find Heather listen to her radio signal and go to the location on the map, you can also add an additional companion as well. (So total of 3 companions with you)
- **If you can't take on an enemy and keep dying.. RUN AWAY**. This is an open world.. Run in any direction you want. The SKK Stalkers will get bored eventually, you can also try running to a nearby settlement as many of the stalkers will be shot on sight. **You can also adjust the spawn rate in the holotape**
- Use VATS- **it's bullet time** but uses the same AP drain and crit mechanics as regular VATS, if you spec into the perception tree, it'll only make it better by increasing the XP gain and damage

### Becoming a Raider/ Evil Wastelander

- This list comes with Sim Settlements Conqueror..and an addition to pre-built settlements opens up an entirely new way to experience Fallout 4. Now instead of helping the minutemen and being the cookie cutter "Goody two shoes" You can be an absolutely evil asshole and kill every living thing in Boston.
- **To Get the Execute Perk** which allows you to **kill anyone in the game** (Including quest givers and essential NPCs) **You WILL have to murder the Quincy 5 (E.g Preston Mama Murphy Ect)** That is the only way to trigger the perk. It's not required and you can be a raider and still play as a minutemen (Although this could lead to issues if you start raiding places with essential NPCs)
- The Quest should trigger on your way through concord, just follow it to get access to a band of raiders.
- Killing Preston will obviously lock you out of all minutemen quests, but you can get some of them in other ways and **Preston is not needed for the Main Quest**.

## » Note -Things that will Crash your game (Unrelated to mods)

This is also under Known Issues down below, but I wanted to put this here as well. **These are all bugs in VANILLA Fallout VR and will happen regardless of if you have a modded game or not.**

- **Using a Terminal or opening your Pip-Boy while having your Flashlight On** % chance to CTD, it might not happen, but it could, Try to remember to turn off your flashlight before opening the Pip-Boy. Bug of the VR engine.. Nothing you can do about it.
- **Going in and out of workshop mode continuously** Engine can't handle it, don't go back and forth quickly
- **Fast traveling back to back without exiting the pip-boy** There is a mod in here (Journey) that lets you fast travel from settlements you control. You can fast travel to one settlement, then leave and come back, don't fast travel to one, then instantly fast travel again. You will CTD.
- **Doing "Store All Junk" when you have a TON of junk/items** Happens in Flat Fallout 4 too. If you know you have a stupidly large amount of junk in your inventory, deposit it individually to be on the safe side
- **Picking up an item when you have a stupidly large inventory** This is a reason why **I recommend NOT doing the console command to increase your inventory space..** You'll reach a hard limit and just CTD trying to pick something up. **There is a reason Bethesda limited inventory capacity.** You don't need to be a junk lord.
- **Excessively large firefights** Again.. This happens in Flat Fallout 4 all the time, but VR causes more overhead. This is largely dependent on the location and amount of enemies, more RAM will help.. But you could just CTD if the fight is large enough with a ton of explosions ect.
- **Using Power Armor with No Helmet** DON'T DO IT. Kubto VR is on this list. Don't go Helmetless. You'll have a bad time. Either use PA with a Helmet. Or Don't Use Power armor.
- **Bethesda being Bethesda** This engine was built off of something from 1998 and was **clearly NOT made for VR**, I'm not a miracle worker...you might just have the **occasional random CTD**. But hopefully it's limited enough with this list that you can still have fun

## » Known Issues

- When you Exit Power Armor, you will lose access to the pause/Save menu TO FIX THIS - Turn on your wrist pip-boy and turn it off
- There are some areas (Diamond city) where lighting can get a little funky when you're walking around depending on the time of day. This is because the VR version of Fallout had to completely re-do the lighting engine, so anything that adds new buildings etc. has the potential to make things a little wacky. To me it's not a big deal (basically you might notice some weird shadows and flicking light when walking around parts of diamond city depending on the time, but it doesn't happen too often) If it bothers you a ton you can get rid of the diamond City Plus mod, but you'll need to re-create the patches and get rid of the sound patch I made.
- Some exterior FPS frame drops are unfortunately unavoidable without drastically changing the game (E.g Looking at Corvega Plant, Trinity Plaza, some areas of south Boston, It doesn't happen too often, but you'll notice when it happens)
- Opening up the pip-boy or any terminal while having your flashlight on will lead to like a 20-30% chance of crashing the game, this happens in the vanilla game too and has nothing to do with mods, it's just a quirk of VR. Just save frequently and try to shut off your flashlight before you open the Pip-Boy
- If you are using a Valve Index HMD, Do NOT set your refresh rate above 90 FPS. Keep it at 90. There have been reports of the game being locked to 60 FPS if you have your refresh rate at 120/140.
- This modlist is balanced around Survival Gameplay So turning the game to a lower difficulty will possibly make the game Harder, since enemies will be bullet spongers and ammo and resources are scarce. In the most recent update Drink/eating done automatically so you have less managing to do, but FOOD and drinks do NOT restore HP.. So if you play on anything but survival, then food will be essentially useless.
- For the Quest Call to Arms (The one with Paladin Danse fighting ghouls outside the cambridge police station), There's an issue at Arcjet where he may get stuck at one part. But if you continue the quest without him he will teleport to you at the end. This is a Common glitch with the Vanilla Flat version of FO4 as well and has nothing to do with Mods.. Bethesda did not code the AI for this quest very well.
- Nuka world has a few places with Missing ground textures There's not much I can do about this. The DLC fixes are in this list- but it's a rigged method since DLCS aren't officially supported, there's a few places (near the bosses office e.g) where you might notice some small areas with missing ground textures. It is still fully playable.

## » Extra note

If you plan to add more mods onto this list you can totally do that, but I can not troubleshoot for you if you're using other mods. I have tested this list SPECIFICALLY for stability and framerate issues. Adding other mods could possibly lead to problems. But if you must do that, make sure you re-create the patches E.g Bashed and Smashed Patch and check for Compatibility errors in Fo4VREdit.

I even made a tutorial video out of the kindness of my heart, but

YOU ARE ON YOUR OWN. Do NOT ASK ME FOR HELP.

<https://www.youtube.com/watch?v=cZtqJrNYnqU&t=435s>

A good rule of thumb is that if the mod has an esp file.. You're gonna have issues if you don't check for conflicts.. But anything that adds simple things like textures or music ect should be fine.

And if you don't know how to do those things... well then honestly you shouldn't be adding or removing mods to this and expect it to work w/o problems. You do so at your own risk. Do not message me for help.

## » Note- Goal of this modlist

- Because this KEEPS coming up. Yes, this list is *Subjective*. Ultimately, this is what *I Think is fun in Fallout 4* and *my vision for the game* that *I decided to share* for the convenience of people. I'm NOT getting paid for this. It's Free. As a wise man once said. *Beggars can't be choosers*. And if you can't live with my choices here. *You're free to do it yourself* ͡\_ (ツ) \_/

There's 3 things that this modlist Values above anything else.

- 1) As close to a **consistent 90 FPS with 0 Drops** as much as humanly possible (Some areas are unavoidable but that won't stop me from trying) .. It might not be the prettiest thing in the world and you might find some lighting or texture choices to be ugly. But the **BENEFIT of a buttery smooth framerate is massive IMHO**, Especially as someone who creates content, I can not stand VR games that jutter all over the place. **Gameplay > Graphics**. Plus.. **You'll be dying too often to care >:)**
- 2) **STABLE GAME**, this means **Absolutely NO crashing What.So. Ever** I know this is a tall order for a Bethesda game, I've gone through and **specifically AVOIDED** any mods that are known to cause problems. If you want to add mods to this that's completely on you, **just please do the research and look at that bug section on the nexus**, you'll save yourself a headache. And don't use NSFW mods... I mean I'm not going to judge... But come on...
- 3) **Survival Focused Gameplay** In *my honest opinion*, **Fallout 4 is an absolute shitshow of an RPG**. **Some** of the quest mods I've added have fixed that a bit..but it's still a terrible RPG in general. It IS, however, **a fairly good survival FPS**. So, I've chosen to focus primarily on that with the gameplay mods.. **Because I enjoy it**. If you want to take it out or not use this list because of that I completely understand and not everybody likes survival games.. But don't complain to me about Survival when **I've made a disclaimer at the top of this readme** stating that this is GOING to be hard and you'll probably die, either customize this list after you download it (**with your own risk doing that**) .. Or use your own modlist?



## » FAQ - Please Read (Most of your questions are answered here)

### - *I keep dying! Why did you make this so HARD!?*

As I said at the top of this list, this is a survival overhaul of FOVR because Vanilla is a bad game RPG wise IMHO and survival is one of the only redeeming factors. Use strategy, get a companion like dogmeat ect, and Pick your battles wisely. **AKA ( Git Gud or go home.)** This is not a walk in the park version of FO4, this is **basically dark souls with guns in VR**. I have no interest in making a strictly visual/fixes vanilla focused list or making it any easier..Because **I enjoy survival..** And I **made this primarily for myself**. If you like it then awesome if you don't like it.. then that's also awesome! But **make your own list and don't complain to me about a Free Modlist**.

### - *Why does the game look FUZZY/ WHY does this NOT look like Half Life: Alyx?*

I'm honestly kind of surprised that this is even something I have to write here.. But I've gotten this question so many times... **Here's the thing guys: Fallout VR is a 4 year old PORT of a game from 2015 that's using a 20+ YEAR OLD ENGINE**. Did you seriously expect this to play or look anywhere near HL:Alyx? This modlist will make the game look and run better than Vanilla.. But it's still using a horrendous outdated dated engine. It is, however.. probably the largest FPS openworld shooter on VR.. and it's Fallout.

**TDLR: Lower your expectations, and it will be fun, don't go into this expecting modern VR standards.**

### - *Why can I not customize my character? How come I can only choose from presets?*

Because Todd Howard was Lazy. This is how character creation is by default in FOVR (LooksMenu does NOT work with VR)

### - *Can I change XX Mod? Can I add or remove mods or customize this list?*

I have **taken a ton of time to stabilize this this list and make it run well (for free mind you)** with conflict resolution patches and spending an ungodly amount of time pouring over records in Fo4Edit and the creation kit. If you **change Anything with this list**, you are completely on your own and **I cannot and will not help you**. If you start to crash or other problems crop up, it's on you. And **do not ask me how to re-create patches** or if \_\_\_mod will work, there's lots of information on the internet (**And I've even made tutorials for it myself**) . I don't mean to sound harsh.. But **I just can't troubleshoot for 1000 different loadorders**. I've tested this list specifically. **I'm not saying don't do it**, it'll be your list so do what you want, but I would be cautious and make a backup profile in MO2 so you can always go back to a vanilla version of this list. Also. **Do not ping me for support on the discord if you changed this at all**.

### - *Do I REALLY have to Play on survival?? I hate Survival!*

**Yes you do. This entire mod list was balanced around survival**, if you change the difficulty you'll be throwing off the balance I put in place, including not being able to kill any enemies because of the scarce ammo and bullet sponge enemies on anything except survival.

I have taken off the majority of annoyances with survival- **Eating and drinking is now done automatically** if you have the appropriate stuff in your inventory, **Unlimited survival is on by default so you can use manual saving** as much as you want, and you can customize the ini if you want Fast travel.. But you can also fast travel by default from settlements that you are in control of.. **I would highly recommend you do not remove survival. Food will be useless for you since it doesn't heal, enemies will be bullet sponges and you'll have scarce ammo to begin with so you'll just die more..** It'll end up making this list much more difficult then it's meant to be.

### - *Can I make this list less easier, what mods do I disable to get rid of the difficulty?*

You can do what you want, but **I cannot help you with changing the list**, that will disable any stability I have in place and you'll have to do your own patching. The game honestly isn't that hard if you get a couple of companions and don't go rambo in every fight. Late game is still as easy as vanilla Fo4.

- *Help! I got a Weapon and it's not positioned correctly on my hands!*

I covered how to fix modded weapons with idle hands in multiple tutorial videos

[https://www.youtube.com/watch?v=7stulUYsSuk&feature=emb\\_title](https://www.youtube.com/watch?v=7stulUYsSuk&feature=emb_title)

- *I added XX Mod/ Removed XX Mod and Now i'm crashing and the game is giving me problems! Plz fix!*

No, Nada, Nope. You're on your own.

Do not ping me on the discord if this happens after you changed this list without knowing what to do.

- *I found a bug or problem with this list and I pinky promise I didn't change anything on my side (Except for Idle hands) ,where should I give the feedback to ?*

If you found a bug (And did NOT change this list) please let me know and don't hesitate! I haven't gone to every inch of the commonwealth or DLCs so there could definitely be something I didn't catch. You can leave feedback on the Wabbajack Discord under the Fallout-essentials-support channel. I have my own discord as well.. But that's meant for my twitch and youtube channels.

- *I Use Natural Locomotion and I can't move/I'm stuck in the game using Index controllers. How do I get it to work with the list?*

To fix the issue with Natural Locomotion, you have to do 2 things-

Go directly into the Natural Locomotion app and change the movement keybind from left touchpad to left Joystick. Also change the jump button to left trigger (Dev of NaLO never updated it to work with index) Keep it on head movement.

- *Why are you using an Older version of XX Mod when there is a new version available?*

Everything in this modlist is intentional, If I'm using an older version of a specific mod (E.g Sim settlements/Conqueror) It's because the new version has problems (in the case of SS it's missing menus and items, for some others.. They most likely caused significant issues. Fallout VR's Exe is from 2018, the flat game which many of these mods are from, was updated in 2020.. new versions of some mods will have issues if you try to use them.

- *Are you going to add Sim Settlements 2??*

At the moment.. No. Besides the potential incompatibilities since Fallout VR's Exe is from 2018 (Look above) Sim settlements 2 does not currently have things like conqueror or auto-built settlements from the start ect. (Some of the MAIN reasons i've included sim settlements 1 to begin with.. Is to avoid having to go into workshop mode or deal with that mechanic at all.. Since it's terrible in VR)

- *I'm having issues assigning supply lines after getting local leader*

Supply lines.. Are kind of weird. In fact.. I'll say this again. The settlement system sucks. It sucks more in VR.. but in general it sucks. So Supply lines kind of work. You need local leader rank 1.. Then you have to go into workshop mode, open the build menu on your left hand, and you'll see an icon pop-up that says assign to the supply line.. But NOT every settler can be assigned and it'll fail on them.. This is ALSO an issue with vanilla FOVR as I tested this w/o any mods or sim settlements. For now I would seriously urge you to skip over local leaders and the settlement system completely aside from taking them over for fast travel points and xp ect.

- *Why is lockpicking easy to unlock/Why is hacking showing me the correct password?*

Because IMHO, these are bad mechanics and annoying even on the flat version (Lockpicking is at least OK on the flat game.. But absolutely horrendous in VR. Unfortunately FOVR does not have the advancements that MageVR made for lock picking.. So to get around this tediousness, you can unlock the minigame if you have enough levels in them.

- *Are the DLCS playable?*

Yes. For the most part. Far Harbor and Nuka world should work. (might run into some minor missing ground textures in Nuka world) Automatron.. Is a bit weird. I have a fix in place <https://www.nexusmods.com/fallout4/mods/34741> But it's kind of wonky getting the robots to work. Workshop stuff like vault 88 ect *Should* work fine to my knowledge. All the DLCS are needed for other stability and updated mods however.

- *Do Steam Achievements work? I NEED MAH ACHIEVEMENTS!*

Achievements are stupid and do nothing from a gameplay perspective IMHO.. And frankly I just don't care about them, so no. I did not add a mod that re-enables them with and dll which could potentially break stuff. Do it at your own risk.

- *Extra Carry Weight mods?*

Not needed. There are mods in here where you can increase your carry weight LATE game. Also... maybe stop being a junk lord.. There's no need for that anymore, Settlement building is not a thing. So **prioritize what you're looting for survival.**

- *How do I talk to companions?*

Walk close to them, if all else fails dismiss them as companion.. But just walk up to them in command mode.. It'll turn into the dialogue menu. If you can't see it because you're sitting down ect. You need to adjust your height or playspace settings... **it is not caused by this mod list.. You'll run into the same issues in vanilla.**

- *HOW DO I OPEN THE PIP-BOY?!*

Not to be rude.. But I've made several bolded comments in this readme and like 4 tutorial videos going over in detail how to control the pip-boy with idle hands, including customizing settings. **Please scroll back up and watch the videos.** Here you go. <https://www.youtube.com/watch?v=7stulUYsUk&t=145s>

- *MY HAND IS TURNING INVISIBLE when I open the workshop what gives??*

Known issue with idle hands. Scroll back up. Read the readme, watch the videos.

- *I took over a settlement but I can't fast travel from it!*

You can, the game just needs to reload the scripts. You can save and reload, exit to the menu and reload. Or The next time you reload the game the fast travel will work after you take over a settlement with Journey.

- *I'm getting very bad FPS on an Oculus Quest 2 using virtual desktop and wireless ect.*

**This IS an issue with oculus.** I have tested it myself. You CANNOT run quest 2 wirelessly with virtual desktop and expect good frames. **Plug it into your PC using the Oculus link. To achieve the optimal framerate, you NEED a dedicated PCVR headset,** but if that's not possible you need to plug this in with a cable. The technology is NOT yet there for quest 2 to run wirelessly at an acceptable fps. **Currently the only way to get a solid 90 FPS wirelessly is with a vive/vive pro and the wireless adapter.** This is not caused by mods. It's the current tech.

- *Help! I can't leave the vault or click on the Door in Vault 111!*

- 1) **I would check to make sure you actually clicked on/picked up the pip-boy next to the skeleton..** Yes I know it looks like you already have a pip-boy.. Well Ya don't according to the game. **Pick it up.**
- 2) Make sure you have something labeled Unofficial Patch VR Fix In MO2 right under The Unofficial Patch and that it's checked on.

- *I can't heal dogmeat, I can't open my Pipboy or some other issue*

Make a save and reload the save.. 99% of the time that'll fix any issue.

*How come I can't kill Preston/Essential NPCs or Settlers?!?!?*

1) Well. You clearly **didn't do the quest to get the execute perk**. You **have to murder Preston and all his Friends At the Museum of History**. (BTW, this is another thing I went over in the videos)

If you have advanced PAST that quest. You will not be able to kill essential npcs, tough luck. Your choice matters. Be evil.. Or don't. You can't have everything. ㄟ(ˉ\_ˉ)ㄟ

2) **Common settlers are Mortal and can die from attacks**. But they've been buffed to compensate. If you're trying to take out a settler that's level 15-30 and you're level 2 and then you come complaining to me about being 1 shotted trying to kill your own people when you're just starting the game and haven't gotten levels yet... I really have no words for you, this is an RPG, go and do quests.. And maybe don't murder your settlers for no reason.

## **» Note- If you've Killed Sturges (OPTIONAL)**

I'm going to put this in its own section because it might be useful information in case you're like me and wanted to murder the Quency 5. **(THIS IS COMPLETELY OPTIONAL)**

If you kill Sturges **(because he will become hostile after attacking Preston)** This DOES break the quests **MQ206 The Molecular Level** for the Railroad OR **BOS204 Outside The Wire** for the brotherhood because Sturges is needed for some holotape that the quest is calling upon. (So he needs to be alive)

You can fix this using some console commands so you can still complete the game by joining the railroad ect.

- 1) Open up the console while in the game with the ~ key
- 2) Type **prid 0001a4d8**
- 3) Type **resurrect**
- 4) Type **disable**
- 5) Type **enable**

**You should be good and can complete the quests now**

Also if you happen to have **When Freedom Calls stuck in your quest log**, you can get rid of it by

Typing **setstage Min00 1000**

**This will ONLY happen if doing the conqueror quests and going down the "Evil route"**

## » Note - Fallrim Tools and cleaning your save

This is just for helpful Information, periodically your save MAY get some unattached instances. This happens in vanilla, but due to the nature of the mods I'm using it might come up more frequently because of all the scripts. It's not necessarily something to be scared of, but you generally don't want unattached scripts in your save.

You can check your save by downloading [Fallrim tools](#) Manually from nexus.

1) After you have it downloaded and extracted in a folder, Open up the program called resaver

2) Then point it towards your save in Mo2 e.g FOVR Essentials -> Profiles -> FOVR Essentials (Orginal) -> Saves

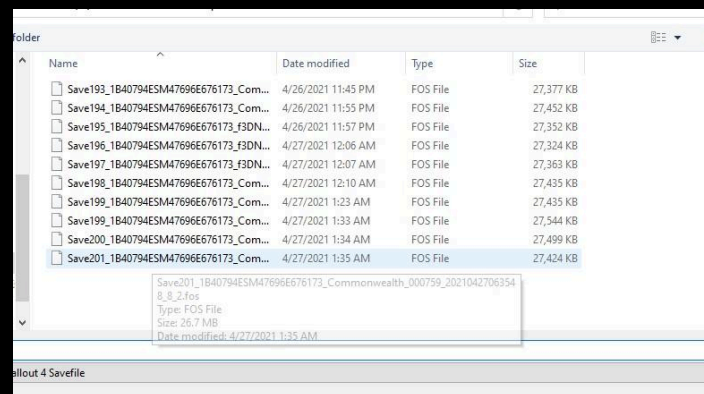
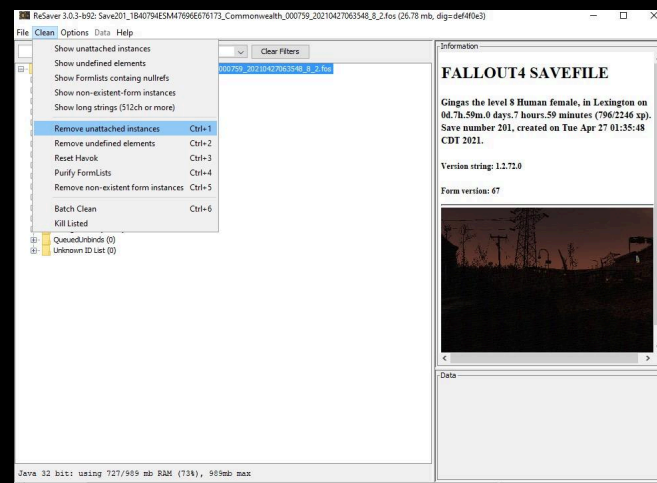
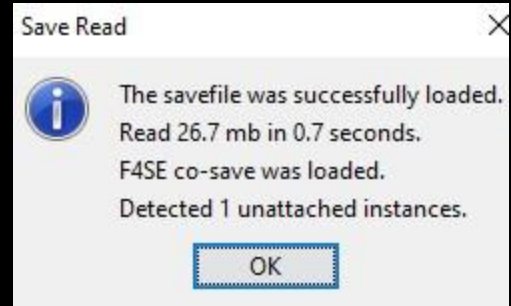
3) Find the latest save and double click it, you should get a message box pop letting you know if you have any unattached scripts

4) If it says Detected unattached instances you MAY want to clean it But this is up to you. Sometimes scripts can affect your save, other times they're harmless.

5) If you want to clean it go to the top where it says clean and click remove unattached instances

6) You now want to save this as a NEW SAVE don't overwrite your old one. Click File, then Save As Then find the latest save and click it and then CHANGE the number to 1 higher e.g if it says save 80, write save 81 and click ok

7) Load into the game and make a brand new save, then open up Resave to make sure there's no more unattached scripts on your save game





## » **Bug Reports**

If you're going to ping me on the discord and report an issue.. There are a couple of things I ask of you.

- 1) **PLEASE.. PLEASE** [read this readme](#) or [watch the numerous videos](#) I've made.. to make sure your question isn't already answered... I poured a lot of effort into these things to make sure most of your questions are taken care of and you have the needed information.
- 2) Do some research to [see if this is something in the vanilla game](#). E.g a lot of the main mechanics that I get asked about is something that [is in the VANILLA game of Fallout 4](#). (E.g Power armor weight stuff). I think one of the main issues of using a large modlist like this without first playing vanilla is that you won't know what's vanilla mechanics or what's modded.. I'm not saying play through the entirety of vanilla since this list will make the game more fun.. But if you're wondering about something.. Use google to see if it's something that is caused by the vanilla engine instead of coming to me.. [\(Because I have no way to fix engine related issues.. I'm not Godd Howard.. And I'm tired of explaining vanilla game mechanics to people\)](#)
- 3) If you do decide to ask on the discord.. **LOOK at the pinned messages FIRST..** Your question is probably answered there if it's not on this readme or videos.
- 4) **99.9% of the Bug reports** I've gotten have been because of **SOMETHING YOU DID** (e.g, [ya didn't follow this readme to a T](#), you [didn't check to see if it's vanilla game mechanic..](#) Like I've gotten questions about [how fusion cores work.....](#) ) **INSTEAD** of blaming it on this mod list or me, go back and **REREAD THIS ENTIRE thing 3+ times** Double check it's not a vanilla feature and you just don't know how fallout works... and then go to step 5.
- 5) If you have done all of the above....You can ping me **ON Discord** and I'll try to help you. But Please **do not DM me personally..** [And if you ask a question that I've answered here or the videos. I'm going to respond with "Readme." and give you shit for not reading.](#)

I don't mean to be rude.. But [I've gotten so many annoying questions since I made this](#) that I've reached my limit. I'll help you IF you have triple checked I didn't already write out the answer. **Use CTRL-F**

## » **Note- Help and Questions**

Join the Subreddit for all your questions about Fallout VR! [https://www.reddit.com/r/Fallout\\_VR/hot/](https://www.reddit.com/r/Fallout_VR/hot/)

## » Note - ADDING MODS

Completely unsupported by me, but i'll give you some general advice so you don't haphazardly fuck up your install.

- 1) Don't use LOOT to sort the load order, it's included just as a tool to find conflicts, it is bad.
- 2) Use Xedit to MANUALLY sort and resolve conflicts if you're messing with stuff. If you don't know how to use Xedit, I made a tutorial <https://www.youtube.com/watch?v=cZtqJrNYnqU&t=380s>
- 3) If you're going through nexus adding a bunch of random shit, do yourself a favor and look at the bug reports, and how recently it was updated.. And if a bunch of people are reporting problems with the mod. I happened to do that for you with this modlist and everything here is going to work. But I can't stop you from adding stuff, I can just give you some advice.

E.G An example of bad mods to add would be stuff like Survival Options and Unlimited Companion framework. They're well documented to cause a ton of issues and haven't been updated in YEARS. (just because a mod is popular doesn't mean it's well made.)

## » Note - What Mods are in this?

I don't need to do this.. But I'm doing it anyway, because I'm nice.

[Here's all the mods in this](#) Download that and drag it here <https://www.wabbajack.org/#/modlists/manifest>

JUST TO BE CLEAR, THIS will NOT give you my modlist..

Even if you download and install all of that yourself.

Half the stuff in the list isn't going to be in there because I made them and the WJ program is making it internally. The other half is custom patches, So unless you spend an ungodly amount of hours fixing stuff with those mods yourself.. It won't be the same.

But this might be a useful reference for you.

## » Note - Mods I do not recommend using or adding to this.

A lot of these mods have been tested and either don't work well in VR, or are known to cause significant Crashing and other issues, *not just with this list.. Like in general with VR*, you're free to do what you want, but I would be cautious with these.

- Bullet time - Slow Time - Will not work with VR controllers, has to be favorited with an item. A better version of Bullet time is already included in this list by default along with specific perks for it.
- Horizon NUMEROUS issues in VR including some constant CTD, the Perks will also crash you. Many things in Horizon require sifting through 2D menus which does not work well with VR interaction, it also requires a significant time in workshop mode which has problems with Idle hands. You also have to use console commands to get parts of the mod to function.. Which isn't exactly ideal for VR gameplay.
- WOTC/ War of the Commonwealth Significant Script bloat- cause of MANY MANY CTD and Instability. Has not been updated in over 3+ years. Seriously...Do not use it. Even on the Pancake version it's pretty bad.... SKK Stalkers is in this list and is a lightweight alternative.
- Most of Thuggysmurf's Quest mods This includes things like Depravity, Diary of a Madman ect. It will lead to crashing and missing meshes in VR.. and it generally has lots of issues with fallout VR. Only one that seems to work is dialogue and companion overhaul which is included in this list.
- Fallout 4 VR Optimization Project A Very outdated mod that WILL CAUSE CRASHING. Do not use it. Even the mod developer says to not use it, I've managed to fix the performance without the need for that mod.
- Beantown Interiors Was originally in this list.. Found to cause NPC pathing errors and some crashing.. Would not recommend it.
- NAC/NACX I have not personally tried the new version out myself.. But I did try the old version of NAC in VR. IMHO It looked overly bloomy and kind of funky in a VR headset. I also found that it negatively affected fps way more than TS or Vivid weather. Some of the added effects like radiation damage also didn't work correctly and were unstable and could lead to CTD. It may be improved in the new version.. But I would be cautious
- Better locational Damage MessageBox gets bugged in VR and you can get permanently stuck. VERY script heavy and many bug reports on mod page
- See through Scopes Used to work when this game was released initially in 2017. After Bethesda updated scopes it doesn't work anymore. Will instantly make them game CTD on some scopes. Do not use it.
- Weapon mods If you must add more weapons.. Check the nexus section for VR.. many of them will cause crashing and other issues like NPC pathing errors ect, unless fixed specifically for VR. I am using most of the ones that work correctly in this list. Just double check on added weapons.. If it effects pre combs without a fix for VR it won't be worth it.

- ENB Again.. Will NOT work in VR at all. **ENB dll would have to be remade from scratch for VR..** not to mention there's not a PC on earth that can manage to run FO4 VR with an enb and still remain within an acceptable framerate.. I doubt even a 3090 could do it.. **Same goes for reshade btw.** Will make the game fail to launch.
- HD Texture Overhauls **I am using Optimized HD texture overhauls in this list.** If you want to add higher rez HD textures that's totally on you. But I wouldn't add them for a couple of reasons. I tried a TON of textures in this list. All of them except for the ones I'm using did cause frametimes to get negatively affected. Granted.. This was done with a 1080ti and 9900KS. So if you have a beefier system *you may be able to use higher resolution textures.* But DO NOT just test around red-rocket. Go to areas like Corvega Plant or downtown to get an actual feel for how much it's affecting your fps. Also.. **If you run out of VRAM (Unlikely but could happen in this game if you go crazy)** . This is another possible cause of CTD so keep that in mind.
- Boston Natural Surroundings **But Gingas, this doesn't break precombs, I want to use a flora mod** Yes.. it's true this doesn't break pre-combs.. But the added flora will destroy your FPS. Unless you like slideshows I would not recommend it.
- Sim Settlements 2 - Will NOT work correctly in VR, was made on a newer version of the EXE for flat. You're going to run into a multitude of issues. Stick with SS1
- Fallout Together/ Multiplayer Fallout- This has been asked a few times, no.. there is no possible way to get the multiplayer fallout mod to work in VR.. and it is unlikely to ever get support. Same goes for Skyrim together unfortunately