L	MO2 INSTALLATION						Established in LO Testing in LO	
Ī	Mod	Archive Link [1]	Sections	Order	Notes		Inactive/Not Using	
							Custom Installation	
-	(	)1. Wor	kbase BA2 and Optional	Cleaned	ESM			
	CLEANED ESM - D.C.COsast.esm - D.C.CNukal/World.esm - D.C.Robot.esm - D.C.Workshop01.esm - D.C.Workshop02.esm - D.C.Workshop02.esm		Some love these. Some warn against doing this. Either way works.	Optional	1) Rclick and Create an empty mod at the top of MO2. I named it Cleaned ESM. 2) Copy the listed. esm from the FO4 folder to the new mod folder. 3) Clean these master plugins using xEdit CluickAutoClean OR with Batch Plugin Cleaner for Mod Organizer 2.			
$\dashv$								
$\exists$					This is a full set of the 15 FO4 ba2 textures files with SavrenX HD mods			
-	SavrenX HD Textures Performance BA2 Set     BA2 SavrenX HD over Vanilla Fixed One of Four	0.95	Workbase ba2 Set  Workbase ba2 Set		combined into them. All 4 mods are required.  All 4 FILES ARE REQUIRED			
	BA2 SavrenX HD over Vanilla Fixed Two of Four     BA2 SavrenX HD over Vanilla Fixed Three of Four	0.95 0.95	Workbase ba2 Set Workbase ba2 Set		All 4 FILES ARE REQUIRED All 4 FILES ARE REQUIRED			
4	- BA2 SavrenX HD over Vanilla Fixed Fourof Four	0.95	Workbase ba2 Set		All 4 FILES ARE REQUIRED			
	SavrenX HD 1K Buildings and Interior		Included in the pack above		Main Files and Fixes. Requires the fix files and the fix mod a few lines below			
	Fit Plywood		Included in the pack above		lines below			
	Fix Vault-Metal-Window-Institute SavrenX HD 1K Buildings and Interior FIX		Included in the pack above Included in the pack above		REQUIRED FIX FILE			
	SavrenX HD Settlement and Clutters SavrenX HD Settlement and Clutters DLC		Included in the pack above Included in the pack above		Both Main Files and Oxygen Tank Fix			
	Fix Oxygen Tank SavrenX HD Vanilla Armor		Included in the pack above Included in the pack above					
	Fix		Included in the pack above					
	SavrenX HD Vanilla Clothes  Dirty Suit Fix		Included in the pack above Included in the pack above					
	SavrenX Synth HD Synth HD Gen Part		Included in the pack above Included in the pack above					
	SavrenX Creature Pack DLC REDONE		Included in the pack above		Place before Robot and HD liberty prime mod. The Assaultron is higher quality in robot pack			
J	SavrenX Better Robots and HD Liberty Prime Turret Decal Fix		Included in the pack above Included in the pack above		Main File and Turret Decal Fix			
-	SavrenX Food and Foodware SavrenX HD DLC Armor and Clothes		Included in the pack above Included in the pack above					
1	SavrenX HD Junk and Props DLC		Included in the pack above		Users should install their own Landscape and an arrivative			
	SavrenX-HD-Vanilla-Landscape		Included in the pack above		Users should install their own Landscape mod as per instructions on the SavrenX HD Textures performance BA2 Set mod page. Instructions also in Section 18 of this spreadsheet			
	SavrenX Landscape Interior Building DLC SavrenX Organic Gore		Included in the pack above Included in the pack above					
	SavrenX Organic Super Mutant		Included in the pack above					
	SavrenX Power Armor HD DLC SavrenX Super Mutant HD Armor		Included in the pack above Included in the pack above					
	SavrenX Weapon HD DLC		Included in the pack above					
	Black Codsworth and Windows Fix (Cubemap fix)	A-Link		FATE	This is good to run after many ba2 packs. The process can cause issues with the cubemaps.			
-								
	02. Core Mods		02. Core Mods		02. Core Mods			
	F4SE - FOOG	<u>A-Link</u>	1.10.163 Game Version f4se_0_06_23 PICK ONE	Fallout 4 folder	Copy the data folder also into the Fallout 4 folder.  2) Configure M02 Executables to launch f4se_loader.exe. Only launch F04 with F04.  3) Create a F4SE Scripts "mod" on the BOTTOM left side of M02 Down low, Rclick on left side of M02 and choose All mods > Create Common town of the Roman the F4SE Scripts and dorp the "Scripts" folder from the F4SE zijf file here. This fixes many mods which have invalid scripts in them. So, make this the last folder in your load order.	Custom Installation		
	F4SE - FONG	0.7.2	1.10.984 - PICK ONE					
1	Ruddy88 ESLify xSE PluginPreloader F4 - FOOG	1.0 2.5.1	02. Core Mods  Required by Old Buffout 4 but not Buffout4 NG.	Fallout 4 folder	xEdit script for auto flagging .esp as .est. extract the contents to the XEdit installation. Install it as an executable in MO2.  Download the main file manually and open it. Extract the two files inside it to the Fallout 4 Main Directory folder. Go to the xSE PluginPreloader. xmf file and change the load method to OnThreadAttach or	Custom Installation  Custom Installation		
1	xSE PluginPreloader F4 - FONG	0.3			ImportAddressHook IF IF IF the default doesn't work.			
	Address Library for F4SE Plugins - F00G	A-Link	Version Independant - No	MO2	Required by Baka Scrap Heap and Buffout 4. Install with MO2 like a mod.    Also required by Spell Perk Item Distributor			
	Address Library for F4SE Plugins - AIO F4SE Version independent Buffout 4 - Main File - Version - FOOG Version	A-Link A-Link	Requirements PICK ONE	MO2	Might not work with FOOG mods which require Address Library for FASE Plugins. trying to verify  For Fallout 4 - 1.10.163.0    Install into MO2 like a mod. (Works for me anyway). Open Buffout 4's TOML file and change F4EE to TRUE, this prevents bugs and crashes from Looks Menu.			
	Buffout 4 - Main File - Version - FONG Version  Buffout 4 NG - (NO, it does not mean FO4 NG, but does work with t)	A-Link	Does not Exist yet		Does not Exist yet  The Nexus mod page has a list of features which don't work with FONG.  Open the Buffoul4.toml and set all those to "false". I have not clue if that is necessary.			
	Interior NewCut Fiv	102	02 Core Mode	ı	Fives a major Vanilla Game has II Included in DO4 NO			
	Interior NavCut Fix Interior NavCut Fix - FONG Version	1.0.3 A-Link	02. Core Mods  Does not Exist yet		Fixes a major Vanilla Game bug    Included in BO4 NG. Fixes a major Vanilla Game bug    Included in BO4 NG.	F4SE/ Address Library F4SE/ Address Library		
				INFO	Fixes a major Vanilla Game bug    Included in BO4 NG.  Has the annoying name of "GCBugFix Release 0.1"			
	nterfort NanCott Ete - FONG Version tong Save Bus Fig - FONG Version tong Save Bus Fig - FONG Version enthelicer(4 - FONG Version	A-Link A-Link A-Link A-Link	Does not Exist yet PICK ONE Does not Exist yet  02. Core Mods	INFO	Fixes a major Vanilla Game bug    Included in BO4 NG.	F4SE/ Address Library F4SE F4SE F4SE/Address Library		
	nterior NavCut Fis: - FONG Version Long Save Bug Fix: - FOOG Version Long Save Bug Fix: - FONG Version	A-Link A-Link A-Link	Does not Exist yet PICK ONE Does not Exist yet	INFO	Fixes a major Vanilla Game bug II Included in BO4 NG. Has the annoying name of "GCBugfür Release 0.1" This is an F4SE plugin that currently enables the weather system features in ENB. Also fixes ENB wrongly detecting time of day, or interior vs exterior, when using overcast weathers and having the light levels jump around.  Keeping installed so the lot 6F04 and F4SE can still be played after the	F4SE/Address Library F4SE F4SE		
	utelete Revolut Ex - FOND Version Long Steve Bus II + FOOD Version Long Steve Bus II + FOOD Version entheliperts - FOOG Version entheliperts - FOOG Version	A-Link A-Link A-Link A-Link A-Link	Does not Exist yet PICK ONE Does not Exist yet 02. Core Mods Does not Exist yet	INFO	Fixes a major Vanilla Game bug II Included in BOA MG.  Has the annoying name of "GCBugfix Release 0.1".  This is an FASE plugin that currently enables the weather system features in ENB.  Also fixes ENB wrongly detecting time of day, or interior vs exterior, when using overcast weathers and having he light levels jump around.  Keeping installed so the old FO4 and F4SE can still be played after the chaos of a pushed update.	F4SE/ Address Library F4SE F4SE F4SE/ Address Library F4SE/ Address Library		
	Interior Servicing Fig FONG Version Long Servicing Fig FONG Version Long Servicing Fig FONG Version enthelper(4 - FONG Version enthelper(4 - FONG Version enthelper(4 - FONG Version finitional enthelper(4 - FONG Version) Finitional enthelper(4 - FONG Version) High FIPS Physics Fix - FONG	A-Link A-Link A-Link A-Link A-Link A-Link A-Link A-Link	Does not Exist yet PICK ONE Does not Exist yet  02. Core Mods  Does not Exist yet  02. Core Mods	INFO	Fixes a major Vanilla Game bug II Included in BO4 NG. Has the annoying name of "GCBugfür Release 0.1" This is an F4SE plugin that currently enables the weather system features in ENB. Also fixes ENB wrongly detecting time of day, or interior vs exterior, when using overcast weathers and having the light levels jump around.  Keeping installed so the lot 6F04 and F4SE can still be played after the	FASE/ Address Library FASE FASE FASE/ Address Library FASE/ Address Library FASE/ Address Library FASE FASE FASE		
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	Intellige Revision   From Steven Bull Fig. FOOD Version Long Blace Bull Fig. FOOD Version Long Blace Bull Fig. FOND Version enbhelperfd - FOOD Version enbhelperfd - FOOD Version Falloudd one Auto-Backup - FOOG - William Fig. FOOD Version Falloudd one Auto-Backup - FOOG - William Fig. FOOD Version Food Fig. Food Version	A-Link	Does not Exist yet PICK ONE Does not Exist yet 02. Core Mods Does not Exist yet 02. Core Mods Does not Exist yet 02. Core Mods Does not Exist yet	INFO	Fixes a major Vanilla Game bog II Included in BOA MS.  Has the annoying name of "GCBugFix Release 0.1"  This is an FASE plugin that currently enables the weather system features in ENB.  Also lose ENB womply detecting time of day, or interior we seterior, when using overcast weathers and having the light levels jump around.  Keeping installed so the old FO4 and F4SE can still be played after the chase of a pushed update.  Fixes problems associated with high FPS. Normalizes animation speed and removes physical lougs. Refuces loading time, Features: Unlocks and FPS values a formal speed if livit sets us in 15 to lock in game FPS to 59.8 to avoid n/Yiddia driver crashes with an RTX 2070 Super Card.	FASE Address Library FASE Address Library FASE/Address Library FASE/Address Library FASE FASE FASE FASE FASE		
	Interior NewGolf Fiz. FOND Version Long Steve But Fir. FOOD Version Long Steve But Fir. FOOD Version enthicitients - FOOD Version enthicitients - FOOD Version Enthicitients - FOOD Version Enthicitients - FOOD Version Filtond see Auth-Backup - FOOG Filtond see Auth-Backup - FOOG Hoth FPS Physics Fiz FOOG Hoth FPS Physics Fiz FOOG Long Londing Times Fix K-Cell Februar 4 Long Long Times Fix Long Long Long Long Long Long Long Long	A-Link	Does not Exist yet PICK ONE Does not Exist yet 02. Core Mods Does not Exist yet 02. Core Mods Does not Exist yet 02. Core Mods Does not Exist yet	INFO	Fixes a major Vanilla Game bug II included in BOA MS.  Has the annoying name of "OCBugFix Release 0.1"  This is an FASE plugin that currently enables the weather system features.  This is an FASE plugin that currently enables the weather system features.  And base SRB wrongly detecting time of day, or interior we scheror, when using overcast weathers and having the light levels jump around.  Keeping installed so the old FO4 and F4SE can still be played after the chase of a pushed update.  Fase problems associated with high FPS. Normalizes animation speed and removes physical bugs. Reduces loading time Features: Unlocks FPS - United he game speed from the Tamerate, allowing you to play at any FPS values at normal speed    II Must use .in to lock in-game FPS to \$10 to all of did refer crashes with an RTX 2070 Super Card.  NOPE - not neededd  UFO4P deniers are the anti-vax of FO4 modding. This is always the first	FASE Address Library FASE Address Library FASE Address Library FASE Address Library FASE FASE FASE FASE FASE FASE FASE		
	Interior NewSout File - FOND Version Long Steve But File - FOND Version Long Steve But File - FOND Version subhelperfs - FOND Version rebhelperfs - FOND Version Filedodd sove Auto-Backup - FOND Long Loading Times File Kockel Fation 4 Button - FOND V 1.5 Button 4 Button - FOND V 1.5 Button 4 Button - FOND V 1.3 Button Configuration Manu - FOND V 1.4 Beta 2 Remark Configuration Manu - FOND V 1.4 Beta 2 Remark Configuration Manu - FOND V 1.4 Beta 2 Remark Configuration Manu - FOND V 1.4 Beta 2 Remark Configuration Manu - FOND V 1.4 Beta 2 Remark Configuration Manu - FOND V 1.4 Beta 2	A-Link	Does not Exist yet PICK ONE Does not Exist yet  02. Core Mods  Does not Exist yet  02. Core Mods  Does not Exist yet  PICK ONE - HFPSPF  PICK ONE - UF04P V2.1.5  PICK ONE - WCM  02. Core Mods	INFO	Fixes a major Vanilla Game bug II included in BOA MS.  Has the annoying name of "OCBugFix Release 0.1"  This is an FASE plugin that currently enables the weather system features.  This is an FASE plugin that currently enables the weather system features.  And base SRB wrongly detecting time of day, or interior we scheror, when using overcast weathers and having the light levels jump around.  Keeping installed so the old FO4 and F4SE can still be played after the chase of a pushed update.  Fase problems associated with high FPS. Normalizes animation speed and removes physical bugs. Reduces loading time Features: Unlocks FPS - United he game speed from the Tamerate, allowing you to play at any FPS values at normal speed    II Must use .in to lock in-game FPS to \$10 to all of did refer crashes with an RTX 2070 Super Card.  NOPE - not neededd  UFO4P deniers are the anti-vax of FO4 modding. This is always the first	FASE / Address Library   FASE   FASE		
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Miscellaneous next-gen quests Start Creation Club when YOU want - New Games	A-Link A-Link	02. Core Mods 02. Core Mods		Categorized FONG CC quests into the MISC Pipboy category.  New game version is my preference    SKKCCStartOnDemand_002_NewGames		
Start Creation Club when YOU want - Existing Games	A-Link	02. Core Mods		SKKCCStartOnDemand_002_NewGames		
				Only choose the Fixes. Installing as ESL so it loads high and will lose any conflicts to existing		
EO4 Fixes And Technical Enhancements (FATE Patch)		02. Core Mods	ESL	mods. Can patch those conflicts for specific mods later.    All conflicts patched with desired records patched over. It took a couple days.		
Community Fixes Merged	3.2.6	02. Core Mods		This uses an ESP flagged ESL and as such always loads high.		
- Patch for Weapon Mod Fixes The Midnight Ride - Glitchfinder All-In-One	2.0.1 2.00	02. Core Mods 02. Core Mods		Must load below Weapon Mod Fixes. Loose Files Version	Relocate	
Whisper's Delayed DLC	3 1.00	02. Core Mods 02. Core Mods				
Simple Creation Club Delayed NG	1.0.2	02. Core Mods		These files are small enought to extract the BA2.		
RobCo Patcher - FOOG RobCo Patcher - FONG	A-Link A-Link	02. Core Mods  Does not Exist yet		F4SE	F4SE F4SE	
SUP F4SE - FOOG	A-Link	02. Core Mods		Required by Universal Disassembler	F4SE	
SUP F4SE - FONG Universal Disassembler - BA2 Files Version - FOOG	A-Link	Does not Exist yet  02. Core Mods	ESL	Later will run Unpackrr to unpack small BA2	F4SE F4SE	
Universal Disassembler - BA2 Files Version - FONG	A-Link A-Link	Does not Exist yet		Later will run onpack to unpack small bA2	F4SE	
Universal Disassembler - Loose Files Version - FOOG	A-Link A-Link		ESL ESL	Load ESL above ECO.	Palocate esp	
Equipment and Crafting Overhaul (ECO) - Redux	4.10.3			NEW - Main Eco loads High. Separate ECO INNR loads just above the Complex Sorter Output files. I just run the basic settlings.		
ECO - Extenstions	4.10.0					
		02. Core Mods		- DLC - Extended INNR		
** Options used during installation		UZ. COTE WIDUS		- Universal Disassembler - West-Tek Optics Pack - Standalone Workbenches		
- Relocate 2 ESP				Dank_ECO-INNR.esp - bottom of load order, just above Complex Sorter	Relocate .esp	
- NetoCate 2 ESF				Dank_ECO-WestTek.esp - below West Tek Optics Pack The mod works fine but I'm not running it. I prefer to keep armors slotted	Relocate lesp	
New Equipment Overhaul (NEO)	2.3.1	02. Core Mods		per the original mod authors intent.  4estGimp - M&r Complex Sorter Enhancements II contains		
THE SQUIGHTED STRING THE ST		oz. odic mods		Dank_ArmorOverrides.ini to tag many items with specific icons and categories.		
Legendary Effect Overhaul (LEO) - Legendary Modifications And More		Now listed in the Vanilla Weapon Modifiers Section		Install as listed in the Vanilla Weapon Modifiers Section		
Leveled Item Fixes (LIF) - Without Injection Option	2.4.4	02. Core Mods		Standardises Leveled Item lists and fixes bugs/inconsistencies to enable easier injection of items by mod authors and users. Literally fixes bad		
 Thirties injection Option	2.4.4	OZ. GGIE WOUS		easier injection choices made my many mod authors.  A Complex Sorter plugin. I ONLY use the COBJ fix script. I don't		
Complex Patchers	2.0.0	02. Core Mods		like converting build requirements to caps - Crafting Converter.  Also, I want cars to explode and don't want weapon range changed.		
				In Complex Sorter, UNCHECK COBJ Converter.  GTS/RTX nVidia Cards can cause a crash    Requires and .ini setting if a		
Weapon Debris Crash Fix - FOOG	A-Link	02. Core Mods		person is not running F4Se	F4SE	
Backported Archive2 Support Sytem	A-Link	02. Core Mods		Only needed by those running a downgraded FO4		
Leveled List Injection Toolbox Injector Scripts - Leveled Item - Legendaries - INNR - Form List	A-Link A-Link	02. Core Mods 02. Core Mods		Most players never need it. xEdit scripts to generate Leveled Lists.  Most players never need it. xEdit scripts to generate Leveled Lists		
<u>DebugRange</u>	A-Link	Test Worlds/Rooms		uses "coc debugrange" Fo4's built in Test Area		
AnotherOne's Test World coc_weaptest_1	A-Link	Extract the ba2 Test Worlds/Rooms	Extract BA2	uses "coc weaptest" Extract the ba2 files - free 2 ba2 slots. uses "coc weaptest"	•	
TestRoom_v		Test Worlds/Rooms		uses "TestArea" Author unknown but used by Gmol6		
note: Sector V has a built in test room Pra's Fo4Edit Scripts - Automatic Patch Generation	A-Link	Test Worlds/Rooms TOOL		uses "coc testroom"  A Large Collection of xEdit patches    Extrract into the FO4edit folder.	Custom Installation	
Simple FO4 Downgrader	0.3	TOOL		Used to Downgrade FO4 From 1.10.984 to Version 1.10.163		
Installation of Creation Kit 1.10.162.0 - the old one				was to downgrade FO4, use the old CK and CK Fixes.  I could NOT get past the 000000005 errors in CK so my workaround		
E4 Creation Kit Fixes 2.0	2.0			I could NOT get past the 00000005 errors in CK so my workaround was to downgrade FO4, use the old CK and CK Fixes.  I could NOT get past the 00000005 errors in CK so my workaround		
F4 Creation Kit Fixes 2.0.1 patch	2.0.1			was to downgrade FO4, use the old CK and CK Fixes.		
FallrimTools - Resaver	A-Link	TOOL		It runs from an .exe in my [TOOLS] folder. Hopefully most players never have a use for it.		
DDS Texture Scanner DDS Texture Informer	A-Link A-Link	TOOL TOOL				
BSA Browser	A-Link	TOOL				
Delicate Audio Manager Fallenti Manager Fallen	A. Charle					
<u>Bethesda Archive Manager - Fallout4 NextGen Edition</u> <u>Cathedral Assets Optimizer</u>	A-Link A-Link	TOOL TOOL				
		TOOL				
<u>Cathedral Assets Optimizer</u> Wye Bash	A-Link	TOOL TOOL TOOL				
Cathedral Assets Optimizer	A-Link	TOOL TOOL		03. Minor Fixes		
<u>Cathedral Assets Optimizer</u> Wye Bash	A-Link	TOOL TOOL TOOL	FATE	FATE-replaces it.		
Cathedral Assets Optimizer Waye Bash  03. Minor Fixes  Perception Bus Fix Bask Input - Use 75% Sensitivity	A-Link 312.1	TOOL TOOL TOOL	FATE		Disabled Mouse Acceleration, Horizontal/Vertical Parity, Scalable ADS Multiplier, Normalized Sensitivity	
Cathedral Assets Colmizer Wye Bash  03. Minor Fixes  Perception Bus Fix  Raw Inout - Use 75% Sensitivity Sprint Stattering Fix - FOOG or FONG	A-Link 312.1	TOOL TOOL TOOL 3. Minor Fixes 03. Minor Fixes 03. Minor Fixes	FATE	FATE-replaces it. Conflicts with most NPC and Player movement speed mods (Running, walking etc.)	Scalable ADS Multiplier, Normalized Sensitivity  F4SE	
Cathedral Assets Optimizer Waye Bash  03. Minor Fixes  Perception Bus Fix Bask Input - Use 75% Sensitivity	A-Link 312.1	TOOL TOOL TOOL TOOL 03. Minor Fixes	FATE	FATE replaces it. Conflicts with most NPC and Player movement speed mods (Running, walking etc.) For FONG 1.10.980 but not 10.10.984 For Fallout 4 >= 1.10.162.0	Scalable ADS Multiplier, Normalized Sensitivity	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix Rew Input - Use 75% Sensitivity Sport Statemary Fix - FOOG or FONG Sport Statemary Fix - FOOG	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL 03. Minor Fixes  03. Minor Fixes  03. Minor Fixes Does not Existly set		FATE replaces it.  Corflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1.1.0.880 but not 10.10.884  For Fallout 4.>= 1.10.162.0  DLCCosst WorkshopDaleopue Doctor    Far Harbor workshop assigned octors will move the romal doctor exvision; Scrup Health, Rads and	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix Rew Input - Use 75% Semativity Somet Stateting Fix - FOOG of FONG Somet Stateting Fix - FOOG of FONG Whose Quest is it Anyway 2	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL 03. Minor Fixes  03. Minor Fixes  03. Minor Fixes  Does not Exist yet 03. Minor Fixes	FOOG FATE	FATE replaces it. Conflicts with most NPC and Player movement speed mods (Running, walking etc.) For FONG 1.10.980 but not 10.10.984 For Fallout 4 >= 1.10.162.0	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
Catherdri Assets Optimizer Wye Bash  03. Minor Fixes  Parceston Bus Ex  Raw Inout - Use 75% Sensibility  Source Statement - POOS or FONG  Source Statement - POOS or FONG  Whose Duck its Africaway 2  Extended Business - FONG  Whose Duck its Africaway 2  Extended Business - FONG  Source Statement - FONG  Whose Duck its Africaway 2  Extended Business - FONG  Source Statement - FONG  Concluded Business - FONG  Source Statement - FONG  Describes Helmest Issue Its  Describes - Helmest Issue Its	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL  3. Minor Fixes  03. Minor Fixes	FOOG	FATE replaces it.  Corflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1.1.0.880 but not 10.10.884  For Fallout 4.>= 1.10.162.0  DLCCosst WorkshopDaleopue Doctor    Far Harbor workshop assigned octors will move the romal doctor exvision; Scrup Health, Rads and	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix  Raw Input - Use 75% Sensitivity  Scott Statemer Fix - FONG or FONG Scott Statemer Fix - FONG Whose Desirt Is it Anyway2  Far Harbor Doodor Dialogue Fix Seatch and Desiroy - Fixed Desiroy - Fixed Desirot - Fixed Desir	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL  03. Minor Fixes	FOOG FATE Community	FATE replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1.16.980 but not 10.10.984.  For Fallout 4 = 1.10.162.0  DL CCosest, Workshop balague, Dorter I Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Rads and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
Cathedral Assets Optimizer Whye Bash  03. Minor Fixes  Perception Bus Fix  Raw Inout - Use 75% Sensitivity  Score Statemen Fix - FONG or FONG  Score Statemen Fix - FONG Whose Quest is it Anyway?  Ear Harbor Doctor Dialogue Fix  Search and Destroy - Fixed  Oxed Boas Helmed Limp fix  Perceptions Statemen Fix  Alex & Main First Person Camera Height Fix  Alex & Main First Person Camera Height Fix	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL  03. Minor Fixes  03. Minor Fixes  03. Minor Fixes  Does not Exist yet 03. Minor Fixes  03. Minor Fixes	FOOG  FATE  Community Fixes	FATE replaces II:  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1.10.980 but not 10.10.984  For Follout 4 >= 1.10.162.0  DLCCoast WorkshopDialogue_Doctor    Far Harbor workshop assigned octors will now often normal doctor services; Cure Health, Rads and Addictions.	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
Cathedral Assets Optimizer Waye Bash  03. Minor Fixes  Perception Bus Fix  Raw Inout - Use 75% Sensitivity Sports Stateting Fix - FONG or FONG Scorn Stateting Fix - FONG or FONG Scorn Stateting Fix - FONG Whose Quest is it Anyway?  Ear Harbor Doctor Dialogue Fix Search and Deatroy - Fixed OverSoas Heimet Isson fix Protections Staywy, Steward Fix Allect Asset Fixe Person Camera Height Fix Wall 111 Fixe Coulde Fix Harborae Town Neg Fixe Height Fix Harborae Town Neg Fixe Height Fixe Harborae Town Neg Fixe Height Fixe  Harborae Town Neg Fixe Height Fixe - ESP	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community	FATE-replaces H.  Conflicts with most NPC and Player movement speed mods (Running, variety).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  DL CCosst (WorkshopDalogue, Dodor    Far Harbor workshop assigned Addictions.  Also in Raider Overhauf and my Overboss PA No-Chain patch.  meshes only mod	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
Cathedral Assets Optimizer  Wye Bash  03. Minor Fixes  Perception Bus Fix  Raw Input - Use 75% Sensitivity  Sprint Statemar Fix - FONG or FONG  Sprint Statemar Fix - FONG  Whose Chest Is A Prows/2  Far Harbor Doctor Distogue Fix  Search and Desiroy - Fixed  Operflows Helmet same fix  Protections Subseys Steened Fix  Alex's Male First Person Camera Height Fix  Vanit 111 Floor Guide Fix  Harboran Toom Key Herok Fix - ESP  Far Harbor Dom Key Herok Fix - ESP  Far Harbor Foon Key Herok Fix - ESP  Far Harbor Food Fix	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes	FATE-replaces H.  Conflicts with most NPC and Player movement speed mods (Running, waiting etc.)  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fallout 4 >= 1.10.162 0  D.C.Coast (WorkshopDalacjue_Dodor    Far Harbor workshop assigned Addictions.)  Also in Raider Overhauf and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  Bas missing I trashed collision and geometry information in certain	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
Catherdri Assets Optimizer  Wye Bash  03. Minor Fixes  Raw Inout - She 75% Sensitivity  Sonit Statement - FOOG or FONG Sonit Statement - FOOG or FONG Sonit Statement - FOOG or FONG Sonit Statement - FOOG Whose Quest in A Anyway 2  Far Harbor Dockto Diabogue Fix  Bearch and Destruct - Fixed  OverBoon Heimet Jamp fix  Protection Subway, Sheward Fix  Asset 111 Fixed Counter Fix  Valuat 111 Fixed Counter Fix  Hardware Food Mark Fix - ESP  Fact Harbor Ede 75  Fix Harbor Counter Fix  Hardware Food Mark Fix - ESP  Fact Harbor Ede 75  Fix Harbor Ede 75	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE Community	FATE replaces II:  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Follout 4 >= 1.10.162.0  DLCCoast WorkshopDialogue_Doctor    Far Harbor workshop assigned octors will now often romal doctor services; Cure Health, Rads and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing Virshad collision and geometry information in certain meshes	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix  Raw Input - Use 75% Sensitivity  Scott Statemer Fix - FOOG or FONG Scott Statemer Fix - FOOG or FONG Scott Statemer Fix - FOOG Whose Desire II it Anyway2  Far Harbor Dootor Dialogue Fix  Seatch and Destroy - Fixed De	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16.980 but not 10.10.984  For Fallout 4 = 1.10.192.0  DCCosest Viewshorpbiladogies_Debote   Far Harbor viorkshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Adio in Raider Overhaud and my Overtoos PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing / trashed collision and geometry information in certain meshes  in Community Fixes	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix  Raw Input - Use 75% Sensitivity  Scriet Statemen Fix - FOOG or FONG Scriet Statemen Fix - FOOG or FOOG FOOG	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE Community	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16.986 but not 10.10.984  For Fallout 4 = 1.10.192.0  DCCosest Viewshorp bilagoige. Declar if Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaut and my Overtoos PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing / trashed collision and geometry information in certain meshes  In Community Fixes  Tru using other bridges now.	Scalable ADS Multiplier, Normalized Sensitivity  F4SE  F4SE	
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O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix  Raw Input - Use 75% Sensibility  Sonth Statening Fix - FOOG of FONG Sonth Statening Fix - FOOG Whose Cuest in it Anyway.2  Earl Harbor Doctor Dialogue Fix Search and Destroy - Fixed  Overfloor Helmoth time fix Protection Subway Steward Fix Alack Male First Person Camera Height Fix Valuet 111 Fixor Caider Fix Helmann Town Hoy Herok Fix - ESP Earl Harbor Hoy Burk Fix - FSP Earl Harbor Hoy Fixed Fix - ESP Earl Harbor Hoy Burk Fix - ESP Sonce Seathy Los Fix Sanchary Bridge LOD Fix - est Note Choice Stokes Fixed  Note Choice Mind Stokes Fixed  Sonce Seathy Los Fix Sanchary Bridge LOD Fix - est Note Choice Stokes Fixed  Note Choice Stokes Fixed  Sonce Seathy Los Fix Sanchary Bridge LOD Fix - est Note Choice Stokes Fixed  Sonce Fixed Fixed  Sonce Fixed Fixed  Fixed Good Fifteds	A-Link 312.1 1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE Community Fixes	FATE replaces II.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Follouf 4 >= 1.10.162.0  DL CCoast WorkshopDalogue_Dodor    Far Harbor workshop assigned octors will move the normal doctors will move the normal doctors services; Cure Heath, Rads and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  BREAKS PRECOMBINES  has missing **Irashed collision and geometry information in certain medicles  in Community Fixes  In Community Fixes  True using other bridges now.  Disable after generating LOD?  Missing From Nexus — is included in is  Timude a chilled radx using a couple of Munky's scripts.	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE	
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O3. Minor Fixes  O3. Minor Fixes  Perception Bus Ex  Raw Input - Vier 75% Sensibility South Shattening Fix - FOOG of FONG South Shattening Fix - FOOG of FOOG South Shattening Fix - FOOG of Fix South and Destroy - Fixed Overstoon Hinter Imm fix Protection Subway Steward Fix Alexa Make Fix - FOYG of Fixed Overstoon Hinter Imm fix Protection Subway Steward Fix Hardway Steward Fix Hardway Fixed Fix - ESIP Fixed Fixed Fixed Fix Space Sentiny Lea Fix Space Sentiny Lea Fix Shattening Fisition LOD Fix - eal Note Shattening Hought Note Shattening Hought Note Shattening Hought Note Shattening Hought Note Alexand Mouth Note Shattening Hought Note Alexand Mouth Note Shattening Hought Note Chief Timed Fixed Color Extent Fixed Fixed Fixed Color Extent	1.3 A-Link A-Link A-Link A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FAYE  Community Fixes  FATE FATE FATE FATE  Community Fixes  FATE  RELEASE	FATE replaces H.  Conflicts with most NPC and Player movement speed mods (Running, walking att).  For FONG 1.10.980 but not 10.10.984  For Fallout 4 >= 1.10.162.0  DLCCoset! WorkshopDalogue_Dodor:    Far Harbor workshop assigned society with the commit doctor services, Cure Health, Radis and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  BERAKS PRECOMBINES  The same sinsing if raised collisions and geometry information in certain meshes  I'm using other bridges now.  Disable after generating LOD?  Missing From Nexus - Is included in s  I made a chilled rack using a couple of Mursky's scripts.  To .esp.  To .esp.  To .esp.  To ep., if's a fixed .inf	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE F4SE Troubleshoot Chilling	
Catherdrail Assets Optimizer  Wye Bash  03. Minor Fixes  Raw Input - Use 75% Sensitivity  Sensitivity - FONG or FONG Sensitivity - FONG or FONG Sensitivity - FONG or FONG Sensitivity - FONG Whole Duest is A Anyway 2  Far Harbor Doctor Disloque Fix  Search and Destroy - Fixed  Openboss Heimet Issue, fix Protection Subway, Steward Fix  Allock Male First Person Camera Height Fix  Value 111 Fixer Guide Fix Harbors Both Fix Fixed Fixed  Elekse Fixet  Sensic Sensity Los Fix  Sensity Fixed Fixed Fixed  Fixed Good Effects  Fiscal Good Effects  Fiscal Good Effects  Fiscal Good Effects  Fiscal Fixed Fix	1.3 A-Link A-Link A-Link A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FAYE  Community Fixes  FATE FATE FATE FATE  Community Fixes  FATE  RELEASE	FATE replaces II.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fallout 4 >= 1.10.162.0  DL CCoast WorkshopDalogue, Dodor    Far Harbor workshop assigned octobers will row offer normal doctors services; Cure Health, Rads and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  Nas missing / trashed collision and geometry information in certain meshes in Community Fixes  In Community Fixes  Disable after generating LOD?  Missing Firon Nexus - Is included in is  I made a chilled rock using a couple of Munkyls scripts.  no .esp. (Fs a fixed .nif	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE F4SE Troubleshoot Chilling	
Catherdrail Assets Optimizer  Wye Bash  03. Minor Fixes  Raw Input - Use 75% Sensitivity  Sensitivity - FONG Whose Desiri is Afrayawa/2  Far Harbor Doctor Disloque Fix  Sensitivity - FONG Caseria and Desiri - FONG Desiri - F	1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FAYE  Community Fixes  FATE FATE FATE FATE  Community Fixes  FATE  RELEASE	FATE-replaces H.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fatious 4 >= 1.10.102.0  DLCCoast_WorkshopDategue_Dodor    Fer Harbor workshop assigned Addictions.  Also in Raider Overhaud and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing I trashed collision and geometry information in certain meshes  I'm using other bridges now.  Disable after generating LOD?  Missing From Nexus - Is included in s  I made a chilled rack using a couple of Munky's scripts.  no .esp. Its a fixed .nlf  Use, esp version and flag as ESL biter:    Runs scripts every time you generally in the couple of the control of the con	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Parception Bun Fix Raw Input - Use 75% Sensibility  Sensit Statement Fix - FONG or FONG Sensit Statement Fix - FONG or FONG Sensit Statement Fix - FONG Whole Duest in Africany 2  Far Harbor Doctor Disloque Fix  Search and Destruct Fixed  Openboan Helmet Ismo fix Protection Subway, Steward Fix  Alanch Made First Person Camera Height Fix  Value 111 Fixer Guide Fix  Harbors Board Fixed  Fixed Fixed Fixed  Sensit Sensit Fixed  Fixed George Fixed  Rush Fixed Fixed Fixed  Fixed George Fixed  Fixed George Fixed  Rush Fixed Fixed Fixed  Rush Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fi	A-Link  A-Link  A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FAYE  Community Fixes  FATE FATE FATE FATE  Community Fixes  FATE  RELEASE	FATE replaces II.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fallout 4 >= 1.10.162.0  DL CCoast WorkshopDalogue, Dodor    Far Harbor workshop assigned octobers will row offer normal doctors services; Cure Health, Rads and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  Nas missing / trashed collision and geometry information in certain meshes in Community Fixes  In Community Fixes  Disable after generating LOD?  Missing Firon Nexus - Is included in is  I made a chilled rock using a couple of Munkyls scripts.  no .esp. (Fs a fixed .nif	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Perception Bug Fix Raw Inou - Use 75% Sensitivity Sprint Statemary Fix FONG or FONG Sprint Statemary Fix FONG Whose Coest in R Anyway2  Far Harbor Dooter Disalogue Fix Search and Destroy - Fixed Overfloor Helman fix Protection Subway Stream Fix Alexa Male First Person Comman Height Fix Whose Coest in R Anyway2  Fix Harbor Dooter Disalogue Fix Search and Destroy - Fixed Overfloor Helman fix Protection Subway Stream Fix Alexa Male First Person Comman Height Fix What HI Fixed Gooder Fix Harbore Fixed Fix Fixed	1.3 A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces H.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fatious 4 >= 1.10.102.0  DLCCoast_WorkshopDategue_Dodor    Fer Harbor workshop assigned Addictions.  Also in Raider Overhaud and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing I trashed collision and geometry information in certain meshes  I'm using other bridges now.  Disable after generating LOD?  Missing From Nexus - Is included in s  I made a chilled rack using a couple of Munky's scripts.  no .esp. Its a fixed .nlf  Use, esp version and flag as ESL biter:    Runs scripts every time you generally in the couple of the control of the con	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  Perception Bus Fix  Raw Input-Like 75% Sensitivity  Sprint Stuttering Fix - FONG or FONG Sprint Stuttering Fix - FONG or FONG Sprint Stuttering Fix - FONG Whose Coest in A Anyway 2  Far Harbor Doctor Dislogue Fix  Search and Destroy - Fixed Oxed Took - Fixed Search and Destroy - Fixed Oxed Took - Fixed Oxed Took - Fixed Oxed Took - Fixed Search - Fixed - Fixed - Fixed Search - Fixed - Fixed - Fixed - Fixed Search - Fixed	A-Link  A-Link  A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16 s86 but not 16.10.984  For Fallout 4 = 1.10.192.0  Discosat Vivershoppilangue, Doctor I Far Harbor vortishop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaut and my Overtoos PA No-Chain patch.  BREAKS PRECOMBINES  Nas missing / trashed collision and geometry information in certain meables  In Community Fixes  Tim using other bridges now.  Disable after generating LOD?  Missing from Naves-1 is included in is  I made a chilled rack using a couple of Munity's scripts.  no .exp.  no .exp. us a fixed .rif  Use. sep version and flag as ESL later, II Runs scripts every time you speak? If it didn't really that hissaic from !] Extract the bs2. It's a small archive and will free a ba2 slot.  Not working? If Disable conflicts: II Only on LL?  Need to test the times when dropping out of stealth.	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Parception Bun Fix Raw Input - Use 75% Sensibility  Sensit Statement Fix - FONG or FONG Sensit Statement Fix - FONG or FONG Sensit Statement Fix - FONG Whole Duest in Africany 2  Far Harbor Doctor Disloque Fix  Search and Destruct Fixed  Openboan Helmet Ismo fix Protection Subway, Steward Fix  Alanch Made First Person Camera Height Fix  Value 111 Fixer Guide Fix  Harbors Board Fixed  Fixed Fixed Fixed  Sensit Sensit Fixed  Fixed George Fixed  Rush Fixed Fixed Fixed  Fixed George Fixed  Fixed George Fixed  Rush Fixed Fixed Fixed  Rush Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fixed Fixed Fixed  Fixed Fi	A-Link  A-Link  A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces H.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fatious 4 >= 1.10.102.0  DLCCoast_WorkshopDategue_Dodor    Fer Harbor workshop assigned Addictions.  Also in Raider Overhaud and my Overboss PA No-Chain patch.  meshes only mod  BREAKS PRECOMBINES  has missing I trashed collision and geometry information in certain meshes  I'm using other bridges now.  Disable after generating LOD?  Missing From Nexus - Is included in s  I made a chilled rack using a couple of Munky's scripts.  no .esp. Its a fixed .nlf  Use, esp version and flag as ESL biter:    Runs scripts every time you generally in the couple of the control of the con	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  Perception Bus Fix  Raw Input-Like 75% Sensitivity  Sprint Stuttering Fix - FONG or FONG Sprint Stuttering Fix - FONG or FONG Sprint Stuttering Fix - FONG Whose Coest in A Anyway 2  Far Harbor Doctor Dislogue Fix  Search and Destroy - Fixed Oxed Took - Fixed Search and Destroy - Fixed Oxed Took - Fixed Oxed Took - Fixed Oxed Took - Fixed Search - Fixed - Fixed - Fixed Search - Fixed - Fixed - Fixed - Fixed Search - Fixed	A-Link  A-Link  A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FOMG 1.10.980 but not 10.10.984  For Fatious 4 >= 1.10.1020  For Fatious 4 >= 1.10.1020  Allow of the Property of the Period of IF for Nethor violency assigned doctors will now offer normal doctor services. Cure Health, Radis and Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  BREAKS PRECOMBINES  has missing? Irashed collision and geometry information in certain meables  In using other bridges now.  Disable after generating LOD?  Breaks and the precenting LOD?  Breaks and the precenting LOD?  Breaks I included in is  I made a chilled rack using a couple of Munky's scripts.  To use, if is a fixed inf  Use usey version and flag as ESL later.    Runs scrips every time you speam?    It didn't really fix the issue for me.   Extract the ba2. It's a small archive and will free a ba2 slot.  Misc Tweaks  Misc Tweaks  It stays on forever - NOPE	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Raw Inout-Like 75% Sensitivity  Sontal Statement Fixe FOOG or FONG Sontal Statement Fixe FOOG Whose Quest is Afrayawa?  Earl Harbor Dodor Disloque Fix  Search and Destroy Fixed  OxerDoss Heimst lamp fix  Protection Subway, Steward Fix  Advisor Market Fixed Food Control Fixed  Wall TIT Fixed Coulde Fix  Hardward Toon May Havok Fixe FSP  Earl Harbor Bod Fixed  Sonos Sentry Los Fix  Sonos Sentry Los Fixed  Name Colon Took Sonos  Sonos Fixed Fix	Adink Adink Adink Adink	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces II.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Foliour 4 >= 1.10.162.0  D.C.Coard, Worshop Dialogue, Boods   Far Nathor vertaking assigned Addictions.  Also in Raider Overhaul and my Overboss PA No-Chain patch.  Make in Raider Overhaul and my Overboss PA No-Chain patch.  BREAKS PRECOMBINES  has missing frashed collision and geometry information in certain mealles  In using other bridges now.  Dasable after generating 1.002  Missing From Nexus = 1s included in is  I made a childer face using a couple of Munky's scripts.  no .esp. file a fixed .nif  Use .esp version and flag as ESL later.    Runs scrips every time you spawn?    It didn't really fix the issue for me.   Extract the ba2. It's a small archive and will free a ba2 slot.  Misc Tweaks  Misc Tweaks  It stays on forever - NOPE  NO- box many Frigs Version Many Frigs Version and bodes  Works with AMY Frigs Version Can with what a dil bader. NOT	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix  Raw Input-Like 75% Sensitivity  Sensit Stutening Fix + FONG or FONG Sensitivity Fixed Sensitivity  Sensitivity Fixed Sensitivity  Sensitivity Fixed Sensitivity  Sensitivity Fixed Sensitivity  Earl Hardon Doctor Dialogue Fix  Sensitivity Fixed Sensitivity  Earl Hardon Doctor Dialogue Fix  Sensitivity Fixed Sensitivity Fixed Oxed Fixed Sensitivity Fixed Sensitivity Fixed Oxed Fixed Sensitivity Fixed Sensiti	A-Link  A-Link  A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE replaces H.  Conflicts with most NPC and Player movement speed mods (Running, validing etc.).  For FONG 1.10.980 but not 10.10.984  For FONG 1.10.980 but not 10.10.984  For Fallout 4 >= 1.10.162.0  DLCCoast_WorkshopDalogue_Dodor    Far Harbor workshop assigned Addictions.  Also in Raider Overhaud and my Overboss PA No-Chain patch.  Meshes only mod  BREAKS PRECOMBINES  has missing I trashed collision and geometry information in certain meshes  In using other bridges now.  Disable after generating LOD?  Missing From Nexus - Is included in s  I made a chilled rack using a couple of Mursky's scripts.  no .esp.  no .esp. its a fixed .nlf  Use. esp version and flag as ESL latter.    Runs scrips every time you spewn?    it didn't really fix the issue for me.   Extract the ba2. It's a small archive and will free a bad abot.  Misc Tweaks  It stays on forever. NOFE  NO - too many things (looking at you dogmeat) knock around bodies	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  Perception Bus Fix  Raw Input-Like 75% Sensitivity  Senior Stateming Fix + FOOG or FONG Senior Stateming Fix + FOOG or FONG Senior Stateming Fix + FONG Whose Coest in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fixe Food Oxed Bost in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fixe Food Oxed Bost in Harbory Fixed  Fixed Marker Fixed Fixed County Fixed  Senior and Oxed Fixed Fixed  Fixed Fix	1.3 A-Link A-Link A-Link A-Link A-Link A-Link	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16.989 but not 10.10.984  For Fallout 4 >= 1.10.162.0  Discoset, Westarbopilangue, Doctor I Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaut and my Overboss PA No-Chain patch.  Meahes only mod  BREAKS PRECOMBINES  has missing / trashed collision and geometry information in certain meahes  In Community Fixes  Firm using other bridges now.  Disable after generating LOO?  Missing From Naves—I is included in is  I made a chilled rack using a couple of Munisty's scripts.  To exp.  To exp. To a fixed .nf  The exp. version and flag as ESI, later,    Runs scrips every firm you seem?    If the firm and the later is a small archive and will free a ba2 stot.  Not working? Ill Chack for conflicts    Citiy on LL2  Need to test the times when dropping out of stealth.  MISC TWORKS  It stays on forever - NOPE  NO- bo many things (looking at you dogmeat) knock around bodies  Works with ANY F4SE version. Can work with just a dil loader. NOT needed with Bethins Pie.	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  Perception Bus Fix  Raw Inpact-Like 75% Sensitivity  Senior Stateming Fix + FONG or FONG Senior Stateming Fix + FONG or FONG Senior Stateming Fix + FONG Whose Coest in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fix Form In  Whose Coest in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fix  Perceptions Heinest Ising Its  Protection Subvey Steward Fix  Alexandra Male First Person Camera Height Fix  Wall 111 Fixor Colder Fix  Hardward Tourn Key Harbor Fix - ESP  Far Harbor Bod Fix  Fix Fix Fix Fix Fix Fix Fix Fix Fix Fix	Addink Ad	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16 s86 but not 16.10.984  For Fallout 4 = 1.10.162.0  Conflicts and Player movement speed mods (Running, walking etc.)  Discoset, Westarboplizagings, Doctor I Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaud and my Overboss PA No-Chain patch.  Meahles only mod  BREAKS PRECOMBINES  Nas missing/ trashed collision and geometry information in certain meahles  In Community Fixes  Tim using other bridges now.  Disable after generating LOD?  Missing from Nexues-1 is included in is  I made a chilled rack using a couple of Munity's scripts.  no .exp.  no .exp.  no .exp. if a fixed .nif  Viel service and flag as ESL later, III Runs scripts every time you speake? III it didn't really that issues for me. I Extract the bs2. It's a small archive and will free a ba2 slot.  Not working? If Drack for conflicts: II Only on LL?  Need to test the times when dropping out of stealth.  MISC Twoaks  It stays on forever. NOPE  NO- too many things flooking at you dogment) knock around bodies  Works with ANY FASE version. Can work with just a dill loader. NOT	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  O3. Minor Fixes  Perception Bus Fix Raw Inou Live 75% Sensitivity Scrint Statemary Fix FOOG or FONG Scrint Statemary Fix FOOG or FONG Scrint Statemary Fix FOOG Whose Coest is R Anyway2 Far Harbor Dorlor Dialogue Fix Search and Destroy Fixed Destroy Fi	Adink Adink Adink Adink Adink Adink Adink Adink	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16.989 but not 10.10.984  For Fallout 4 >= 1.10.162.0  Discoset, Westarbopilangue, Doctor I Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaut and my Overboss PA No-Chain patch.  Meahes only mod  BREAKS PRECOMBINES  has missing / trashed collision and geometry information in certain meahes  In Community Fixes  Firm using other bridges now.  Disable after generating LOO?  Missing From Naves—I is included in is  I made a chilled rack using a couple of Munisty's scripts.  To exp.  To exp. To a fixed .nf  The exp. version and flag as ESI, later,    Runs scrips every firm you seem?    If the firm and the later is a small archive and will free a ba2 stot.  Not working? Ill Chack for conflicts    Citiy on LL2  Need to test the times when dropping out of stealth.  MISC TWORKS  It stays on forever - NOPE  NO- bo many things (looking at you dogmeat) knock around bodies  Works with ANY F4SE version. Can work with just a dil loader. NOT needed with Bethins Pie.	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	
O3. Minor Fixes  Perception Bus Fix  Raw Inpact-Like 75% Sensitivity  Senior Stateming Fix + FONG or FONG Senior Stateming Fix + FONG or FONG Senior Stateming Fix + FONG Whose Coest in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fix Form In  Whose Coest in Advisory 2  Far Harbor Doctor Dislogue Fix  Senior and Desire In Fix  Perceptions Heinest Ising Its  Protection Subvey Steward Fix  Alexandra Male First Person Camera Height Fix  Wall 111 Fixor Colder Fix  Hardward Tourn Key Harbor Fix - ESP  Far Harbor Bod Fix  Fix Fix Fix Fix Fix Fix Fix Fix Fix Fix	Addink Ad	TOOL TOOL TOOL TOOL TOOL TOOL TOOL TOOL	FOOG FATE Community Fixes FATE FATE FATE FATE EXTRACT BAZ	FATE-replaces it.  Conflicts with most NPC and Player movement speed mods (Running, walking etc.)  For FONG 1-16.989 but not 10.10.984  For Fallout 4 >= 1.10.162.0  Discoset, Westarbopilangue, Doctor I Far Harbor workshop assigned doctors will now offer normal doctor services: Cure Health, Radis and Addictions.  Also in Raider Overhaut and my Overboss PA No-Chain patch.  Meahes only mod  BREAKS PRECOMBINES  has missing / trashed collision and geometry information in certain meahes  In Community Fixes  Firm using other bridges now.  Disable after generating LOO?  Missing From Naves—I is included in is  I made a chilled rack using a couple of Munisty's scripts.  To exp.  To exp. To a fixed .nf  The exp. version and flag as ESI, later,    Runs scrips every firm you seem?    If the firm and the later is a small archive and will free a ba2 stot.  Not working? Ill Chack for conflicts    Citiy on LL2  Need to test the times when dropping out of stealth.  MISC TWORKS  It stays on forever - NOPE  NO- bo many things (looking at you dogmeat) knock around bodies  Works with ANY F4SE version. Can work with just a dil loader. NOT needed with Bethins Pie.	Scalable ADS Multiplier, Normalized Sensitivity F4SE F4SE F4SE Troubleshoot Chilling	

	Hondoboto kill any actor, MCM Cathara M		04 140- 7		Not Dunning the Main Med alast annual to the state of the		
	Headshots kill any actor - MCM Settings Menu Visible Companion Affinity - MCM Settings Menu	A-Link	04. Misc Tweaks		Not Running the Main Mod right now - but thinking about it.		
	Better Console - F4SE - FOOG or FONG	1.5.1	F4SE Version Independent		a F4SE plugin which makes console menu show extra useful infomation about selected target, for example, target's name, ID, baseID, mod name	F4SE	
Ш					about selected target, for example, target's name, ID, baseID, mod name and so on. Shows in Ape's "Game Testing" section.	F40E	
$\vdash$	Highlight Console Reference	A-Link	04. Misc Tweaks				
	Eull Dialog Interface		Does NOT require F4SE.				
	String Patches for Full Dialogue Interface		Nexus Version was Pulled.	.esp	DO NOT FLAG THE UFO4P-FDI PATCH AS AN ESL. IT'LL BREAK THE PATCH.		
					This is hosted on the Collective Modding Discord #-fo4-mod-hosting channel    These need to load above the dialog mods so they can win		
	Schnips - FDI Strings + UOF4P		Moved from UI and Camera Section		channel    These need to load above the dialog mods so they can win conflicts.		
	DO NOT FLAG THE UFO4P-FDI PATCH AS AN E	SL. IT WIL	L BREAK THE PATCH.		DO NOT FLAG THE UFO4P-FDI PATCH AS AN ESL. IT'LL BREAK THE PATCH.		
	Extended Dialogue Interface - XDI - FOOG	1.3.6	Can only run on FOOG and old F4SE	Extract BA2	Extract the ba2. It's a small archive and will free a ba2 slot. II Back	F4SE	
	Extended Dialogue Interface - XDI - FONG	1.4.0			to using XDI to support mods which require it.		
	Realistic Conversations	A-Link	04. Misc Tweaks		Disable if installing Settler and Companion Dialogue Overhaul? Not		
-	You Talk Too Much	A-Link	04. Misc Tweaks		required to uninstall - slightly redudant.    Running instead of SCDO Install after Realistic Conversations.		
	Immersive Generic Dialogues	A-Link	04. Misc Tweaks		Running instead of Settler and Companion Dialog Overhaul		
	Icebreaker Settlements	A-Link	Extract the ba2	Extract BA2	Has ONE Main-ba2. Extracting that so another plugin with two ba2 can have that slot.		
	Icebreaker Piper	A-Link	Extract the ba2	Extract BA2	Has ONE Main-ba2. Extract that so another plugin with two ba2 can have the slot.	Make a Merge Patch?	
	Companion Thoughts Overhaul	A-Link	04. Misc Tweaks		nave the slot.		
	DLC Timing		No Longer on Nexus	Extract BA2	Must run after Schnips FDI Patch or the conflict causes immediate		
$\Box$					"All Aboard" mission trigger upon game start.    Has ONE Main-ba2. Extract that so another plugin with two ba2 can have the slot.		
	DLC Timing UFO4P Patch				Must run after Schnips FDI Patch    Requires a patch for Viva Nuka World		
	Realistic Death Physics	A-Link	04. Misc Tweaks		Description for some flow the facts stated		
$\vdash$					Been using for some time. It feels right.  Abandoned and unsupported Still seems to work though.    Has ONE tiny Main-ba2. Extract that so another plugin with two ba2 can have		
	Locky Bastard	A-Link	Extract the ba2	Extract BA2	tiny Main-ba2. Extract that so another plugin with two ba2 can have the slot.		
	Locky Bastard Restore Gated Lockpicking Patch	A-Link					
	Grimey Puddles (flickering puddle fix)		04. Misc Tweaks	2nd Favorite puddle fix	No .esp! Replaces PuddleTownDecal01.bgsm and PuddleTownSmallDecal01.bgsm. They looked odd at first but just fit now.    Whoa is something overwriting this and looking even better?		
	4estGimp Puddle Fix	A-Link	04. Misc Tweaks	puodie iix	Whoa is something overwriting this and looking even better?'   was lazy and just dropped it in the files channel on my Discord.		
	R2K FastPipboy	A-Link A-Link	04. Misc Tweaks		Read and Config		
	Not So Bright Pins	A-Link	04. Misc Tweaks		Never felt like an issue but I'm used to this now. They almost seem a little dim.		
	Better Lootable Vehicles of the Commonwealth - FOOG	A-Link	04. Misc Tweaks				
	Better Lootable Vehicles of the Commonwealth - FONG	A-Link			It does not break pre-combines. Wow - been chasing an odd		
	Associable Bridges		04. Misc Tweaks		It does not break pre-combines. Wow - been chasing an odd pathing crash and it seems tied to this mod - NOT because of this. Now to find a better spot in load order. OK, Accessible Bridges		
	Accessible Bridges	A-Link	u4. MISC IWeaks		Now to find a better spot in load order. OK, Accessible Bridges conflicts with the Starlight Overhaul mod I use and it is one of the lowest mods in my LO. MrNumbers3K has a patch!		
$\vdash$					lowest mods in my LO. MrNumbers3K has a patch!   x2 seems good for me    Testing "modified" setting which scales vehicle durability by size.    This is good so far.    Community Fixes covers a		
	Tougher Cars Durable Vehicles	A-Link	04. Misc Tweaks	FATE	durability by size.    This is good so far.    Community Fixes covers a version of this.		
					Test with Wasteland Ballistics but make sure it's the Conflict Loser		
	Realistic Crippled Limbs		04. Misc Tweaks		There are only 2 conflicts which we want Wasteland Ballistics to win by load order.    Realistic Crippled Limbs + Hit Em Where It Hurts makes a good Stack II No. I ongo Needled, Pace Records are handled.		
					a good Stack    No Longer Needed. Race Records are handled in my Al Edits mod and Body Part Data is handled by Hit 'em Where it		
					Hurts.  Can optionally Load Looks Menu after Realistic Crippled Limbs Effects		
	Realistic Crippled Limbs Effects LMCC Patch.esp		04. Misc Tweaks		and all is good. This patch is just redundant LMCC settings.    Verify the flag "Can Use Crippled Limbs" is NOT activated.		
	Ownership Fixes		04. Misc Tweaks	FATE	Lots of Worldspace and Cell conflicts so good for this to load high and lose the conflicts. Replaced by FATE		
	Decreased Automatron Bullshit Encounters and Minor Rust Devil		04. Misc Tweaks	FATE	lose the conflicts. <del>Replaced by FATE</del>		
$\vdash$	Tweaks				Not needed if Running Clarity but I dropped Clarity II Has ONE Main.		
	Gloomy Glass - All transparent materials revised		04. Misc Tweaks	FATE	Not needed if Running Clarity but I dropped Clarity.    Has ONE Main- ba2. Extract that so another plugin with two ba2 can have the slot.		
	User Interface and Camera		UI and Camera		User Interface and Camera		
	Good and Juniora		or and sumora		Coor interface and camera		
	M8r98a4f2's Complex Item Sorter		xEdit Installation		I do a full manual installation into xEdit per my Enhancements II PDF instruction file.		
	<u>HUDFramework</u>	A-Link	05. User Interface and Camera	.esm	Required by Sim Settlements 2 and other HUD mods.    Has ONE Main- ba2. Extract that so another plugin with two ba2 can have the slot.		
					FallUI installer ontions?		
	EallUI - Inventory		05. User Interface and Camera		in fallout4prefs.ini:  Display		
					uPipboyTargetHeight=1400 uPipboyTargetWidth=1752		
	FallUI - HUD		05. User Interface and Camera		Fast and Easy. Great for temp fixes and to "Inspect" ojects to see how		
		A-Link	05. User Interface and Camera		they are tagged.	F4SE	
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	Researce Ampliting - FONG Federal Complex Sorter Enhancements in DEV Pederal Complex Sorter Enhancements III Pederal Complex Sorter III Code Middle Ford Sorter Enhancements III Code Middle Ford Sorter III Code Middle Ford III Code Middle Ford III Code Middle	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	95. User Interface and Camera Just things Tim testing 05. User Interface and Camera 06. User Interface and Camera 07. User Interface and Camera 08. User Interface and Camera 09. User Int	Extract BA2	Testing  Working  Working  Working  Working  Working  Working  Working  Working  General State In State In with the Notatopo. [] Nas 9  conflicts in my Good order, [Has 00 NE Main-baz. Extract that so another plugin with two baz can have the slot.  MAJOR WINI  FOOG or FONG  Working  Testing 4K  Mod Page shows installing after Maps but the files show no reason for it.  FASE - No. esp  Has ONE try Main-baz. Extract that so another plugin with two baz can have the slot.  V1.1 - DO NOT RUN THE ESP, disable Diello_ExtralconsForFIS esp  Cosmetic Overhauls  BRES pack - FOMOD, Choose the All In One option then reinstall any separate mod versions which have to be fower in load order.  That tall results in fewer archives and esp. This also concludes.  to prevent conflicts. Any animation overwrites can be installed into the Animations section.	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Anything - FONG  Tall UNIVERSEASI  FACULTY OF Complex Sorter Enhancements in DEV  Percha? I - I Game MOD Explore IMAM - FOOG  Percha? I - I Game MOD Explore IMAM - FOOG  FAILL Confirm Boxes  FAILL How FAILL HOW Bo	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	95. User Interface and Camera Just things Time Interface 95. User Interface and Camera 96. User Interface and Camera 97. User Interface and Camera 98. User Interface and Camera	Extract BA2	Testing  Working  Working  Working and the amendor, J. Activate It with the Holotope, J. Has 0  Working and you do drefer. [Has NN Main-bat?. Extract that so another plugin with two bat? can have the slot.  Load Order - Anythere    Love It.  MAJOR WINI  FOOG or FONG  Working  Testing at K.  Mod Page shows installing after Maps but the files show no reason for it.  F4SE - No. asp  Has ONE siny Main-bat?. Extract that so another plugin with two bat? can have the slot.  V1.1 - DO NOT RUN THE ESP, disable Dielio_ExtraconsForFIS.esp  Cosmetic Overhauls  BRBs pack - FOMOD, Choose the All In One option then reinstall any separate mod versions which have to be lower in load order. That still results in fewer archives and esp. This also continuence, to prevent conflicts. Any animation overwrites can be installed into the Animations section.  Didn't really like them    Required by some mods  Allitie too wibrant for me. Using Wasteland Salon for the	F4SE Activate in game with Holotape or MCM.  F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Anything - FONG  [Fall University of Complex Sorter Enhancements in DEV  Parchard - In Game MOD Explore (MCM) - FONG  Parchard - In Game MOD Explore MCM) - FONG  Fall II. Confirm Boses  Fall II. Confirm Boses  Fall III. May  Fall III.	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	95. User Interface and Camera Just things, Threating OS. User Interface and Camera OS. User Inte	Extract BA2	Working  Working  Working and it is amostice; if Actives it with the Holostope. If Has 0 Working in the amostice; if Actives it with the Holostope. If Has 0 Working in my door order. [Has 0 No Main-bac?. Extract that so another plugin with two bac can have the slot.  MAJOR WINI  FOOG or FONG  Working  Testing at K  Mod Page shows installing after Maps but the files show no reason for it.  FASE - No. asp  Has ONE siny Main-ba2. Extract that so another plugin with two ba2 can have the slot.  V1.1 - DO NOT RUN THE ESP, disable Dielio_ExtraconsForFIS.esp  Cosmetic Overhauls  BRBs pack - FOMOD, Choose the All In One option then reinstall any separate mod versions which have to be lower in load order. That still results in fewer archives and esp. This also continuents, to prevent conflicts. Any animation overwrites can be installed into the Animations section.  Didn't really like them    Required by some mods  Alltils too vibrant for me. Using Wateland Salon for the HarColor_LGrad_ddd file. SavenXH Hair Testure after.  Mostly stomped by AWARHERO'S Great Green Jewel. Can drop the .esp	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Resource Amplition - FONG [FAMILY NAME   FONG   FAMILY NAME   FONG   FON	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	95. User Interface and Camera Just things Tim Testing 05. User Interface and Camera 06. User Interface and Camera 07. User Interface and Camera 08. User Interface and Camera 09. User Int	Extract BA2	Working Working Working I I is amazion. ] Activited it with the Holotope. ]] Has 9 Working I I is a mazion. ]] Activited it with the Holotope. ]] Has 9 Working I in you do drote. [Has 0 NM Main-bat. Extract that so another plugin with two bat can have the slot.  MAJOR WINI FOOG or FONG Working Testing 4K Mad Plays shows installing after Maps but the files show no reason for it.  F48E - No. asp Has ONE inny Main-ba2. Extract that so another plugin with two ba2 can have the slot.  V.1.1 - DO NOT RUN THE ESP, disable Dielio_ExtralcorasForFIS.esp  Cosmetic Overhauls  BRB pack - FONDO, Choose the All In One option then reinstall any separate mod versions which have to be fower in load order. That still results in fewer archives and desp. This also contains some animations and must load here, above any weapon replacers, the Animations section.  John Testily like them    Required by some mods  Attitle too ultrant for me. Using Wedeland Salon for the HairColor_LGrad_ddds file. SevenOx Hair Testure after.  Mostly stomped by AWARHERO's Great Green Jewel. Can drop the esp-blow the Great Green Jewel. Can drop the esp-	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Anything - FONG  [Full Visitalization  Full Visitalization  Full Complex Sorter Enhancements in DEV  Parcha? I - In Game MoDE Estative (MEM) - FONG  Full Confirm Boxes  Full Confirm Boxes  Full Confirm Boxes  Full Sort Interv.  File - The NEW Failul term Sorter  4 section - Mode Bard Complex bem Sorter Enhancements II  Power Annot HotelsUP  4 section - Mode English Complex bem Sorter Enhancements II  Power Annot HotelsUP  4 section - Mode English Complex bem Sorter Enhancements II  Power Annot HotelsUP  4 section - Mode English Complex bem Sorter Enhancements II  Power Annot HotelsUP  4 section - Mode English Complex bem Sorter Enhancements II  For a transfer Sorter Bard Time While Loading - FOOG or FONG  Statistic Color Work Map Control 1-3-9114-1-3  - NAW Word Satellite Map  Fell III - Map  Fell III - Map  Fetter Siese and Walt Menu  Control Information - FOOG  FOAR Food Mode - FOOG  Foar Foar Food Mode - FOOG  Foar Foar Foar Foar Food Foar F	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	96. User Interface and Camera Just things: Threating 96. User Interface and Camera 97. User Interface and Camera 98. User Inte	Extract BA2	Working Working Working and it is emazing.    Activate it with the Holotage.    Has 0 Conflicts in my load order.    Has 0 No Conflicts in fewer archives and esp. This also contains one animations and must load here, above any weapon replacers, to prevent conflicts. Any animation overwrites can be installed into Oldrift really like them    Required by some mods     Altitle to uthorant for me. Using Wedeland Salon for the HairColor_Lord adds file. Sevenx Hair Testure after.     Mostly stomped by AWARHERO'S Great Green Jewel. Can drop the esp book we for case of control.	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Ampliria - FONG [Full Visitalization Full Visitalization Full Visitalization Full Visitalization Full Complex Sorter Enhancements in DEV Parchard - In Glame MODE Estative (MCM) - FONG Full Visitalization Full Visitaliza	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	96. User Interface and Camera Just Himps: The testing 96. User Interface and Camera 96. User Int	Extract BA2	Testing  Working  Working  Working and it is manazing.   Activate it with the Holotope.    Has 0 conflicts in my load order.   Has 0 NE Main-baz. Extract that so another plugin with two baz can have the slot.  Load Order - Anjwhere.    Love it.  MAJOR WINH  FOOGO or FONG  Working  Testing 4K  Mold Page shows installing after Maps but the files show no reason for it.  FASE - No. sep  Has ONE tray Main-baz. Extract that so another plugin with two baz can have the slot.  V1.13 - DO NOT RUN THE ESP, disable Diello_Extraicons ForFIS.sep  Cosmetic Overhauls  BRBs pack - FOMOD, Choose the All in One option then reinstall That still results in fewer archives and .esp. This also contains some animations and must load here, above any weapon replacers, to prevent conflicts. Any animation overwrites can be installed into the Animations section.  Dion't really like them    Required by some mods  A little too vibrant for me. Using Wasteland Salon for the Had-CootLGond_G.056 file. Soveneth Half Posture wher.  Mostly stomped by AWARHERO'S Great Green -level. Can drop the .esp below the Centa Gene. Jevel. Out.  Run FOAderl Quick-AutoClean on this mod to clear 2 Identical to Master records.	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Anythins - FONG  Fall Wassessal  Fall Wassessal  Fall Committee Complex Sorter Enhancements in DEV  Parchard - In Game MOD Explore W.G.M.D. FONG  Parchard - In Game MOD Explore W.G.M.D. FONG  Fall Confirm Boses  Fall Co	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	96. User Interface and Camera Just Things, Threating OS. User Interface and Camera OS. User Inte	Extract BA2	Testing  Working  Working  Working in the service; ji Actives it with the Holotope, ji Has 0 working and the service; ji Actives it with the Holotope, ji Has 0 working and provided code; ji Has 0 NP Main-had. Extract that so another plugin with two baz can have the slot.  MAJOR WINI  FOOG or FONG  Working  Testing 4K  Testing 4K  Mad Plays shows installing after Maps but the files show no reason for it.  FASE - No. asp  Has ONE siny Main-had. Extract that so another plugin with two bad can have the slot.  V.1.1 - DO NOT RUN THE ESP, disable Dielio, ExtralcoresForFiS esp  Cosmetic Overhauls  BRB pack - FONDO, Choose the All in One option then releated any separate mod versions which have to be lower in load order. That still results in fewer archives and esp. This also contains some animations and must load here, above any weapon replacers, the Animations ascellon.  Joint really like them ji Required by some mods  Mostly stomped by AWARHERO's Great Green Jewel. Can drop the esp below the Great Green Jewel. Can drop the esp below the Great Green Jewel. Can drop the esp below the Great Green Jewel to check to U.  Mostly stomped by AWARHERO's Great Green Jewel. Can drop the esp below the Great Green Jewel. Can drop the esp below the Great Green Jewel to check to U.  Meh. Replaced by another NPC mod?	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	
	Rename Ampliria - FONG [Full Visitalization Full Visitalization Full Visitalization Full Visitalization Full Complex Sorter Enhancements in DEV Parchard - In Glame MODE Estative (MCM) - FONG Full Visitalization Full Visitaliza	A-Link  A-Link  A-Link  A-Link  1.5.0  GDrive  1.8.8  1.9  A-Link  A-Link	96. User Interface and Camera Just Himps: The testing 96. User Interface and Camera 96. User Int	Extract BA2	Testing  Working  Working  Working and it is manazing.   Activate it with the Holotope.    Has 0 conflicts in my load order.   Has 0 NE Main-baz. Extract that so another plugin with two baz can have the slot.  Load Order - Anjwhere.    Love it.  MAJOR WINH  FOOGO or FONG  Working  Testing 4K  Mold Page shows installing after Maps but the files show no reason for it.  FASE - No. sep  Has ONE tray Main-baz. Extract that so another plugin with two baz can have the slot.  V1.13 - DO NOT RUN THE ESP, disable Diello_Extraicons ForFIS.sep  Cosmetic Overhauls  BRBs pack - FOMOD, Choose the All in One option then reinstall That still results in fewer archives and .esp. This also contains some animations and must load here, above any weapon replacers, to prevent conflicts. Any animation overwrites can be installed into the Animations section.  Dion't really like them    Required by some mods  A little too vibrant for me. Using Wasteland Salon for the Had-CootLGond_G.056 file. Soveneth Half Posture wher.  Mostly stomped by AWARHERO'S Great Green -level. Can drop the .esp below the Centa Gene. Jevel. Out.  Run FOAderl Quick-AutoClean on this mod to clear 2 Identical to Master records.	F4SE F4SE F4SE F4SE F4SE F4SE F4SE F4SE	

	0.11.1	_	I page 14					
	- Sexy Hancock - Alternative Walk Animation		BRB's Merged Mods - Appearance BRB's Merged Mods - Appearance		Looks silly to me. Replaced by another NPC mod.  Not for me	Better recent alternative? Better recent alternative?		
	- New Alternative Animations		BRB's Merged Mods - Appearance		Not for me	Better recent alternative?		
_	- Live Action Mr. Handy		BRB's Merged Mods - Appearance		Is It Working?    Had a conflict but is now in Companions CR patch.    Install the glow map one separately	Future move to NPC section		
_	- 10mm Pistol Reanimation Pack		BRB's Merged Mods - Appearance			Future move to Vanilla Animation section at top of weapons.		
	- Revolver Reanimation Pack - Reanimation Pack for Combat Shotgun and Rifle		BRB's Merged Mods - Appearance			Future move to Vanilla Animation section at top of weapons.  Future move to Vanilla Animation section at top of weapons.		
_	- DoubleBarrel Shotgun Reload Animation	_	BRB's Merged Mods - Appearance BRB's Merged Mods - Appearance			Future move to Vanilla Animation section at top of weapons.  Future move to Vanilla Animation section at top of weapons.		
	- Right-handed SubmachineGun		BRB's Merged Mods - Appearance			Future move to Vanilla Animation section at top of weapons.		
	- Laser Weapons 1st Person Reposition - Hunting Rifle Animation Replacer		BRB's Merged Mods - Appearance		Install Main mod's Update	Future move to Vanilla Animation section at top of weapons.		
	- Fiddler's Deliverer Animation		BRB's Merged Mods - Appearance BRB's Merged Mods - Appearance			Future move to Vanilla Animation section at top of weapons.  Future move to Vanilla Animation section at top of weapons.		
40	estGimp_BRB_MergedAppearance_BlkLipFix	-			I have other mods affecting several of these NPC but still need this.			
_								
В	odyslide and Outfit Studio		06. Cosmetic Overhaul Mods	UPDATE	Install as a mod THEN install through the MO2 executable menu			
0	aliente's Beautiful Bodies Enhancer		06. Cosmetic Overhaul Mods		Default Options			
C	BBE Reduced (with dismemberment)		06. Cosmetic Overhaul Mods		Default Options, Merge into the above From the MOFAM mod page (example pic in Part 18: CORE NPC			
					RESOURCES): For the best performance I strongly recommend:			
			Changed to Enhanced Vanilla					
			Bodies. I got tired of runnning CBBE, finding		a) Install main mod with default formod options b) Merge the dismemberment mod to the main mod c) extract CBBE - Main.ba2 from the main mod			
			CBBE patches, running outputs, and still having some items not fit		c) extract CBBE - Main.ba2 from the main mod     d) Create a Main (meshes folder only, overwriting existing main archive)			
			properly because they were vanilla sized.		and Textures archive			
					Do not archive F4SE, Interface and Tools folders. Ensure the archived folders are no longer present/loose in the mod (which defeats the purpose			
					of archiving!)			
_				ESI flag	EOMOD - installing senarate items to have the shillty to deselect and			
	iraitBec's merged mods - Fixes				FOMOD - installing separate items to have the ability to deselect and test items. CBBEFix.esp must load below CBBE			
ir	ow - just found a major issue with the full version of Fixes ti divudually to allow the CBBE fixes to be loose files and wor	nough. Its k.	tixes for CBBE are in BA2. CBBE has I	oose files and	will always win the conflict. The CBBE fix mod must be installed			
_	o Aggro Impact Landing		ESLify	FATE	Replaced by Community Fixes			
Si	mooth First Person Sprint		BRB - Merged Mods - Fixes	FATE	Replaced by Sprint Stuttering Fix Replaced by Community Fixes			
<u> </u>	ID Lensflare		BRB - Merged Mods - Fixes		NOPE - made the sun just look silly as seen through light clouds.			
	onsole Enabler		BRB - Merged Mods - Fixes		Perhaps due to my ENB and godrays settlings.  Don't need as I don't play in Survival.			
W	onsole Enabler /ater LOD		BRB - Merged Mods - Fixes BRB - Merged Mods - Fixes		Don't need as I don't play in Survival.  100% Owned by Clarity and WET.    I dropped Clarity though	Using WET so not needed		
E	SM Headrear Fix (includes textures)		BRB - Merged Mods - Fixes		Installs all FSM body textures.    No Longer running CBBE.			
	BBE Headrear Fix		BRB - Merged Mods - Fixes		* MUST load below CBBE    Is this fix out of date?    No Longer running CBBE.			
SI	keletal Adjustments for CBBE		BRB - Merged Mods - Fixes	OPWC	No Longer running CBBE.			
Pr	ower Armor Map Fix		BRB - Merged Mods - Fixes		Not needed if running True Pip Boy Light    Compact for ESL if using			
	-01 Invisible Flashlight Remove		BRB - Merged Mods - Fixes		Not needed if running True Pip Boy Light    Compact for ESL if using this.			
_	ixed Alpha Maps		BRB - Merged Mods - Fixes	OPWC		-		
Er	emale Rear Head Clipping Fix		BRB - Merged Mods - Fixes	OP	When installed as an individual mod, it's loose files which will win conflicts over CBBE.			
Br	arber and Surgeon Camera Fix		Nexus Archive Link					
44	estGimp - X-01 Invisible Flashlight Remove Compacted				Compacted for ESL - free an ESP limit slot			
E	nhanced Vanilla Bodies		06. Cosmetic Overhaul Mods		Was only running Male EVB with Female CBBE- Nude or Nevernude. I got tired of messing with CBBE and just went full EVB for both male and			
		_			female.			
	VB with dismemberment lude Male Ghoul Textures for EVB or Nude SHB	-	06. Cosmetic Overhaul Mods 06. Cosmetic Overhaul Mods		Nude or Nevernude, both Male and Female			
	ust a Hairy Male Body - Friffy		06. Cosmetic Overhaul Mods	loose	Choice of Nude or NeverNude. Loose files win over BrB Appearance			
M	liscHairstyles 1.6		06. Cosmetic Overhaul Mods	HAIR	Pack  DOWNLOAD button if you missed it.			
М	loreHairstyles-MoreBeards		06. Cosmetic Overhaul Mods	HAIR	DOWNLOAD button if you missed it.			
C	fore Hairstyles and Beards 4estGimp - renamed and packed combo File:				FOFW Redux users require some file renaming of the above pack.			
M	foreHairstyles4Male3.1.esp foreHairstyles4Female4.1.esp		06. Cosmetic Overhaul Mods	HAIR	From MoreHairstyles4Male.esp to MoreHairstyles4Male3.1.esp From MoreHairstyles4Female.esp to MoreHairstyles4Female4.1.esp			
	foreBeards.esp							
AI A	NiceOakTree's Hairstyles	3.0	06. Cosmetic Overhaul Mods	HAIR HAIR	Takes an ESP slot Used by a huge number of mods			
Pi	zar's Ponytail Hairstyles onytail Hairstyles Mesh Fix	1.0	06. Cosmetic Overhaul Mods	HAIR	Fixes one ponytail mesh which can crash the game			
<u>C</u>	ommonwealth Cuts - KS Hairdos - ApachiiSkyHair	2.51	06. Cosmetic Overhaul Mods	HAIR	Required by Immersive Wastelanders and the Marcy Solution.			
S	ots More Female Hairstyles avrenX Detailed Hair	-	06. Cosmetic Overhaul Mods 06. Cosmetic Overhaul Mods	HAIR HAIR	Using instead of Wasteland Salon			
Н	air Tones Redux - A Hair Color Overhaul		06. Cosmetic Overhaul Mods	HAIR	Bethesda V2 - In BRB pack			
	- LMCC patch		06. Cosmetic Overhaul Mods	HAIR	Optional LMCC File - in BRB pack but BRB uses a BA2 and it loses to the loose files in LMCC			
D	he Eyes Of Beauty Fallout Edition		06. Cosmetic Overhaul Mods		Main File - Default Options			
T)	he Eyes Of Beauty - SHJ Edit		06. Cosmetic Overhaul Mods	Loose	Covers the Vanilla eyes. I'm running the loose files version to save a couple BA2 slots.			
G	hastly - Ghoul Eyes Texture		06. Cosmetic Overhaul Mods					
W	/X Face Paints and Dirt		06. Cosmetic Overhaul Mods	loose	During installation, set the "Both Dirt and Face Paint" folder as the Data			
	ooks Menu - FOOG	1.6.20	06. Cosmetic Overhaul Mods	loose		F4SE		
	ooks Menu - FONG	1.7.0.1	06. Cosmetic Overhaul Mods	Extract BA2	Tiny - Main.ba2 and and a Dummy ESP. Move ESP to optional and, unpack the Main.ba2.			
	ooks Menu Customization Compendium	v10	06. Cosmetic Overhaul Mods	loose	Loose files win over BrB Appearance Pack    Adds over 2,000 tint			
	ooks Menu Customization Compendium Fix	0.0.04	06. Cosmetic Overhaul Mods	~~~0	layers to Human Race record and can cause issues with FaceGen			
	Al Luminopinos in		22. 222.neac Overriaul Mous		I don't see the reason to have this. I don't think I have any NPC			
Ls	ooks Menu Body Tattoos		06. Cosmetic Overhaul Mods	Extract BA2	replacers which use it. At least the ESP can be ESL flagged and I can extract the BA2. At that point it does not affect ESP or BA2			
	irs Freckles		06. Cosmetic Overhaul Mods		limits. Installed?			
	eLuxe Makeup Lip Liner Masks	L	06. Cosmetic Overhaul Mods		More or less required for some preset NPC I had/have			
₫e	eLuxe Makeup Eye Liner Masks		06. Cosmetic Overhaul Mods 06. Cosmetic Overhaul Mods		More or less required for some preset NPC I had/have			
	ace Ripper Premade Presets Plugin icturesque Presets		06. Cosmetic Overhaul Mods 06. Cosmetic Overhaul Mods					
				-	Adds a mirror which when used, brings up the looks menu    Has ONE			
Le	ooks Mirror		06. Cosmetic Overhaul Mods	Extract BA2	tiny Main-ba2. Extracting that so another plugin with two ba2 can have that slot.			
40	estGimp - Looks Mirror Compacted		06. Cosmetic Overhaul Mods	Compacted ESP	Compacted for ESL - free an ESP limit slot			
		_						
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				1	İ			
=								
	New Companions		New Companions	;	New Companions			
	·			<b>5</b>	·			
He	eather Casdin	<u>v2.7</u>	New Companions 07. New Companions	5	New Companions  This is a must have mod. Now on V2			
He	eather Casdin - Ilama_Heather_NoCBBE_Patch	<u>v2.7</u> <u>v2.6</u>	07. New Companions	3	This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod			
He	eather Casdin - Ilama_Heather_NoCBBE_Patch - Heather Casdin - Bodyslide Files		07. New Companions 07. New Companions	5	This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod page			
He	eather Casdin - Ianna Heather NoCBBE Patch - Heather Casdin - Bodyslide Files eather Casdin - No More Granny Panties by IamaRCA		07. New Companions	5	This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod page  Optional for those who want Casdin occasionally in the buff			
He He He	eather Casdin  - Isama Heather_NoCBBE_Patch  - Heather Casdin - Bodyslide Files eather Casdin - Wolfder Files by IsamaBCA eather Casdin - Varilla EVB and Wonder Body Conversion as De Luca Vocad as a Settler with All (Dependency Re-	<u>v2.6</u>	07. New Companions	5	This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod political for those who want Casdin occasionally in the buff Skin for those unning Enhanced Vanila Bodies			
He He He	eather Classin - Isama_Heather_NoCBBE_Patch - Heather Casdin - Bodysilde Files sather Casdin - No More Cramy Parieties by IsamaRCA eather Casdin - No More Cramy Parieties by IsamaRCA		07. New Companions 07. New Companions 07. New Companions		This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod page  Optional for hose who want Casatin occasionally in the buff  Skin for those running Enhanced Vanilla Bodies  Also fixes the quest.  This pagement note: December 2018 Mod of the Month, Darlene is an			
He He Tir cen	eather Casdin  - lama_Heather_NoCBBE_Patch  - Heather Casdin - Bodyslide Files  eather Casdin - Sto More Cranny Parties by BamaRCA eather Casdin - William EVB and Worder Body Convension  ns De Luca Vioced as a Settler with All (Dependency Re- visited)	<u>v2.6</u>	07. New Companions		This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod page  Optional for those who want Casdin occasionally in the buff  Skin for those runger partnanced Vanilla Bodgies  Also fixes the quest.  Thuggyamurf note: December 2018 Mod of the Month. Darlene is an advanced companion with a sevy French accent, thousands of lines of			
He He Tir cen	eather Casdin  - Isama Heather_NoCBBE_Patch  - Heather Casdin - Bodyslide Files eather Casdin - Wolfder Files by IsamaBCA eather Casdin - Varilla EVB and Wonder Body Conversion as De Luca Vocad as a Settler with All (Dependency Re-	<u>v2.6</u>	07. New Companions	5	This is a must have mod. Now on V2  Optional for CBBE users    Can find the mod linking from Heather's mod page Optional for hone who want Casafo accasionally in the buff Skin for finese who want Casafo accasionally in the buff Skin for finese who want Casafo accasionally in the buff Skin for finese who want Casafo accasionally in the buff Skin for finese who want of the finese of the state of the set of			
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$\Box$	Spare Railroad When Playing As Brotherhood		08. Quests		Very low conflict mod. Can almost call it a "No conflict" mod.		
	Main Quest Choices Extended		08. Quests		Potenially conflicts in a heavy quest mod load order. A conflict resolution patch in xEdit would only require 12 or so record edits. It's very doable.		
					3DNPC_FO4.esp has 31 ITM. 3DNPC_FO4_DLC has 5 ITM. Run FO4 Edit QuickAutoClean.    Per Thuyggysmurf, " If running Tales from the Commonwealth, place it ABOVE all the		
	Tales from the Commonwealth plus DLC 3.01		08. Quests		other quest mods (listed above) in your load order." Was previously	Run xEdit QuickAutoClean	
	- DLC Commentary for TFTC v2.5 and up		08. Quests	Extract BA2	loaded between Hilda Hughes and Sector 5.		
	- CBBE Version of Lola's Dress by Oussebon		08. Quests TESTING				
	In The Flesh - A Horror Quest Mod Attack of the Lobotomites - High Quality Version	A-Link A-Link	TESTING				
	The Fens Sheriff's Department - Main and Plugin The Fens Sheriff's Department - Textures		08. Quests 08. Quests		ESM flagged ESP    This is A Diamond City Story parts I and II.		
	The Fens Sheriff's Department - Vanilla skin users patch		08. Quests		Required if not using CBBE. I'm now running EVB.		
	The Fens Sheriff's Department - Offensive 4th wall breaking comics		08. Quests				
	The Fens Sheriffs Department - Diamond City Expansion Patch  Ear Harbor Story - Ug Qualitoth Keeps his Promise		Listed in Section 27 08. Quests		Listed after DCE in section 25. Late Loaders		
	- Collective Bears Option		oo. Quests		Do NOT choose the Collective Bears option. That .esp cannot be .eslified		
	Vault 494 - A Vault-Tec Story		08. Quests		and it's a wasted slot for just collecting bears.  Use FOMOD optional loose files because they don't have conflicting		
	Vault 494 - Typo Patch		08. Quests		textures with Vallus.		
	David Hunter - A Brotherhood Story		08. Quests 08. Quests		Updated June 2021!		
	David Hunter - Typo Patch Sector 5 - Rise and Fall		08. Quests		Successor to Project Phoenix and Rising Phoenix.    Maybe drop to Late		
	Hilda Hughes - An Institute Story		08. Quests		Loaders section - test later. Checking it out		
	Children of Ug-Qualtoth		08. Quests		Use alt entrance since I have Mojave Manhunter installed. Also, don't use West Tek thermal vision here.		
	The Commonwealth Responders 1.9 (XWM)	A-Link	TESTING				
	The Machine and Her	1.1	TESTING		Needs to load below Boston FPS fix and landscape mods - low as section 21 or lower.	Relocate .esp	
$\vdash$	Emirals The Machine and Her Revival The Machine and Her XDI patch	1.0 1.0.3	TESTING			Relocate .esp Relocate .esp	
	C.S.E.P. Brothers In Arms		08. Quests		Recommeded Ivl 20. Run quest up through completion of Bear Hunting before getting Prydwen. So, before completeing the main	RUN QUCK AUTO CLEAN	
$\vdash$				-	quest "Reunions".  Wasn't using and want to simplify the Diamond City Security Office.		
$\sqcup$	Crime and Punishment		08. Quests		Wasn't using and want to simplify the Diamond City Security Office.    Script heavy.		
$\vdash$	- C&P Cross Mojave Manhunter Patch 4estGimp - FSD Crime and Punishment		08. Quests 08. Quests		Fixes the DC Security Office front desk area for Crime and Punishment.		
	Gun for Hire		08. Quests		I like that the door is OUTSIDE diamond city. Crime and Punishment is NOT a master.		
	- Gun for Hire Names Patch		08. Quests		What does this even do?		
$\vdash$	09.1. Standard Weapons		09.1. Standard Wear	ons	09.1. Standard Weapons		
	- Заропо						
	High Poly Vanilla Weapons				ba2 of high poly weapons for every weapon model. Can put some on display now.   Covered by SavrenX Weapon HD DLC? Install > Disable to test.    Disabling requires a resinstallation of Weapon Mod Fixes.		
	- HP Vanilla Weapons - Alternative Laser Rifle Stock			-	to test.    Disabling requires a resinstallation of Weapon Mod Fixes.		
	A Bundle of Tape				Raider Overhaul covers 3 of 6 weapons in this pack. Installing the whole pack re-introduces 3 of weapons with a new FormID and it gets silly.		
	SVT-40 Skin Pack All in One A Bundle of Tape Ver.			-	pack re-introduces 3 of weapons with a new FormID and it gets silly.  ONLY install the individual parts not in RO.		
	SVT-40 Skin Pack Vol. 2 A Bundle of Tape Ver.						
	Sensible Suppressor 1.2 Bundle of Tape Edition Bulloun Bozar		DeadPool		It's Ok but doesn't do much for me.		
	CROSS_Blades				It's just Novelty to me.		
	- CROSS_Blades - Textures 2K Ka Bar Becker BK-9 Knife		09.1. Standard Weapons		Not running at this time.		
	Handmade Turrets - ESL version		Extract ba2 with BSA Browser	Extract BA2			
				Compacted			
	4estGimp - Hadmade Turrets Compacted		Retired	ESP	ESL Flagged ESP		
	Scrappy Turrets Replacer ESL Version		Temp Google Link	Compacted ESP	ESL Flagged ESP. This is my version of Scrappy Turrets with FormID matching 4estGimp - Hadmade Turrets Compacted		
	Archimedes-II		09.1. Standard Weapons				
	- Archimedes-II - Textures 2K     4estGimp - CROSS Weapon INNR and .ini for M8r's Complex.		09.1. Standard Weapons 09.1. Standard Weapons				
	<u>Sorter</u>		08.1. Standard Weapons		Rclick in MO2 > All mods > Create Empty mod above and make a		
	CROSS_Cryolance		09.1. Standard Weapons		folder for the 2K textures BA2 file from gumroad. Drop the textures ba2 into the folder and rename it exactly "CROSS_CryoLance -		
	- CROSS_CryoLance - Textures 2K		09.1. Standard Weapons		Textures.ba2"		
	4estGimp - CROSS Weapon INNR and .ini for M8r's Complex Sorter		09.1. Standard Weapons				
	CROSS PlasRail		09.1. Standard Weapons		Changes the Gauss Rifle longer charge sound		
	4estGimp - CROSS Weapon INNR and .ini for M8r's Complex Sorter		09.1. Standard Weapons				
	CROSS Crit Gore-verhaul - Main, Update, Less Smoke	<u>.910</u>	09.1. Standard Weapons		The 3 available files were merged.    Is a Master of Cravez's Ghoul Expansion.		
	- CROSS GoreCrits 092beta - CROSS ReducedLaserSmoke 100a	092beta 1.0	09.1. Standard Weapons 09.1. Standard Weapons				
	Cross_BreakActionLaser	_	09.1. Standard Weapons		Nice weapon, various builds, great materials on scrap    Wasteland Balance owns the crit hits:(		
	- Break Action Laser Skinpack		09.1. Standard Weapons		The zip needs to be fixed with a "data" folder		
	4estGimp - Institute Break Action Laser and Weapon System		Review Injections?		Includes Complex Sorter .ini LL Injection as a Peer on the 9 InstituteLaserGun Leveled Lists.		
$\vdash$	Fusion Gun  1. 4estGimp - Fusion Gun Peer		09.1. Standard Weapons				
					Place LOW in load order. Installed at top of Late Loaders	Relocate .esn	
$\overline{}$	2. 4estGimp - Fusion Gun Replaser		09.1. Standard Weapons 09.1. Standard Weapons		Place LOW in load order. Installed at top of Late Loaders A Peer on the 9 InstituteLaserGun Leveled Lists. Full mod.	Relocate .esp	
			09.1. Standard Weapons			Relocate .esp	
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	2.4estilims - Fauron Gun Rechairer 3.4estilims - Fauron Gun Rechairer 4.4estilims - Fauron Gun Rechairer Commanded 5.4estilims - Fauron Gun Rechairer Commanded 6.4estilims - Fauron Gun Rechairer Commanded 6.4estilims - Fauron Gun Rechairer Commanded 6.4estilims - Fauron Gun Rechairer Stein Previol 6.4estilims - Fauron Ford Commanded State Annua Rench Time Chairer Patriol 6.4estilims - Fauron Fauron 6.4estilims - Fauron Fauron 6.4estilims - Fauron Fauron 6.4estilims - Fauron Fauron 6.4estilims - Fauron 6.4est		09.1 Standard Weapons	Grnoi6 Compacted ESP Compacted ESP Extract BA2 Compacted ESP	A Peer on the 9 InstituteLaserGun Leveled Lists. Full mod.  No CELL edits and ESP compacted for ESI.  No CELL edits and ESP compacted for ESI.  No CELL edits and ESP compacted for ESI.  Required Previo lists for the Full versions of this mod.  A compacted for ESI. Batto for Just Ammo and Explosives Crafting. Crity required for the compacted versions.  Sent may to gmoi about LL concerns.  Sent may to gmoi about LL concerns.  Sent Littles and balancing. II  LLINjection Disabled while I make the edit.  I've decided to work off the IW FTL version  Pee decided to work off the IW FTL version  Love II. II Extracted files from .bs2 to open a. bs2 slot  Compact the Hoty Spittine ESP for ESI.  Loose Files - Ignore the texture location error from the FOMOD. II Install and No Leveled Litts has being manufal yaded to LL. IppeRevolver so vanile servicers. I Still a Valid mod but not really needed with my new A Bundle of Tage.  Spin into just a bit ESP replacer. II Still a Valid mod but not really needed with my new A Bundle of Tage.  Compacted ESP replacer created  The regular sound is week. This sound in included in Raider Overhaud One.  Would be decent with some Materials work. Currently everything appears colvered in a thick gloss.  Modelly good but the texture is little off. Silencer bore is also wey too small.	Relocate .esp  Relocate .esp  Note: Build as pipe revolver replacer along with Pig's Revolver?	

Section of the control of the contro	_					REALLY high critical damange but requires getting close.    Interesting			
1.   1.   1.   1.   1.   1.   1.   1.		/elrod Mk II - Well here is my rod		09.1. Standard Weapons		historical weapon. Il Extract B2 to free up slots. Il Bah I need the .esp			
A		stGimp - Welrod - Compacted		PUBLISH	Compacted				
April   Company   Compan					ESP				
## 1 - Face of Part		astGimp - PJAR Makeshift Pistol Minimal Leveled List		09.1. Standard Weapons					
Column   C		unting Revolver and Ranger Sequoia		09.1. Standard Weapons	Add Back	Lowered damage in the CR-Gamepaly patch    Open 2 ba2 and 1 .esp slot - Good mod but I need to free some space.	Note: Build as high level revolver?		
Description						The LL Injection is a ham-fisted. It adds EVERY option on Dank's			
The first facility of the property of the prop		ranky		09.1. Standard Weapons		only adds the weapon to to:			
Company						2 Possible Legendary lists			
Wild Colon	_	estGimn - Cranky I Unjection and Improvements		00.1 Standard Weapons		2 LLs - LL_DoubleBarrel and LL_HandmadeGun.			
## 1960 A		Composition and improvements		OS.1. Ottalidad Wedpoils		Hidden in cellar in Concord. "coc WidowCellarLocation"    Changes			
West   1		aravan Shotgun - DeadPool2099		09.1. Standard Weapons		Behaviors and Animations for the races "Human" and "PowerArmor".    Animations do NOT conflict with FO4 or the Handmade Anti-Material			
Annual Content of the Content of t						Rifle! II It's a good weapon but I need to thin the herd. II Back into the			
The content of the		aravan Shotgun Bug Fixes							
Description   Company		ower Caravan Shotgun (DeadPool)							
Control of						There is ONLY ONE in the wasteland! II I've never used it			
March									
Processing   Pro		lefenseGun		09.1. Standard Weapons		One of my cornerstone weapons. Various configurations are everywhere	Note: Update my old patch some day		
The control of the co		estGimp - DefenseGun Edit and Fixes		Review and Updated - old mod		Replacer.esp    MP-18 configuration with LL and it's own Injection added.			
March   100   10		Irease Gun SMG - DeadPool2099		09.1. Standard Weapons		Feels a bit too common    Defense Gun feels like a better lore-			
Control of the contro		rease Gun Power Armor Footsteps Fix		03. Minor Fixes	add	representation    Strike last comment it reels good.			
Continued Section 1997   Continued Section 1				09.1. Standard Weapons					
The content of the	_			00.4 Chanded Wesses					
March   Marc				I prefere the 4estGimp - Red Army		removes snawn of tacticool crap. Adds, morols, levels, weapon			
10   10   10   10   10   10   10   10		stGimp - Red Army PPSh-41 Reborn Edit		PPSh-41 Reborn 7.62x25mm		combinations. Mod finally back on nexus. Was anything changed?			
AND CONTROL OF THE CO		PA Footstep fix							
And Comment Co		notherOne Soviet Assault Pack		09.1. Standard Weapons	Conflict	Animation Conflict with the subsequent A1 PPSh-41 mod. Provides			
March 2014   1997   1				help					
The content of the		notherOne PPS-43							
Section of the content of the cont	_				1				
Company of the Comp									
March   Marc		notherOne Suomi KP-31 - Animation update		09.1. Standard Weapons					
Section   Control   Cont		notherOne Suomi KP-31 - Update							
According to the control of the cont				· ·	0- 0-	Newest PPSh-41 by AnotherOne. Animation Conflict with the Soviet			
Company of Company o	_				Conflict				
Proceedings   Process	-				-				
Company   Comp	-	notherOne Sten MkII Redux							
Management   Company   C	コ	notherOne Sten MkII Update 1.02							
Common Common Continue   Com						Normal installation and choose all LL implementation.			
Company   Comp	-			09.1. Standard Weapons					
Company Action Action   Company Action		0mm Compact Submachine Gun		09.1. Standard Weapons					
March   Marc									
Only 10   Standard Response   Only						conflict with FO4 or the Caravan Shogun!			
Winds   Principal   Continued   Continue									
Wester Product Toward Product State Company (1997)  Application of the Company of	_								
Mary   Comment	_					nuts.			
Pass Lis and manues Annie Carlong to Company	_								
Section Name   Process		estGimp Edit - Modular Simonov PTRS-41		09.1. Standard Weapons					
Institution Name   Proceed   Procedure Control of the suspect of the support of		argo 52		Evaluate Closely - has a couple bugs		It 's just a little cleaner than the weapons I want to use in-game.			
Monach F. Parker C. Self   Monach F. Parker C.		estGimp - Vargo52 Edit		WHICH FOOTE UNIK FCAITIA.					
Standard Name and California (California)   Standard Name and Ca						Animation fix			
A Street Assessment Park  10 Control Site Park Vis. A Burk of Table size  10 Control  10 C	_					All weapons use dn_CommonGun. No need for a patch.			
Only 1 Service of Wespoon   Only years with the contrader ESP written.									
Addition: Entitle State   Company		VT-40 Skin Pack All in One A Bundle of Tape Ver		09.1. Standard Weapons					
According to the park Arth Teason	_	If Garand Skin Pack Vol. 1 A Bundle of Tape Ver			Commented				
Secondary   Company   Co		estGimp - M1 Garand Skin Pack ABoT Version							
Comment for Provided Forces for 12 in 1997 (1997) (				09.1. Standard Weapons					
Will Address And Colored Part Annual Colored						It's a good mod I'm just not running it right now.			
Mill sold as a long option - Need to updoes marking globals bry MADT  10.1. Sourced Mills global as a long option - Need to updoes marking globals bry MADT  10.1. Sourced Mills global as a long option - Need to updoes marking globals bry MADT  10.1. Sourced Mills global as a long option - Need to updoes marking globals bry MADT  10.1. Sourced Mills global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mill global as a long option - Need to updoes mill global as a long option - Need to updoes mills global as a long option - Need to updoes mills global as a long option - Need to updoes mill global as a long option - Need	_				Install it				
Section   Control of Record   Control of Rec				Still solid as a lone option - Need to	oud R	will show a conflict for \Scripts\WeaponLLInject.pex. Thats the default			
Sections Strict Guard Early Services (1997)  Description of the Country of Services (1997)  Description of Services (1997	-			upload matching update to my ABoT	-	source tile name from Leveled List Injection Toolbox mod.			
Online   Description   Online   Onlin						CS file is also Included wth Enhnacements mod			
821 Survey All Course (1) Course of More Dut might pull to open a side in load order [2] Servey (2) Survey (2)					Reinstall -				
Service Strict Supersection Control Places  101. Strandard Weapons  102. Strict					ESL?	issue.    Good Mod but might pull to open a slot in load order [2]			
Section   Control Relation   C	_	VT-40 Skin Pack All in One							
Discret  ### April Manager Board  ### April Ma	$\dashv$	ITME fix - SVT-40			Reinstall	Works fine for those just running asXas's mod			
Set Manual Refs - ENY 0. 081 - Standard Weepons (				09.1. Standard Weapons	Discord	Was published as a 3-pack. Will revisit it some day.			
O9.1. Standard Weapons  O9.2. Bullet Counted Reload  Bullet Counted Reload System - FONG Bullet Counte	4								
M75 Grenade Laurcher Standations   O9.1. Standard Weapons   ETHER/OR - this or Grenade Expansion Pack	-					NEAUS AFCILIVE LINK			
Bight-handed Fair Hattor Lever Action Replacer   A-Link   Op. 2. Bullet Counted Reload   Arink   Op. 2. Bullet Counted Reload   Arink   Op. 2. Bullet Counted Reload   No. esp. *The mod is a full fisse plugin and isn't in the load order.   F4SE									
Bullet Counted Reload System = FOOG   Aclas		79 Grenade Launcher Standalone		09.1. Standard Weapons		EITHER/OR - this or Grenade Expansion Pack			
Right-handed Far Harbor Lever Action Replacer   Action	_		_	09.2 Rullet Counted Date	nad .				
Bullet Counted Reload System - FOOG Sullet Counted Reload System - FOOG ALIDS Des not Estat yet BCR - Lever Action Rife v1.02 (for Far Harbor Rife) - BCR -	-			05.2. Buriet Counted Relo	rad				
Bullet Counted Reload System - FOOG A-ins Bullet Counted Reload System - FONG A-Ins Bullet Counted Reload System - FONG A-Ins Bullet Counted Reload System - FONG A-Ins Bullet Counted Reload Ins BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 12 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Rel in 14 (or Far Harbor Rele) BCR - Lever Action Reliand Arministing Rel In 14 (or Far Harbor Rele) BCR - Lever Action Reliand Arministing Rel In 14 (or Far Harbor Rele) BCR - Lever Action Reliand Arministing Rel In 14 (or Far Harbor Rele) BCR - Lever Action Reliand Arministing Rel In 14 (or Far Harbor Rele) BCR - Revert Harbor Release BCR - Relation Reliand Release BCR - Revert Harbor Release BCR - Revert Release Step Action Release Step Acti		loht-handed Far Harbor Lever Action Replacer	<u>A-link</u>	09.2. Bullet Counted Reload		Animations for Right Handed From Hitman. Loads here so only some			
BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  BOR - Lever Action Rife v1.02 (for Far Harbor Rife)  A lank  From BOR Pathor Rife v1.02 (for Far Harbor Rife)  BOR Pathor Rife than Lever Lever Land Released Animations. If land replaces two of the files from Harbor Right Harbord Animations. If land replaces two of the files from Harbor Right Harbord Animations. Maybe they work.  Windenset Model 1897 Shorbur with Various Shirt Customazation  BOR Weapon  BOR Weapon  Already as GR Weapon   Lever Worlder Liver Worlder    Bor Weapon   Already as GR Weapon   Level with a slencer and a stealth build.     Leveled all the models.  Bor Weapon   Do NOT use. Just use the standard Lever Action animations above.  Compact for Early  Several Markor Shorbur Experiences    BOR Standard Rife v1.02 (for Far Harbor Raffeward)  Do NOT use. Just use the standard Lever Action animations above.  Compact for Early  Firsh and Publish Redux  Firsh and Publish Redux  Firsh and Publish Redux  Firsh and Publish Redux  To many issues to fic textures. Inf attachments, balance etc.  Power Winders 1897 (Wirthaddy)  Do So 2. Builde Counted Relead  Support Interest 1897 (Wirthaddy)  Firsh and Publish Redux  The Remington 52 uses the same sound files as the Stevens MS20.		The state of the s	_				F4SE	1	
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BCR Lever Action Rife  1021 Handed Lever Action Relead Amendment of the Comment o	$\dashv$				<u> </u>	From the Bullet Counted Reload files		•	
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Add   Automations for BCB    Automations		Bullet Counted Reload System - FONG - BCR - Lever Action Rifle v1.02 (for Far Harbor Rifle) ICR - Lever Action Rifle	A-Link A-link						
Ges Single Addroin Arm. F185V  Minchester Model 1897 Shotpun, with Various Sort Gustomzation  BCR Weapon  Aready a BCR Weapon   Average BCR Weapon   Level with a slencer and a stealth build.    Leveled all the model.  Berning Despletstamet Literature Win1897  Berning Liveral Actions Shotpun  On 2. Builet Counted Reload  BCR Weapon   Liveral with a slencer and a stealth build.    Leveled all the model.  BCR Weapon   Level with a slencer and a stealth build.    Leveled all the model.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Do NOT use. Just use the standard Lever Action animations above.  Fisch and Publish Redux  Fisch and Publish Redux  The Remington 92 uses the same sound files as the Stevens MS20.		Bullet Counted Reload System - FONG - BCR - Lever Action Rifle v1.02 (for Far Harbor Rifle) ICR - Lever Action Rifle	A-Link A-link			BCR Patch for Right Handed Animations.    Not Needed			
Winchester Model 1997 Shotoun with Various Sight Customization   BCR Weapon   Leveled all the model.   Leveled all the		Bullet Counted Reload System - FONG - BCR - Lever Action Rifle v1.02 (for Far Harbor Rifle) CR - Lever Action Rifle CR-RightHandedLeverActionReplacer	A-Link A-link A-link	From BCR Patches		BCR Patch for Right Handed Animations.    Not Needed  Some have reported this file works better for them. It also replaces two of the files from Hitman's Right Handed Animations. Maybe they work			
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Series   S		Sullet Counted Reload System - FONG - BCR - Lever Action Rifle v) 102 (for Far Harbor Rifle) CR - Repht-Handed Lever Action Rejacer tight Handed Lever Action Rejacer CR - Repht-Handed Lever Action Rejacer Right Handed Lever Right Handed Right Ha	A-Link A-link A-link	From BCR Patches  ALTERNATE to the above file  BCR Weapon		BCR Patch for Right Handed Animations.    Not Needed  Some have reported this file works better for them. It also replaces two of the files from Himman's Right Handed Animations. Maybe they work.  better? Maybe not?  Already a BCR Weapon    I love it with a silencer and a stealth build.			
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Stevens M-SQD Shotpun Plus Update AQ 09.2 Builet Counted Reload Too many issues to fix: textures, nif attachments, balanceetc.  BCR-StevensMS20 09.2 Builet Counted Reload Too many issues to fix: textures, nif attachments, balanceetc.  Compact for ESL? Finish and Upload - Have Perms for a Redux? Finish and Publish Redux  Signim Inetia 09.2 Builet Counted Reload The Remington 92 uses the same sound files as the Stevens MS20.		Juliet Counted Reload System - FONG - BCR - Lever Action Risk via 2 (or Far Harbor Rifle)  CR - Lever Action Risk via 2 (or Far Harbor Rifle)  CR - Royth and Get Lever Action Residency  tight Handed Lever Action Reload Animations for BCR  GR Single Action Army - FANY  Winchester Model 1897 Shotoun with Various Sight Customization estGenip DoubleSeare LLPeer Win1897	A-Link A-link A-link	From BCR Patches  ALTERNATE to the above file  BCR Weapon  BCR Weapon  09.2. Bullet Counted Reload		BCR Patch for Right Handed Animations.    Not Needed Some have reported this file works better for them. It also replaces two of the files from Hitman's Right Handed Animations. Maybe they work better? Maybe on Better (Maybe and Animations) which was better? Maybe and stress of the second of the second of Already a BCR Weapon    I love it with a silencer and a stealth build.    Leveled all the modool.			
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March   Marc			oad			It's just a little too pretty. One of the 3 versions is pristine.			
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And State Office 1900  When Friendson  On State Office 1900  On St	I					spawn in random variants with more variety based on player/NPC level Changed crafting recipes resp. their requirements to better reflect the			
Secretary below of the control	I	Anti Materiel Rifle - F4NV		Dank_F4NVAMR		Ipower level of those modifications			
March Receipt   Day - National Annual State   Day - National Receipt	I					Patch to remove the pasta and put the base damage back    No Longer			
Application   Total Control	$\sqcup$					Nexus Archive link and may resume using this.			
And control and an international allower time and an international and a	I	Western Revolver		Dank_WesternRevolver	.esl flagged	damage?			
Security Final Region Market Print P		ever Action Silencer for Handmade Diffe and Dine Cares		12h Vanilla Weenon Modifiers		Must load after Post-Apocalyptic Homeade Weapons (if used) to	Relocate esp IF using Post Annealyntic Weapons		
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Conversion Margania Registration (Conversion Prince)  Conversion Prince National Registration						Fixes a number of small and major bugs in vanilla mods.    REINSTALL if disabling High Poly Vanilla Weapons.    Has some conflicts with			
Contently from Regist - Phospholic Flore Contently (Contently Contently Cont		Weapon Mod Fixes		09.3. Vanilla Weapon Modifiers		Equilibrium. Let Equilibrium load after this. See forum for patch info.  See Authors other mod, cut weapon mods restored. Il Immersive Reflex			
Listens (The Control (1871) - Income Month attention (1871) - 100 - Income Month attention (1871)						Sights must load after this.    Overwrites many FATE edits but it works as is.			
Comparison of Comparison Annual Action Liganoise Annual Action Comparison Annual Action Compar		Community Fixes Merged - Weapon Mod Fixes Patch.esp		09.3. Vanilla Weapon Modifiers			Relocated plugin		
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Solid Course records and of the degree of the course of th		mmersive Reflex Sights		09.3. Vanilla Weapon Modifiers					
Author Education Marks  Old 3 Variab Wagner Handland  Old 4 Variab		Equilibrium - Weapons (Balance Enhancements)		09.3. Vanilla Weapon Modifiers		Has a lot of tweaks including crafting costs. Going to reinstall and maybe adjust a couple weapons in a CR and adjust to taste			
Action of fig.  4 Action Region Interfers  4 Action Region Interfers  4 Action Region		Extreme Particles Overhaul 2.0				Edit EPO.ini value to 20,000.    Stay AWAY - crash magnet    EPO 3.0 is broken	Custom Installation		
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	4estGimp - M1928A1_Thompson Patch		09.4. Vanilla Weapon Replacers					
_					No plugin, replaces several existing animation files. Fixed 1st person			
	M1928A1 Thompson 1stP PA Footstep Fix		09.4. Vanilla Weapon Replacers		animation with PA and 1st person regular sprint animation.			
	1st Person Power Armor Speedwalk Fix - M1928A1 Thompson Service Rifle - DeadPool2099		09.4. Vanilla Weapon Replacers  DeadPool					
_	Service Kille - Deadr-00/2009		Deadr ooi		Required for the Service Rifle to be compatible with Crafting Framework.			
	Service Rifle Uniques Patch		09.4. Vanilla Weapon Replacers		3 of the 6 uniques rifles feature a custom legendary effect which would require a patch to make it work with CF. The easiest and most elegant			
					way of fixing this issue is by using this mod.			
	4estGimp CombatRifleReplacer F4NVServiceRifleRedux		09.4. Vanilla Weapon Replacers					
	4estGimp - Service Rifle INNR and Edit The Sturmgewehr 44 - StG 44		09.4. Vanilla Weapon Replacers		I'm running the Combat Rifle Replacer version.  Love it - The weapon is perfect in this role but 7.62 Might be better?			
	STG44 New First Person Animations		09.4. Vanilla Weapon Replacers 09.4. Vanilla Weapon Replacers		Love it - The weapon is periect in this role but 7.62 might be better?			
	Power Sto 44 (Sam Fisher)		09.4. Vanilla Weapon Replacers					
	WWII Weapon Replacers - STG 44		09.4. Vanilla Weapon Replacers		Replacer for Assault Rifle    Going to make my own - this includes the			
					vanilla INNR and there's no point in patching a patch.  Set to Damage 50 and uses 7.62 rounds. Making both an AR replacer			
	4estGimp_AssaultRifleReplacer_Sturmgewehr44		09.4. Vanilla Weapon Replacers		and an LLinjection version.    Not using right now			
	4estGimp - StG-44 CombatRifle AssaultRifle Bridge		09.4. Vanilla Weapon Replacers					
	MG69 - Dak's Assault Rifle Replacer 4estGimp - MG69 Patch		09.4. Vanilla Weapon Replacers 09.4. Vanilla Weapon Replacers		Replacer    Good but not using at this time Good but not using at this time			
	FG-42		09.4. Vanilla Weapon Replacers		It's just a little too pristine looking. Let's have some scraches			
	4estGimp - FG-42_Assault_Rifle_Peer		09.4. Vanilla Weapon Replacers		Peer			
	4estGimp - FG-42 Assault Rifle Replacer		09.4. Vanilla Weapon Replacers		This is the only replacer in the FG-42 group. The other versions could load int the main weapon category instead of here in the Replacer			
	4estGillip - F G-42 Assault Nille Replace				category.			
	4estGimp - FG-42 AssaultRifle Any Boss		09.4. Vanilla Weapon Replacers					
	4estGimp - FG-42_AssaultRifle_GNNR_Boss		09.4. Vanilla Weapon Replacers		Main file with rename. If Really could just be in the main weapons section			
	Dak's Assault Rifle Replacer REDUX		09.4. Vanilla Weapon Replacers		Main file wilth rename    Really could just be in the main weapons section but I have it logically paired with AARP below. So I have them listed			
_					together to prevent confusion later.  Using the Replacement Parts plus changing from AR to MG and .308			
	Alternative Assault Rifle Properties (AARP) Replacer Version		09.4. Vanilla Weapon Replacers		ARReplacement Parts + ARto308MG.esp			
	Rifles Rebirth Main File (ESP version)		09.4. Vanilla Weapon Replacers					
	4estGimp - Rifles Rebirth Edit		09.4. Vanilla Weapon Replacers		This version could be loaded in the standard Weapons section but it is listed here to keep all versions together.	Changes DLC04_HumanRaceSubgraphDataAdditive - why?		
	4estGimp - Rifles Rebirth 4 Replacers		09.4. Vanilla Weapon Replacers		Not currently running a replacer version			
$\vdash$	4estGimp - Rifles Rebirth 3 Replacers		09.4. Vanilla Weapon Replacers		Not currently running a replacer version			
-	Pallout 3 10mm SMG		09.4. Vanilla Weapon Replacers		This version could be loaded in the standard Weapons section but it is			
	4estGimp - Fallout 3 10mm SMG Edit		09.4. Vanilla Weapon Replacers		listed here to keep all versions together.			
_	4estGimp - Fallout 3 10mm SMG Replacer		09.4. Vanilla Weapon Replacers		Not currently running the replacer version			
L_	4estGimp - Fallout 3 SMG Peer LLInj 10mm		09.4. Vanilla Weapon Replacers	<u></u>	This version could be loaded in the standard Weapons section but it is listed here to keep all versions together.			
	4estGimp - Fallout 3 SMG Peer LLInj 7.62x25mm		09.4. Vanilla Weapon Replacers		This version could be loaded in the standard Weapons section but it is listed here to keep all versions together.			
<b>—</b>					полео неге ко кеер ан versions roger/ief.			
	No AWKCR and AE For Mods File Dump	7	ramdom notes and resources		DO NOT run the FOMOD or it will Overwrite several mods listed here which already are "No AWKCR". [3]			
			ramdom notes and resources		Beginner Tutorials for Modding			
			ramdom notes and resources		Add Sowerjuice's suggested mods ?			
		-	ramdom notes and resources		Facials for Everyone - Less than Fresh Faces More Clothes and Textures			
_		+	ramdom notes and resources ramdom notes and resources		More Clothes and Textures  Vanilla Clothes - More Textures Expansion			
			Tallidon Holes and Tesparces		TAILING OFFICE WORLD CAME CO ENGINEERING			
	Clothing		Clothing		Clothing			
	NOTE: Change Clothing and CBBE/Bodyslide later							
_	Badlands Mashups Badlands Mashups - No AWKCR		10. Clothing 10. Clothing		Works but I never craft them.  No AWKCR Replacer .esp	Armorsmith		
	Commonwealth Mashups		10. Clothing	Loose	Works but I never craft them.	Armorsmith		
	Commonwealth Mashups - No AWKCR		10. Clothing		No AWKCR Replacer .esp			
_	Irradiated Raiments		10. Clothing	Loose	Works but I never craft them.	Armorsmith		
	- Boston Belle Belt Hotfix for CBBE Irradiated Raiments - No AWKCR		10. Clothing 10. Clothing		No AWKCR Replacer .esp			
		_						
	Modular Road Leathers		10. Clothing		AWKCR - Craftable set - They do NOT spawn.			
	Modular Road Leathers Modular Road Leathers - No AWKCR		10. Clothing		AWKCR - Craftable set - They do NOT spawn. No AWKCR Replacer .esp			
	Modular Road Leathers - No AWKCR Wasteland Mashups		10. Clothing 10. Clothing	Loose	No AWKCR Replacer .esp Works but I never craft them.	Armorsmith		
	Modular Road Leathers - No AWKCR Wasteland Mashups Wasteland Mashups - No AWKCR		10. Clothing 10. Clothing 10. Clothing		No AWKCR Replacer .esp Works but I never craft them. No AWKCR Replacer .esp	Armorsmith		
	Modular Road Leathers - No AWKCR Wasteland Mashups		10. Clothing 10. Clothing 10. Clothing 10. Clothing 10. Clothing 10. Clothing	Loose	No AWKCR Replacer .esp Works but I never craft them.	Armorsmith		
	Modular Road Leathers - No AWKCR Wasteland Mashupa Wasteland Mashupa - No AWKCR Commonwealth Shorts - CBBE main file		10. Clothing		No AWKCR Replacer. sep  Works but I never craft them.  No AWKCR Replacer. sep  Works but I never craft them.  No AWKCR Replacer.	Armorsmith		
	Modular Road Leathern - No AWACER Wastelmad Meathura Wastelmad Meathura Wastelmad Meathura - No AWACER Commonwealth Service - CREET main file		10. Clothing		No AWKCR Replacer .esp Works but Inever craft them. No AWKCR Replacer .esp Works but Inever craft them. No AWKCR Amoranth	Armorsmith		
	Modular Road Leathern - No AMYCCR  Valatiland Mashupa - No AMYCCR  Valatiland Mashupa - No AMYCCR  Commonwellth Shorts - CRBE main file - Toth Ammon Soptional files  Commonwellth Shorts - CRBE EndyStitle  Shade Girl Isother - CRBE EndyStitle  STRIC - Standalone Weston too Ammonshith Extended or AWYCCR;		10. Clothing		No AWKCR Replacer. sep  Works but I never craft them.  No AWKCR Replacer. sep  Works but I never craft them.  No AWKCR Replacer.	Armorsmith		
	Modular Bond Leathers — No AWINCE Washand Meahum. Washand Wash		10. Clothing		No AWKCR Replacer .esp Works but Inever craft them. No AWKCR Replacer .esp Works but Inever craft them. No AWKCR Amoranth	Armorsmith		
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	Modular Road Leathers — No AWRICE  Wasteland Mashupa — No AWRICE  Commonwealth Shorts — CRBE main file — Total Armon Socional files Commonwealth Shorts — CRBE main file — Total Armon Socional files Commonwealth Shorts — CRBE Socioliste Shade Gill staffer Coffise — CRBE SOLO — Standalore Nerview to Promoventh Extended or AWRICES — SGLO Bodgatide Hotthises Raided Therefor Mashupa		10. Cothing	Loose	No AWKCR Replacer .esp Works but I never card them.  No AWKCR Replacer .esp Works but I never craft them.  No AWKCR Ammorsmith  Need SS Patch?  Works but I never craft them.  Install before RustyXXLs files. Charlama Cheat. This patch includes the leveled list patch.	Armorsmith		
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	Modular Book Leathers - No AWACER  Wasteland Meathurs - No AWACER  Wasteland Meathurs - No AWACER  Commonwealth Stores - CRBE - Emerifier  - Thirth Armon Cotional Res  Commonwealth Stores - CRBE - Bookside  Social Collegation - CRBE - Bookside  Social Collegation - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Neston - Research - CRBE - SOCIAL - Sectorion - Research - R	1.1	10. Cothing	Loose	No AWKCR Replacer .esp Works but I never craft them.  No AWKCR Replacer .esp Works but I never craft them.  No AWKCR Amore	Armorsmith		
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	CROSS Institute Tech Mask		11. Armor	ESP	Costs a plugin slot			
_	CROSS Institute Tech Mask FIX  4estGimp - CROSS TechMask INNR ini CS1.9	<u>V2</u>	11. Armor 11. Armor		Nope - This has become a full replacer, which makes it a stolen mod.			
	CROSS Pre-War Cybernetics		11. Armor		Some I like and some are cheesy			
	- No Robot Footsteps		11. Armor 11. Armor		Read and test if this affects regular power armor footsteps.			
	- CROSS_BrotherhoodRecon_skinpack_2k		11. Armor					
	- CROSS_BrotherhoodRecon_BodyslideFiles		11. Armor					
	4estGimp - CROSS_BrotherhoodRecon_INNR_ini_CS1.9 CROSS_VertibirdFlightsuit		11. Armor 11. Armor		2K, is an ESL - Did I change the ext to ESP for LO move?			
	- 4K Textures		11. Armor					
	4estGimp - CROSS_VertibirdFlightsuit_INNR_ini_CS1.9		11. Armor 11. Armor		2K, is an ESL - Did I change the ext to ESP for LO move?			
	CROSS Chosen Of Atom 4estGimp - CROSS CoA INNR ini CS1.9		11. Armor 11. Armor		Should this be in NPC area?			
	CROSS_Courser Strigidae		11. Armor					
	CROSS_CourserStrigidae - Textures 2K		11. Armor 11. Armor		Main File only - was this merged?			
	4estGimp - CROSS_CourserStrigidae_INNR_ini_CS1.9 CROSS_InstituteExpeditionarySuit		11. Armor					
	- CROSS_InstituteExpeditionarySuit - Textures 2K		11. Armor		N 1 0005			
	- CROSS_InstituteExpeditionarySuit_CbbeFiles  4estGimp - CROSS_IEX_INNR_ini_CS1.9		11. Armor 11. Armor		No longer runing CBBE			
	CROSS_MojaveManhunter		11. Armor					
-	- CROSS_MojaveManhunter - Textures 2K - CROSS_MojaveManhunter_CbbeFiles		11. Armor 11. Armor		No longer runing CBBE			
	4estGimp - CROSS_MojaveManhunter_INNR_ini_CS1.9		11. Armor		110 ongai taming OLOL			
	CROSS_2077 - CROSS_2077 - Textures 2K		11. Armor 11. Armor		Not using and need the ba2 space.			
	TheKite's Handmaiden		11. Armor					
					Rclick in MO2 > All mods > Create Empty mod above and make a folder for the 2K textures BA2 file from gumroad. Drop the textures			
	- TheKite_Railroad_Handmaiden - Textures 2K		11. Armor		ba2 into the folder and rename it exactly "CROSS_MojaveManhunter - Textures.ba2"			
	TheKite Handmaiden EVB Conversion		11. Armor		- lextures.baz			
	4estGimp - TheKite_RR_HandMaiden_INNR_ini_CS1.9		11. Armor					
	CROSS Armor Integration - Courser Strigidae and Expeditionary. Suit		11. Armor		A couple Things are conflicted by Mercenary Pack Reinvention patches but that is fine.			
$\vdash$	Asuka officer Uniform Asuka Officer Uniform - BodySlide v1.5 (New Variations)		11. Armor 11. Armor		MAJOR cheat at Vault 111 Exit but the uniform looks great.			
$\vdash$	Asuka Officer Uniform - BodySlide v1.5 (New Variations) Asuka officer moddable		11. Armor 11. Armor			Armorsmith		
	NCR Ranger Veteran Armor		11. Armor		Whos - VERY nice cost and helmet maybe a little OP    HAS STACKING BUFF ISSUES - DO NOT USE			
	- Optional Black Visor		11. Armor		HAS STACKING BUFF ISSUES - DO NOT USE			
	VIS - NCR Ranger Gear.esp		11. Armor		VIS - AWKCR			
	NCR Veteran Ranger - F4NV		11. Armor		Newer and apparently better.    Horrible armor placement - it adds a large safe to Nick Valentine's home.			
$\vdash$	NCR Veteran Ranger CBBE UNI FULL bodyslide file fix		11. Armor		Newer and apparently better.  Good mod but I rarely craft anything. Complex Sorter patch already in			
	Wearable Backpacks and Pouches		11. Armor		Good mod but I rarely craft anything. Complex Sorter patch already in Enhancements mod.			
$\vdash$	Wearable Backpacks and Pouches - 1.4b materials update Wearable Backpacks and Pouches - HD Textures Patch		11. Armor 11. Armor		Get Loose Files			
	Field Scribe Backpacks		11. Armor		Drop Backpacks of the Commonwealth and just use this? BoC updated.			
$\vdash$	- Minutemen Leveleld List		11. Armor		Not required with Uto's replacer ESP.  Panlacer ESP with the Minutemen Level List merned in already.			
	Uto's Field Scribe Backpacks_esp		11. Armor		Replacer ESP with the Minutemen Level List merged in already - NO MASTERS!			
$\vdash$	Backpacks of the Commonwealth Backpacks of the Commonwealth by BmanBlazer - Edited by	1.7.1	11. Armor		Replacer patch to fix broken precomb in some locations. No longer			
	Angayas (Scripted).rar		11. Armor		required 22.03.20			
$\vdash$	4estGimp - BoC_ECO_Invisibility Metro Gas Masks		patch 11. Armor		Work In Progress			
	Metro Gas Masks M17 Mesh Fix		11. Armor					
	Altyn Assault Helmet Fiddler's Altyn Textures		11. Armor 11. Armor					
	Gas mask 2287 edition		11. Armor 11. Armor	loose	Much better than Vanilla    Loose files win over BrB Appearance Pack			
	Handmade Post-apocalypse Hazmat Suit		11. Armor		Material fixes BA2 listed in comments,    Recommended mod and			
1	Hallulliade F Usi-apotalypse Haziliat Suit		II. Aimoi		partially incorporated into RO1			
	Handmade Post-apocalypse Hazmat Suit - Patch and Tweaks		11. Armor		partially incorporated into RO1.			
H	Handmade Post-apocalypse Hazmat Suit - Patch and Tweaks				partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (I'm lazy). Plus I'm right on the ba2 limit.    Recommended mod and			
			11. Armor		partially incorporated into RO1.			
	Handmade Post-apocalypse Hazmat Suit - Patch and Tweaks		11. Armor		partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (I'm lazy). Plus I'm right on the ba2 limit.    Recommended mod and			
	Handmade Post-apocalypse Hazmat Suit - Patch and Tweaks		11. Armor		partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (fin laxy). Plus I'm right on the baz limit.    Recommended mod and partially incorporated into RO1.			
	Handmade Post-apocalypse Hazmat Suit - Patch and Tweaks		11. Armor	ıgin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (I'm lazy). Plus I'm right on the ba2 limit.    Recommended mod and			
	Handmade Post-anocolypse Harmat Suit - Patch and Tweaths Upgradeable Vault Suit		11. Armor 11. Armor	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (i'm tazy). Plus I'm right on the baz limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may			
	Handmadir Post apocalypse Harmat Sut - Patch and Tweaks Upgradeable Youth Sut  12.1 Power Armor - ESL Plugin		11. Armor 11. Armor 12.1 Power Armor - ESL Plu	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (i'm tazy). Plus I'm right on the baz limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may	Remove hide or otherwise disable the old ESD or will as		
ESL	Handmade Post anocalypse Harmat Suit - Patch and Tweeks Ungradeable Veuit Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armor	1.6	11. Armor 11. Armor	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (firm lazy). Plus if might on the ba2 limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if merged.	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL; plugins.		
ESL	Hardmade Post accolings Harmat Suit - Patch and Tweaks Upgradeable Vault Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armor  - CAPA ESL - Can be merged into the main mod		11. Armor 11. Armor 12.1 Power Armor - ESL Plu	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (fim lazy). Plus I'm right on the baz limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if merged.	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
ESL	Handmadir Post-apocal/pose Harmat Suit - Patch and Tweaks Upgradeable - Youth Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armoc  - CAPA ESL - Can be merged into the main mod  - Chosen One patch by skiest	1.6 1.6	11. Armor 11. Armor 12.1 Power Armor - ESL Plu	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (firm lazy). Plus if might on the ba2 limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if merged.	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
ESL	Handmade Post anocalypse Harmat Suit - Patch and Tweeks Lingmideable Voult Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armor  - CAPA ESL - Can be merged into the main mod - Chosen One patch by skiesbleed (to repair)  destGimp - Classic Advanced PA - Patched ESL	1.6 1.6	11. Armor 11. Armor 12.1 Power Armor - ESL Plu	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (I'm lazy). Plus I'm right on the baz l'imt.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if merged.  Main mod still required.  The natch REQUIRES setting the 0.95 header version to 1,0 or 8	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
ESL	Handmade Post anocalypse Harmat Suit - Patch and Tweeks Lingmideable Vault Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armor  - CAPA ESL - Can be merged into the main mod  - Chosen One patch by skiesbleed (to repair)  destGimp - Classic Advanced PA - Patched ESL	1.6 1.6 0.95 0.95 0.21	11. Armor 11. Armor 12.1 Power Armor - ESL Plu	igin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (I'm lazy). Plus I'm right on the baz l'imt.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if merged.  Main mod still required.  The natch REQUIRES setting the 0.95 header version to 1,0 or 8	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
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ESL	Handmader Poet-anocolopse Harmart Suit - Patch and Tweaks Upgradeable - Youth Suit  12.1 Power Armor - ESL Plugin  Classic Advanced Power Armoc  - CAPA ESL - Can be merged into the main mod  - Chosen One patch by skiestideed (to repair)  ###################################	1.6 1.6 0.95 0.95 0.21 0.97	11. Armor 11. Armor 12.1 Power Armor - ESL Plu Hide or Delete the ESP file.	gin	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (fim lassy). Plus if m right on the bat2 limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have issues if morged.  Main mod still required.  The patch RECURES setting the 0.35 header version to 1.0 or 8 records are zerod out Its broken for the non-xEdit user.  Download the ESL.	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.  Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
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ESL ESL ESL	12.1 Power Armor - ESL Plugin  12.1 Power Armor - ESL Plugin  12.1 Power Armor - ESL Plugin  12.2 Power Armor - ESL Plugin  12.3 Power Armor - ESL Plugin  12.4 Power Armor - ESL Plugin  12.5 Power Armor - ESL Plugin  13.5 Power Armor - ESL Plugin  14.6 Power Armor - ESL Plugin  14.6 Power Armor - ESL Plugin  15.6 Power Armor - ESL Plugin  16.7 Power Armor - ESL Plugin  16.7 Power Armor - ESL Plugin  16.8 Power Armor - ESL Plugin  16.9 Power Armor - ESL Plugin  17.1 Plugin  18.8 Power Armor - ESL Plugin  18.8 Power Armor - Power	1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6	11. Armor  11. Armor  11. Armor  11. Armor  11. Armor  12.1 Power Armor - ESL Plu  Hide or Delete the ESP file.  Unoclum - No worldspace edit.  374  992  Make ESL because of worldspace Edit and Compat Issues.  Edit and Compat Issues.  2. Power Armor - ESL Flagge  AB 3 files are ESP but can flag ESL  TESTING and patching	ed ESP  ESL flagged  Loose Files  ESL flagged	partially incorporated into NO1.  Cool mod but I'll just make combinations as the game progresses (I'm sup), Plus I'm right on the lad Plint.    Recommended mod and partially incorporated into NO1.  Install this section as Stand-Alone mods. They may have Issues if marged.  Main mod still required.  Main mod still required.  The pasts REQUIRES setting the 0.55 header version to 1.0 or 8 records are zero'd out It's broken for the non-xEdit user.  Download the ESL.  Updated version with more fore and a shack outside Virgils Cave. Precords are zero'd out It's broken for the non-xEdit user.  Updated version with more fore and a shack outside Virgils Cave. Precords are zero'd out It's broken for the non-xEdit user.  SECOND FILE  GOIL Branks Praccombree just to move CNE leaf pile. 0.95 Header set to 1.0. Running Loose Files.  Place BEFORE Raider Overhaul or Slag uses this instead of RO armore. This also conflicts with the righter of mint file.  Place BEFORE Raider Overhaul or Slag uses this instead of RO armore. This also conflicts with the righter of mint file.  Replace resp. I NOT needed. My replace ESL is No AWMOR.  Replace resp. II NOT needed. My replace ESL is No AWMOR.  And the set header to 10. LOLon-pin encode had to get updated to be ESL. Move to quarry worker - nope RO1 has that.  Do not count against ESM-ESP plugin limit.  Can be moved in load order if nacessary.  4KZR BA2  NO Worldspace Edt. Have to Craft all the Parts.  Loose the FOMOD option to to install the workbench  LOOSE FILES	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.  Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		
ESL ESL ESL	12.1 Power Armor - ESL Plugin  12.2 Power Armor - ESL Plugin  13.4 Classic Advanced Power Armor  14.5 Classic Advanced Power Armor  15.4 Classic Advanced Power Armor  15.4 Classic Advanced Power Armor  15.4 Classic Advanced P. Patriad ESL  15.4 ESL  15.5 ESL Power Armor Redux  15.5 ESL  15.5 ESL Power Armor Redux  15.5 ESL	1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6 1.6	11. Armor 11. Ar	ed ESP  ESL flagged  Loose Files  ESL flagged	partially incorporated into RO1.  Cool mod but I'll just make combinations as the game progresses (firm sury). Plus in might on the bat2 limit.    Recommended mod and partially incorporated into RO1.  Install this section as Stand-Alone mods. They may have Issues if merged.  Main mod still required.  The patch REQUIRES setting the 0.35 header version to 1.0 or 8 records are zerod out I'rs broken for the non-45 fit user.  Download the ESL.  Updated version with more lote and a shack outside Virgils Cave. Precombs not affected.    I ris a readine IX.  Main mod still required.  Download the ESL.  Updated version with more lote and a shack outside Virgils Cave. Precombs not affected.    I ris a readine IX.  Becomes not not affected.    I ris a readine IX.  Becomes not	Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.  Remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.		

	40.0 D						
	12.3 Power Armor - ESP Plugin		12.3 Power Armor - ESP Plu	gin	Do not compact these mods due to potential issues.		
					The redesign of the X-02 is an homage, to the late, great, Adam		
ESP	Enclave X-02 Power Armor	0.401	Has a Bazillion Dependents.	0.95 Header	Adamowicz. By Unoctium.  No Wordspace edits.		
	And Clark Frederick V Of Device Americ Betch	0.95			[LIGH:5A00559E] >DATA > Radius - Set to 1024 (vanilla for bright) Header set to 1.0		
	4estGimp - Enclave X-02 Power Armor Patch	0.95			Fixed name of miscmod_PA_X02_Helmet_Headlamp from "X-01 Headlamp" to "X-02 Headlamp".		
	X-02 PipBoy Flashlight Patch	1.3		ESP but can be flagged ESL	Does NOT require Pip-Boy Flashlight as a master. Set plugin header from 0.95 to 1.0.		
	4estGimp - X-02 PipBoy Flashlight Patch patch	0.95		ESL	I only set the header to 1.0, flagged for ESL, and changed FormID on OMODs so they were no longer injected.		
	4estGimp - Enclave X-02 PA CIS INNR ini	0.92					
ESP	Enclave X-02 Black Devil Power Armor	2.0	CK threw a Navigation Mesh Info Map on this mod. So it can cause issues		Too many ESP dependent mods to Compact FormID for ESL. No Worldspace Edits. Has its own dugeon in Sentinel Site Presott. Works		
	4K Textures BSA Archive	1.0			fine with my Fusion gun Sentinel Site Prescott previs file. Files are too large for me		
ESP	4estGimp - Enclave X-02 Black Devil PA CIS INNR ini Submersible Power Armor Redux - Bioshock Inspired	0.92 1.2	2646		This mods has a LOT going on. Do NOT compact FormID for ESL.		
	4estGimp - Submersible PA Redux CIS INNR ini	0.92			Deleted an ITM for a precombine record. So all that record could do is break Precomb for no reason. 0018929A - TerrainShelfRocks01		
ESP	T-49 - Armor of the Storyteller	1.1	803		By Unoctium    Can aggro or attack NPC?    Funny NPC follower.  Breaks procombines with a few records - will fix.    Also a quest mod.		
					Do NOT compact FormID for ESL.		
	4estGimp - T-49 Armor of the Storyteller Edit	0.95			Magazine rack [REFR:62000FD3] Is stuck in a wall - Deleted. Two Precombine Magazine rack records set to disabled - deleted those precombine edits.		
	4estGimp - T-49 - Armor of the Storyteller PA CIS INNR ini	0.93			Only for T-49 Armor of the Storyteller PA. Disable this Complex Sorter Patch if Running Fallout Brotherhood and the Fallout Brotherhood		
					Storyeller patch for Complex Item Sorter.		
ESP	Fallout Brotherhood - A Storyteller Quest Mod Fallout Brotherhood - Upgradeable T-49 Power Armor	1.2 1.0.0	These 3 mods must stay in this	ESL Flagged	Ads one name to dn_T49 INNR. Requires new CIS tagging patch.		
	FALLOUT Brotherhood - Storyteller - eXoPatch	1.2.1	order.	ESL Flagged			
	4estGimp - Fallout Brotherhood Patches CIS INNR ini	0.93	Already Published on T-49 CIS Page		FALLOUT Brotherhood - Storyteller - eXoPatch.ini		
	12.4 Power Armor - Newermind43	1	2.4 Power Armor - Newermin	nd43	The files in this section may be merged together or installed as stand alone.		
	Midwestern Rower A-ma-	API 1.51		Eci m-			
	Midwestern Power Armor	1.51		ESL Flagged	Changed INNR EDID dn_PowerArmorMidWest to		
	4estGimp - Midwestern Power Armor Compacted	0.95			dn. PówerArmorMidWestern, because EDID dn. PowerArmorMidWest is also used by Midwest Power Armor Evolution. That causes isues with mods which read EDID, such as item sorters.		
	Midwestern Power Armor HD	<u>V3</u>			mods which read EDID, such as item sorters.  Dpillary Textures		
	4estGimp - Midwestern PA CIS INNR ini T51c AirForce Power Armor	0.95 1.1					
	4estGimp - T-51C Power Armor Compacted 4estGimp - T51C AirForce PA CIS INNR Inl	0.95 0.95		ESL Flagged	Loose Files		
	Vault Tec Power Armor	1.1		ESL Flagged	Loose Files		
	4estGimp - Vault Tec Power Armor Compacted 4estGimp - Vault Tec PA CIS INNR ini	0.95 0.95					
	Midwest Power Armor Evolution	1.2		ESL Flagged	Whoa - mod broke precombines - removing bad entries. Removing hard set use on BoS. Made patch to re-add it to BoS for those who want it.	Verify Optional patches.	
	4estGimp - Midwest Power Armor Evolution Edit - 4estGimp - Midwest PA Evolution BoS Knight Replacer	0.95 0.95			Replaces BoS Knights with the Dark Knight		
	Midwest Power Armor UHD	1.1			Dpillary Textures		
	4estGimp - Midwest PA Evolution CIS INNR ini Excavator Power Armor	0.95 A-v3.3		ESL Flagged			
	4estGimp - Excavator Power Armor Compacted  4estGimp - Excavator PA CIS INNR ini	0.95 0.95					
	Ultracite Power Armor	1.3			Annoying installer. Do an installation from both the "Data" and "Optional Files" folders. Then hide, or make optional, the ESP file.	User MUST remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.	
	4estGimp - Ultracite PA Crafting FIX - ESL	0.95		ESL	ESL Replacer. Included the Ultracite crafting fix.		
	4estGimp - Ultracite PA CIS INNR ini	0.95			Annoying installer. Have to do an installation from both the "Data"	User MUST remove, hide, or otherwise disable the old ESP	
	Red Shift PA	1		ESL	and "Optional est version" folders. Then hide, or make optional, the ESP file.	or will run both ESP and ESL plugins.	
	4estGimp - Red Shift PA CIS INNR ini T 65 Power Armor	0.95 1		2K ESL			
	4estGimp - T65 PA CIS INNR ini HellCat Power Armor	0.95 1.2		ESL			
	Helicat Power Armor FIX	fix					
	4estGimp - Hellcat PA CIS INNR ini Enclave Power Armor	0.95 1		ESL			
	4estGimp - Enclave Gear Pack PA CIS INNR ini	0.95				User MUST remove, hide, or otherwise disable the old ESP	
	Bastion - Soviet Power Armor  4estGimp - Bastion - Soviet PA Edit - ESL	1 0.95	Make ESL to avoid breaking Lexington	ESL	ESP and Conflicts with Open Lexington  Made ESL because of worldspace.	or will run both ESP and ESL plugins.	
	4estGimp - Bastion - Soviet PA CIS INNR ini	0.95					
	MidWest Power Armor Revolution dp-Midwest Revolution HD						
		1		ESL	Download the ESL version Dpillary Textures		
	4estGimp - MidWest PA Revolution CIS INNR	1 1 0.95		ESL			
	4estGimp - MidWest PA Revolution CIS INNR	1 1 0.95		ESL	Dpillary Textures		
	4estGimp - MidWest PA Revolution CIS INNR  4estGimp - NewerMind43 Power Armor DogPack	1 0.95	Packs all the Newermind43PA mods, Replaces all the one above	ESL	Dpillary Textures  Makes:		
		1 1 0.95	Packs all the Newermind43PA mods, Replaces all the one above	ESL	Dpillary Textures		
		1 1 0.95	Packs all the Newermind43PA mods, Replaces all the one above		Dpillary Textures  Makes:		
	destGimp - NewerMind43 Power Armor DogPack	1 1 0.95	Replaces all the one above		Dpillary Textures  Makes:  Makes:  4estClimp - NewerMind43PA DogPack Archive and  4estClimp - NewerMind43PA DogPack Plugins		
	4estGimp - NewerMind43 Power Armor DogPack 12.5 Power Armor Gameplay		Replaces all the one above	ay	Opilary Textures  Makes: Makes: Deplay Textures  Makes: Departments  Makes: Departments  Makes: Depart		
	destGimp - NewerMind43 Power Armor DogPack	0.95 0.95	Replaces all the one above	ay	Dpillary Textures  Makes:  Makes:  4estClimp - NewerMind43PA DogPack Archive and  4estClimp - NewerMind43PA DogPack Plugins		
	deatGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Hamber State Several Power Armor Missons and Paint Power Armor Impact EX  4estGimp - Power Armor Impact EX Compacted	0.91	Replaces all the one above	ESL flagged	Opilary Textures  Makes:  Make		
	destGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  Bad Boys - Civil Servant Power Armor Klasons and Paint Power Armor Impact FX	0.91	Replaces all the one above	ay ESL flagged	Dpillary Textures  Makes: 4estClimp - NewerMind43PA DogPack Archive and 4estClimp - NewerMind43PA DogPack Plugins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP		
	deatGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Hamber State Several Power Armor Missons and Paint Power Armor Impact EX  4estGimp - Power Armor Impact EX Compacted	0.91 1.52 0.95	Replaces all the one above	ESL flagged ESL flagged Loose Files Only	Dpillary Textures  Makes:  Makes:  4estClimp - NewerMind43PA DogPack Archive and  4estClimp - NewerMind43PA DogPack Plugins  Romdom mods to enhance the use of Power Armor  ESI. Plugged ESP  Chily Replaces PAFrameO1_d DDS and PAHandHD01_d DDS - Looks  ANAZING: [Bah how to run it below 1-49 Armor of the Storyteler since  Risis a conflicting PAFrame Texture.		
	4estGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  13.5 Power Armor Gameplay  13.6 Power Armor Missons and Paint  15.6 Power Armor Missons and Paint  15.7 Power Armor Impact EX  15.7 AcetGimp - Power Armor Impact EX Compacted  15.7 Power Ar	0.91 1.52 0.95	Replaces all the one above	ESL flagged ESL flagged Loose Files	Dpillary Textures  Makes: 4estGimp - NewerMind43PA DogPack Archive and 4estGimp - NewerMind43PA DogPack Plugins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Cely Replaces PAFramed J. DDS and PAHand+DD1 d. DDS - Looks AMAZINS [Bah wate or unit below T-49 Armor of the Storyteler since		
	4estGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  Bad Boys - Chri Servent Power Armor Masons and Paint  Fower Armor Impact EX  4estGimp - Power Armor Impact EX Compacted  Power Armor Impact EX Compacted  Power Armor Impact EX Compacted  Improved Jetrack Flight Model	0.91 1.52 0.95	Replaces all the one above	ESL flagged  ESL flagged  Loose Files Only  Needs to Win FATE	Opilary Textures  Makes  Makes  Makes  Makes  Makes  Makes  Makes  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Conly Replaces PAFrame01_d DDS and PAHandriD01_d DDS - Looks AMAZING    Bah have to run It below T-49 Armor of the Storyteler since  Rhas a conficting PA Frame forum.  Amazing for collecting power armor frames. OMG, this plus kazumang's		
	4estGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  Bad Boys - Chri Servent Power Armor Masons and Paint  Fower Armor Impact EX  4estGimp - Power Armor Impact EX Compacted  Power Armor Impact EX Compacted  Power Armor Impact EX Compacted  Improved Jetrack Flight Model	0.91 1.52 0.95	Replaces all the one above	ESL flagged ESL flagged Loose Files Only Needs to Win FATE conflicts	Opilary Textures  Makes  Makes  Makes  Makes  Makes  Makes  Makes  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Conly Replaces PAFrame01_d DDS and PAHandriD01_d DDS - Looks AMAZING    Bah have to run It below T-49 Armor of the Storyteler since  Rhas a conficting PA Frame forum.  Amazing for collecting power armor frames. OMG, this plus kazumang's		
	4estGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  Bad Boys - Chri Servant Power Armor Klasons and Paint Power Armor Impact FX 4estGimp - Power Armor Impact FX Compacted Power Armor Frame Reference - 2x OnDeerSKR Inscreed Jetoack Field Model Bestone Power Armor Frames  NPC and Creature Overhauls	0.91 1.52 0.95	Replaces all the one above  12.5 Power Armor Gameple  NPC and Creature Over	ESL flagged ESL flagged Loose Files Only Needs to Win FATE conflicts	Dpillary Textures  Makes: 4estClimp - NewerMind43PA DogPack Archive and 4estClimp - NewerMind43PA DogPack Plugins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Only Replaces PAFrame(): d DDS and PN-Handd-DD1 d DDS - Looks AMAZING: Il Bash have to run in below T-49 Armor of the Storyteller since thas a conflicting PAFrame Yesture.  Amazing for collecting power armor frames. CMG, this plus kazumanig's Ar8-Tarix Rifle would make for amazing power armor hunding saffers.		
	4estGimp - NewerMind43 Power Armor DegPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  Bad Boys - Chri Servant Power Armor Klasons and Paint Power Armor Impact FX 4estGimp - Power Armor Impact FX Compacted Power Armor Frame Refeatured - 2K OnDeerSKR Inscroved Jetrack Field Model Bestone Power Armor Frames  NPC and Creature Overhauls Forced Evolution Facilities of Power Armor Frames	0.91 1.52 0.95	Replaces all the one above  12.5 Power Armor Gameple  NPC and Creature Over  TESTING  TESTING	ESL flagged ESL flagged Loose Files Only Needs to Win FATE conflicts	Opliary Textures  Makes:  Makes:  NewerMindsSPA DogPack Archive and destGimp - NewerMindsSPA DogPack Pluglins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Only Replaces PAFrame01 d. DDS and PAHand+ID01 d. DDS - Looks AMAZING    Bah have to run in below T-49 Armor of the Storyteler since it has a conficting PAF Frame Texture.  Annazing for collecting power armor frames. OMG, this plus kazumang's Anti-Tank Rifle would make for amazing power armor hunting safaris.  NPC and Creature Overhauls		
	destGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  12.6 Power Armor Masons and Pant Power Armor Impact PX destGimp - Dower Armor Expensed PX destGimp - Dower Armor Expensed PX destGimp - Dower Armor Frames  NPC and Creature Overhauls  Forced Evolution Faction Reinforcements Edit destGimp - Faction Reinforcements Edit	0.91 1.52 0.95 II	Replaces all the one above  12.5 Power Armor Gameple  12.5 Power Armor Gameple  NPC and Creature Over  TESTING TESTING TESTING TESTING	ESL flagged ESL flagged Loose Files Only Needs to Win FATE conflicts	Deliary Textures  Makes  Makes  Makes  Makes  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Conly Replaces PAFrame01_d.DDS and PAHandHD01_d.DDS - Looks AMAZINS, IBah have to run to below T-49 Armor of the Storyteler since Amazing for collecting power armor frames. OMG, this plus kazumang's  Anti-Tank Rifle would make for amazing power armor hunding safaris.  NPC and Creature Overhauls		
	4estGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  Bad Boys - Civil Servant Power Armor Klasons and Paint Power Armor Impact FX 4estGimp - Power Armor Impact FX Compacted Power Armor Frame Releastand - 2K OnDeerSKR Improved Jelpack Florit Model  Resider Power Armor Frames  NPC and Creature Overhauls  Forced Evolution  Earlon Releastance - Categories - Categor	0.91 1.52 0.05 II	Replaces all the one above  12.5 Power Armor Gameple  NPC and Creature Over  TESTING TESTING TESTING TESTING TESTING TESTING TESTING	ESL flagged ESL flagged Loose Files Only Needs to Win FATE conflicts	Dpillary Textures  Makes: 4estClimp - NewerMind43PA DogPack Archive and 4estClimp - NewerMind43PA DogPack Plugins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Chip Replaces PAFrame() _d.DDS and PM-textd+DD1 _d.DDS _Looks AMA/DMS [ii Bash have to non below T-49 Armor of the Storyfeller since it has a conflicting PAF Frame Texture.  Amazing for collecting power armor frames. OMG, this plus kazumanig's Arti-Tank Rifle would make for amazing power ermor hunting saferis.  NPC and Creature Overhauls  Not Published  Not Published		
	destGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.6 Power Armor Gameplay  Gad Boys - Chal Servent Power Armor Riseons and Pant Cover Armor Inspect FX.  Seek Char - Event Armor Inspect FX Compacted  Dewar Armor Frame Resistant - 2X OnDeerSKR  Improved Jetesch Right Model  Bestore Power Armor Frames  NPC and Creature Overhauls  Forced Evolution  Factors Resistant - 2X OnDeerSkr  Limproved Jetesch Right Model  Resistre Power Armor Frames  NPC and Creature Overhauls  Forced Evolution  Factors Resistant - 2X OnDeerSkr  4484Climp - Factors Resistant	0.01 1.52 0.05 II	Replaces all the one above  12.5 Power Armor Gameple  NPC and Creature Over  TESTING	ESL flagged ESL flagged Loose Files Conly Needs to Win FATE conflicts	Deliary Textures  Makes  Makes  Makes  Makes  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Conly Replaces PAFrame01_d.DDS and PAHandHD01_d.DDS - Looks AMAZINS, IBah have to run to below T-49 Armor of the Storyteler since Amazing for collecting power armor frames. OMG, this plus kazumang's  Anti-Tank Rifle would make for amazing power armor hunding safaris.  NPC and Creature Overhauls		
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	4881Gimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  13.6 Power Armor Gameplay  13.6 Power Armor Missions and Paint Power Armor Impact FX 4881Gimp - Power Armor Impact FX Compacted Power Armor Frames Retestand - 2X OhDeerSKR  13.6 Power Armor Frames  NPC and Creature Overhauls  Forced Evolution Eastion Reinforcements 4881Gimp - Faction Reinforcements Edit 4881Gimp - Faction Reinforcements Immersive/Wastelanders 4881Gimp - FactionReinforcements Immersive/Wastelanders 4881Gimp - Faction	0.01 1.52 0.05 II	Replaces all the one above  12.5 Power Armor Gameple  12.5 Power Armor Gameple  NPC and Creature Over  TESTING  TESTING  TESTING  TESTING  13. NPC and Creature Overhauls	ESL flagged ESL flagged Lose Files Conflicts  Needs to Win FATE conflicts  Extract BA2 FATE	Deliary Textures  Makes:  Makes:  Makes:  Makes:  Makes:  Rest Stimp - NewerMind43PA DogPack Archive and destGimp - NewerMind43PA DogPack Archive and destGimp - NewerMind43PA DogPack Pluglins  Romdom mods to enhance the use of Power Armor  ESL Flagged ESP  Only Replaces PAFrame01_d DDS and PAHandH001_d DDS - Looks AMAZING.    Bah have to run to below T-49 Armor of the Storyteler since thes a cortificing PAFrame Foture.  Amazing for collecting power armor frames. OMG, this plus kazumang's Anti-Tank Riffe would make for amazing power armor hunding safaris.  NPC and Creature Overhauls  NPC and Creature Overhauls  NPC published  NP Published		
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	destGimp - NewerMind43 Power Armor DogPack  12.5 Power Armor Gameplay  12.5 Power Armor Gameplay  Bad Boss - Clod Servent Power Armor Missions and Paint Cover Armor Inspect EX  destGimp - Power Armor Inspect EX Corporated  Power Armor Inspect EX Corporated  Power Armor Inspect EX Corporated  Power Armor Finams Releatured - 2X OhDeerSKR Insported Jelpack Flott Model  Badore Power Armor Frames  NPC and Creature Overhauls  Forced Evolution  Faction Reinforcements  Armor Faction Reinforcements Edit  destCimp - FactionReinforcements ImmersiveWastelanders  destCimp - FactionReinforcements Immersive Wastelanders  destCimp - FactionReinforcements Immersive Wastelanders  destCimp - FactionReinforcements Immersive Mostelanders  destCimp - FactionReinforcements Immersive Wastelanders  destCimp - FactionSeinforcements Immersive Dosing  Control Polymor More Institute (from Better Companions AIO)  Better Companions - AI in Coles  Control Polymor Morehal  - COA CIEBE Pains  - COA CIEBE Pains  - COBE Companions Staber CoA Edit  - CREE Companions Staber CoA Edit	0.01 1.52 0.05 II	Replaces all the one above  12.5 Power Armor Gamepli  12.5 Power Armor Gamepli  12.5 Power Armor Gamepli  12.5 Power Armor Gamepli  TESTING  TESTING  TESTING  TESTING  TESTING  13. NPC and Creature Overhauls	ESL flagged  ESL flagged  Loose Files Only  Needs to Win FATE conflicts  Extract BA2 FATE  option 1	Opilary Textures  Makes:		
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			,		T		
Raider Gangs Extended			13. NPC and Creature Overhauls		Has some balance and NPC issues. It needs to be redone.  OK - it appears I've fixed RGE and have expanded the outfits and		
4estGimp Edit - Raider Gangs I 4estGimp - Raider Overhaul ON			13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		weapons a little.		
HD Raider Armor Retexture			13. NPC and Creature Overhauls		Optional textures mod		
MadMax713's Original Raider A			13. NPC and Creature Overhauls		Must load after Fusion City Rising Mod if it's loaded. No .esp - only		
Raider Power Armor Chop Shoj - RPA Clean V003 Overboss Power Armor - Const			13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		textures!		
4estGimp - Overboss-PA-NoCh			13. NPC and Creature Overhauls  13. NPC and Creature Overhauls				
Grease Rat Garbs		1.3.2	Moved here from 11. Armor		I love the outfits and the reserved Leveled Lists used for the mod. This armor is below RO1 now since I have an integrated RO1 patch.		
Grease Rat Garbs - Settler Lev	veled List Patch		Moved here from 11. Armor		amor a secont or now since mayor armograted to a paten.		
Grease Rat Garbs - Raider Lev 4estGimp - Grease Rat Garbs F			Moved here from 11. Armor	P∩1 Master	RO1 is the required Master.		
Dak's Ballistic Mask	INC. LON	A-Link	Moved here from 11, Armor	TO I MUSICI	The Textures need some JANK on them.    This armor is below RO1 now		
Very Zen Dak's Ballistic Masks		A-Link			since I have an RO1 LL patch for it.		
4estGimp - Dak's Ballistic Mask		A-Link	Moved here from 11. Armor	RO1 Master	UPDATE		
The Purge Mask Collection 4estGimp - Purge Mask Collect	tion Edit	-	Moved here from 11. Armor Moved here from 11. Armor	RO1 Master	This armor is below RO1 now since I have an RO1 LL patch for it.		
Wulf Raider Accessories - Loos	sefiles	1.5	Moved here from 11. Armor		The ba2 version was made with incorrect settings. Get the loose file version.		
4estGimp - Wulf Raider Access	sories RO1 Edit		Moved here from 11. Armor	RO1 Master	Telesion.		
Ghostwire Tokyo Masks 4estGimp - GhostWire Masks R	PO1 Edit		Moved here from 11. Armor Moved here from 11. Armor	RO1 Master			
	to read			TO I MUSICI	The mod has a few decent outfits but it's more a mashup of several other		
Boston Bandits			Moved here from 11. Armor		mods. I only like a few of the outfits and prefer to just use the JU helmet mod.		
4estGimp - Boston Bandits Inje-	ection for Raider Overhaul One		Moved here from 11. Armor	RO1 Master	This extist to preserve the RO1 outfit spawning with variety and without conflict. I just prefer to not have hie BB outfits in the mix.		
JU Helmets Redux - HD	Dalidas Occadencid One Intention		Moved here from 11. Armor Moved here from 11. Armor	RO1 Master	NOT for use with Boston Bandits since it's included.		
4estGimp - JU Helmet Redux R Toxic Raider GBBE 1.43	Raider Overnaul One Injection		Moved here from 11. Armor	ROT Master			
4estGimp and DaltonTheWarlor	ck Toxic Raider something		FINISH AND RELEASE	RO1 Master			
Super Mutant Redux	IV No MAIVOD		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		SuperMutantRedux 2.5-SD-DLC		
4estGimp - Super Mutant Redu 4estGimp - SuperMutantRedux			13. NPC and Creature Overhauls  13. NPC and Creature Overhauls		File now included in main download.		
Super Mutant Weaponry - Post-			13. NPC and Creature Overhauls		Mostly unique FormID weapons to prevent conflicts with Weapon Replacers		
Super Mutant Leveled List Fix			Alternate to the Above		GOOD mod. Lets a person select the vanilla weapons for mutants to use.		
Super Mutanta XI.			13. NPC and Creature Overhauls	MODIFY	Prevents muties from getting weapons they can't properly hold.  Maybe so Maybe no? They look amazing but suffer from a LOT of clipping. All armors need to be resized.		
				THEM	Has one ba2 and takes one .esp slot.		
Swinging Animated Meat Bags			Steve40 - Mods no longer available	Compacted	Extract he ba2 and backup the file. In xEdit set header to 1.0. Exit and reload xEdit. Compact for ESL Exit xEdit.	Relocate .esp	
Annual State of the State of th				ESP		resource .cup	
					Load plugin below Super Mutant Redux.  Improved BoS Redux main file. "A simplified version of the Improved		
Improved BOS (Redux file)			13. NPC and Creature Overhauls		BoS Mod designed for maximum compatibility with other mods". Used a couple new combinations of Power Armor to get desired and new traits.		
					Will conflict with other mods which also make changes to the T60 Power Armor Pieces.		
					Patches the changes of new combinations on T60 Power Armor together for Improved BoS Redux and A Diamond City Story - The Bleachers. Not		
4estGimp -The Bleachers and I	Impoved BoS Redux T-60 PA Fix		13. NPC and Creature Overhauls		really needed now that I made 4estGimp - Improved BoS Redux Fixed T-60 Conflicts. Won't be needed once Fens Sherriff's		
					Department Releases.  Also listed in Late Loaders section. Load Order:		
					Improved BOSRedux.esp 4estGimp - Improved BoS Redux Fixed T-60 Conflicts	2.1.1.1.1	
4estGimp - Improved BoS Redu	ux Fixed T-60 Conflicts		13. NPC and Creature Overhauls		4estGimp - CR-ECO_ImprovedBoSRedux.esp in Late Loaders section	Relocate 1 of 2.esp	
			This is secondately engineered by the 2		below ECO patches		
Gunner Outfit Pack (STANDAL	ONE)		This is completely replaced by the 3 patches below. Can disable this mod after installing the 3 below it.		Moved out of Armor section and loading below RO to get Tessa and Clint into Gunner PA.		
- Fixes stats - ESP Replacer	ır		13. NPC and Creature Overhauls		A replacer DT_GunnerOutfitPack.esp		
- Fixes stats - ESP Replacer - Pip-Boy 1st Person patch			13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Uses a replacer DT_GunnerOutfitPack - Main.ba2		
- Fixes stats - ESP Replace - Pip-Boy 1st Person patch Desert Gunners - A 'Gunner Ou	utfit Pack' Retexture		NPC and Creature Overhauls     NPC and Creature Overhauls     NPC and Creature Overhauls	OUT OF	Uses a replacer DT_GunnerOutfitPack - Main.ba2 Uses a replacer DT_GunnerOutfitPack - Textures.ba2		
- Fixes stats - ESP Replacer - Pip-Boy 1st Person patch	utfit Pack' Retexture		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls	OUT OF DATE BROKEN	Uses a replacer DT_GunnerOutfitPack - Main.ba2 Uses a replacer DT_GunnerOutfitPack - Textures.ba2 Does not contain bodyslide files. 3.0 Version .nlfs won't work with GOP 4.0		
- Fixes stats - ESP Replace - Pip-Boy 1st Person patch Desert Gunners - A 'Gunner Ou	utfit Pack' Retexture		NPC and Creature Overhauls     NPC and Creature Overhauls     NPC and Creature Overhauls	DATE	Uses a replacer DT_GunnerOutfitPack - Main.ba2 Uses a replacer DT_GunnerOutfitPack - Textures.ba2 Does not contain bodyslide files. 3.0 Version .nifs won't work with GOP		
- Fixes stats - ESP Replaces - Pip-Boy 1st Person patch Desert Gunners - A 'Gunner Ou Gunner Outfit Pack - CBEE Pal Gunner Outfit Pack - NPC Leve 4estGimp - Gunner Outfit Pack	utfit Pack' Retexture  titch  eled List Integration		NPC and Creature Overhauls	DATE	Uses a replacer DT_GunnerOutfitPack - Main.ba2 Uses a replacer DT_GunnerOutfitPack - Textures.ba2 Does not contain bodyslide files. 3.0 Version .nifs won't work with GOP 4.0 Moved out of Armor section and loading below RO to get Tessa and		
- Fixes stats - ESP Replacei - Pip-Boy 1st Person patch Desert Gunners - A 'Gunner Ou Gunner Outfit Pack - CBBE Pal Gunner Outfit Pack - NPC Leve	utfit Pack' Retexture  titch  eled List Integration		NPC and Creature Overhauls	DATE	Uses a replacer DT_GunnerOutfitPack - Main.ba2 Uses a replacer DT_GunnerOutfitPack - Textures.ba2 Does not contain bodyslide files. 3.0 Version .nifs won't work with GOP 4.0 Moved out of Armor section and loading below RO to get Tessa and		
- Fixes stats - ESP Replace - Plp-Boy 1st Person patch Desert Gunners - A 'Gunner O' Gunner Outfit Pack - CBB Par Gunner Outfi Pack - NPC Level 4estGino - Gunner Outfit Pack Contine Pack for GOD - Vanil	utfit Pack' Retexture  lich  eled List Integration  v.NPC.LL Integration Update		NPC and Creature Overhauls	DATE	Uses a replacer DT_GunnerOutlitPack - Main.ha2 Uses a replacer DT_GunnerOutlitPack - Textures.ha2 Does not contain bodyside files . 3.0 Version .nifs wornt work with GOP 4.0 Moved out of Armor section and loading below RO to get Tessa and Clint Into Gunner PA.		
- Fixes stafs - ESP Replace - Pp-Boy 1st Person patch Desert Gurners - A Gurner Oc Gurner Outle Pack - CRBE Par Gurner Outle Pack - NPC Leve 4884Grap - Gurner Outlet Pack Craftin pack for GOP - Vanil Unce Dastricties Vierally	utfit Pack' Retexture  lich  eled List Integration  v.NPC.LL Integration Update		13. NPC and Creature Overhauls	DATE	Uses a replacer DT_GunnerOutliftPack - Main.ha2 Uses a replacer DT_GunnerOutliftPack - Textures.ba2 Does not contain bodyslide files. 3.0 Version .nifs worth work with GOP 4.0  Moved out of Armor section and loading below RO to get Tessa and Clint into Gunner PA.  CHECK IN **EDIT**  MINISTRUMENT OF CAUSES CTO - GO BACK TO DEADLER DEATHCLAWS.  Move its .esp to 'DEADLER DEATHCLAWS.		
- Fixes stafs - ESP Replace - Pip-Boy 1st Person patch Deset Gunner - A Chunner C- Gunner Outst Pack - CBBE Pa Gunner Outst Pack - NPC Leve lestGato - Gunner Outst Pack - United Pack - NPC Leve - Staffor Pack for Got - Vanil - More Desentative Users - setGato - Facks Democracy - SetGato - Facks Democracy - SetGato - Facks Democracy	utfit Pack' Retexture  lich  eled List Integration  v.NPC.LL Integration Update		13. NPC and Creature Overhauls	DATE	Uses a replace TD_GunnecOutflexex - Main haz Uses a replace TD_GunnecOutflexex - Textures baz  Does not contain bodyside files. 3.0 Version .nfs worth work with GCP 40  Moved out of Armor section and loading below RO to get Tessa and Gent left Gunner FA.  CHECK IN. SEDIT  HAS TURN SEDIT STATE OF THE SEDIT IN OPE - CAUSES CTD - GO BACK TO DEADLER DEATHCLAWS.  Move its sea to TO BEADLER OEATHCLAWS.  Move its sea to Tourism' files if running Unique Creatures and monsters.    Working		
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-	4estGimp - Railroad Expansion Edit				Removes most Russain Assault Pack weapons.			
	4estGimp-RailroadExpansion_ini_CS				Included with my Complex Sorter Enhancements mod.  Load order of Better Settler plugins in important:			
					BetterSettlers.esp     Any patches from other authors			
Ę	Better Settlers - DLC	A-Link	13. NPC and Creature Overhauls		Any BS patches like Lollygagging, Clean face, or Armor Types     Mostly Male or Female Options			
					CCAP must be here or it won't work     Mortal or Mortal Soldier Pack must be last.			
_					RetterSettlers een			
				I Run	BetterSettlersCleanFacePack.esp BetterSettlersCCAPack2.0.esp			
$\dashv$								
-#	NewFace Settlers - Clean The New Settlers plus Better Settlers Compat Patch		experimenting some with these experimenting some with these					
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	Varied Raiders-2.0		experimenting some with these		Alexandria DDD Marrad Made			
-	Varied Gunner Mercenaries Slackroyd NewBetterFacialSettlers		experimenting some with these experimenting some with these		Already in BRB Merged Mods - Apperance Work this out to my settler and play-style			
F	Recruit Clinton and Charlie as Settlers			ESP	The .esp can be .esl flagged so no point in getting the ESL version.			
-	NPCs Travel Better Companions - No Conflicts - BETA	2.9.7	13. NPC and Creature Overhauls	Extract BA2	I prefer Better Companions - All In One			
94	Settlers of the Commonwealth - 3DNPC		13. NPC and Creature Overhauls		LIKE Assign your constructed Automatron bots to provisioner lines as long as			
1	Mastermind - Automatron Provisioners using Robotics Expert		13. NPC and Creature Overhauls		you have Robotics Expert - Not really needed. HAHA - can make a			
					mastermind robot a provisioner and then Yagisan's will give it a robot.			
1	Everything in the block below, with this blue col	or in col	lumn D, is for the Mercenary P	ack - Reinv	ention			
	Mercenary Pack Loose Files (for CBBE)		No Longer Running CBBE		Create "The Mercenary Pack CBBE ba2.7z". See the bottom of the	Armorsmith - Replacer fixes it		
-#	CBBE Pre-Built Meshes		No Longer Running CBBE		linked page for Archive2 instructions.  No Longer Running CBBE	Armorsmith - Replacer fixes it		
	The Mercenary Set - CBBE Bodyslide Files		No Longer Running CBBE		No Longer Running CBBE			
_	The Mercenary - Pack v0.9a - BA2		13. NPC and Creature Overhauls		Running a ba2 gives better performance. Running Enhanced Vanilla			
-			THIS FILE ONLY		Bodies to remove all the CBBE patch silliness.  During installer pick a flame color.			
1	Jetpacks FAO V5		The Mercenary Pack - B90 Animated Jetpack		Delete the scrips folder. Delete, disable, or otherwise remove			
$\dashv$					the plugin Mercenary B90 Animated Jetpack.esp. Delete the .esp			
1	Mercenary Outfit Mash-ups		13. NPC and Creature Overhauls		Remove: meshes\armor\mercenary\M_Arm_Heavy_L.nif textures\armor\mercenary\Body_Armor_D.dds.			
	B-90 Reaper		13. NPC and Creature Overhauls		If you don't want the tactical gear part remove the meshes folder.			
_	The Mercenary Olive Drab 4K retexture The Mercenary Punk 4k retexture		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Merc Skull Mask and Merc Creep Mask			
$\dashv$	- Orange Merc Gloves		13. NPC and Creature Overhauls  13. NPC and Creature Overhauls					
	The Mercenary Tex-Edits		13. NPC and Creature Overhauls		"Male ATACS Shirt A", "Male ACU Shirt B", "Female ACU Shirt A" and "Lirhan? Mare" files only. Really if's up to each player.			
-	Mercenary Light Torso Mash		13. NPC and Creature Overhauls		"Urban2 Merc" files only. Really it's up to each player.  Not currently listed by Mercenary Pack Reinvention but I'm keeping it.			
	The Mercenary Pack - Reinvention		Merc System by Mortercotic		Replacer for Mercenary.esp			
4	Mercenary Pack Reinvention (MPR) Modular and Optio - MPR Module - Coursers Tweaks	nal Patch	es 13. NPC and Creature Overhauls					
-	- MPR Module - Coursers Tweaks - MPR Module - Guards Tweaks		13. NPC and Creature Overhauls					
$\exists$	- MPR Module - Wastelanders Tweaks		13. NPC and Creature Overhauls					
-	- MPR Module - Miscellaneous Tweaks - MPR - Strigidae Patch		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls					
-	- MPR - West Tek Patch		13. NPC and Creature Overhauls					
	- MPR - Crimsomrider Access Patch		13. NPC and Creature Overhauls					
	- MPR - NPCs Travel Patch		13. NPC and Creature Overhauls		Must run .esp below NPC Travel but that's handled by the order of this section.			
-	- MPR - Metro Gas Masks Patch - MPR - Altyn Helmet Patch		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls					
_	- MPR - Enhanced Wardrobe Patch		13. NPC and Creature Overhauls					
7	The Rebel Tex-Edits				"Partizan-Flecktarn" and "thelastknight96" files only    No longer listed by MPR			
_				Committee				
b	Moddable Robot Settlers		13. NPC and Creature Overhauls	FATE	Fantastic for making Robot Provisioners			
	- Goodfeels Patch		13. NPC and Creature Overhauls		Overrides the vanilla script to prevent Goodfeels from disappearing.    Trying the below mod instead.			
E	Professor Goodfeel's Worker Protocol - ESL flagged ESP		13. NPC and Creature Overhauls					
	4estGimp - ModdableRobotSettlers VCMGoodfeels Patch CR - LiveActionHandy_ModdableRobotSettlers	_	13. NPC and Creature Overhauls 13. NPC and Creature Overhauls	Publish?	Makes Goodfeels modable Patches the lit eye model and a few Graygarden bots.			
- 1	Grieving Raider		13. NPC and Creature Overhauls		Pateries the lit eye model and a few Graygarden bots.			
					Was just below D.E.C.A.Y and now test just above Boston Natural Surroundings, II. Loot my culling issue at the Lonely Chanel Squared			
9	Commonwealth Chickens and Rabbits		13. NPC and Creature Overhauls		Surroundings.    I got my culling issue at the Lonely Chapel Squared away. Apparently FO4 did not like the PreVis timestamp of Chickens and Rabhits mod. It's the same as Falloute sem. So I have the Chickens			
					Rabbits mod. It's the same as Fallout4.esm. So I have the Chickens and Rabbits mod before Boston Natural Surroundings now. BNS has the same PreVis Timestamps at NukaWorld.			
F	Furry Rad Rabbit and Feathered Rad Chicken		13. NPC and Creature Overhauls					
- 1	More Realistic Cats		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Greslin Games Discord  Decent mod Liust need the 2_ba2 and 1_esp slot			
	- 4estGimp - Complex Sorter patch		13. NPC and Creature Overhauls		included with my Enhancements mod			
	The Marcy Solution		13. NPC and Creature Overhauls		I like it more than I expected.			
E	FaceGen - SOTC FaceGen - TOTC		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls					
- 6	Opperssor Dog Armor - Perpetual Beta	_	13. NPC and Creature Overnauls  13. NPC and Creature Overhauls	i				
<u>.</u>	Opperssor Dog Armor - No AWKCR		13. NPC and Creature Overhauls					
G G	Opperssor Dog Armor - No AWKCR  Brotherhood of Steel Faction Overhaul and Enhancement  Ad Victoriam. A Brotherhood of Steel Overhaul Apocalyptic.		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Try Some Day			
- E	Srotherhood of Steel Faction Overhaul and Enhancement Ad Victoriam. A Brotherhood of Steel Overhaul Apocalyptic Edition.		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Try Some Day			
S S	Brotherhood of Steel Faction Overhaul and Enhancement		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls					
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	Srotherhood of Steel Faction Overhaul and Enhancement Ad Victoriam. A Brotherhood of Steel Overhaul Apocalyptic Edition.		13. NPC and Creature Overhauls 13. NPC and Creature Overhauls 13. NPC and Creature Overhauls		Try Some Day			
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	Brotherhood of Steel Factors Overhauf and Echanosement Ad Vicensium A Brotherhood of Steel Overhauf Asscalysts, Edition.  CBBE Body and Clothing - 4eefGimp  GAMEPLAY  Steet Prolagonist - F4SE Steet Prolagonist - F4SE		13. NPC and Creature Overhauls 14. Gameplay 14. Gameplay 14. Gameplay	Uses BA2	Try Some Day  Generate this with Bodyslide and MO2. Make an ARCHIVE.  GAMEPLAY			
	Biotherhood of Stee Fadoro Desthall and Enhancement Ad Victorium A Linethnood of Stee Overthall Accordaytic College CBBE Body and Clothing - 4estCimp  GAMEPLAY  Steet Proteoporist - 4545  Steet Proteoporist - 4545  Linet Steet Destancement Linethnood Steet Destancement Lineth		NPC and Creature Overhauls     American Overhauls     America	Uses BA2 Uses BA2	Try Some Day  Generate this with Bodyslide and MOZ. Make an ARCHIVE.  GAMEPLAY  For Mods For Base Game			
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or or	Brotherhood of Steel Factors Overhald and Echanosement Ad Victoriam A Rehmhood of Steel Overhaid Rocalystic. Edition.  CBBE Body and Clothing - 4estCimp  GAMEPLAY  Steel Protegonal - F4SE Steel Protegonal - Marte Player Character, Voice esp F4S Ro Don - Steel Voice - FONG Companions GB Phon - Steel Voice - FONG Companions GB Phon Brothermals - Less Casa No Neighbor and No Affinity Cookdown		13. NPC and Creature Overhauls 15. NPC and Creature Overhauls 15. NPC and Creature Overhauls 16. NPC and Creature Overhauls 16. Gameplay 16. Gameplay 16. Gameplay 16. Gameplay 17. Gameplay 18. Gameplay 19. Gamep		Try Some Day  Generate this with Bodyslide and MO2. Make an ARCHIVE.  GAMEPLAY  For Mods  For Base Game  Innostly like it but it can mess up the dinner scenes in Fens Sherff's Department.  Mule voice options makes for longe pauses  Needed for FSD beta testing - no dialog yet  I put the ESP just below a Bashed Patch and Bashed Fixes so Bash does not make with it.	F4SE	Vendors - Robco	
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	GAMEPLAY  Seet Protection And Contention and Enhancement Advication An Enhancement GRIBES Body and Clothing - 4estCimp  GAMEPLAY  Seet Introduced FASE Seet Protections - FASE SEED - Seet Protection - FASE SEED - FASE - FASE SEE	A-Link A-Link A-Link A-Link A-Link A-Link	13. NPC and Creature Overhauls 14. Gameplay 15. Gameplay 16. Gameplay 17. Gameplay 18. Gameplay 19. Gameplay 1	Uses BA2	Try Some Day  Generate this with Bodyslide and MO2. Make an ARCHIVE.  GAMEPLAY  For Mods  For Base Game  Innosty like it but can mess up the dinner scenes in Fens Sheriff's Department.  Mute-voice options makes for longs pauses  Needed for FSD beta testing - no dialog yet  put the ESP just below a Bashed Patch and Bashed Fixes so Bash does not mess with it.  Always worked and worked well.  Tying the newer version of this mod  Con load without #FASE and MCM but loses most functions    Never use -trop i? No ba2 and -esp can flag as -est. Keep until tested.  2018 Mod which will probably were update.  Worked by Power Armor Handling Improvements but PAHI has annoyanos.  MUST load below Hunter of the Commonwealth  Works fine but norming bp22s's mod instead	Relocate asp  F4SE ish	Vendors - Robco	
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		I			Keeps Westek Tactical Optics activated - could not find a way to disable		
	Power Armor Handling Improvements		14. Gameplay		this in MCM. Tried a few settings and was buggy for me. Still Testing.    Don't use Workshop while in PA, or disable flying mode in		
					Workshop+ mod config menu.    I have to disable most helmet swap functions or this mod is not well behaved.		
	Power Armor Animation Changes	1.1	14. Gameplay		Didn't Like it but might try again with some sort of charging option.    Will I		
	H.A.R.D.Core - Fusion Generator Overhaul		14. Gameplay		ever use this? Remove?		
	BBaronX Scripting Library		14. Gameplay		Required for Recharge    Only with the below (I think)    .esm is nice but takes 1.ba2 slot		
	Rechargeable Fusion Cores		14. Gameplay		ALT - can just use RRTV locations with core chargers    Frees an . esp and 1 ba2		
	Salvage Beacons		SS1		CHECK LOAD ORDER    Good mod but not needed with fast travel, extra carry capacity clothing , IDEK's logistics, and cheats ;)		
	Tactical Reload Framework  - Tactical Reload DLC Weapons		Intended to work with BCR Intended to work with BCR		Requires Weapon Patches or gets CTD		
	- Isuital Kelosa DEC Vicapolis		Interided to work with BCK		Seems good so far    Clonflict winner of Headshots x5.    Move Headshots X5 to below Deadlier Deathclaws so it's the conflict winner.		
	Deadlier Deathclaws				Headshots X5 to below Deadlier Deathclaws so it's the conflict winner. When used, BLD is the conflict winner of both.    Has a NavMesh conflict with FusionCityRising.    Has DeathclawBodyPartData	CR- Make FusionCltyRising the Conflict winner of the NavMesh    Or uninstall the Thuggyverse	
					conflict with Wasteland Ballistics. WB wins by load order.		
	Headshot Damage Multiplier - x5		Not for use with BLD or Wasteland Ballistics		Headshots should kill fairly quickly    Deadlier Deathclaws conflict fixed in CR patch    Deactivate for BLD or Wasteland Ballistics	MOVE .esp low in LO?	
			Should make gunfights rely more on		Mostly relies on body part status and bleeding. Instead of rebalancing weapons individualy or npc's hp, this mod adds a wound mechanic in the		
	Wasteland Ballistics		armor, bullet penetration and bleeding.		most compatible way. No script envolved and no patch requiered.    A few ammos need CR patching to have Simplified Sorting tags. Two Realistic		
			bleeding.		Crippled Limbs conflicts are fine by LO. Several Better Explosives conflicts and Extreme Particles Overhaul conflicts.		
	_PAHelmetAlways		Not curently running WB		Enemies using power armors will always have a helmet.    Patch with Worsin's		
	- CR-PAHelmetAlways.esp is near end of LO		Not curently running WB		The vanilla 308 casing doesn't like real bullets and oftenly collide with it.		
	_308 Casing Fix :		Fixed in Munitions		Here is a fix, you're welcome.    Incorporated into Wasteland Ballistics.		
	CreatureAttackBehavior WB_AudioSoftener		Not curently running WB Not curently running WB		CHECK IN XEDIT		
					Enemies can now spot you from more belivable distances, will chase you down longer and further but their shots are not so accurate anymore		
	_CombatStyle :		The hoard attacks. Companions attack there's a lot more attacking		down longer and further but their shots are not so accurate anymore (because combat is stressful).    Not sure if I like this or not. Enemies spot me from far away.    Load After Faction overhauls and Weather		
			with this.		Nope - gets the neighbors involved too much. Followers attack unindended areas or buildings too.		
	Wasteland Medic		Not curently running WB		From the Author of Wasteland Ballistics. Compatible with Wasteland Ballistics. Get the .esp flagged as .esl		
	Wasteland Wound Care - Bandages and Stuff				version.    A bit over the top. Too many items in inventory		
	SKK Settlement Attack System		14. Gameplay		LOAD ORDER?    Uninstalling due to crazy man interactions.  THIS OPTIONAL FILE adds missing WorkshopLinkAttackMarkers to base		
	- SKKSettlementAttackSystemMarkers 002		14. Gameplay		game workshop settlements Boston Airport, Bunker Hill, Spectacle Island. Also updates 2 problematic AI pathing markers at Sanctuary. Move		
					Workshop Markers is the full solution.  LOAD ORDER?    Drop it - Too much scripting with Settlement Attacks,		
	SKK Combat Settlers (health and power armor)				PANPC, and Sim Settlements.	1	
	SKK Combat Stalkers (hostile spawns) Simple Locational Damage Tweaks		14. Gameplay		Remove - Running enough script heavy mods. make a simple and easily patched base for locational damage. CR-	1	
					Gameplay.esp has my preferred settings.  USE THE COMPATATILITY ARTICLE - especially for Sim Settlements.		
	Pack Attack NPC Edition - PANPC  Pack Attack Companion Edition - PACE		Only on Greslin's Discord Only on Greslin's Discord		and lighting.	-	
	Pack Attack Companion Edition - PACE				This .esp MUST load after Better Locational Damage.		
	Yagisan's Better Caravans		14. Gameplay		This .esp MUST load after UNPC-C&M Standalone.    Not Using either.    Let this win all conflicts over FATE.	Relocate .esp (or mod)	
	Red Rocket Road Map - Immersive Map Marker Enabling		RRTV	Compacted ESP	Found somewhere in the Glowing Sea.   Compact the ESP and flag as ESL. Extract the small ba2 and put then in a backup folder.		
	Proctor Teagan Sells BOS Clothing Power Armor Hoarder		14. Gameplay 14. Gameplay		Quite Handy		
	Power Armor Hoarder Unlimited Companion Framework		14. Gameplay 14. Gameplay	Extract BA2			
	Just Ammo and Explosives Crafting Condition Boy and Girl		14. Gameplay 14. Gameplay		7.		
	Global Stash (Connect all Workshops and Workbenches)		14. Gameplay		The ever present figure annoys me.  Use this instead of IDEK's lockers for a NON-SimSettlement build		
	SMANI SMANI (SMANIA) IN TEXTINGENERAL TEXTINGENERAL		14. Ganapay		NOPE - has issuses with Workshop Framework and Workshop +  After Factions, After Darker Nights or don't use the steath option in DN.  After Companion Stealth Distance Fix to use Al followers or Before		
	Advanced Al Tweaks (Combat - Stealth - Detection - Sandbox - Al.		14. Gameplay		After Companion Stealth Distance Fix to use AI followers or Before Companion Stealth Distance fix to not have the companions in your face. If The base release is WAY too strong. Detection distances are further		
	Behavior Upgrade)				than I can SNIPE.		
	Combat Style NPC		14. Gameplay		Loading above Companion Stealth Distance Fix since companions in my face make me lose all sense of composure and I scare the cats.		
	Combat Style NPC		14. Gamepiay		Accuracy is WAY to high for me. I'll add my own Combat to my Al Edits		
					mod.		
	Move (Get Out of The Wav)		14. Gameplay		Makes it easier to bump NPC's out of the way when they are blocking	can this be done in an .ini?	
	Move (Get Out of The Way)		14. Gameplay		mod.  Makes it easier to bump NPC's out of the way when they are blocking doorways. Use get out of my face instead?    Install this as a standalone?    Not Needed with Better Companions AIO.	can this be done in an .ini?	
	Move (Get Out of The Way)  4estGimp - Al Edits		14. Gameplay		mod. Makes it easier to bump NPC's out of the way when they are blocking doorways. Use get out of my face instead?    Install this as a standalone?    Not Needed with Better Companions AIO.   Moved here to so Super-Mutant Redux wires the conflict for the Recerected Super-Mutant Redux	can this be done in an .ini?	
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	Diamond City Faces Overhaul		Standalone		Standalone if needed instead of the one built into the BRB Appearance pack. Currently using the one in BRB pack.			
-	4estGimp - Diamond City Faces and ConcordNPC BlackLipsFix Lots More Settlers and Enemies		15. Companion Overhauls 15. Companion Overhauls	BLOAT	Black Lip Fixes for the two mods or for the BRB version.  Have to choose this or Better Settlers			
	- LMSE - Far Harbor v.0.99b		15. Companion Overhauls	poor LL	Have to choose this or Better Settlers			
	- LMSE (Main File) Better Settlers v.2.0 Compatibility Patch		15. Companion Overhauls	poor LL	Have to choose this or Better Settlers No DLC - the Patch is ONLY for			
-	keke-bu Companion and NPC's Face replacer All-in-one Pack		15. Companion Overhauls		the Better Settlers version w/o DLC Pack of 170 Characters			
	Immersive Wastelanders		15. Companion Overhauls		GOOD pack of 16 NPC and Companions    Fix glory to another mod and add to CR - Companions    have to get the AIO pack from the Mod			
			15. Companion Overnaus		Authors Discord.			
	4estGimp - ImmersiveWastlanders FaceGen		PUBLISH		DAMN this mod gives a bazillion errors when attempting FaceGen			
_	Valentine Report		15. Companion Overhauls		No .esp The game-breaking problem with this mod is that it includes 3 files inside			
			The main mod including the iris and glowman is being a bitch about jacking		the Main.ba2 in the scripts folder that are outdated F4SE scripts and seemingly accidentally included. Extract that archive using Archive2.			
	Live Action Handy - Iris Patch - With GlowMap		glowmap is being a bitch about jacking up a few of the textures on codsworth.		delete the scripts folder, repackage and replace and its good to go. The	Fixed by having an F4SE scripts folder as a "mod". The folder is		
	Live Action Haridy - Itis Patch - With Glownap		So I'm trying this as a two part installation 1) Live action Handy in BRB		mod shouldn't cause any crashes or anything anymore.   Does not appear to be working in BRBs Merged Mods - Appearance. Loading separately to	installed as the last mod in my LO.		
			Appearance pack 2) Live Action Handy - Iris Patch - With GlowMap		have lights on provisioners    I'm back to using the version in the biraltbec pack and it's working fine. Needs a CR patch for Moddable			
	Mr. Handy HD.		15. Companion Overhauls		Robot Settlers to keep the correct lights and keywords. [4]			
	Wasteland Heroines Replacer and Presets AlO		15. Companion Overhauls		Come back to this later - multiple required mods    It makes many of the			
	Wasteland Heroines Replacer - Calt only		15. Companion Overhauls		NPC too pretty.  Not using this time			
-	Wasteland Heroines Replacer - Curie only		15. Companion Overhauls		Not using this time			
	keke-bu Preston	1.0.4	15. Companion Overhauls		This is a great, manly Preston.			
	Piper Makeover (Two Hair Versions)	1.0	15. Companion Overhauls		Requires Eyes of Beauty and Wasteland Salon.    Oddly, the alternate hair can be .esl flagged but the Normal Hair connot.			
					Better than the 2.0 Piping Hot Piper version. She can't wear a hat			
	Piper is PIPING hot.		Console adjustment: slm 00002F1F hit		though. The white square flickering over her head when not looking straight at her is distracting.    This is still my favorite Piper. So I need to			
					find a hair to replace the "Ada Wong" preset which appears to have a defect.			
					Can she wear a hat?    Will edit CR patch to have the same extras as Piping hot piper.    Oh, GDI same flickering white square and she doesn't			
	Ada Wong Preset with Piper replacer version		15. Companion Overhauls		look as good. I wonder if they started with the same model? An issue			
-	CR-Companions keke-bu		15. Companion Overhauls		with the looks Ada Wong settings? CRs go at the end of load order			
	CR-Companions Immersive Wastelanders		15. Companion Overhauls		CRs go at the end of load order			
	40		40.0		4-1-1			
	16. Animations		16. Animations		16. Animations			
$\neg$	Laser weapons 1st person reposition		16. Animations		Nexus Archive Link    Newer than the version in BRB's Merged Mods			
=	Automatically Lowered Weapons		16. Animations					
$\Box$	Stay Focused Son		16. Animations		Does some ass-hattery with cut-scenes. Keep?			
	Reanimation Pack for Combat Shotgun and Rifle		Intended to work with Tactical Reload (and thus BCR)		Relocate mod to below BRB Merged Appearance - Animations.    Tactical Reload tended to crash me too much. I'm not going to mess with			
$\rightarrow$			(E.IO BIOD DON)		it.			
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	17.1. Settlements		17.1. Settlements		17.1. Settlements			
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	See the tab "SS1 Notes" if using an SS1 buil	d. I dor	't actually play SS2 as it nee	eds a ded	icated SS2 profile.			
$\rightarrow$	All Settlements Extended - Player's Choice		17.1. Settlements		NOT compatible with SS2 City Plans.			
-	- Covenant		17.1. Settlements	.esl	,,			
	- Egret Tours Marina		17.1. Settlements	.esl				
$\rightarrow$	- Oberland Station - The Slog		17.1. Settlements 17.1. Settlements	.esl				
$\rightarrow$	- Tre Slog - Taffington Boathouse		17.1. Settlements	.esi				
	- Outpost Zimonja		17.1. Settlements	.esl				
	- Sanctuary				I've not been using this due to stories of pathing and other weirdness. I might bring it back though to allow building a workshop which spans the			
			17.1. Settlements		river.			
-	All Settlements Extended - Far Harbor, All Settlements Extended ASE - No Bunker Hill or Hangman's		17.1. Settlements					
	Alley				has strong Sim Settlements support. More attackers is fully compatible.			
	Uncapped Settlement Surplus		RTFM	Extract BA2	Has ONE small Main-ba2. Extracting that so another plugin with two ba2 can have that slot.			
	Uncapped Settlement Surplus  Faster Workshop - Workshop Lag Fix	A-Link	RTFM 17.1. Settlements	Extract BA2	ba2 can have that slot.	F4SE		
		A-Link		Extract BA2	ba2 can have that slot.  Depricated by Buffout 4. F4SE mod but version independent.    Used while tesing FONG since BO4 was not updated	F4SE		
	<u>Faster Workshop - Workshop Lag Fix</u> <u>Hands Off - Lock Settlement Containers and Doors</u>	A-Link	17.1. Settlements	Extract BA2	ba2 can have that slot.	F4SE		
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Better Armory Mod (BAM) - Weapon Racks and More		17.1. Settlements 17.1. Settlements				
Stackable Concrete Foundations		17.1. Setuements		Should try some day.		
Stackable Wood Foundations				Should try some day.		
Stackable DLCs Foundations				Update of DD's stackable concrete.		
Creative Clutter All DLC		17.1. Settlements		HIDDEN on Nexus and only available on <u>Bethesda.net</u> due to Nexus implementation of modpacks.		
Do It Yourshelf - Clutter for Shelves and Bookcases		17.1. Settlements		Mod Author Crayon Kit's Bethesda Page.		
Wall Pass-Through Power Conduits		17.1. Settlements		Redundant when using Vanilla Extensions? Confirm. Might want to keep this as I'm probably ditching Vanilla Extensions.    Available in a pack?		
				Can .esl flag and no .ba2 - KEEP  Some of this is included in the Quest mod The Bleachers. This mod		
Stained Glass Workshop		17.1. Settlements		gives thousands more buildable items.    Good Mod but I'm not using it.		
- 2K Texture Pack		17.1. Settlements		think some of this is automatically included in Fens Sheriff's Department.		
Repaired Signal Generator - 6324		17.1. Settlements		No longer on Nexus.    Not Needed with Cheat terminal.		
Warehouse Extension Set		17.1. Settlements		Have used it and like it.    The scripts and MCM menu make me a bit		
cVc Dead Wasteland 6	6.8a	17.1. Settlements		nervous to compatct the .esp for .esl. Back on Nexus.		
- cVc Dead Wastland 6 - DLC1 Nuka -World	2.0	17.1. Settlements				
- cVc Dead Wastland 6 - DLC2 Far Harbor	2.0	17.1. Settlements 17.1. Settlements				
- cVc Dead Wastland 6 - DLC3 Trailer Park Workshop     - cVc Dead Wasteland BluePrint Pack	2.2	17.1. Settlements		Red Rocket, County Crossing, Oberland Station, Tenpines Bluff		
- cVc Science Kit	2.0a	17.1. Settlements	Extract BA2	Extract the ba2 to free up ba2 room for large mods.		
4estGimp - cVc Science Kit Ballistic Weave and Legendarie	es	17.1. Settlements		Compacted cVc Science Kit		
Snappy Housekit  pam Workshop "No Longer Supported		17.1. Settlements 17.1. Settlements		Using*   locassionally used for house rebuilds. Good Mod Wey Good.   Do NOT choose to use the Auto Door Close option upon opening vault 111,   Use of a Quick Start mod can require a pleyer to run the initialization manually, first of all, you need a hotopae, use any "Cooking Station > Roast > (G2M-Workshop holotape)" make one. Its only visible if you do not have it hen you can find it at "Inventory > Misc"		
				in your bag. run "Initialize G2M-Workshop", wait a few seconds until you see the instruction.		
Whisper's Extra Pieces and Snaps	3	17.1. Settlements	Extract BA2	One ba2 of 2,360 kb - Extract it to free ba2 slots for larger mods.		
Settlement Objects Combined - Lore Friendly -ESP version	h 2	17.1. Settlements		Overwrites things like Aluminum metal textures. Poke around in the BA2 some day and check out the textures    Bring back for Tollets and		
				showers to replace CWSS.  4 metal and 2 jangles textures. Used to "fix" the pristine metal used by		
BSC2 Metal and Jangles		BSC2 MetalnJangles tex_VE Wall04A_NoHole		settlement Objects Combined or other overwriting mods.    Vanilla Extentions is uninstalled but the VE metal wall is used.    I vanilla I only use the 2 ShackCloth files and 4 ShackMetal Textures plus a shackwall Model. So I grabbed the 4 files and put them in a zip to install		
BSC2 Metal and Jangles		BSC2 MetaInJangles tex_VE Wall04A_NoHole - Mesh and Texture		seperately. Placed after "Settlement Objects Combined" as is was overwriting the files. Settlement Objects Combined was uninstalled but I should read about it and test it some day.  Used .bat to reset build limits to default. Also has a bat for 3x build limit.		
BLE - Build Limit Enhanced		17.1. Settlements	-	See this cell's note for Vault 88. [5]	Not Needed with Workshop Framework.	
Increased Build Limit Enhanced		17.1. Settlements		I had this installed once upon a time. Apparently I'm not missing it.		
Homemaker - Expanded Settlements Homemaker - Expanded Settlements CTD Fix		17.1. Settlements 17.1. Settlements		Might try again some day. Might try again some day.		
Settlement Objects Expansion Pack		Some other day.		Might try again some day.  Should try some day.    2,000 Items		
This Settlement Does Not Need Your Help - BS Defence		Older version		Before More Attackers. Load order: BS > All Sets Extended >		
This Settlement Does Not Need Your Help - BS Defence	Redone	17.1. Settlements	Extract RA?	MoreAGOMBz > SkjAlert    IT UPDATED!!    One tiny ba2 - Extract it to free ba2 slots for larger mods.		
All Settlements Extended ASE - No Bunker Hill or Hangman Allex				In CIGW guide and has strong Sim Settlements support. More attackers is fally compatible. I Sim Settlements 2 City Plans will not work with state of the strong state		
- All Settlements Extended Far Harbor		17.1. Settlements		Removing to use City Plans in SS2.		
More Attacker's Get Off My Buildzone [6]		17.1. Settlements		Conflict with Workshop Framework? No Longer on Nexus.		
Shaikujin's Better warning for settlements being attacked		SS1 or SS2		FATE can replace this but it uses 15 second timers rather than a message box.		
More Attacker's Get Off My Buildzone - CR for ASE or BH [	[7]	17.1. Settlements		Toggle BH or ASE .esp on/off    ASE does fit my Sanctuary Shop location		
				ČR? Was this an Ape CR?  F4SE - Use this with "extra object selection" instead of a scrapping mod.		
Place Everywhere - FOOG	1.19.0.19	17.1. Settlements		It won't delete anything that can cause later corruption. If I have a	F4SE	
	84			controls pic in "guides" folder. Also, I have a toggleable .ini saved.    Manually in place.ini - Set togglable = 2 that's it.		
Place Everywhere - FONG	A-Link	17.1. Settlements		5 001	F4SE	
- Place Everywhere toggleable .ini		17.1. Settlements		From SS forums and some dude Handy to prevent building where settlers idle. Can be immersion		
Visible Idle markers						
	5	17.1. Settlements		breaking.		
Settlement Menu Manager Workshop Framswork		17.1. Settlements		breaking. Required by something		
	2.4.1a 2.4.1		FOOG	breaking.		
Settlement Menu Manager Workshop Framework	2.4.1a	17.1. Settlements	FOOG	breaking.  Required by something  Required by Sim Settlements 2.  Oly get these if running FOOG.  Nice movement white building		
Settlement Menu Manager Workshop Framework - Old-Gen Replacers Workshop Plus	2.4.1a	17.1. Settlements 17.1. Settlements 17.1. Settlements	FOOG	breaking.  Required by something  Required by Sim Settlements 2.  Oly get these if running FOOG.  Nice movement while building.	Relocate.esp	
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	Choochoo1s Neon Bar Captain Cosmos Construct				A singular plot A singular plot			
	SS Conqueror Brotherhood of Steel Faction Pack				I don't want raider structures and don't need a Conqueror Faction Pack.			
	Wasteland Venturers Sim Settlements AddOn Pack		SS1					
	- Wasteland Venturers Building Plan Previews		SS1	Extract BA2				
	Bad Neighbors Sim Settlements Addon Pack (Always Free)		SS1	-				
	- Bad Neighbors Sim Settlements Addon Pack - Building Plan Previews		SS1	Extract BA2				
	Industrial City Sim Settlements Add-On		SS1					
	- Idustrial City Scav Team Dispatcher Radio		SS1	Extract BA2				
	Sim Settlements Building Plans Preview - 2 Downloads		SS1					
	- Mega Pack - One Year v1.0.3 Preview		SS1	Extract BA2				
	- SimSettlements Building Plan Previews Newest v2.0		SS1 SS1	Extract BA2	Lucested his windmill too II Broken Navemenh and Whisner Hid the med			
	Sill Settlements Addon Pack - Whisper's Power Plots		331		I wanted his windmill too.   Broken Navmesh and Whisper Hid the mod.  The power plot was not working in the MegaPack so it needs an			
	Sim Settlements - Ruined Homes and Gardens Add-on		SS1		The power plot was not working in the MegaPack so it needs an additional separate installation. ALT: Can just use the patch listed just			
				TEST TEST	below the Mega Pack Year 2 mod but they are not the same. Plus, this pack provides more STUFF.			
	17.3. Settlement Blueprints		17.3. Settlement Blue	orints	17.3. Settlement Blueprints			
	cVc Dead Wasteland - BluePrint Pack							
	Finch Farm 05 Highway Settlement Blueprint-stairs Finch Farm 06 Vanilla DLC Settlement Blueprint							
_	Vanilla Blueprints 7-8 AllenTG							
_	Vanilla Blueprints 7-6 Allen 1 G Vanilla Blueprints 09-14 - FrozenMemories							
	Vanilla Blueprints 15-24 - EdmondNoir							
	Vanilla Blueprints 25-36 - Ondrea							
	Vanilla Blueprints 37-50 - space2jump							
	Vanilla Blueprints 51 ViralPoptart SunshineTidings							
	Vanilla Blueprints 55 Blackieees			FIX	MO2 is showing I put the wrong file in this one			
_	Vanilla Blueprints 61 Lord Temujin							
	Vanilla Blueprints 71-94 - Ondrea	<del>                                     </del>		<del>                                     </del>				
-								
		17.4	. Sim Settlements 2 - Not cu	rrently use	ed			
	I don'		ly play SS2 as it neeeds a d					
	Tuon		, , , <u> </u>					
	18.1 Text	ures - L	arge Environment Packs w	ith Materia	s and Meshes			
	ion road							
	This spot is for packs with ONLY Landscape textures.				The Landscape mods can load before the BA2 texture set in the first			
	Other options are:  * Vivid Fallout - Landscapes - Best Choice or			1	Isection, here, or lower than the Trees and Grasses section, to change			
	* Perfect Landscape by Pfuscher HIGH- BA2 archive				which mods wins conflicts and provide various textures.			
	Natural Landscapes 2K			ESL	It automatically loads high			
	Natural Landscapes - Invisible Dirt Fix	<u> </u>						
	- Vanilla Riverbed Textures	<u> </u>						
					This Packer now gives a procedure to download and			
	4estGimp - HDTP - High Def Texture Packer		This merges the 5 mods below		pack together the 5 HD Mods Below. Full PDF			
	Fire-Oil OV DAO	A Link	Use 4estGimp HDTP to install.		instructions and video explain it. Best Bricks, Really Good Tires, great set.			
-	FlaconOil 2K BA2	A-Link	Use 4estGimp HDTP to install.		Uses Straight color. Uses material files.    Conflicts with FlaconOil and			
	Langleys HD Textures Workshop	A-Link	Use 4estGimp HDTP to install.	l	can only run after it or some house textures are purple.    Can't stand the Floor Trash. Wetness shader is horrible for WoodFloor01 textures. Rain			
	Language Tie Textained Textaining	CLEAN	OSC 4CSCOMPTIBIT TO MISTAIN.	l	Floor Trash. Wetness shader is horrible for WoodFloor01 textures. Rain makes it look like they have 1/4" of slime on them. Great Tires			
	High Resolution Texture Pack 2K and 4K - Vallus	A-Link	Use 4estGimp HDTP to install.		Ok, getting this for the desk textures    Uses Materials Files			
	NMC's Texture Bundle - High	A-Link	Use 4estGimp HDTP to install.		Roads, Sanctuary Bridge, Nuka Vendor, Red Rocket, Diner, Drive-In			
	Lucid's Texture Upgrades	A-Link	Use 4estGimp HDTP to install.		LOVE the wallpapers			
					TEOVE SIC Wallpapers			
					TEOVE are manpapers			
					TEOVE WE Walpapero			
	Trees, Grasses, Shrubs							
	Trees, Grasses, Shrubs Boston Natural Surroundings 2-4	A-Link	Version 2.4		A complete green flora overhaul that won't break precombines. Comes with high quality LOD. Lots of pine trees. LOVE IT			
		A-Link A-Link	Version 2.4 Version 2.4		A complete green flora overhaul that won't break precombines. Comes with high quality LOD. Lots of pine trees. LOVE IT Use this one instead of the above one, if your prefer not have any of the			
	Boston Natural Surroundings 2.4  - Trees Only 2.4				A complete green flora overhauf that won't break precombines. Comes with high quality LOD. Lots of pine trees. LOVE IT Use this one instead of the above one, if your prefer not have any of the BNS grasses.			
	Boston Natural Surroundings 2.4 Trees Only 2.4  4estGimp - Boston Natural Surroundings Tree Trim				A complete green for a overhald that won't break precombines. Comes with high quality LOD Lots of prine trees. LOVE IT use this one instead of the above one, if your prefer not have any of the BNS greases.  Plack to remove placements which interfere with other mods.			
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Robot Model Kit 2K Retextures and Collectible Boxes	Run Standalone	Plugin	Don't pack with other meshes/textures. A lot is happing in the .esp and would require a plugin merge costs 2 ba2s and one .esp		
Screwdriver HQ Replacer	Run Standalone	Extract BA2	Use ESL version and unpack the ba2. Don't merge to keep scrapping options.		
	18.3. Texture Details ar	d Preferences	_		
All of these texture only mods were installed and tested separat 1) Add them to the 15 BA2 files using the Workbase Method who 2) Archive them into a single BA2 using Cathedral Assets Optim	ery. There are two choices to handle the en making those files.	n after extracting all	into a single textures folder:		
Those who have older systems and graphics could just skip usi	ng the weapon mods listed here. Savrei	X Weapon HD DLC is	s much better than vanilla while still being performance friendly.		
Sottles Labels Overhaul	Details and Preferences	FOMOD	FOMOD - Installed into MO2 first, then textures folders copied. Mod uninstalled from MO2 and textures packed.    Intentionally loses a few		
			conflicts to the next mod.		
2287_Billboards and posters_Complete  Beer and Liquor Label	Make descriptive folder for f  Details and Preferences	es	Intentionally overwrites part of Bottles Labels Overhaul		
Far Harbor Billboards and Posters	Details and Preferences				
generic posters	Details and Preferences  Make descriptive folder for dow	load			
Haul'd Out - 2K Warehouse	file  Make descriptive folder for dow		Overwrites several FlaconOil Texturess		
Haul'd Out - 2K Pier	file		SavrenX's work in the 15 BA2 is a good enough alternate to these?		
A Serious Recon Scope Assault Rifle Retexture AR-51	Extract ba2 files. Hide ba2 and Details and Preferences	ESP Extract BA2	I chose the cream paint version		
CC's Improved Vanilla Holotapes -2K	Details and Preferences				
Contraptions Builders with Labels	Make descriptive folder for dow file	load			
Delightful Ivy - MIXED COLORS - Olive and Rusty HD Vines Ephla's Unique First Aid	Details and Preferences  Details and Preferences		Olive as primary and 3 Rust files as secondary  An old standby. I prefer V2.		
FlaconOil's MiniGun HD ReTexture	Details and Preferences		I greatly prefer it to the Meritable Minigun.		
Grey Tortoise Cigarettes Redux	Details and Preferences  Make descriptive folder for dow	land.	Down at 4110 410 to the star II Marks CAO allows		
HD Lockpick Interface	file	iioau	Bugs out of HD 1/2 the time.    Maybe CAO mipmaps and compression will help that?		
Healthier Brahmins	Details and Preferences  Make descriptive folder for dow	load	Vanilla Radiated Brahmin are gross		
Improvised Terminal Keys with Text  Mechanist Armor Retextured	file  Details and Preferences	_	+		
Monkey Trap HD	Details and Preferences		NOT the clown option		
Official Bluetape - Except I prefer Yellow Protectron HD - 2K	Details and Preferences  Details and Preferences		I choose Yellow actually.		
Protectron HD - 2K ProtoVaultSuit - Blue	Details and Preferences		Blue. No need to use the FOMOD as I know I want the Blue.		
ScratchMade Combat Shotgun and Rifle - 2k The Delightful Deliverer	Details and Preferences Details and Preferences		Fallout 4 Combat Shotgun and Rifle retexture - 2048 tex		
The Delightful Deliverer The Plasma Project	Make descriptive folder for dow	load Extract PA	Extract ba2. Only the textures will go into the 15 FO4 ba2 files OR into a large Cathedral Assets Optimizer file of this section.		
The Radical Ripper - new ripper main file	file  Details and Preferences	Extract BA	large Cathedral Assets Optimizer file of this section.		
The Top-Notch Tommy Gun	Details and Preferences				
Wasteland Nights - normal moon and stars textures Teddy Bear HD	Details and Preferences  Details and Preferences		-		
Fallout Texture Overhaul - Stars					
HD Moon with Phases (Main File)			Huge moon unless running an .esp to shrink it. Going to trry Wasteland Nights		
Fallout Texture Overhaul Moons - 2K			Looks Good!    Replacing with DPillari's pack in mesh section NOPE		
Detailed Deathclaws			those deathclaws are extremely detailed plastic.    Another nope - going back to Deadlier Deathclaws and these will be over-written anyway.		
		Overwrites Some			
Better Ammo Boxes	Make descriptive folder for dow file	Munitions Ammo Box	FOMOD - I choose the first option for each. Installed into MO2 first, then textures folders copied. Mod uninstalled from MO2 and textures packed.		
Far Harbor 45-70 Box Retexture	Details and Preferences	Art			
Nuka World 7.62 Ammo Box	Details and Preferences  Details and Preferences				
Proper Flyers and Posters	Details and Preferences	FOMOD	Lore Friendly Option 3 - 2K (for me anyway)		
Less Shitty Industrial Wall Lights	Details and Preferences	FOMOD	2K, Corrugated. FOMOD - Installed into MO2 first, then textures folders		
			conied Mod uninstalled from MO2 and textures nacked		
	Details and Preferences	FOMOD	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some old pinup style nudity.    Install Options: Mixed Set		
Atom Bomb Pinups Paintings - Wasteland replacements 4.02		_	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some old plnup style nudfly. I I Install Options: Mixed Set Damaged, Mixed Set Damaged, Mixed Set Next page - choose anything.  Randy and Lore friendly. Intentionally overwrites part of Atom Bomb		
	Details and Preferences	_	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some old pinup side multip. Ill patial Options: Mixed Set Damaged, Mixed Set Damaged, Mixed Set Next page - choose anything. Randy and Lore friendly. Interlonally overwrites part of Atom Bomb Pinups but makes for a good mix.  Only Replaces PAFramed 1 d.DDS and PAHandHD01 d.DDS - Looks		
Atom Bomb Pinups Paintings - Wasteland replacements 4.02		_	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some of opinus shy endulty. I Install Options: Mixed Set Damaged, Mixed Set Damaged, Mixed Set Damaged, Mixed Set, Next page - choose anything. Randy and Lore friendly. Interthorally voerwrites part of Atom Bomb Pinups but makes for a good mix.  Only Replaces PATEMENT of LORS and PAHsand+DO1 d, ADOS - Looks AMAZING   Worsin PA mod can conflict. Move the ESP to just after Worsins PA mod rusing it.	Move IF using Worsin's PA mod	
Atom Bomb Pinups Paintings - Wasteland replacements 4.02 Pinups of the Wasteland - 2K	Details and Preferences	_	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some old pinup style nudsty.    Install Options: Mixed Set Damaged, Mixed Set Damaged, Mixed Set Damaged, Mixed Set Damaged, Mixed Set Next page -choose anything.  Randy and Lore friendly, Intentionally overwrites part of Alom Bomb  Pinups but mixeds for a good mix.  Only Replaces PAFrame01 of DDS and PAHandHD01 of DDS - Looks  AMAZING    Worsin PA mod can conflict. Move the ESP to just after	Move IF using Worsin's PA mod	
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Atom Bomb Pinuss Paintinas - Wasteland reclasoments 4.02 Pinuss of the Wasteland - 2K  Doser Armor Frame Retextured - 2K OhDeerSKR  Bealty Red Rocket 2K - Worn	Details and Preferences  Details and Preferences  Details and Preferences	FOMOD	copied. Mod uninstalled from MO2 and textures packed.  Lore friendly but some of oirput spik entidy. I Install Orgiones Mixed Set Damaged, Mixed Damaged,	Move IF using Worsin's PA mod	
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Enhanced Lights and Effects (ELFX)		TOO MANY CONFLICTS    Fixed by Poet though. Looks great but I'd need to patch multiple location mods		ELFX really has the best "personality" without blacking out 1/2 the interior rooms. Conflict winner when Fr4nsson's is loaded first. Loading before		
		to remove floating lamps, lights, light sourcesetc.		location overhauls so they are the conflict winners. There are a LOT of conflicting added lights to patch otherwise.  Changes light settings in cells and has a lot of Lighting Template		
Interiors Enhanced - Darker Ambient Light and Fog		Recommended by Pack Attack NPC		changes. Fassume the additional settings in Interiors Enhanced are what allows it to function with the dark/light stealth mechanics of PANPC?    Using this since ELFX requires too many patches for me.  Get STAND ALONE interior lighting file, NOT the main file.    I think this		
- Polluted Climate - Tweaked Interior Color and Light		Recommended by Dawn ENB		will work everywhere as it ONLY changes Image Space settings and has it's own LUT_CoolContrast.dds.    It's good but can be too much when combined with Interiors Enhanced.		
Rocket LUT (Lower Contrast) Pip-Boy Flashlight		19. Weather & Lighting		Makes my current configuration a little to harsh		
True Pip-Boy Light - A Pip-Boy (And Power Armor) Lig Overhaul	ahting.			has a bad gobo texture for the X-01 power armor (Causes Create2DTexture crashes from Buffout4).		
DoF Removal - Keep Inspection v0.4		19. Weather & Lighting		Keeps cut scenes/dialog in focus.    CR Patch it to keep what I want. PRC Patch for all Enbs in order to prevent DOF artifact and get cleaner		
PRC Patch for ENBs		19. Weather & Lighting		visuals.    It overwrites some Clarity settings.    Need to experiment and test it more		
Institute patch for PRC		ENB and Graphic		Fixes institute brightness when using an ENB    Stomps too much of Clarity Reduced Saturation Patch. Only run this if I MUST.  Changed to ESM to force high loading and better handle temporary		
4estGimp - Diamond City Outskirts Edit		19. Weather & Lighting	ESM	references. Intentionally loaded above Boston FPS Fix. Do NOT use the original Outskirts mod or previs files.  Possible conflicts & can take a little LO work    Previously had conflicts at		
Boston FPS Fix - AIO - 1st Main File	0.32	Moved Higher for conflict resolution		University Point. Others report that BFPSfix is out of date and causes issues here now.		
Boston FPS Fix - PRP Edition	0.36	Minor Update from 0.34	V 0.36	This in combo with Boston FPS Fix AIO is the best solution for me. Do NOT get V 0.37 as it is PRP Lite.		
Wasteland Illumination - Main File		19. Weather & Lighting		NOT the shadow version. Must load Above Tales from the Commonwealth Visual Fixes  .esp MUST load after Outcasts and Remnants. Maybe just place it at the		
Tales from the Commonwealth Visual Fixes	1.2	19. Weather & Lighting		bottom of this section?    Mod shuffling in the Weather and Environment section was required to fix previs culling issues.    FOMOD otpions - Fixes and Pre-combined Meshes, ESP Plugin		
Tales from the Commonwealth - Precombined Visibility	y Patch 4.0	19. Weather & Lighting		Both mods work well in this order.  Let this handle outdoors and if settings are changed by the interior lighting mods, that's what I want.    Institute Patch for PRC is a		
Clarity "Decreased Saturation" Patch		19. Weather & Lighting		lighting mods, that's what I want.    Institute Patch for PRC is a conflict. Disable that mod unless absolutely necessary.    I just lowerd ENB saturation by 15% Place after Clarity. Installation: WET Assets With Rain > WET Clearer		
WET - Water Enhancement Textures  Sunlight Alignment Tweak - Better Dawn and Dusk		19. Weather & Lighting 19. Weather & Lighting	Extract BA2	options    No longer running clarity.  Oddly effective. I never knew what I was missing.		
TESTING LIGHTING MODS BEFORE LOCATIONS						
Ultra Exterior Lighting			Not Used	It's not playing well with some mods and even causing issues with building textures in boston around goodneighbor (possible elsewhere).    Had some conflicts in large building outdoor textures in the railroad area.		
Enterpools I into Translation		Don't use with Clarity. Clarity would	No. 11.	Moved here to fix it.    There are too many conflicts around the world with which to patch, ignore, hope for the best etc. Not using.  Must load before ELFX so ELFX is the conflict winner for interior edits.		
Er4nsson's Light Tweaks		replace Fr4sson's.  TOO MANY CONFLICTS    Fixed by	Not Used	Fr4nsson's is only affecting the exteriors. Weather mod conflicts are fine as-is. It's showing 0 conflicts with Location Overhauls. ELFX really has the best "personality" without blacking out 1/2 the interior		
Enhanced Lights and Effects (ELFX)		Poet and back in LO. Looks great but I'd need to patch multiple location mods to remove floating lamps, lights, light sourcesetc.	Not Used	ELFX really has the best "personality" without blacking out 1/2 the interior rooms. Conflict winner when Fr4nsson's is loaded first. Loading before location overhauls so they are the conflict winners. There are a LOT of conflicting added lights to patch otherwise.		
Vanilla Laastian Overhaula			a ula	Venille Legation Overhouse		
Vanilla Location Overhauls		Vanilla Location Overh	nauis	Vanilla Location Overhauls		
Vault 88 - Your Vault Your Way - Build Ready Ceft's Main File		20. Vanilla Location Overhauls 20. Vanilla Location Overhauls		don't think I want it. I want to see and fix the mess. Contains the assets for Ceft's location mods.		
RAIN Hunkered Down - Commonwealth Overhaul - No Atom	n Cats	TESTING		Deleted any broken precomb and compacted it for ESL. The MA hopefully does this soon.		
Garage Hunkerd Down - Commonwealth Overhaul		20. Vanilla Location Overhauls 20. Vanilla Location Overhauls		Atom Cats location breaks precomb.		
Hunkered Down - Settlements 4estGimp - CR Hunkered Down and Hangman's Alley		20. Vanilla Location Overhauls		Doesn't break and Precomb		
and the state of t	Optimized	20. Vanilla Location Overhauls				
4estGimp - Humble Beginnings Blueprint Installer 4estGimp - Misc Settlement Blueprint Installer		20. Vanilla Location Overhauls 20. Vanilla Location Overhauls		Installs all 22 of Ondrea's Humble Beginnings settlements blueprints.  Install 17 of Ondreas locations and Finch Farm by WastleandProject.		
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Subway Runner Map (Unofficial)		21. New Locations		Fixes the Lexington Location!	1	
The Goodneighbor Condo Player Home	APL	RRTV		Load before Better The Third Rail.    Amazing mod but not *needed		
The Goodneghoor Condo Player Home	APIL	RRIV		GN Expanded already provides a basic apartment.  Clean it and run it.    Check xEdit conflicts.    Load After Deprayity per		
Goodneighbor Expanded	3.1.1	20. Vanilla Location Overhauls	V 2.3.1	Goodneighbor Expanded mod page.    Version 2.3.1 is the last		
				version before some trimming to work with Better Goodneighbor. with Cleaned .esp Merged    Changing to Goodneighbor Expanded.		
Better Goodneighbor		20. Vanilla Location Overhauls		22.06.01 - Change again. Cleaned .esp is not neeeded as it is replaced by the one in Better Goodneighbor Expanded.		
Patter Condeniabher Evended		20. Vanilla Location Overhauls		by the one in Better Goodneighbor Expanded.  Nope - I prefer Goodneighbor Expaned by itself.		
- GN Expanded RRTV Condo player home patch		20. Varina Escalori Overridas		Nope - Freier Godanagnon Expanda by Roen.		
				Install cleaned .esp    Dirty Mod - Deleted Nav Mesh    It MUST run		
Better The Third Rail		20. Vanilla Location Overhauls		after Interiors Enhanced AOI. Well, it causes culling issues on one trashcan otherwise. It looks better after tweaked interior color and light		
				too.    Needs to Run after RRTV Goodneighbor Condo		
Vault 88 Template - Optimised		20. Vanilla Location Overhauls		Activate the mod AFTER scrapping the entire vault otherwise you'll be missing on a big chunk of nuclear material and circuitry		
Vault-Tec Workshop Overhaul Redux (VTWOR)		20. Vanilla Location Overhauls				
Vault 88 Essentials		20. Vanilla Location Overhauls				
Better Drumlin Diner (Survival Home) 2.0.0		20. Vanilla Location Overhauls		Absolutely the best Drumlin Diner mod and now this version does not have precomb/previs conflicts.    Hunkered Down patch is available OR Delete Drumlin Diner worldspace entries "DrumlinDiner" and		
Setter Drumiin Diner (Survival Home) 2.0.0		20. Variila Edication Overnauls		OR Delete Drumlin Diner worldspace entries "DrumlinDiner" and "POIJS19" from Hunkered Down. Block -1,0 - Sub-Block -2,1.		
-4estGimp - BDD HunkeredDown		20. Vanilla Location Overhauls		Patch to run BDD with Hunkered Down		
Far Better Far Harbor - Exploration Expanded - FOOG	1.2.3	20. Vanilla Location Overhauls			F4SE	
- Acadia Interior Cleanup and additions	1.2.2	20. Vanilla Location Overhauls				
- Acadia Interiors Animated Candles Patch	1.0.0	20. Vanilla Location Overhauls		Backlands Kanada and a sales I O American and a sales II		
City of Quincy - New Settlement		20. Vanilla Location Overhauls		Problematic if moving or changing LO - Are new settlements a pain?    Stay away	Check xEdit for conflicts	
Mechanist's Lair Pathfinding Fix		20. Vanilla Location Overhauls		Covered by Glitchfinders AIO		
Mechanist Lair Deep Clean - ESL Flagged		20. Vanilla Location Overhauls				
N. 1. 11						
New Locations		New Locations		New Locations		
	_			Keeping for the novelty and CDante support    Time to be retired from		
The Wasteland Codex		21. New Locations		LO. I never actively use it.		
Abandoned Hub. Haderground Pallroad RePedus	3.3	21. New Locations		Cool mod but I don't play survival and don't need it.   I'm running this,		
Abandoned Hub - Underground Railroad ReRedux				subway mods, Post Apocalyptic Commonwealth, and various location mods to test them.		
Underground Railroad (Redux) - Immersive fast travel for Surviva	A-Link	Running the DLC Version				
Underground Railroad All DLC	A-Link	TESTING		Reantown Interiors is a Confidenced on culling the sector for the "		
The Beantown Interiors Project		21. New Locations		Beantown Interiors is a Goddamned pre-culling dumpster fire by itself. Pra's patch below should fix that.    Even with Pra's patch this mod still		
Beantown Interiors Project True Interior Patch		21. New Locations		has too many worldspace issues for me but it is now playable.  The patch works. Interiors could use better lighting.		
Subways of the Commonwealth (SotC) - Standalone v 0 999	A-Link	21. New Locations 21. New Locations		The parent works. Illienters could use better lighting.		
4estGimp - Subways of the Commonwealth Precombine Fix		21. New Locations				
The Sewers		21. New Locations				
Boston Airport Redux - Better Brotherhood of Steel HQ	A-Link	TESTING		Does NOT break Precombines. Has received several updates.Loading here so its worldspace records are below subway/tunnel mod records. //		
Dosini Airport Nedux - Detter Biotiferridod of Steel AQ	A-LIIK	IESTING		Good compatability.		
		Breaks precombines too many is		Use only after the BoS are in the Commonwelth. Then enter/exit the workshop and the Red/Green settlement borders will		
Improved Boston Airport 2.0		Breaks precombines - too many issues I'll never get around to fixing.	1	disappear.		
Chumble I loop let nine		21. New Locations	- ^-	No CSEP conflict		
Stumble Upon Interiors Inside Jobs		21. New Locations 21. New Locations	?	Keep? I'm not really using it. Keep? I'm not really using it.		
Sparky's Hideout		21. New Locations 21. New Locations	-	Simple little mod but I love it.		
Minutemen Watchtowers		21. New Locations		Very cool and lore friendly    Run Quick Auto Clean on this mod to		
Minutemen Watchtowers (Redux)		21. New Locations		clear 11 Identical to Master records.		
4estGimp - Minuteman Watchtowers (Redux) plus Legacy		21. New Locations 21. New Locations		Patch-O-Rama		
4estGimp - SotS Atoms Storm - Minuteman Watchtowers Patch		21. New Locations		Patch-O-Rama		
Cyber-Light Apartments		21. New Locations		Very cool place but not immersive for a junky wasteland.		
Cambridge Bungalow Player Home		21. New Locations		Looks Good - FPS Good    Exterior items with new previs - any problems?    No point to have		
Commonwealth Express Courier Stations	A-Link		RRTV	Nice mod		
		Compacted ESP				
Listening Post Zulu Brotherhood of Steel Player Home			RRTV	The plugin must load above a sensible Prydwen Overhaul.	Relocate .esp	
THE PARTY OF THE P						
		Compacted ESP				
Scavenger's Safehouse Player Home (with Merchant)		,	RRTV			
Scavenger's Safehouse Player Home (with Merchant)		Compacted ESP	RRTV	Conflicts with University Point Area - don't want to mess with making		
Scavenger's Safehouse Player Home (with Merchant) The Atom Cats Crib Player Home and Power Armor Garage		,	RRTV	Conflicts with University Point Area - don't want to mess with making previs and it does disable precombines/previs in the Atom Cats area.		
Scavenger's Safehouse Player Home (with Merchant)		Compacted ESP	RRTV	Conflicts with University Point Area - don't want to mess with making previs and it does disable precombines/previs in the Atom Cats area.		
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				lon				
CR - RAO True Storms Patch		23. Audio Overhaul		CR required because the RAO Patch is out of date. This requires FO4Edit. Just run the LOST Audo Tweaks patch below.				
Old World Radio Boston - Reverb and Am Patch	mbience Overhaul	23. Audio Overhaul						
Easy City Downs Announcement		23. Audio Overhaul		Covered by LOST Audio Tweaks?				
Ambient Wasteland		23. Audio Overhaul						
Diamond City Ambience Lush Ambience ESP								
Sinister Ambient Sound				COMPLELY conflicts with TS and RAO, conflicts with everything				
LOST Audio Tweaks		37 Regions						
LOST Audio Tweaks - AT True Storms and RAG	AO Patch	14 regions 6 regions		COMPLELY conflicts with TS and RAO, conflicts with everything				
AT - Lush Ambience and RAO Patch		4 regions		Identical Regions used in Sinister Ambience, TS & RAO patches				
AT - Inner City Ambience and RAO Patch		1 Region		AudioExtDowntownAUDIO region only II Must load after AT - TS and				
AT - DC Ambience and RAO Patch		7 Regions and No Conflicts		RAO patch				
AT - Ambient Wasteland and RAO Patch		23. Audio Overhaul		Lots of Unique sound Descriptors				
AT - Horrorghouls and RAO Patch Radio AT - Atomic Radio RAO Patch		23. Audio Overhaul		Specific mod patch - ESL replacer				
Radio AT - Atomic Radio RAO Patch Radio AT - Bleachers Patch		23. Audio Overhaul 23. Audio Overhaul			Relocate .esp			
Radio AT - Existence RAO Patch		23. Audio Overhaul			Relocate .esp			
Radio AT - DCRE RAO Patch		23. Audio Overhaul						
Radio AT - MWTCF RAO Patch								
Radio AT - MWTCF-Classic RAO Patch Nostromo Terminal Sounds		23. Audio Overhaul 23. Audio Overhaul		It really grew on me.				
Nostromo Pip-Boy		23. Audio Overhaul		Version 3				
PipBoy Flashlight Sound - Metro Version		23. Audio Overhaul						
Not Great Not Terrible - Scarier Geiger Counte	er Sounds	23. Audio Overhaul		Integrated into LOST Audio Tweaks but requiered this isntallation to work.				
Carter Gents Siren		23. Audio Overhaul		Love It				
Monsterum -DeathClaw Sounds Rework Radiant Birds		23. Audio Overhaul 23. Audio Overhaul		Integrated into LOST Audio Tweaks - Is it working?				
Radiant Birds (Less Radiant)		23. Audio Overhaul		Replacer .esp - Merge				
Bleak Beauty				Better than expected - a good change. Il Running Screaminglake's mods				
	est 4	Using in Music Mods Merged		so only a handful of these get used.  VERY GOOD    Running Screaminglake's mods so only a handful of				
Fallout Suite - Soundtrack Extension for Fallou		Using in Music Mods Merged		these are geting used.				
Lost World Soundtrack Replacer - Mega Battle Pack FIX 2		Using in Music Mods Merged 23. Audio Overhaul		Replaces Audio cues.				
Distortion Combat Music Replacer		Using in Music Mods Merged						
Digital Nightmare - Dark Apocalyptic Soundtra	ack	Replaces All Vanilla - MUST stay in this mix to prevent MMM playing Vanilla	Required	MMM instuction is to Hide/delete DN Music.esp. LEAVE IT ACTIVE so it will replace vanilla tracks.				
- Mega Battle Pack FIX 2		tracks		so it will replace vanilla tracks. Hide/delete DNMega.esp				
- Mega Battle Pack FIX 2 - Far Harbor Music Addon				Hide/delete DNMega.esp Hide/delete DN Far Harbor.esp				
Fallout Suite				Hide/delete Fallout Suite.esp.				
S.T.A.L.K.E.R. Music Mod (Non-Replacer Vers	rsion)			Requires normalizing or it is loud. MO2. Hide/delete StalkerMusic.				
Faded Glory - A Post-Apocalyptic Soundscape	i <u>e</u>			MO2 - Hide/delete Faded Glory - Soundtrack Expansion.esp.				
Bleak Beauty 1.1 - Package for Music Mods M	Merged			Install into MO2				
Distortion Combat Music Replacer				Create a new directory in the Music folder called DCM. Move everything inside the Music folder to the new DCM directory.				
Lost World Music Mods Merged Optional Vers	sion			Install into MO2				
Music Mods Merged		SL, let me know that MMM does not get rid of all vanilla music :(	Required	See sticky post on mod page for how to normalize STALKER.				
- MMM's - ESL plugins		Dummy ESL files to load the ba2 file of	Required	Hide DNMusic.esl and Immersive Fallout - Music.esl but use the rest.				
		4 mods	-	Patch for removing vanilla track duplicates while using the Digital				
4estGimp - DN_MMM_VanillaDuplicates.esp			Required	Nightmare .esp				
AT - Faded Glory Cell Fix		23. Audio Overhaul 23. Audio Overhaul		Only for those running the full Faded Glory including its .esp file Sometimes I use it and sometimes not.				
CGO - Commonwealth Gunfire Overhaul - rea	alistic weapon	23. Audio Overhaul		Contained Face It and defined for.				
sounds				Sounds amazing but looks silly with .38 pipe pistols that ROAR!!!				
Better Automatic Weapon Sounds		23. Audio Overhaul		Must win 12 conflicts with Commonwealth Gunfire Overhaul.				
Better Automatic Weapon Sounds - Nuka Wor Gauss Rifle Remastered	<u>irld</u>	23. Audio Overhaul		Must win 12 conflicts with Commonwealth Gunfire Overhaul.				
Gauss Kille Remastered		23. Audio Overhaul						
Power Combat Shotoun		23 Audio Overhaul						
Power Combat Shotgun Power Double Barrel		23. Audio Overhaul 23. Audio Overhaul						
Power Combat Shotgun		23. Audio Overhaul 23. Audio Overhaul		Both Files				
Power Combat Shotgun Power Double Barrel Power Lever Action (Far Harbor) CEO - Commonwealth Explosion Overhaul		23. Audio Overhaul 23. Audio Overhaul 23. Audio Overhaul						
Power Combat Shotgun Power Double Barrel		23. Audio Overhaul 23. Audio Overhaul		Both Files An amazing MCM volume slider mod				
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Do Your Damn Job Codsworth A Sanctuary Hills Overhaul		25. Late Loaders		Nifty but the FPS hit is a bit much. Also, the drinking glasses emit light.			
- Scrappy Bridge Patch		25. Late Loaders 25. Late Loaders					
Rickety Restored Sanctuary Bridge		25. Late Loaders		Mostly good made a patch to fix a few things.   Not compatible with			
Anom's Sanctuary Hills Overhaul		25. Late Loaders		Terrain Undersides - 2 Million Sunblock. I've found a couple mods which break this mods pathing from Concord to Santuary. Stay Away.    Since			
Atoms Salicuary Hills Overhauf		25. Late Loaders		I'm not smart enough to stay away.  22.01.01 - Delete all conflicting ImmersiveCleaning cells from Block -1,0 Sub0Block -3,2    Previs for too large an area to get working			
				with Immersive Cleaning, Concord, RedRocket STAY AWAY			
Anom's Sanctuary Hills Overhaul - Repaired House's				By Trosski! - "If you want this mod to work with any load order, then you			
				are going to have to learn how to rebuild Precombines, and Previs."    Looks good. Might require running Previs and Precombs at some			
Cleaner Settlements DE Automatron and Vault-tec DLC Version		25. Late Loaders		locations.    REQUIRES deleting Hangman's Alley edits if used with Hangman's Alley Optimized. Hangman's is great with current patch to			
				delete any HA placements by CSDE.    Need to rebuild Previs/Precomb at Starlight.			
CR-HAO CleanerSettlementsDE.esp		25. Late Loaders		My own patch to remove the placed items in Hangman's Alley. I already have a hangman's Alley mod to clean that area. The rest is handled by			
Scrap Those Red Rocket Pump Arms		25. Late Loaders		load order.  Trosski again - Not needed when using S.C.R.A.P.			
Strap mose Red Rocker Pump Arms		25. Late Loaders		Trossic again - Not needed when using S.C.R.A.P.			
Post Apocalyptic Commonwealth		25. Late Loaders		Must load above Immersive Cleaning (or I suppose S.C.R.A.P) or Red Rocket culling is trashed.    It was nice for what it did but just simplifying			
PAC - Addon		25. Late Loaders		the Load Order a Little. NPC were often stuck on the placed items.			
PAC-AGGIII				Made a CR Patch for Immersive Cleaning and Hangman's Alley Optimized to use HAO previs/precombined data. Made a patch to			
Immersive Cleaning This is a great mod which cleans the most and the best. Click on a trashcan and the settlement is clean,		I run too many location mods to use a global settlement cleaning mod :( Plus, just using Raze My Settlement		remove the Tenpine Location for Camp Tenpines Bluff - Redux			
even bushes. It rebuilds precombines to prevent FPS loss.		and No More Ugly Trash will simplify load orders for others.		Deleted: Only TenPinesBluff [CELL:0000DD52] Tonzince (and some Zimonia) Sub Block 1.2 within Block 1.0			
		load orders for others.		Tenpines (and some Zimonja) Sub-Block -1,2 within-Block -1,0 Sunshine Tidings - Block -1,0 . Sub-Block -3,1			
- Notes for Immersive Cleaning patches		25. Late Loaders		Patch I made for IC and other mods which affect precomb/previs: 4estGimp - CR_FensSD_ImmersiveCleaning.esp			
Another Sanctuary Bridge		25. Late Loaders		4estGimp - CR_ImmersiveCleaning_HAOptimized.esp breaks previs just around the bridge but has no culling issues. The metal			
Another Sanctuary bridge		20. Late Loaders		bridge version is superior for the transitions to asphalt.			
New Recommendation - Do not use a global settlem	ent clear	ning mods if also using many loc	ation mods.	Multiple quest mods and location mods cause too many			
conflicts with a global settlement cleaning m	ioa. Jus			ns for cleaning from VilanceD's Deep Clean Series. of Death - Sanctuary, Red Rocket, Abernathy			
			Works well	Fort Abnathy can require some load order juggling for those running PAC			
Fort Abernathy		25. Late Loaders	with Deep Clean Mods at Sanctuary,	make a huge difference in culling issues. This mod is EPIC but it does			
			Bridge, and Red Rocket	break precomb/previs in the Abernathy area. Sanctuary and RR are 100% though.			
Red Rocket Deep Clean - ESL Flagged		25. Late Loaders	red nocket				
Wilance's Library Plugin Sanctuary Deep Clean and Remodel - FSI Flanned	1.23	25. Late Loaders		Required by the Deep Clean and Remodel series			
Rickety Restored Bridge		25. Late Loaders		No Longer Needed - basically built in now.			
Repaired Rickety Bridge Patch - from Sactuary Deep Clean 4estGimp - MM Textures Sanctuary Bridge		25. Late Loaders 25. Late Loaders		No Longer Needed - basically built in now. Textures only			
PAC -Vault 111	2.0	25. Late Loaders		REQUIRES the PAC - Patch Repository (several steps lower) for PAC -			
				Vault 111 to work with my Sanctuary, Bridge and Red Rocket setup  REQUIRED for PAC - Vault 111 to work with my Sanctuary, Bridge and			
PAC - Patch Repository - PAC - V111 - DC Sanctuary Patch - Pac - Vault 111 [Previs]		Retired		Red Rocket setup			
		25. Late Loaders		Love it.    Had to move later in the Load order. Made a patch to remove an ELFX added light.: In xEdit, copy into your patch, set the Deleted			
Sanctuary Hills - Root Cellar Remade		25. Late Loaders		record flag, then run QuickAutoClean on it.    Dropped ELFX since last note.			
Nuka-World Reborn	A-Link	Moved here from 08. Quests	Has Previs				
Nuka-World Reborn Patches	A-Link	Moved here from 08. Quests		Get the True Storms patch. Delete the NWR-Armorsmith.esp			
	A-Link	Moved here from 08. Quests Moved here from 08. Quests	Has Previs	Load this .esp below Project Valkyrie .esp    Not Using PV Includes precomb/previs. May need to go into last section.			
- NWR PV Patch		Moved here from 08. Quests		Includes precomb/previs. May need to go into last section.			
- NWR PV Patch  Viva Nuks-World - FDI Version - Use whenever F4SE is down.  Viva Nuka-World - XDI Version	A-Link			, , , , , , , , , , , , , , , , , , , ,			
- NWR PV Patch  Yiva Nuka-World - FDI Version - Use whenever F4SE is down.  Yiva Nuka-World - XDI Version Viva Nuka-World - XDI Version Viva Nuka-World - XDI Player Voice Unlocker	A-Link	Moved here from 08. Quests					
- NWR PV Patch  Viva Nuks-World - FDI Version - Use whenever F4SE is down.  Viva Nuka-World - XDI Version				NOT a mod Patch for Whisper's Delay DLC and VivaNW			
- NWR PV Patch  You Nuke-World - FDI Version - Use whenever F4SE is down.  You Nuke-World - XDI Version  - You Nuke-World - XDI Player Voice Unlocker  - You Nuke-World - Quide for the Traders Questines	A-Link	Moved here from 08. Quests Optional Help PDF		NOT a mod Patch for Whisper's Delay DLC and VivaNW Required patch to keep DLC timing from launching Nuka World quest upon launch.			
- NWR PV Patch  Von Natio 19595 - FDI Version - Use whenever F4SE is down.  Von Natio 19595 - Will Version  - Von Natio 19595 - Will Version  - Von Natio 19595 - Will Player Voice Unlocker  - Von Natio 19595 - Will Player  - Von Natio 19595 - Will P	A-Link	Moved here from 08. Quests Optional Help PDF PUBLISH		NOT a mod Patch for Whisper's Delay DLC and VivaNW Required patch to keep DLC timing from launching Nuka World quest upon launch. TWO plugins. The SouthOfTheSea esm file automatically loads high	Relocated .esp		
- NWR PV Patch  Ven Nasa Words - FIN Version - Use whenever F4SE is down.  Ven Nasa Words - XID Version  - Ven Nasa Words - XID Player Voice Untooker  - Ven Nasa Words - Caude for the Traders Questines  4estGimp - DelayDLC_VenWW  4estGimp - DLCTiming_VenWW.esp	A-Link	Moved here from 08. Quests Optional Help PDF PUBLISH PUBLISH		NOT a mod. Patch for Whisper's Delay DLC and VivaNW Required patch is Neep DLC mining from launching Nuka World quest TWO plogies. The SouthOfffees are the automatically leads high with other e.sm. The SouthOfffees are the automatically leads high with other e.sm. The SouthOffreeSea(Previs), sep file should load here, load.	Relocated .esp		
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- NVRF PV Patch  Was 1846-World - PM Version - Use whenever F4SE is down.  Was 1846-World - XIXI Version  - You Nation World - XIXI Version  - You Nation World - XIXI Player Voice Unlocker  - You Nation World - Guide for the Traders Questines  4estGmp - DC Triming _ Version World  - South of the See - Atom's Storm  was MSTALLED in section 8 - Questin	A-Link A-Link	Moved here from 08. Quests Optional Help PDF PUBLISH PUBLISH Hap's SotS - Previs File		NOT a mod  Patch for Whisper's Delay DLC and VivaNW  Required patch to keep DLC timing from launching Nuka World quest upon launch.  TWO plagins. The SouthOfTheSea sem file automatically loads high with other .eam. The SouthOfTheSea (Previs) app file should load here.  Commission mod but a bit of work fusing Drumful Direct loadson mode with accomplication or settlement rangering mods. Term undersides also makes a black sheet out through the lower bunker. Can be difficult to get set in Load Orders of other create Pathing ranger.  Fase all deleted Navmesh, makes new navmesh and previsiperscombs so	Relocated .esp		
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4estGimp - Kellogg's Merc Home - Reborn - Fixed		25. Late Loaders		Make Nick your companion before traveling into Kellogg's home. Casdin is fine to keep as a second companion. The companions won't immediately follow a player out of Kellogg's			
Diamond City Enhanced Security		Uses my Replacer File Below		home. Go into Piper or Nick's place for them to appear.  A Very underrated mod.			
4estGimp - DCES No Security Office Cell		25. Late Loaders	Replacer ESP	Removes the Interior Cell entries (ladders and DC Security Office)			
4estGimp - FSD DCES Catwalk Patch		25. Late Loaders	ESP	Get some catwalks out of the way. DCES works great with Great Green			
4estGimp - Outskirts DCES Stairs Patch		25. Late Loaders		Jewel, The Bleachers, and FSD.  Moves the stairs of Diamond City Enhanced Security to work with			
4estGimp - FSD DCES and DC Guards REDUX		25. Late Loaders		Diamond City Outskirts.			
				It patches all the DC Security NPC which FSD uses, back to FSD settings.			
4estGimp - FSD NPC Records		25. Late Loaders		settings. ** Consider this to be a Fix for any mod which changes the DC Guard records used by FSD such as Great Green Jewel or Biraltbec's Merged			
Hangman's Alley Interior Apartments - V2	2.1	25. Late Loaders		Mods - Appearance which contains Varied Diamond City Guards.  Choose "HAIA with Crafting".			
Hangman's Alley Optimized	1.1	25. Late Loaders		WIN! This and it's patches are perfect (when loaded last). The MA worked some magic in Hangman's Alley. It's huge. It's Clean. It can hold			
Hangmans Alley Optimized - Wasteland Illumination - Patch		25. Late Loaders		a massive settlement at 60 FPS.  No longer using. I made my own patch to restore the lights.			
Hangman's Alley Optimized - HAIA With Crafting - Patch	1.1	25. Late Loaders					
4estGimp - HAO WI Street Lamp Restore	0.91	25. Late Loaders		Restores the Wasteland Illumination lamp posts and lights removed by HAO.			
		I run too many location mods to use a settlement cleaning mod :( Plus, just		Immersive cleaning places a few items which HAO had removed. I			
4estGimp - CR_ImmersiveCleaning_HAOptimized		using Raze My Settlement and Clean My Settlement will simply load orders		remove them again.    No longer using Immersive Cleaning			
Sunshine Tidings Overhaul		for others. 25. Late Loaders		Must load low or it suffers culling. This mod and mod author are epic.			
Outlinianting Database Callentina		25. Late Loaders		Poet FOMOD of .esp replacers Using to patch Tales From the Commonwealth (Do NOT use Poet's			
Optimization Patches Collection		23. Late Loaders		3DNPC_F04_DLC.esp - use the patchesilisted for it) and Settlers of the Commonwealth, Atlantic Offices, Sector V, and Fourville.			
Conflict Resolution - 4estGimp		25. Late Loaders		A bunch of my own conflict resolution patches.  CR-KeepRadiantsInCW.esp			
				остесунавининоткор			
				Main FOO is head at the last of the last o			
ECO Instance Naming Rules (INNR)		Relocated .esp		Main ECO is loaded high in Core mods but the INNR must load next to last.			
FallU Complex Item Sorter Output Files		25. Late Loaders		xEdit created output files here			
F4SE Scripts Folder				Zip it and install it here in MO2. This keeps F4SE published scripts as conflict winner over any mods which have old conflicting files.			
				.,			
Wrye Bash							
ENB AND LIGHTING TESTS		ENB AND LIGHTING TESTS		ENB AND LIGHTING TESTS			
				To the file enblocal.ini set:			
ENB Binaries		ENB and Graphic		In the file endicoal.ini set: [MEMORY] ForceVideoMemorySize=FALSE			
Dawn ENB - Vivid Weather's Version		ENB and Graphic		1 order racedition of the East Control of the			
- Institute patch for PRC		ENB and Graphic		Fixes institute brightness when using an ENB  BAH - Not Compatible with ELFX    Have switched to Ultra Interior			
- Polluted Climate Tweaked Interior Color and Light		ENB and Graphic		Lighting    have swithched again to neither			
PRC Patch for ENBs		ENB and Graphic		PRC Patch for all Enbs in order to prevent DOF artifact and get cleaner visuals			
Fallout 4 Enhanced Color Correction				Conflict with Vivid Weathers. Per forum does bad things to Exterior lights. Seems like I remember it making colors too saturated. However, there is now a "gloops" version which is proceed departmented.			
Film Workshop		ENB and Graphic		now a "gloom" version which is more desaturated.  Requires NAC			
The ENHANCER				NOPE - way over saturated and shadows are lit.			
	_						
FINAL LIGHTING STACK		22.12.18		FINAL LIGHTING STACK			
FINAL LIGHTING STACK		22.12.18		FINAL LIGHTING STACK Set IPresentInterval0=true in enblocal.ini			
FINAL LIGHTING STACK  Dawn ENB - True Storms		22.12.18  ENB and Graphic		Set iPresentInterval0=true in enblocal.ini All the FC4. ini files Should be iPresentInterval=0			
				Set iPresentinterval0=true in enblocat.ini All the FO4. init files Should be IPresentinterval=0  Not compatible with Anom's Sanctuary Hills Overhaul or other mods that do major terrain rework. Has GCM settlings though.ii "Load order is not			
Dawn ENB - True Storms				Set IPresentInterval0=true in enblocal.Ini All the FO4 .inf lifes Should be IPresentInterval0. Not compatible with Anom's Sanctuary Hills Overhaul or other mods that do major terrain rework. Has CCM settings though.I]. "Load order is not important. Other plugins that modify the world space or persistent cell records should load after this."			
Dawn ENB - True Storms				Set IPresentintervall0-true in enblocal ini All the FOJ ail files Should be Presentintervall0-true in enblocal ini All the FOJ ail files Should be Presentintervall0-true Not compatible with Anom's Sanchuary Hills Overhaul or other mods that do major terrain revork 1 fals CCId settings through    "Load order is not cell records should load after this."  On most of the compatibility stiff her entrolored is visual enhancialityting mods boils down to this one single issue, ambient/EMS and alloced lights oncol. I Needs Revent and Arthrister Overhaul natch			
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Dave ENB - True Storms  Terrain Undersides - 2 Million Sumblinds  True Storms.				Set IPresentintervall0-true in enblocal ini All the FOJ ail files Should be Presentintervall0-true in enblocal ini All the FOJ ail files Should be Presentintervall0-true Not compatible with Anom's Sanchuary Hills Overhaul or other mods that do major terrain revork 1 fals CCId settings through    "Load order is not cell records should load after this."  On most of the compatibility stiff her entrolored is visual enhancialityting mods boils down to this one single issue, ambient/EMS and alloced lights oncol. I Needs Revent and Arthrister Overhaul natch			
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Darker Nights - Main File		Weather & Environment		Darker Nights and True Storms - "If you are using both, install "Darker Nights" AFTER installing "True Storms", and choose the merged patch option when installing "Darker Nights". "		
Fallout 4 Enhanced Color Correction						
Clarity Reduced Saturation Patch		Weather & Environment		Should I just set this in the ENB? Negative - let this handle outdoors and if settings are changed by the interior lighting mods, that's what I want.    Institute Patch for PRC is a conflict. Disable that mod unless absolutely necessary.    DO NOT RUN WITH F4ECC Gloom		
Carry Reduced Saturation Patch		weather & Environment		Institute Patch for PRC is a conflict. Disable that mod unless absolutely necessary.    DO NOT RUN WITH F4ECC Gloom		
WET - Water Enhancement Textures		Weather & Environment		Place after Clarity. Installation: WET Assets With Rain > WET Clearer options		
Interiors Enhanced Darker Ambient Light and Equ		Recommended by Pack Attack NPC.		Changes light settings in cells and has a lot of Lighting Template		
Interiors Enhanced - Darker Ambient Light and Fog		TESTING		changes. I assume the additional settings in Interiors Enhanced are what allows it to function with the dark/light stealth mechanics of PANPC?		
- Polluted Climate Tweaked Interior Color and Light		Recommended by Dawn ENB		Get STAND ALONE interior lighting file, NOT the main file.    I think this will work everywhere as it ONLY changes Image Space settings and has		
D. D. S. 1511				it's own LUT_CoolContrast.dds.  After isntallation, Move the textures > Textures > Effects folder back into		
Pip-Boy Flashlight		Weather & Environment Weather & Environment		the textures folder and delete the now empty Textures folder.		
X-02 PipBoy Flashlight Patch DOF Removal		Weather & Environment  Weather & Environment		Keeps cut scenes/dialog in focus.    CR Patch it to keep what I want.		
Institute patch for PRC		ENB and Graphic		Fixes institute brightness when using an ENB    Stomps too much of Clarity Reduced Saturation Patch. Only run this if I MUST.		
				PRC Patch for all Enbs in order to prevent DOF artifact and get cleaner		
PRC Patch for ENBs		23. Weather & Environment		visuals.    It overwrites some Clarity settings.    Need to experiment and test it more		
Dawn ENB Recommendations						
- Dawn ENB - Dawn Vivid Weathers Patch		ENB and Graphic		Forum: Works Great with Vivid weathers. (should with all weathers)		
- Dawn Vivid Weathers Patch - Institute patch from PRC		ENB and Graphic		Fixes institute brightness when using an ENB		
- Polluted Climate Tweaked Interior Color and Light		Recommended by Dawn	OR	Get STAND ALONE interior lighting file, NOT the main file.    I think this will work everywhere as it's only changing LUT_CoolContrast.dds (12.4		
- rounted Chillate Tweated Titletto Color and Light				kB).		
Ultra Interior Lighting		+Far Harbor, +Nuka World, +Automotron'	OR	Not used for a LONG time. I don't remember why?		
Vivid Weathers  Dorker Nights Main File		ALL DLC!		Get RAD STORMS and Nuclear winters		
Darker Nights - Main File		Far Harbor and Nuka World				
Dark and Gritty		Forum Post : djrxmx on 2017.07.26 [8]		Replies were VERY positive		
1. Subtle ENB - Immersive Wasteland Preset		101				
2. Fr4nsson's Light Tweaks 3. Fallout 4 Enhanced Color Correction				ECC does not play well with Vivid Weathers? Search, Verify.		
True Storms				The pay that that vivia treductor 'Sedicit, verily.		
Darker Nights - Main File			-			
Subtle ENB Recommends:						
DOF Removal						
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True Nights.		OH GDI NO DLC PATCH		What Beth' has done there is to capture the same atmosphere I was aiming for with True Nights -dark & moody, claustrophobic, a little like a horror film. As there so similar already, I don't think much adjustment is		
				horror film. As there so similar already, I don't think much adjustment is necessary. *		
FO4  Comparison of different light mods   Vogue ENB - Realism	-	Forum Post		Photo comparisons are nice.  Did I test this and not like it?		
Enhanced Color Correction		Saturates color but has alt. version		Use Dark or Less Dark 1.2 Version?    Does not play well with Vivid		
Interiors Enhanced - Darker Ambient Light and Fog		60% Darker Interiors		Weathers? Leave off?		
Enhanced Lights and FX						
				he was a second and a second an		
True Storms			-	Vivid Weathers is recommended by Vogue.		
True Storms  Darker Nights - Main File			-			
True Stoms  Darker Nights - Main File  FORUM POST: Almost perfect restrict lighting with no FPS to	ss (maybe	slight gain) MOOS inside		Vivid Weathers is recommended by Vogue.  Replies were VERY positive    From a VR forum. How would it look on a regular Monitor?		
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Sim Settlements Mega Pack - Year Two	881		In MISC Rem records: Rename the Rulined Home Windrell plot to include BAD in the name. "[RH] BAD RLL". Windrell shack by Raisechords". Plus, install, the full Deside Homes and Cardens Add Oncol. Opinionly, install the lib mod for the windrell and just use the MagaPack vession without installing the Full RM in MagaPack vession without installing the Full RM in the		
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Auth Tec Took					
nativite Settlements					
Another Brick in the Well Ne/6 and					
Windrall Shack Power Patch for Sim Settlements Mega Pack, Year 2		TEST	Use with the Year Two Mega pack. Not needed with the Full Ruined Homes mod. Did this work for me?		
Sim Settlements Mega Pack - Year Three Tood Moon Raiders	551		I don't want raider structures even though this windmill is great.		
SirLach's Intimate Scaces			a collection of 15 interior residential plots		
Srt ach's Ultimate Defenses			11 Martial, 1 Recreational - Military Themed Pra's work so it's naturally good.		
Pails Random Addon Role by Paw Pasy	_		Nice pack - not sure how many included in the Year 3 Mega Pack.		
Nuistide - A Mini Sim Settlements Add-on and Conqueror- funding Dank			I don't want Christmas Decorations and don't need a Conqueror Faction		
			Place. Lone friendly rooms. Nice pack - not sure how many included in the Year 3 Megs Pack.		
Smole Living Socure Jose for SimSettlement by Istari			3 Megs Pack. A singular plot		
Choochoo Is Neon Bar			A singular plot		
Septain Courses Construct S Conqueror Brotherhood of Steel Faction Pack			A singular plot I don't want raider structures and don't need a Conqueror Faction Pack.		
			nount was raise/ structures and don't need a Conqueror Faction Pack.		
asteland Venturers Sim Setflements AddOn Pack	551				
- Wasteland Venturers Building Plan Previous	SS1 SS1		Extracted the one BAZ file		
Bad Neighbors Sim Settlements Addon Pack (Always Free)     Bad Neighbors Sim Settlements Addon Pack - Building	551				
n Previews	SS1		Extracted the one BAZ file		
- Idustrial City Sim Settlements Add-On - Idustrial City Scav Team Dispatcher Radio	881		Extracted the one BA2 file		
n Settlements Building Plans Preview - 2 Downloads	551				
- Mega Pack - One Year v1.0.3 Preview - SimSettlements Building Plan Previews Newsat v2.0	551 551		Extracted the one BA2 file Extracted the one BA2 file		
Settlements Addon Pack - Whisper's Power Picts	551 551		I wanted his windmill too.] Broken Navmesh and Whisper Hid the mod.		
s Seffiements - Ruined Homes and Gardens Add-on	551	TEST TEST	I wanted his windmill too [] Broken Navmash and Whisper Hid the mod. The power plot was not working in the MegaPlack so it needs an additional equivaries installation. Art. Can just use the patch basic just additional equivaries installation. Art. Can just use the patch basic just pack provides more STUFF.		
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: Dead Washland - BluePrint Pack ch Farm Highway Sefferment Blueprint (only stains)	14	renumbere d	Setttlement Blueprints		
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	Economican			
-	VEX Downtown Vault-Tex Tools			
	Institute Settlements			
_	Another Brick in the Wat Vestil and			
	Windmill Shack Power Patch for Sim Settlements Mega Pack, Year 2		TEST TEST	Use with the Year Two Mega pack. Not needed with the Full Ruined Homes mod. Did this work for me?
			1201	Torres Hot. Did the work of their
	Sim Settlements Mega Pack - Year Three	\$\$1		
	Slood Moon Raiders Sid ach's Intimate Sources			I don't want raider structures even though this windmill is great.
	Sid ach's Ultimate Defenses			
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_	Smole Living Socum Jose for SimSettlement by Interi			
	Choochoo'ls Neon Bar			
-	Captain Coamos Construct SS Conqueror Brotherhood of Steel Faction Pack			I don't want raider attructures.
-	Wasteland Venturers Sim Settlements AddOn Pack - Wasteland Venturers Building Plan Previews	551 551		
	Bad Neighbors Sim Settlements Addon Pack (Abstrys Free)	\$\$1		
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-	- Idustrial City Scaw Team Dispatcher Radio Sen Settlements Building Plans Preview - 2 Downloads	551 551	-	
	- Mega Pack - One Year v1.0.3 Preview	\$\$1		
	- SimSettlements Building Plan Previews Newsat v2.0	551 551		
	Sim Settlements - Rained Homes and Gentens Add-on	881	TEST TEST	The power plot was not working in the MegaPack so it needs an additional separate installation. ALT: Can just use the patch laited just below the Mega Pack Year 2 mod but they are not the same. Plus, this pack provides more STUFF.
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Part	ADVANCED SS1 PLOTS																				
Marchane	Tier 1	Tier 2	Tier 3	Production	Power	Water	Defense	Нарру	Requires	Unlocks	Secret	Note	Stockpile to upgrade	Sanctuary	Starlight Drive-In	The Slog	Outpost Zimonja	Tenpines Bluff	Crossroads	Red Rocket	Abernathy Farm
Markey   M												Comp model on									
March   Marc															Scrapyard						Scrapyard
Part		Scrap	Tech salvage	acrap		0									×						
Part   March		Processing			-3	0	-5	0				negular industry		×	×	Tech Salvage		×	×	×	
Part			Military salvage	and power armor mods.																	
Part	Scrapyard			and explosives	-3	0	-6	-10 (noise)			Operable crane				×	×		Military Salvage	Tech Salvage	Miltary Salvage	
Part			Harmat Procession (1)	components						Manhous	Donostonicata			Crusher	Crusher	×					Crusher
Part			,,,	Nuclear material scrap			-5	-30		facility	n arch, Has a lift intos mine	Mild radiation		Hazmat	Hazmat	×					
Part		Crusher									Can melt scrap with 2-3										
Part			Remelting facility								processed fuel into										
Part					-10	0	-5	20 (noise/stench)	)		components at 150% efficiency					×					Remelting Facility
Part												Saw blade hazard		Lumberyard	Lumberyard					Lumber Yard	
Part			Local newspaper (2)	Paper (cloth)	٥	0	-3	-15						Papernill	Paperrill	Papernil				Papernil	
Part		Papermill									newspaper stand; slightly										
Marriad   Marr	Lumber Yard				-4	0	-5	50			/period)				New Bugle	New Bugle				×	
Market   M			Magazino press	magazines	4	0	-5	-15			Perks	Artist studio above printer									
The factor   The		Continu	Coal Power Plant (1)	Coal lumps Power	50		-5	-30		Filtration plant			200	Lumber Yard Coal Pit			Lumber Yard Cosl Pit		Lumber Yard Coal Pit	Lumber Yard	Lumber Yard Coal Pit
Parallel		COMPR	Flare factory	Flares	-7	0	ş	-15				Explodes during construction		Power Plant					Power Plant		Flare Factory
Market   M				Mined one (steel & concrete +																	
Part												Can fast travel									
Market   M		Steel Mill					-10 (dangerous)			Can enter mine	Molten steel	50									
The control of the												Not 2mm EC or									
Part	Iron Mine		Ballatic ammo	-7		- 5	-15			Discovery:	DLC arrero		×					Munitions Factory	×		
Part	iron Mine		Tool and die shop (2)		-7	0	- 6			Tier 4 farms	Farmers use new tools			Tool and Die Shop					×		
Part		Nuclear		Nuclear material				-30	Hazmat processing			Intense radiation									
Part		Excility HOLD	Nuclear power plant (1)		150	-20	-5	-30		Microfusion garage											
Marker arms factors   Age		Hazmat												Nuclear Power Plant	Nuclear Power Plant						
Part		riccusting	Nuclear arms factory	Fat Man, MIRV, and mini nukes	-20	-20	-5	-50						×	×						
Common Per   Com				Dirty water		10					Tame Mirelunk hatchling			Community well	Community well	Community well			Community well	Community well	Community well
Company   Comp			Distillery (3)	Beer, small amounts of								Unlocks									
Commonweight   Comm		Brewery		Other alcohol Refined alcohol		10	-3	25			Drinkable booze	brewing		Brewery	Brewery	Brewery			Brewery	Brewery	Brewery
Project   Proj				(e.g. rum, whiskey)	-7	-10	-5	50			tub; drunken worker			Distillery	Distillery	Distillery			7	×	Distillery
Profession research bit 1	Community		Chemical Plant (2)		-7		-6	-20	Medical-grade plastics												
Part	fell			Dirty water, purified water	4	30	-3							Community well			Community well	Community well			
Profession Predict   Profess			Hydration research lab		-7	-5	-6	-10			1 bottle of nuke- melon [v 2.0.0]	Session quest		Purrping station			Pumping station	Pumping station			
Particular Plant   1		Pumping Station									Water valve fills			×			×	×			
Class and color   7			Filtration Plant (1)								empty bottles with ultra-pure										
Referred Part					-7	50	-8		Coal Pit		water (3x per day)						Filtration Plant	Filtration Plant			
Married   Marr				Processed fuel		0	-3	-10 (noise)					50	Oil well Crude Refinery	Oll well 1 Crude Refinery						
Number of Part of Pa		Refinery	Fuel depot	Processed fuel; improved city																	
		level for T3		production	-7	0	-5	-10			Reactor door			-	-						
Company   Comp	Oil well		Microfusion garage (1)	cells and fusion						Advanced	opens (finicky, easiest via 'tcl'	Fusion cores									
Matical patter patter (1) Devis patter   Devis patt		_		Cores Dissile	-20		- 0	-15 (dangerous)	Tier 3 nuclear	weapons facility	from inside)	half full	200				Oil Well	Oil Well			
polymers Bod for MMG Crergy reapon Branch Branch fees			Medical-grade plastics (1)	Sterile plastic (misc. item)	-7		-5	20		Chemical plant	Decontaminatio n arch										
Advances weapons secure general record weapons secure secure and secure		polymers Hold for MFG		Energy weapon mods, energy							Button fires										
			Advanced weapons facility	explosives, rare energy ammo	-10	0	-5	-15 (dangerous)	Microfusion garage		energy arc emitter			×	Advanced Weapons		Medical Grade Plastics	Medical Grade Plastics			

MO2 INSTALLATION	Per ScreamingLake's Video	Follow this Video to install Fallout 4 and Mod Organizer 2 correctly .
Bethini Configuration	Per Poet's Guide	Configure .ini files using the PDF from this guide for the configuration of Bethini . Just unzip the download and find the PDF : Fallout Modding Is An Absolute Nightmare .pdf Go specifically to the section which covers Bethini configuration . Ignore the rest of the guide for now. It even has pics of the Bethini settings
Bethini Configuration - additional tweaks	Per DoubleYou	Mine are mostly the same. My only suggestions would be:  • Use preset applied Actor/Object/Item fade settings  • Leave Fade Multiplier setting at 1 under Detail  • Set Distant Object Detail preset to BethINI Medium  • Under Custom:  - change fBlendSplitDirShadow under Display to 512,  - iDirShadowSplits under Display to 2,  - (optional but most people can handle it) bMeshLODRenderAllLevels under LOD to 1.
ENB		Use ENB Screenshot with ScreenshotFormat 2 - JPG. These store in the Fallout 4 folder.

	Settlements								
		Settlements		Settlements	Settlements		Settlements		Settlements
	SVs Vanils Leaders	552	F	Shows as CSM SS2 Pack.esp Must load after SSNPC - DCResidersAID.esp	CSATe Virolle Leaders		562	_	Shows as CSM SS2 Pack esp Must load after SSNPC - DCResidentAVD.esp
	eaders Of The Commonwealth - on 55 to a Co	551		these denomination of the conflict Winner.   Will probably require CR patching.   No Longer Supported	Leaders Of The Common with the Co.		551		UchessentACLASP It changed appearances so placing here to allow immersive Wastelanders to be the Conflict Winner.    Will probably require CR patching.    No Longer Supported
	eaders Of The Commonwealth - an SS Add-On LoTC Prest Bar Floor Fix In Settlements - Settlers of the Commonwealth - City Leaders	591 591		patching,    No Longer Supported Replacer .esp - Merge. LIKE	Leaders Of The Commonwealth - an SS Add-On LoTC Proof Bar Floor Fix Sim Settlements - Settlers of the Commonwealth - City L	Leaders	551 551		patching.    No Longer Supported Replacer .esp - Merge. LIKE
	in Settlements - Settlers of the Commonwealth - City Leaders on Train	551		Really Like	Sim Settlements - Settlers of the Commonwealth - City I with Traits	y Leaders	551		Really Like
	S1 - Nobody's Leaders (Definitive Edition)	551		NRICA - this has really expanded and improved. The new set files loose all conflicts and will require patching to get the other NPCs verifing with all one. I want to keep the looks and train from some of the other mode. I will not at a later date. Revening just Settlers of the Courseovership - City Leaders with Trains for now with Trains for now.	SS1 - Nobody's Leaders (Definitive Edition)		551		WHIDA - this has really expanded and improved. The new self files loos at conflicts and will requise patching to get the other NPCs working with the case. I want to keep the looks and state from some of the other mod If will run at a later date. Ranning just Settlers of the Commonwealth - City Leaders with Trinis for row.
	- 4estoino-CR SinSettlements NSL LeadersPack			Will run at a later date. Running just Settlers of the Commonwealth - City Leaders with Traits for now.	- festoino-CR SimSettements NSL LeadersPack		13. NPC and Creature Overhauls		Will run at a later date. Running just Settlers of the Commonwealth - City Leaders with Traits for now.
	I Settements Extended - Player's Choice	17.1. SetSements		NOT compatible with SS2 City Plans.	Al Selfements Extended - Player's Photos		552		NOT compatible with SS2 City Plans.
	- Covenant - Egret Tours Marins	17.1. Settlements 17.1. Settlements 17.1. Settlements	esi esi		- Covenant - Egret Tours Marins			esi esi	
	- Oberland Station - The Slog	17.1. Settlements 17.1. Settlements	esi esi		- Oberland Station - The Slog			esi esi	
I	- Outpost Zimonja	17.1. Settlements	- esi - esi		- Lamigon scarrous  - Outpost Zimonja			ANI ANI	
Al	Settlements Extended - Far Marbor				Al Settlements Extended - Far Harbor				
ě.	Settlements Extended ASS - No Bunker Hill or Hangman's, lay	SS1 17.1: Settlements		In CtGW guide and has strong Sim Settlements support. More attackers is fully compatible.	All Settlements Extended - For Harbor, All Settlements Extended ASS - No Burster Hill or Hange Along Uncapped Settlement Surplus	onaris.	551		In CSW guide and has strong Sim Settlements support. More attack is fully compatible.
	capped Settlement Surplus ster Workshop - Workshop Lap Fix nds Off - Lock Settlement Containers and Doors	17.1. Settlements		Depricated by Buffout 4.	Faster Workshop - Workshop Lag Fix		17.1. Settlements		Depricated by Bullout 4.
l	- Hands Off - The Machine and Her Patch	17.1. Settlements		RTFM A compatibility patch for Hands Off version 1.1.0+ and The Machine and Her version 1.05+.	Hands Off - Lock Settlement Containers and Doors - Hands Off - The Machine and Her Patch		17.1. Settlements		A compatibility patch for Hands Off version 1.1.0+ and The Machine at Hier version 1.05+.
	assement Uning	17.1. SetSements		All interior cells - should be conflict free. RTFM about Santuary Cellar.    never used - free up an .esp and 1 bs2	Basement Living		17.1. Settlements		All interior cells - should be conflict free. RTFM about Santuary Cellar never used - free up an .esp and 1 ba2:
İ	he Master Plag	17-1. decomments		Master for Vanilla Extensions:    A menu that is in a bad spot and takes	The Master Plan		17.1.20201010		Test Basement Living with this deactivated first.    never used Master for Vanilla Extensions    Amenu that is in a bad spot and takes up space.
	holls Extensions			Casy snapping - decent selection    Has ONC metal wall I depend upon to build my shop. Makes some big-changes. Some 'chast' settings.    MAKE A CR to reverse the chast settings.    I snagged the wall textures and uninstalled this.	Manilla Extensions				Easy snapping - decent selection    Has CNE metal wall I depend upo to build my shop. Makes some big changes. Some 'cheat' settings.    MAKE ACR to revener the cheat settings.    I snagged the wall testures and uninstalled this.
l	- Vanilla Extension MeshFlaFile	474 Felfensels		textures and uninstalled this.	- Vanilla Extension MeshFo/File		17.1 Selfensels		testures and uninstalled this.
Ī	No is MY Sed other Cooking Stations	17.1. Settlements 17.1. Settlements		Redundant? Is this available through a settlement building mod?  First Main File: II Working	This is MY Ged Better Cooking Stations		17.1 Settlements 17.1 Settlements		Redundant? Is this available through a settlement building mod? First Main File II Working
2	DCS patch for FH plus Nuks World WR - Passive Water Resources	17.1. Settlements 17.1. Settlements		First Main File    Working Need to learn to use better. RTFM LIKE ITI	BCS patch for FN plus Nuka World     PMR - Passive Water Resources		17.1. Settlements 17.1. Settlements		First Main File    Working Need to learn to use better. RTFM LNCE (TT
CIPI	NSS Reduce/J - Craftable Working Showers Sinks Baths, slets Urinals Kitchens etc.	17.1. Settlements		The MA does have it back on the Collective Modding server but he was very condescending to another highly respected and intelligent member of the modding community.	CWSG Reduced - Craftable Working Showers Sinks Ba Editor United Witchens etc	Bathe	17.1. Settlements		The MA does have it back on the Collective Modding server but he wa very condescending to another highly respected and intelligent membe of the modding community.
ľ	ne Friendly Posters  - LFP Wasteland and Combaptions Workshop patch	17.1. Settlements 17.1. Settlements		Working	Loss Edendy Posters  - LFP Wasteland and Contraptions Workshop patch.	2	17.1. Settlements 17.1. Settlements		Working
i	- LEP disappearing bleath Fix	17.1. Settlements Takes 3 slots which can't be eslifted. MA may have misued other's assets on his DC Mod		Install: Extra Custom Props, FH Expansion    Subrecord YelAD' has an invalid key size of zero. This will result in memory corruption. If in	LEP disappearing Mesh Fix	Tax	17.1. Settlements akes 3 slots which can't be estifled. A may have misued other's assets on his DC Mod		Install: Extra Custom Props, FH Expansion    Subrecord "eIAD" has an invalid key size of zero. This will result in memory corruption. II in
ш	ter Stores 1.3.5 ter Vendor Stalls	MA may have misued other's assets on his DC Mod 17.1. Settlements	Return?	Install: Extra Custom Props, FH Expansion    Subrecord "elAD" has an invalid key size of zero. This will result in memory conception.    in Setter/Store, sep > Image Spoon Adapter > 2800180A. > Taget Lum Min Multi WAS "O" and set to 1"?. During installation, select standardoon with cluster	Getter Stones 1.3.5 Getter Vendor Stalls	MA	A may have misued other's assets on his DC Mod	Return?	Install: Eat's Oustom Props, FH Espansion    Subrecord "eIAD" has a invalid key size of zero. This will result in memory corruption.    In BetterStones, sep : Image Space, delapter > 2009/000A * Taget Lum A Mult WAS "O" and set to "P". Ouring installation, select standalone with clutter
Ì	an Asharing Extended	17.1. Settlements		Control minimum, west national with Control	Manufacturing Extended		17.1. Settlements		Congression, seed transactive will come
-	eraive Vendore	17.1. SetSements		I looks a bit baggy from the mod posts and bug reports. "If you've numing the intest version of Fallout 4, don't develocated this mod as this mod is incompatible with the latest version. The mod will still work but you will took of or bugs when using with the current version of FGAThis author needs to update this mod"	mmersive Vendors		17.1. Settlements		It looks a bit buggy from the mod posits and bug seports. "If you're punning the sisted version of Fallout 4, don't download this mod as mod is incompatible with the latest version The mod will still work to you will face bit of buggs when using with the current version of F04 suffer needs to update this mod"
- 5	Mig Eat, Far Harbor Patch	17.1. Settlements 17.1. Settlements		suthor needs to update this mod"  Also, SS recommended // Takes a Menu Slot	- Milg Ext. Far Harbor Patch Thematic and Practical		17.1. Settlements 17.1. Settlements		author needs to update this mod"  Also, SS recommended // Takes a Menu Slot
	Thematic and Practical - DLC	17.1. Settlements 17.1. Settlements			Therratic and Practical - DLC     Grathytos Sions and Posters		17.1 Settlements 17.1 Settlements		The same a same and
8	om Bomb Phuse Paintinos - Washiland replacements 4.02 drups of the Washiland	17.1. Settlements 17.1. Settlements 17.1. Settlements	E	Randy and Lore friendly.	Atom Somb Pinuos Paintings - Wasteland replacements Propos of the Wasteland	rts 4.02	17.1. Settlements 17.1. Settlements 17.1. Settlements		Randy and Lore friendly.
	ganized Workberch Menu (by Pta)	17.1. Settlements 17.1. Settlements		Works - Res II.  Conf. and flore below D&2 white and redundant? II Deleted from Nazura	Organized Workbench Menu (by Pra)		17.1. Settlements 17.1. Settlements		Works - like it.
Ì		17.1. JANUSETHERES		Has HTMEs Higher Index Than Masteriat Entries, which most commonly occur when the Creation Kit or an advanced mode of FO4Edit were used	Control of the Control		TO A SPECIAL PROPERTY.		Can't selling, takes BM2 sinks and redundent? [I classed from Nasu- lates HTMES lighter index Than Masterit Enrises, which nost come occur when the Creation Kill or an advanced mode of PCAEGI servi underlined and may laid to them not exceeding correctly or causing CTI (Such a plagin) is usually beyond serving and mod suthors should servi a schap how belone the HTMES compated the plagin. This asserts on Final the Issues, [I] never use these. Open hail and 1 sep sick. Final the Issues, [I] never use these. Open hail and 1 sep sick.
9	hacker Up - A Prefish Shack Mod	17.1. Settlements		Laint all tag, takes awa ten also resolvente? I puese them has a the siTMLE is light index than blastical fraises, which most commonly soon when the Creation fit or an advanced mode of PCHEd were underlined and may just be them not authorize creating or couling CTDL. Such a plugin is usually beyond saving and mod authors should rever to should be about the country of the country of the or a backly from below the HITMLE country the pulps. The state country of raction for a user as to ceremain it if it reserved the applic CX and it could be commonly the country of the country of the Country of the country of the country of the country of country of the country of the country of country of the country of country of the country of country of the country of country o	Shackin' Lio - A Prefilio Shack Mod		17.1. Settlements		so improperly remove a master. The behavior of these plugins is undefined and may lead to them not working correctly or causing CT Such a plugin is usually beyond saving and mod authors should nev
			L	a backup from before the HITMEs corrupted the plugin. The safest course of action for a user is to uninstall it.    I resaved the .exp in CK and it fixed the issue.    I never use these. Open bs2 and 1 .exp slot.					a backup from before the HITMEs corrupted the plugin. The safest of action for a user is to uninstall it.    I resaved the .eep in CK and fixed the issue.    I never use these. Open ba2 and 1 .eso slot.
	Pocov's Wasteland Stuff atternet Repair Bot	17.1. Settlements 17.1. Settlements	E	Codeworth didnif maintain Sanctuary alone you know?	Woody's Wasteland Stuff Setfement Repair Sot		17.1. Settlements 17.1. Settlements	Ξ	Codeworth didnif maintain Sanduary alone you know?
Ì	ellement Police Sct rathable Anniese Paris	17.1. Settlements 17.1. Settlements 17.1. Settlements	Ē	Codeworth didn't maintain Sanctuary alone you know?  Not bad but just another item I'm not using and taking up menu space.  RTFM    Never used: Takes BA2 and .esp slots.	Settlement Police Rot Crestable Airclane Parts		17.1. Settlements 17.1. Settlements 17.1. Settlements		Codeworth didn't maintain Sanctuary alone you know? Not bad but just another item i'm not using and taking up menu spac RTFM    Never used: Takes BA2 and .esp slots.
Ì	iner Power Switch	17.1. SetSements 17.1. SetSements		RTFM    Never used: Takes BA2 and .esp slots. Not interested    Aready in Vanilla Extensions?    Maybe interested?    never used but can .esify and does NOT take ba2 slots. KEEP Available in a pack?	Timer Power Switch		17.1. Settlements 17.1. Settlements		RTFM    Never used: Takes BA2 and sep slots.  Not interested    Airsady in Vanilla Extensions?    Maybe interested? never used but can sellify and does NOT take ba2 slots. KEEP Available in a pack?
Į	Vespon Rack Fores	17.1 Sattlements		province of the pack?	Weapon Rack Floar		17.1. Settlements		promovile in a pack?
	etter Armony Mod (DAM) - Weapon Ranks and Mose bety Workshop Vault Furnitus	17.1. Settlements 17.1. Settlements 17.1. Settlements			Better Armory Mod (BAM) - Weapon Racks and More Busty Workshop Vault Furniture		17.1. Settlements 17.1. Settlements 17.1. Settlements		
	tackable Concrete Foundations tackable Wood Foundations			Thuggyerruf greenlight - Should try some day. Thuggyerruf greenlight - Should try some day.	Stackable Concells Foundations Stackable Wood Foundations				Thuggyamurf greenlight - Should by some day. Thuggyamurf greenlight - Should by some day.
١	terisable DLCs Foundations reative Outler AEDLC	17.1. Settlements	F	Update of DD's stackable concrets.  HEDCEN on Nexus and only available on <u>Serveds net</u> due to Nexus implementation of moduscies.	Creative Chatter All DLC		17.1. Settlements	_	Update of DD's stackable concrete.  PHICOEN on Nexus and only available on <u>Setherdainer</u> due to Nexus Implementation of modoscics.
Ì	to It Yourshelf - Clutter for Shelves and Bookcases	17.1. Settlements	F		Do it Yourshelf - Clutter for Shelves and Bookcases		17.1. Settlements		Mod Author Crayon Kife Betheeds Page. Redundant when using Vanilla Extensions? Confirm. Might want to
l	trined Glass Workshor	17.1. Settlements 17.1. Settlements		Note Author Covon Wife Setherate Page.  Redundant when using Vanish Extensions? Confirm Might want to keep this as r'm probably distring Vanish Sciencions.    Available in a pack? Can sel flag and no. ba2 - KEEP  Some of this is included in the Quest mod The Steachers. This mod	Well Pass Trough Power Conduits		17.1. Settlements 17.1. Settlements		Mod Author Course NPT Setherada Pano.  Redunder of when using Varials Extensions? Confirm, Might want to it this as I'm probably distring Vanilla Extensions.   # Available in a pac Can and Rog and no Jack - KEEP  Some of this is included in the Quest mod The Eleachers. This mod
Ì	teined Glass Workshop  - 2K Tenture Pack	17.1. SetSements 17.1. SetSements		gives thousands more buildable items.	States Glass Workshop  -2K Techne Pack		17.1. Settlements		gives thousands more buildable items.
Ì	Ayeres agnar Generalor - 6224 Arehouse Extension Sal	17.1. Settlements 17.1. Settlements 17.1 Settlements		No longer on Nexus. Does it still work? Have used it and like it. Back on Nexus. Move .esp to Optional in MO2. Good Mod.	Peganes Signar Generator - 6324 Warehouse Extension Sal		17.1 Settlements 17.1 Settlements 17.1 Settlement		No longer on Nessus. Does it still work? Have used it and like it. Back on Nessus. Move .esp to Optional in MO2. Good Mod.
Ì	- cVc Dead Westland 6 - DLC1 Nuka -World - cVc Dead Westland 6 - DLC2 Far Harbor	17.1. Settlements 17.1. Settlements 17.1. Settlements 17.1. Settlements	E		- cVc Dead Wastland 6 - DLC1 Nuka -World     - cVc Dead Wastland 6 - DLC2 Far Harbor		17.1. Settlements 17.1. Settlements 17.1. Settlements 17.1. Settlements		
	- cVc Dead Wastland 6 - DLC3 Trailer Park Workshop - cVc Science Kit	17.1. Settlements 17.1. Settlements			- cVc Dead Wastland 6 - DLC3 Trailer Park Workshop     - cVc Science Kit	hop	17.1. Settlements 17.1. Settlements		
	estSimp-cVc_Sciencekt_BallsSciVeave Vc Dead Wasteland SluePrint Park	17.1. SetSements 17.1. SetSements 17.1. SetSements		PUBLISH Red Rocket, County Crossing, Oberland Station, Tempines Bluff	RedGimp-d/c_Sciencekt_BallisticWeave d/c-Dead Westeland BluePrint Pack		17.1. Settlements 17.1. Settlements 17.1. Settlements		PUBLISM Red Rocket, County Crossing, Oberland Station, Tenpines Bluff
	nacoy Housekit	17.1. Settlements		Using?   Neep - occasionally use for house rebuilds. Very Good.    Put Auto door settings into a CR Settlement Building patch.   Some time, you need to run the initialization manually, first of all, you	Station Houseki		17.1. Settlements		Using?    Keep - occasionally use for house rebuilds. Very Good.    Put Auto door settings into a CR Settlement Building pato    Some time, you need to run the initialization manually. first of all, you
I	2m Workshop	17.1. Settlements		Available  And Rocket, County Crossing, Cherined Station, Tengines Bluff  Jung 11 Reng - occasionally use for holes rebuilds.  Way Scotl. [PLA Address on estingie lab S. OS Sestement Building paths  and a holispe, use say "Cooking Station - Reast - GEST Workshop  made a holispe, use say "Cooking Station - Reast - GEST Workshop  made and the same of the	gilm Workshop		17.1. Settlements		Francisco Res Reduct County Crossing Oberland Station. Tempines Blaff Date() 1 New; - Consistently use for how rebuild. Using? 3 New; - Consistently use for how rebuild. New; Cook 2 PLA Also door settings in the CR Settlement Building paid report of the CR Settlement of the CR Settlement Building paid pread a histology, use any "Cooking Station -> Read +> (GSU-Virontee)" pread a histology, use any "Cooking Station -> Read +> (GSU-Virontee)" pread to be a birth of the CR Settlement Building Settlement Plant Settlement Plan
	Printer's Extra Pieces and Strates	17.1. Settlements			Whitper's Extra Pieces and Snaps		17.1. Settlements		
	etterrent Objects Combined - Lore Friendly-ESP version 2	17.1. Settlements	_	Overwrites things like Aluminum metal textures. Poke around in the BA2 some day and check out the textures.   Bring back for Tollets and showers to replace CWSS.	Settlement Objects Combined - Lone Friendly -ESP vers	ersion 2	17.1. Settlements		Overwrites things Ike Aluminum metal testures. Poke around in the BA2 some day and check out the textures.   Bring back for Toilets and showers to replace CWSS.
ļ	SC2 Metal and Jacques	BSC2 MetalnJangles tex_VE Wall04A_NoHole		showers to replace CWSS.  4 metal and 2 jungles technes: Used to "fa" the printine metal used by Settlement Objects Combined or other oversetting mods.    Vanilla Extensions uninstalled but the VE metal wall is used.	BSC2 Metal and Jangles		BSC2 MetainJangles tex_VE WallS4A_NoHole		shousers to replace CWSS.  I metal and 2 jangles textures. Used to "tx" the printine metal used by Settlement Objects Combined or other overwriting mods.    Vanilla Extensions uninstalled but the VE metal wall is used.
	SC2 Metal and Janoles	BSC2 Metain langles tex_VE WallO4A_NoHole - Mesh and Texture		ony use the 2 ShackCloth files and 4 ShackMetal Textures plus a shackwall Model. So I grabbed the 4 files and put them in a zip to install seperately. Placed after "Settlement Objects Combined" as is was	BSC2 Metal and Jangles		ESC2 MetainJangles tex_VE ItaliD4A_NoHole - Mesh and Texture		p only use the 2 ShackCloth files and 4 ShackMetal Textures plus a shackwall Model. So I grabbed the 4 files and put them in a zip to inst seperately. Placed after "Settlement Objects Combined" as is was
Ì	I.C. Guidd Lind Enhanced	17.1. Settlements		Settlement Objects Combined or other ownersing mode. [] Minalli Carestrose similarities but the Vice mails all a used. Carestrose similarities but the Vice mails all a used. In the Carestrose similarities of the Carestrose similarities and put them in a lap to install the Carestrose similarities of the Carestrose similarities and put them in a lap to install propertially. Placed after "Settlement Objects Combined" as less was ownersing the files. Settlement Objects Combined was uninstalled but I should mad about 1 and but I some did not be compared to the combined of the combi	Di C. Dallel Jan Frances	-	17.1. Settlements		Settlement Chycles Combined or other overwriting mode. (I vinal) interesting criticals but has Ver state as all a used. Cheering criticals but has Ver state as all a used such as a set of the combined of the very plant and the combined of the combined as a such as a set of the combined of the combined as a loss in segentally. Placed and "Settlement Chycles Combined" as a loss in segentally, Placed and "Settlement Chycles Combined" as a conventing the files. Settlement Chycles Combined was uninstabled to should be and the combined of the combined was uninstabled to should be and the settlement chycles of changes and the settlement changes and Usad bat to reset build limit to default. Also has a bat for 3a build for the settlement changes are settlement changes and the settlement changes are settlement.
١	Creased Build Limit Enhanced	17.1. Settlements	Ė	See this cell's note for Vault 88. [8] I had this installed once upon a time. Apparently I'm not missing it. Michi by annin some day.	Increased Build Limit Enhanced		17.1. Settlements 17.1. Settlements 17.1. Settlements	_	See this cell's note for Vault 88. [10] It had this installed once upon a time. Apparently firs not missing it. Might be again some day.
Harris of the last	emaker - Dypanded Settlements CTD Fix exent Objects Expansion Pape	17.1. Settlements 17.1. Settlements Some other day.		Might try again some day. Might try again some day. Should try some day.    2,000 items	Homeraker – Expanded Settlements CTO Fig.		17.1. Settlements 17.1. Settlements Some other day.		Might by again some day. Might by again some day. Should by some day.    2,000 items
B	Celenas (More Atlackers patch included)	17.1. Settlements		Sefore More Attackers. Load order: BS > All Sets Extended > MoreAGOMEz > SkiAlert    IT UPDATED!	EG Defense (More Attackers patch Included)		17.1. Settlements		Before More Attackers: Load order: BS > All Sets Extended > MoreAGOMBIX > SkjAlent    IT UPDATED!!
à	Settlements Extended ASE - No Bunker Hill or Hangman's.	17.1. Settlements		Balton Morra Attockers. Load order: BS - AJ Setta Extended > Morra ACOMEZ - Suplient   IT USENTEDIO   In: CIGITY guides and has strong Sim Settlements apport. Morre attackers in ship compatible.   Sim Settlements 2 city Plans will not work with ASE. Other functions, like joint, will work. "You should work! sounding All Settlements Cauded for any settlement you want to have Sim Settlements 2 bould automatically using a City Plan. The other final-axes should work fine."	All Settlements Extended ASE - No Bunker Hill or Hans	noman's.	17.1. Settlements		[Beform More Attackers. Load order. IS > AJ Sets Extended > More Attackers. Load order. IS > AJ Sets Extended > More ACCAMES > Splitter    If U   DPATETION   In CIGW guide and has strong Ern Settlements support. More attack is fully compatible.    Eins Settlements 2 City Plans will not work will ASE. Other functions, like joids, will work. "No a should avoid loading settlements Detected for any welferment you want to have Gim Settlements 2 build authoratically saling a City Plan. The other features should work fem."
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ļ	- As beginneds Extended Fair Harbor loss Attacker's Get Off My Buildzone [11]	17.1. Settlements 17.1. Settlements SS1 or SS2		Conflict with Workshop Framework? No Longer on Nexus.	- All Settlements Extended Far Harbor  More Attacker's Get Off Mr Buildrane (12)  State and Control of the	105	17.1. Settlements 17.1. Settlements SS1 or SS2		Conflid with Workshop Framework? No Longer on Nesus.
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21	pre Everywhere	17.1. Settlements	_	CAP, Wate the an Apt CAP,	Place Everywhere		17.1. Settlements		It won't delete anything that can cause later corruption.    I have a controls pic in "guides" folder. Also, I have a toggleable Jini save
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Į	rimsområder's Convenient Resources Yorkshop Powerpack	17.1. Settlements 17.1. Settlements		Perk Magazine, which can be found in West Everette Estate, unlocks it	Crimomrider's Convenient Resources Workshop Powercack		17.1. Settlements 17.1. Settlements	Ξ	Perk Magazine, which can be found in West Everette Estate, unlocks
l	unctional Displays-Display your collection	17.1. Settlements 17.1. Settlements	CRASH WARNING CRASH	Open its Meshes folder and delete everything inside EXCEPT for the	Functional Displays-Display your collection  Displays Displays Displays (Display)		17.1. Settlements 17.1. Settlements	CRASH WARNING CRASH	Open its Meshes folder and delete everything Inside EXCEPT for
Ì	unctional Displays Redone (Patch)  crap-O-Tron 2000	17.1. Settlements 17.1. Settlements	WARNING	Functional Displays folder: Replace with the trash compactor in RRTV Starlight Storenoom player home. It works fine though. Sah which other RRTV homes have a	Sanctional Displays Redone (Patch)  Sano-O-Tron 2000		17.1. Settlements 17.1. Settlements	WARNING	Functional Displays folder. Replace with the treath compactor in RRTV Starlight Storenoom play home. It works fine though. Bah which other RRTV homes have a
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Ì	rae's Defences tome Improvements AIO				Bran's Defences Home Improvements AIO				
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		551		In MISC Item records: Rename the Ruled Home Windrall plot to include BAD in the name. "[Rel] BAD FILE - Windrall shack by Ruleedworld". Plus, Install, the full Ruleed Homes and Gardens Add-On			SS1		In MSC item records: Rename the Ruined Home Windmill plot include BAD in the name. "[RH] BAD FILE - Windmill shack b Ruinedworld". Flux, install, the full Ruined Homes and Garders /
	iim Settlements Mega Pack - Year Two			mod. Optionally, install the fix mod for the windmill and just use the MegaPack version without installing the Full FM mod.	Sim Settlements Mega Pack - Year Two				mod. Optionally, install the fix mod for the windmill and just use the MegaPack version without installing the Full RH mod.
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	Noticed Working Shack Power Patch for Sim Settlements Maga Pack, feer 2		TEST	Use with the Year Two Mega pack. Not needed with the Full Rulned Homes mod. Did this work for me?	Vault and Windrell Shack Power Patch for Sim Settlements Mega. Year 2.	oa Pack		TEST	Use with the Year Two Mega pack. Not needed with the Full Ruined Homes mod. Did this work for me?
	im Settlements Mess Pack - Year Three	551	1657		Sim Settlements Meas Pack - Year Three Blood Moon Deiders		951	TEST	Homes mod. Did this work for me?  I don't want taider structures even though this windmill is great.
	K achly Introde Spaces K achly Ultrada Defenses			I don't want raider structures even though this windmill is great.  a collection of 15 interior residential plots  11 Martial, 1 Recreational - Military Themed	Gri active intimate Spaces Sit active Utimate Defenses		==		Tough this whomas is great.
	ra's Random Addon lots by Pasy Pasy			Prais work so it's naturally good.  Mos pack - not sure how many included in the Year 3 Mega Pack.  I don't want Christmas Decorations and don't need a Conqueror Faction	Polis Random Addog Polis by Pasy Pasy				
ļ	uletide - A Mini Sim Settlements Add-on and Conqueror action Pack			Pack.	Vuletide - A Mini Sim Settlements Add-on and Conquero Faction Pack	100			I don't want taider absuctures.
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Į	S Conqueror Brotherhood of Steel Faction Pack histoland Venturers Sim Settlements Add On Pack	591		I don't want raider structures and don't need a Conqueror Faction Pack.	SS Conqueror Brotherhood of Steel Faction Park Westeland Venturers Sim Settlements Add On Park		SS1		I don't want taider atructures.
	- Wasteland Venturers Building Plan Previews ad Neighbors Sim Settlements Addon Park (Alussus Free)	991 991		Extracted the one BA2 file	Wasteland Verturers Building Plan Previews     Bad Neichbors Sim Settlements Addon Pack (Always En	Freel	SS1 SS1		
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	in Settlements Addon Pack - Whitper's Power Plots im Settlements - Ruined Homes and Gardens Add-on		IESI	pack provides more STUFF.					
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	im Settlements Addon Park - Whitener's Preser Pots im Settlements - Ruined Homes and Gardens Add-on		IESI	Tind Steps* 5 Plans. 2 **On The Viley to Discrend City* 4 plans. 4 **On the Case", 7 glans. 4 **On the Case", 7 glans. 5 **Living in the Swamp 4 plans.    I like the idea but hate how it handled the below. Also, the damed industrial brick walls around each settlement.	boweeje Simple Settlement Series				pack provides more STUFF.  1. "First Slaper". S Plann.  1. "First Slaper". S Plann.  2. "On The Way be Diamond City". 4 plann.  4. "Che he Comer". 7 plann.  5. Lowing the Slammed plann. [1] "Bis the idea but hale how it handled the below. Also, the diamond related brick walls accord each relationarily of the comer.  5. Lowing the Slammed plann. [1] "Bis the idea but hale how it handled the below. Also, the diamond related brick walls accord each relationarily of the comer.  5. Lowing the Slammed States and State
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Simple Settlements for Sim Settlements Living in the Swamp	551		
Wasteland Venturers 2	SS1		Just use the version above
- WV2 Building Plan Previews	551		Just use the version above
Washiand Venturers 2 AID	551		Includes WV1 and WV2.    Too big a pack from one aurhor?
Valt-Tec Tools	SS1		Do I want it? - Nope
Scrappers	551		Do I want it?
Setttlement Blueprints	Setttlement Blueprin	ts	Setttlement Blueprints
cVc Dead Wasteland - BluePrint Pack			
Finch Farm 05 Highway Settlement Elusprint-stains			
Finch Farm 05 Vanilla DLC Settlement Blueprint			
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Vanilla Elueprints 15-24 - EdmondNoir			
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I'll return to SS2 some day and restore the list that is installed but disabled			I'll return to SS 2 some day and restore the list that is installed but cleabled		
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Vanilla Blueprints 15-24 - EdmondNoir					
Vanilla Blueprints 09-14 - FrozenMemories					
Vanilla Blueprints 7-8 AllenTG					
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acceptant	aa1	1	DOT MARK ET	1	
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- WV2 Building Plan Previews	991 991	_	Just use the version above		
Wasteland Venturers 2	SS1 664		Just use the version above		
Simple Settlements for Sim Settlements Living in the Swamp	551				

Cambridge Bungalow Player Home		
Commonwealth Express Courier Stations		
Listening Post Zulu Brotherhood of Steel Player Home		
Scavenger's Safehouse Player Home (with Merchant)		
The Atom Cats Crib Player Home and Power Armor Garage		
- Atom Cats Crib Player Home - Peepers the Eyebot set to		
Essential		
The Boxcar Cottage Player Home		
The Goodneighbor Condo Player Home		
The Outcasts' Hideout Player Home		
The Overboss Hideaway Player Home (Nuka World)		
The Subway Safehouse Player Home		
<u>Underground Hideout Redux Player Home</u>		
	Acadia Survival Tweaks (Far Harbor)	
	Nucleus Linked Workbenches (Far Harbor)	
	Nuka World Fizztop Grille Enhancements	
	Prydwen Quarters Deluxe Player Home	
	Eden Meadows Cinema Player Home (Far Harbor)	
	The Starlight Storeroom Player Home - Better Homes and Bunkers Vol. 1	
	The Oberland Station Basement Player Home - Better Homes and Bunkers Vol. 2	
	The Slog Diner Player Home - Better Homes and Bunkers Vol. 3	
	The Coastal Cottage Bunker Player Home - Better Homes and Bunkers Vol. 4	
	The Somerville Place Trailer Player Home - Better Homes and Bunkers Vol. 5	
		Proctor Teagan Sells BOS Clothing
		Red Rocket Road Map - Immersive Map Marker Enabling
		Robot Model Kit 2K Retextures and Collectible Boxes

	YEAR 1 PACK			
Author	Туре	SS Tag	CS Tag	
Altair	Animal Farm	[AAF]	non_human	M8r
Brian84	Themed Residentials	[B84]	camp2	Uto
Brae	Brae's Defenses	[BD]	green star	My tag?
kevbal	Home Improvements	[HI]	warehouse	Uto
mytigio	Industrial City	[IC]	factory	Uto
Jib	Residential AddOn	[J3]	camp2	Uto
Uituit	Junktown collection	[JTc]	junkyard	Uto
PCDug	Improvised Structures	[PCD]	camp2	Uto
Eldarth	Sim Homestead	[SH]	warehouse2	Uto
mimaef	Trailer Park Dreams	[TPD]	camper	M8r
BtN	Themed, Improvised homes	[Y1]	camp2	Uto
	YEAR 2 PACK			
Author	Туре	SS Tag	CS Tag	
Sebbo	Brick and Stone	[ABIT]	city9	Uto
Arguile	Institute	[IS]	institute	M8r
CaptainLaserBeam	Jampads - Shabby chic, WTF	[JP]	city2	
Kytampe	Awesometown	[KYT]	city3	
Ruined World	Ruined Homes	[RH]	city8	Uto
Robots Smell	Nicer Wasteland	[RS]	robot	M8r
Rodericksblade	Vault	[Vault-tec]	vault	M8r
XV-Versus	HUGE	[VFX]	tools2	Uto
Rodericksblade	Vault Life?	[VL]	vault	M8r
Samutz	Vault-Tec Tools	[VT]	vault	M8r
Whisper	Whisper Power Plots	[WP]	Energy	M8r

# Atom Cats Crib Player Home and Power Armor Garage

https://www.nexusmods.com/fallout4/mods/30173?tab=files&file\_id=123354

- Webpage archive: https://web.archive.org/web/20231029153516/https://www.nexusmods.com/fallout4/mods/30173

#### **Boxcar Cottage Player Home**

https://www.nexusmods.com/fallout4/mods/43415?tab=files&file\_id=175664

- Webpage archive:

https://web.archive.org/web/20231029151212/https://www.nexusmods.com/fallout4/mods/43415

#### **Commonwealth Express Courier Stations**

https://www.nexusmods.com/fallout4/mods/36587?tab=files&file\_id=180570

- Webpage archive:

https://web.archive.org/web/20231029152631/https://www.nexusmods.com/fallout4/mods/36587

# **Eden Meadows Cinema Player Home (Far Harbor)**

https://www.nexusmods.com/fallout4/mods/27327?tab=files&file\_id=165903

- Webpage archive:

https://web.archive.org/web/20231029153700/https://www.nexusmods.com/fallout4/mods/27327

#### Listening Post Zulu Brotherhood of Steel Player Home

https://www.nexusmods.com/fallout4/mods/28641?tab=files&file\_id=133571

- Webpage archive:

https://web.archive.org/web/20231029153553/https://www.nexusmods.com/fallout4/mods/28641

#### **Outcasts' Hideout**

https://www.nexusmods.com/fallout4/mods/46151?tab=files&file\_id=189167

- Webpage archive:

https://web.archive.org/web/20231029150837/https://www.nexusmods.com/fallout4/mods/46151

#### **Prydwen Quarters Deluxe Player Home**

https://www.nexusmods.com/fallout4/mods/39776?tab=files&file\_id=160920

- Webpage archive:

https://web.archive.org/web/20231029151530/https://www.nexusmods.com/fallout4/mods/39776

## Scavenger's Safehouse Player Home with Merchant

https://www.nexusmods.com/fallout4/mods/30951?tab=files&file\_id=161221

- Webpage archive:

https://web.archive.org/web/20231029153406/https://www.nexusmods.com/fallout4/mods/30951

# **Subway Safehouse**

https://www.nexusmods.com/fallout4/mods/35255?tab=files&file\_id=143244

- Webpage archive:

https://web.archive.org/web/20231029152710/https://www.nexusmods.com/fallout4/mods/35255 The Cambridge Bungalow Player Home https://www.nexusmods.com/fallout4/mods/20394?tab=files&file\_id=107121 - Webpage archive: https://web.archive.org/web/20231029155148/https://www.nexusmods.com/fallout4/mods/20394 The Coastal Cottage Bunker Player Home https://www.nexusmods.com/fallout4/mods/26055?tab=files&file\_id=119634 - Webpage archive: https://web.archive.org/web/20231029153839/https://www.nexusmods.com/fallout4/mods/26055 The Goodneighbor Condo Player Home https://www.nexusmods.com/fallout4/mods/21873?tab=files&file\_id=161188 - Webpage archive: https://web.archive.org/web/20231029155017/https://www.nexusmods.com/fallout4/mods/21873 The Oberland Station Basement Player Home https://www.nexusmods.com/fallout4/mods/23243?tab=files&file\_id=161219 - Webpage archive: https://web.archive.org/web/20231029154357/https://www.nexusmods.com/fallout4/mods/23243 The Overboss Hideaway Nuka World Player Home https://www.nexusmods.com/fallout4/mods/23688?tab=files&file\_id=135342 - Webpage archive: https://web.archive.org/web/20231029154218/https://www.nexusmods.com/fallout4/mods/23688 The Slog Diner Player Home https://www.nexusmods.com/fallout4/mods/24457?tab=files&file\_id=165902 - Webpage archive: https://web.archive.org/web/20221205141917/http://www.nexusmods.com/fallout4/mods/24457 The Somerville Trailer Player Home https://www.nexusmods.com/fallout4/mods/26918?tab=files&file\_id=123542 - Webpage archive: https://web.archive.org/web/20231029153752/https://www.nexusmods.com/fallout4/mods/26918 The Starlight Storeroom https://www.nexusmods.com/fallout4/mods/22745?tab=files&file\_id=160240

https://web.archive.org/web/20231029154532/https://www.nexusmods.com/fallout4/mods/22745

https://www.nexusmods.com/fallout4/mods/51730?tab=files&file\_id=207789

- Webpage archive:

**Underground Hideout Redux** 

#### - Webpage archive:

https://web.archive.org/web/20231029145425/https://www.nexusmods.com/fallout4/mods/51730

# **Fizztop Grille Enhancements**

https://www.nexusmods.com/fallout4/mods/22091?tab=files&file\_id=161214

#### - Webpage archive:

https://web.archive.org/web/20231029154915/https://www.nexusmods.com/fallout4/mods/22091

#### **Hardware Town Key Havok Fix**

https://www.nexusmods.com/fallout4/mods/34497?tab=files&file\_id=140366

## - Webpage archive:

https://web.archive.org/web/20231029152926/https://www.nexusmods.com/fallout4/mods/34497

#### **Acadia Survival Tweaks**

https://www.nexusmods.com/fallout4/mods/33384?tab=files&file\_id=135683

#### - Webpage archive:

https://web.archive.org/web/20231029153006/https://www.nexusmods.com/fallout4/mods/33384

#### Far Harbor Nucleus Linked Workbenches (esl)

https://www.nexusmods.com/fallout4/mods/33368?tab=files&file\_id=135620

# - Webpage archive:

https://web.archive.org/web/20231029153042/https://www.nexusmods.com/fallout4/mods/33368

## **Robot Model Kit Retextures and Collectable Boxes**

2K https://www.nexusmods.com/fallout4/mods/24189?tab=files&file\_id=135783

4K https://www.nexusmods.com/fallout4/mods/24189?tab=files&file\_id=98554

# - Webpage archive:

https://web.archive.org/web/20231029154033/https://www.nexusmods.com/fallout4/mods/24189

#### **RRTV Salt and Pepper Shaker Retexture**

https://www.nexusmods.com/fallout4/mods/38861?tab=files&file\_id=157722

## - Webpage archive:

https://web.archive.org/web/20231029151943/https://www.nexusmods.com/fallout4/mods/38861

## **Rusty Workshop Vault Furniture**

https://www.nexusmods.com/fallout4/mods/37782?tab=files&file\_id=153418

#### - Webpage archive:

https://web.archive.org/web/20231029152548/https://www.nexusmods.com/fallout4/mods/37782

# Lucky 8-Ball

https://www.nexusmods.com/fallout4/mods/47156?tab=files&file\_id=190316

## - Webpage archive:

https://web.archive.org/web/20231029150800/https://www.nexusmods.com/fallout4/mods/47156

Metal Footlocker FO3-FNV Style HD Textures
2K https://www.nexusmods.com/fallout4/mods/39154?tab=files&file\_id=158631

4K https://www.nexusmods.com/fallout4/mods/39154?tab=files&file\_id=158630

- Webpage archive:
https://web.archive.org/web/20231029151902/https://www.nexusmods.com/fallout4/mods/39154

Nuka Recipe Book 2K Retextures
https://www.nexusmods.com/fallout4/mods/32292?tab=files&file\_id=131652

- Webpage archive:
https://web.archive.org/web/20231029153220/https://www.nexusmods.com/fallout4/mods/32292

Fallout 3 Style Tales of a Junktown Jerky Vendor Magazine Retexture
https://www.nexusmods.com/fallout4/mods/51995?tab=files&file\_id=207604

- Webpage archive:

https://web.archive.org/web/20231029144830/https://www.nexusmods.com/fallout4/mods/51995

- [1] Archive Links will NEVER go away. However I might not keep them updated to the latest version. These are a fallback for unexpectedly closed mod pages.
- [2] Use Complex Item Sorter .ini File || need to publish it. || Has HITMEs Higher Index Than Masterlist Entries, which most commonly occur when the Creation Kit or an advanced mode of FO4Edit were used to improperly remove a master. The behavior of these plugins is undefined and may lead to them not working correctly or causing CTDs. Such a plugin is usually beyond saving and mod authors should revert to a backup from before the HITMEs corrupted the plugin. The safest course of action for a user is to uninstall it.
- [3] I've noticed that most of the major mod-lists posted on Nexus. such as Thuggysmurf, seem to suggest avoiding AWKCR, AE, and other cumbersome mods. So your list is great.
- [4] The game-breaking problem with this mod is that it includes 3 files inside the Main.ba2 in the scripts folder that are outdated F4SE scripts and seemingly accidentally included. Extract that archive using Archive2, delete the scripts folder, repackage and replace and its good to go. The mod shouldn't cause any crashes or anything anymore.
- [5] For Vault 88 limits, you can add the following to the end of the files indicated:
- ... ble3xsize.txt

;[Vault 88] 05000fef.setav 349 15000000.00 05000fef.setav 34B 15000.00

... bleresetsize

;[Vault 88] 05000fef.setav 349 5000000.00 05000fef.setav 34B 5000.00

[6] This Mod gives a load order which includes several other mods:

Recommended Load order:

Better Settlement Defence.esp

. . .

Build High - Expanded Settlements.esp

...

CombinedExpansion4.1.esp

- - -

Bigger Settlements-Bigger 1.esp

Bigger Settlements-Bigger 1 same attack.esp

Bigger Settlements-Bigger 2.esp

Bigger Settlements-Bigger 2 same attack.esp

Bigger Settlements-height limit and spawn points.esp

Bigger Settlements-height limit only.esp

..

AllSetsExtended.esp
ASEFarHarbor.esp

NukaWorldRedRocketEx.esp

• • •

SkjAlert\_All\_DLC.esp

```
Clean and Simple - Settlement Startup.esp
  MoreAGOMBz.esp
  MoreSpawns xxx.esp
  MoreAGOMBz CP ASE.esp
  MoreAGOMBz_CP_ASEFH.esp
  MoreAGOMBz CP ASENW.esp
  MoreAGOMBz CP ASE ASEFH.esp
  MoreAGOMBz_CP_ASE_ASEFH_ASENW.esp
  MoreAGOMBz CP BHES.esp
  MoreAGOMBz_CP_SEx.esp
  MoreAGOMBz CP BgrStl.esp
  MoreAGOMBz_CP_CSSS.esp
  Scrap Everything - xxx.esp
  ScrapUpdate - xxx.esp
[7] This Mod gives a load order which includes several other mods:
Recommended Load order:
  Better Settlement Defence.esp
  Build High - Expanded Settlements.esp
  CombinedExpansion4.1.esp
  Bigger Settlements-Bigger 1.esp
  Bigger Settlements-Bigger 1 same attack.esp
  Bigger Settlements-Bigger 2.esp
  Bigger Settlements-Bigger 2 same attack.esp
  Bigger Settlements-height limit and spawn points.esp
  Bigger Settlements-height limit only.esp
  AllSetsExtended.esp
  ASEFarHarbor.esp
  NukaWorldRedRocketEx.esp
  SkjAlert_All_DLC.esp
  Clean and Simple - Settlement Startup.esp
  MoreAGOMBz.esp
  MoreSpawns xxx.esp
  MoreAGOMBz_CP_ASE.esp
  MoreAGOMBz CP ASEFH.esp
```

MoreAGOMBz\_CP\_ASENW.esp
MoreAGOMBz\_CP\_ASE\_ASEFH.esp
MoreAGOMBz\_CP\_ASE\_ASEFH\_ASENW.esp
...
MoreAGOMBz\_CP\_BHES.esp
...
MoreAGOMBz\_CP\_SEx.esp
...
MoreAGOMBz\_CP\_BgrStl.esp
...
MoreAGOMBz\_CP\_CSSS.esp
...
Scrap Everything - xxx.esp
ScrapUpdate - xxx.esp

[8] For anyone who cares to know, I have found the best visuals & ENB with Reshade combo since I began playing Fallout 4 back in November 2015. I have tried quite a number of different configurations/presets/visuals, and so this is the best setup I have seen on my screen: (3 very popular mods that go together really, really well, imo)---

- 1. Subtle ENB Immersive Wasteland Preset (noidkid) http://www.nexusmods.com/fallout4/mods/5885/?
- 2. Fr4nsson's Light Tweaks (Fr4nsson) http://www.nexusmods.com/fallout4/mods/2139/?
- 3. Fallout 4 Enhanced Color Correction [Original version] (ChaosWWW)

This setup definitely has a no-compromise visual mood to it, for lack of better words, very dark and gritty but not too much.

[9] For Vault 88 limits, you can add the following to the end of the files indicated:

... ble3xsize.txt

;[Vault 88] 05000fef.setav 349 15000000.00 05000fef.setav 34B 15000.00

... bleresetsize

;[Vault 88] 05000fef.setav 349 5000000.00 05000fef.setav 34B 5000.00

[10] For Vault 88 limits, you can add the following to the end of the files indicated:

... ble3xsize.txt

;[Vault 88] 05000fef.setav 349 15000000.00 05000fef.setav 34B 15000.00

... bleresetsize

;[Vault 88] 05000fef.setav 349 5000000.00 05000fef.setav 34B 5000.00

# [11] This Mod gives a load order which includes several other mods:Recommended Load order:Better Settlement Defence.esp...Build High - Expanded Settlements.esp

CombinedExpansion4.1.esp

...

Bigger Settlements-Bigger 1.esp

Bigger Settlements-Bigger 1 same attack.esp

Bigger Settlements-Bigger 2.esp

Bigger Settlements-Bigger 2 same attack.esp

Bigger Settlements-height limit and spawn points.esp

Bigger Settlements-height limit only.esp

...

AllSetsExtended.esp ASEFarHarbor.esp

NukaWorldRedRocketEx.esp

SkjAlert All DLC.esp

Clean and Simple - Settlement Startup.esp

...

MoreAGOMBz.esp

. . .

MoreSpawns\_xxx.esp

• • •

MoreAGOMBz\_CP\_ASE.esp

 ${\sf MoreAGOMBz\_CP\_ASEFH.esp}$ 

MoreAGOMBz\_CP\_ASENW.esp

MoreAGOMBz\_CP\_ASE\_ASEFH.esp MoreAGOMBz\_CP\_ASE\_ASEFH\_ASENW.esp

. . .

MoreAGOMBz\_CP\_BHES.esp

••

MoreAGOMBz\_CP\_SEx.esp

• • •

MoreAGOMBz\_CP\_BgrStl.esp

...

MoreAGOMBz\_CP\_CSSS.esp

...

Scrap Everything - xxx.esp

ScrapUpdate - xxx.esp

[12] This Mod gives a load order which includes several other mods:

#### Recommended Load order:

Better Settlement Defence.esp

. . .

Build High - Expanded Settlements.esp

...

CombinedExpansion4.1.esp

```
Bigger Settlements-Bigger 1.esp
  Bigger Settlements-Bigger 1 same attack.esp
  Bigger Settlements-Bigger 2.esp
  Bigger Settlements-Bigger 2 same attack.esp
  Bigger Settlements-height limit and spawn points.esp
  Bigger Settlements-height limit only.esp
  AllSetsExtended.esp
  ASEFarHarbor.esp
  NukaWorldRedRocketEx.esp
  SkjAlert_All_DLC.esp
  Clean and Simple - Settlement Startup.esp
  MoreAGOMBz.esp
  MoreSpawns xxx.esp
  MoreAGOMBz_CP_ASE.esp
  MoreAGOMBz CP ASEFH.esp
  MoreAGOMBz CP ASENW.esp
  MoreAGOMBz_CP_ASE_ASEFH.esp
  MoreAGOMBz_CP_ASE_ASEFH_ASENW.esp
  MoreAGOMBz CP BHES.esp
  MoreAGOMBz CP SEx.esp
  MoreAGOMBz CP BgrStl.esp
  MoreAGOMBz CP CSSS.esp
  Scrap Everything - xxx.esp
  ScrapUpdate - xxx.esp
[13] This Mod gives a load order which includes several other mods:
Recommended Load order:
  Better Settlement Defence.esp
  Build High - Expanded Settlements.esp
  CombinedExpansion4.1.esp
  Bigger Settlements-Bigger 1.esp
  Bigger Settlements-Bigger 1 same attack.esp
  Bigger Settlements-Bigger 2.esp
  Bigger Settlements-Bigger 2 same attack.esp
  Bigger Settlements-height limit and spawn points.esp
  Bigger Settlements-height limit only.esp
  AllSetsExtended.esp
```

```
ASEFarHarbor.esp
  NukaWorldRedRocketEx.esp
  SkjAlert All DLC.esp
  Clean and Simple - Settlement Startup.esp
  MoreAGOMBz.esp
  MoreSpawns xxx.esp
  MoreAGOMBz CP ASE.esp
  MoreAGOMBz CP ASEFH.esp
  MoreAGOMBz CP ASENW.esp
  MoreAGOMBz CP ASE ASEFH.esp
  MoreAGOMBz_CP_ASE_ASEFH_ASENW.esp
  MoreAGOMBz CP BHES.esp
  MoreAGOMBz_CP_SEx.esp
  MoreAGOMBz CP BgrStl.esp
  MoreAGOMBz CP CSSS.esp
  Scrap Everything - xxx.esp
  ScrapUpdate - xxx.esp
[14] This Mod gives a load order which includes several other mods:
Recommended Load order:
  Better Settlement Defence.esp
  Build High - Expanded Settlements.esp
  CombinedExpansion4.1.esp
  Bigger Settlements-Bigger 1.esp
  Bigger Settlements-Bigger 1 same attack.esp
  Bigger Settlements-Bigger 2.esp
  Bigger Settlements-Bigger 2 same attack.esp
  Bigger Settlements-height limit and spawn points.esp
  Bigger Settlements-height limit only.esp
  AllSetsExtended.esp
  ASEFarHarbor.esp
  NukaWorldRedRocketEx.esp
  SkjAlert All DLC.esp
  Clean and Simple - Settlement Startup.esp
  MoreAGOMBz.esp
```

```
MoreSpawns_xxx.esp
```

...

MoreAGOMBz\_CP\_ASE.esp MoreAGOMBz\_CP\_ASEFH.esp MoreAGOMBz\_CP\_ASENW.esp MoreAGOMBz\_CP\_ASE\_ASEFH.esp MoreAGOMBz\_CP\_ASE\_ASEFH\_ASENW.esp

...

MoreAGOMBz\_CP\_BHES.esp

...

MoreAGOMBz\_CP\_SEx.esp

• • •

MoreAGOMBz\_CP\_BgrStl.esp

...

MoreAGOMBz\_CP\_CSSS.esp

..

Scrap Everything - xxx.esp ScrapUpdate - xxx.esp