

MO2 INSTALLATION					Established in LO	Testing in LO	Inactive/Not Using	Custom Installation
Mod	Archive Link [1]	Sections	Order	Notes				
<b>01. Workbase BA2 and Optional Cleaned ESM</b>								
<b>CLEANED ESM</b> - DLC001.esm - DLCCoast.esm - DLCLookWorld.esm - DLORobot.esm - DLWorkshop01.esm - DLWorkshop02.esm - DLWorkshop03.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 latest .asm from the FO4 folder to the new mod folder. 3) Clean these master plugins using xEdit QuickAutoClean OR with Batch Plugin Cleaner for Mod Organizer 2.				
<a href="#">AestGimp - SavrenX HD Textures Performance BA2 Set</a>		Workbase ba2 Set		This is a full set of the 15 FO4 ba2 textures files with SavrenX HD mods combined into them. All 4 mods are required.				
- BA2 SavrenX HD over Vanilla Fixed One of Four	<a href="#">0.95</a>	Workbase ba2 Set		All 4 FILES ARE REQUIRED				
- BA2 SavrenX HD over Vanilla Fixed Two of Four	<a href="#">0.95</a>	Workbase ba2 Set		All 4 FILES ARE REQUIRED				
- BA2 SavrenX HD over Vanilla Fixed Three of Four	<a href="#">0.95</a>	Workbase ba2 Set		All 4 FILES ARE REQUIRED				
- BA2 SavrenX HD over Vanilla Fixed Four of Four	<a href="#">0.95</a>	Workbase ba2 Set		All 4 FILES ARE REQUIRED				
<a href="#">SavrenX HD 1K Buildings and Interiors</a>		Included in the pack above		Main Files and Fixes. Requires the fix files and the fix mod a few lines below				
Fix Plywood		Included in the pack above						
Fix Vault-Metal-Window-Institute		Included in the pack above						
<a href="#">SavrenX HD 1K Buildings and Interiors Fix</a>		Included in the pack above		REQUIRED FIX FILE				
<a href="#">SavrenX HD Settlements and Clutters</a>		Included in the pack above		Both Main Files and Oxygen Tank Fix				
SavrenX HD Settlement and Clutters DLC		Included in the pack above						
Fix Oxygen Tank		Included in the pack above						
<a href="#">SavrenX HD Vanilla Armor</a>		Included in the pack above						
Fix		Included in the pack above						
<a href="#">SavrenX HD Vanilla Clothes</a>		Included in the pack above						
Dirty Suit Fix		Included in the pack above						
<a href="#">SavrenX Synth HD</a>		Included in the pack above						
Synth HD Gen Part		Included in the pack above						
<a href="#">SavrenX Creature Pack DLC REDONE</a>		Included in the pack above		Place before Robot and HD liberty prime mod. The Assaultron is higher quality in robot pack				
<a href="#">SavrenX Better Robots and HD Liberty Prime</a>		Included in the pack above		Main File and Turret Decal Fix				
Turret Decal Fix		Included in the pack above						
<a href="#">SavrenX Food and Foodways</a>		Included in the pack above						
<a href="#">SavrenX HD DLC Armor and Clothes</a>		Included in the pack above						
<a href="#">SavrenX HD Junk and Props DLC</a>		Included in the pack above						
<a href="#">SavrenX HD Vanilla Landscape</a>		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				
<a href="#">SavrenX Landscape Interiors Building DLC</a>		Included in the pack above						
<a href="#">SavrenX Organic Gears</a>		Included in the pack above						
<a href="#">SavrenX Organic Super Mutant</a>		Included in the pack above						
<a href="#">SavrenX Power Armor HD DLC</a>		Included in the pack above						
<a href="#">SavrenX Super Mutant HD Armor</a>		Included in the pack above						
<a href="#">SavrenX Weapon HD DLC</a>		Included in the pack above						
<a href="#">Black Codsworth and Windows Fix (Cubemap fix)</a>	<a href="#">A-Link</a>		FATE	This is good to run after many ba2 packs. The process can cause issues with the cubemaps.				
<b>02. Core Mods</b>								
<a href="#">F4SE - FOOG</a>	<a href="#">A-Link</a>	1.10.163 Game Version f4se_0_06_23  PICK ONE	Fallout 4 folder	Three Part installation. 1) Manually drop 3 files into the "Fallout 4" folder: - f4se_1_10_xx.dll - f4se_loader.exe - f4se_steam_loader.dll - is now required after downgrading to FOOG  Copy the data folder also into the Fallout 4 folder. 2) Configure MO2 Executables to launch f4se_loader.exe. Only launch FO4 with this. 3) Create a F4SE Scripts "mod" on the BOTTOM left side of MO2. Down low, Rclick on left side of MO2 and choose All mods > Create Empty mod. Name it "F4SE Scripts" and drop the "Scripts" folder from the F4SE zip file here. This fixes many mods which have invalid scripts in them. So, make this the last folder in your load order.	Custom Installation			
<a href="#">F4SE - FONG</a>	<a href="#">0.7.2</a>	1.10.984 - PICK ONE			Custom Installation			
<a href="#">Budy68 ESLite</a>	<a href="#">1.0</a>	02. Core Mods			Custom Installation			
<a href="#">xSE PluginPreloader F4 - FOOG</a>	<a href="#">2.5.1</a>	Required by Old Buffout 4 but not Buffout NG	Fallout 4 folder	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.xml file and change the load method to OnThreadAttach or ImportAddressHook IF IF IF the default doesn't work.	Custom Installation			
<a href="#">xSE PluginPreloader F4 - FONG</a>	<a href="#">0.3</a>							
<a href="#">Address Library for F4SE Plugins - FOOG</a>	<a href="#">A-Link</a>		MO2	Required by Baka Scrap Heap and Buffout 4. Install with MO2 like a mod.    Also required by Spell Perk Item Distributor				
<a href="#">Address Library for F4SE Plugins - AIO F4SE Version Independent</a>	<a href="#">A-Link</a>	Version Independent - No Requirements	MO2	Might not work with FOOG mods which require Address Library for F4SE Plugins - trying to verify				
<a href="#">Buffout 4 - Main File - Version - FOOG Version</a>	<a href="#">A-Link</a>	PICK ONE	MO2	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 F4SE to TRUE, this prevents bugs and crashes from Looks Menu.				
<a href="#">Buffout 4 - Main File - Version - FONG Version</a>	<a href="#">A-Link</a>	Does not Exist yet		Does not exist yet				
<a href="#">Buffout 4 NG - (NO, it does not mean FO4 NG, but does work with it)</a>				The Nexus mod page has a list of features which don't work with FONG. Open the Buffout4.toml and set all those to "false". I have not clue if that is necessary.				
<a href="#">Interior NavCut Fix</a>	<a href="#">1.0.3</a>	02. Core Mods		Fixes a major Vanilla Game bug    Included in B04 NG.	F4SE/ Address Library			
<a href="#">Interior NavCut Fix - FONG Version</a>	<a href="#">A-Link</a>	Does not Exist yet		Fixes a major Vanilla Game bug    Included in B04 NG.	F4SE/ Address Library			
<a href="#">Long Save Bug Fix - FOOG Version</a>	<a href="#">A-Link</a>	PICK ONE	INFO	Has the annoying name of "GCCBugFix Release 0.1"	F4SE			
<a href="#">Long Save Bug Fix - FONG Version</a>	<a href="#">A-Link</a>	Does not Exist yet			F4SE			
<a href="#">enbhelpers4 - FOOG Version</a>	<a href="#">A-Link</a>	02. Core Mods		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.	F4SE/ Address Library			
<a href="#">enbhelpers4 - FONG Version</a>	<a href="#">A-Link</a>	Does not Exist yet			F4SE/ Address Library			
<a href="#">Fallout.exe Auto-Backup - FOOG</a>	<a href="#">A-Link</a>	02. Core Mods		Keeping installed so the old FO4 and F4SE can still be played after the chaos of a pushed update.	F4SE			
<a href="#">Fallout.exe Auto-Backup - FONG</a>	<a href="#">A-Link</a>	Does not Exist yet			F4SE			
<a href="#">High FPS Physics Fix - FOOG</a>	<a href="#">A-Link</a>	PICK ONE - HFSPSF		Fixes problems associated with high FPS. Normalizes animation speed and removes physical bugs. Reduces loading time. Features: Unlocks FPS - Unlocks the game speed from the framerate, allowing you to play at any FPS values at normal speed    I Must use .ini to lock in-game FPS to 59.9 to avoid nVidia driver crashes with an RTX 2070 Super Card.	F4SE			
<a href="#">High FPS Physics Fix - FONG</a>	<a href="#">A-Link</a>				F4SE			
<a href="#">Long Loading Times Fix</a>				NOPE - not needed				
<a href="#">X-Cell Fallout 4</a>								
<a href="#">Unofficial Fallout 4 Patch - FOOG V2.1.5</a>	<a href="#">A-Link</a>	PICK ONE - UFO4P V2.1.5		UFO4P deniers are the anti-vax of FO4 modding. This is always the first mod after the FO4 plugins.	F4SE			
<a href="#">Unofficial Fallout 4 Patch - FONG - V 2.1.6d</a>	<a href="#">A-Link</a>				F4SE			
<a href="#">Mod Configuration Menu - FOOG V 1.39</a>	<a href="#">1.39</a>				F4SE			
<a href="#">Mod Configuration Menu - FONG v 1.40 Beta 2</a>	<a href="#">A-Link</a>	PICK ONE - MCM			F4SE			
<a href="#">Game Configuration Menu</a>	<a href="#">A-Link</a>	02. Core Mods		Requires MCM	Verify .esp move			
- GCM DLC Automator	<a href="#">A-Link</a>	02. Core Mods		esp throws itself in high load priority	Move .esp?			
- GCM DLC Far Harbor	<a href="#">A-Link</a>	02. Core Mods			Move .esp?			
<a href="#">Companion Command and Tactics</a>	<a href="#">A-Link</a>	02. Core Mods		Love it.				
<a href="#">FO4 Hotkeys Lite</a>	<a href="#">A-Link</a>	02. Core Mods		The Lite version has - NO .esp.				
<a href="#">AestGimp - Hotkeys Lite.ini</a>	<a href="#">A-Link</a>	02. Core Mods		Install as a merge into FO4 Hotkeys Lite. Run enable_hotkeys.cmd from the installation folder. This will automatically write the necessary lines to Documents\My Games\Fallout4\Fallout4Custom.ini    MO2 Profiles can NOT be set to use profile specific .ini files or the wrong .ini is modified.				
<a href="#">Canary Save File Monitor</a>	<a href="#">A-Link</a>	02. Core Mods		Extract BA2 - loads high Extract the ba2 archive to free a slot. It's a tiny file.	Relocate .esp			
<a href="#">Fast Start - Skip Sanctuary Protosue</a>	<a href="#">A-Link</a>	02. Core Mods		Extract BA2 - No quest conflicts at startup with my modlist.				
<a href="#">Cheat Terminal</a>	<a href="#">A-Link</a>	02. Core Mods		Extract the ba2. It's a small archive and will free a ba2 slot.				
<a href="#">Main Menu Theme Music Replacer</a>	<a href="#">A-Link</a>	02. Core Mods		Love it.    Any slowdown of loading?    Currently conflicts with MCM				
<a href="#">Time Lapse main Menu Replacer</a>	<a href="#">A-Link</a>	02. Core Mods		Love it.    Any slowdown of loading?				

Macellaneous next-gen quests	A-Link	02. Core Mods		Categorized FONG CC quests into the MISC Pipboy category.	
Start Creation Club when YOU want - New Games	A-Link	02. Core Mods		New game version is my preference    SKKCCStartOnDemand_002_NewGames	
Start Creation Club when YOU want - Existing Games	A-Link	02. Core Mods			
FO4 Fixes And Technical Enhancements (FATE Patch)		02. Core Mods	ESL	<b>Only choose the Fixes.</b> Installing as ESL so it loads high and will lose any conflicts to existing 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	2.0.1	02. Core Mods		Must load below Weapon Mod Fixes.	Relocate
The Midnight Ride - Grieffinder All-In-One	2.00	02. Core Mods		Loose Files Version	
Whisper's Delayed DLC	3	02. Core Mods			
Integrated Automation	1.00	02. Core Mods			
Simple Creation Club Delayed NG	1.0.2	02. Core Mods		These files are small enough to extract the BA2.	
RobCo Patcher - FOOG	A-Link	02. Core Mods	F4SE		F4SE
RobCo Patcher - FONG	A-Link	Does not Exist yet			F4SE
SLP F4SE - FOOG	A-Link	02. Core Mods		Required by Universal Disassembler.	F4SE
SLP F4SE - FONG	A-Link	Does not Exist yet			F4SE
Universal Disassembler - BA2 Files Version - FOOG	A-Link	02. Core Mods	ESL	Later will run Unpackr to unpack small BA2	F4SE
Universal Disassembler - BA2 Files Version - FONG	A-Link	Does not Exist yet			F4SE
Universal Disassembler - Loose Files Version - FOOG	A-Link		ESL		
Standalone Workbenches	A-Link		ESL	Load ESL above ECO.	Relocate esp
Equipment and Crafting Overhaul (ECO) - Redux	4.10.3			<b>NEW - Main Eco loads High. Separate ECO INNR loads just above the Complex Sorter Output files. I just run the basic settings.</b>	
ECO - Extensions	4.10.0				
** Options used during installation		02. Core Mods		- DLC - Extended INNR - Universal Disassembler - West-Tek Optics Pack - Standalone Workbenches	
- Relocate 2 ESP				<b>Dank_ECO-INNR.esp</b> - bottom of load order, just above Complex Sorter output files <b>Dank_ECO-WestTek.esp</b> - below West Tek Optics Pack	Relocate esp
New Equipment Overhaul (NEO)	2.3.1	02. Core Mods		The mod works fine but I'm not running it. I prefer to keep armors slotted per the original mod authors intent. 4estGimp - MR Complex Sorter Enhancements II contains 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		<b>Install as listed in the Vanilla Weapon Modifiers Section</b>	
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 injection choices made by many mod authors.	
Complex Patchers	2.0.0	02. Core Mods		<b>A Complex Sorter plugin. I ONLY use the COBJ fix script. I don't like converting build requirements to caps - Crafting Converter. Also, I want care to explode and don't want weapon range changed. In Complex Sorter, UNCHECK COBJ Converter.</b>	
Weapon Debris Crash Fix - FOOG	A-Link	02. Core Mods		GTS/RTX nVidia cards can cause a crash    Requires and .ini setting if a person is not running F4SE	F4SE
Backported Archive2 Support System	A-Link	02. Core Mods		Only needed by those running a downgraded FO4	
Leveled List Injection Toolbox	A-Link	02. Core Mods		Most players never need it. xEdit scripts to generate Leveled Lists.	
Injector Scripts - Leveled Item - Legendaries - INNR - Form List	A-Link	02. Core Mods		Most players never need it. xEdit scripts to generate Leveled Lists	
DebugRanger	A-Link	Test Worlds/Rooms		uses "coc debugrange" Fo4's built in Test Area	
AnotherOne's Test World	A-Link	Extract the ba2	Extract BA2	uses "coc weaptest" Extract the ba2 files - free 2 ba2 slots.	
coc_weaptest_1		Test Worlds/Rooms		uses "coc weaptest"	
TestRoom_1		Test Worlds/Rooms		uses "TestArea" Author unknown but used by Gmo6	
note: Sector V has a built in test room		Test Worlds/Rooms		uses "coc testroom"	
Pr3's FO4Edit Scripts - Automatic Patch Generation	A-Link	TOOL		A Large Collection of xEdit patches    Extract 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				I could NOT get past the 00000005 errors in CK so my workaround was to downgrade FO4, use the old CK and CK Fixes.	
F4 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.	
F4 Creation Kit Fixes 2.0.1 patch	2.0.1			I could NOT get past the 00000005 errors in CK so my workaround 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	A-Link	TOOL			
DDS Texture Informer	A-Link	TOOL			
BSA Browser	A-Link	TOOL			
Bethesda Archive Manager - Fallout NextGen Edition	A-Link	TOOL			
Cathedral Assets Optimizer	A-Link	TOOL			
Wrye Bash	312.1	TOOL			
<b>03. Minor Fixes</b>			<b>03. Minor Fixes</b>	<b>03. Minor Fixes</b>	
Perception Bug Fix			F4SE	F4SE-replaces-it	
Raw Input - Use 75% Sensitivity		03. Minor Fixes		Conflicts with most NPC and Player movement speed mods (Running, walking, etc.)	Disabled Mouse Acceleration, Horizontal/Vertical Parity, Scalable ADS Multiplier, Normalized Sensitivity
Sprint Shuttering Fix - FOOG or FONG	1.3	03. Minor Fixes			F4SE
Sprint Shuttering Fix - FONG	A-Link	Does not Exist yet		For FONG 1.10.980 but not 10.10.984	F4SE
Whose Quest Is It Anyway?	A-Link	03. Minor Fixes	FOOG	For Fallout 4 >= 1.10.162.0	F4SE
Far Harbor Doctor Dialogue Fix		03. Minor Fixes	F4SE	DLC000001_WorkshopDialogue_Doctor    Far Harbor workshop assigned doctors will now offer normal Doctor services, Cure Health, Rads and Addictions.	
Search and Destroy - Fixed		03. Minor Fixes			
Overboss Helmet Lamp Fix		03. Minor Fixes	Community Fixes	Also in Raider Overhaul and my Overboss PA No-Chain patch.	
Procteron Subway Steward Fix		03. Minor Fixes			
Alex's Male First Person Camera Height Fix		03. Minor Fixes		meshes only mod	
Vault 111 Floor Guide Fix		03. Minor Fixes	F4SE		
Hardware Train Key Hawk Fix - ESP		03. Minor Fixes	F4SE		
Far Harbor Red Fix		03. Minor Fixes		<b>BREAKS PRECOMBINES</b>	
Chicker Fixer		03. Minor Fixes		has missing / trashed collision and geometry information in certain meshes	
Space Sentry Leg Fix		03. Minor Fixes	Community Fixes	In Community Fixes	
Sanctuary Bridge LOD Fix - esp		03. Minor Fixes		I'm using other bridges now.	
No More Glowng Moutas		03. Minor Fixes	F4SE		
Nuka World Transit Center LOD Fix - esp		03. Minor Fixes		Disable after generating LOD?	
Nuka Cola Storage Rack		03. Minor Fixes	RELEASE	Missing From Nexus - Is included in a	
4estGimp - Chilled Nuka Cola Storage Rack		03. Minor Fixes		I made a chilled rack using a couple of Munky's scripts.	Troubleshoot Chilling
Vault Door Fixes		03. Minor Fixes			
Fixed Gobo Effects		03. Minor Fixes		no .esp	
Plasma Impact Fix		03. Minor Fixes		no .esp, it's a fixed .nif	
Doorway Embcap Fix		03. Minor Fixes			
Rusty Face Fix - ESP - FOOG	A-Link	* The ChangeHeadPart function is used each time a savegame is loaded to refresh the player's and NPCs neck part. By doing so, the whole actor face is refreshed and the "rusty face effect" disappears.	Extract BA2	Use .esp version and flag as ESL later.    Runs scripts every time you spawn?    If it didn't really fix the issue for me.    Extract the ba2. It's a small archive and will free a ba2 slot.	F4SE
Rusty Face Fix - ESP - FONG	A-Link	Does not Exist yet			F4SE
Birds Fix		03. Minor Fixes		Not working?    Check for conflicts.    Only on LL7	
Chameleon and Stealth Fixes		03. Minor Fixes		Need to test the times when dropping out of stealth.	
Legendary Mutation Messages Fix - Cul Content Restored		03. Minor Fixes	F4SE		
Wetness shader fix - Durioo install, choose LV1.2 & Vanilla	3.6.3	03. Minor Fixes			
<b>Misc Tweaks</b>			<b>Misc Tweaks</b>	<b>Misc Tweaks</b>	
Resruiter Radio Freedom		04. Misc Tweaks		It stays on forever - NOPE	
Corse Collision		04. Misc Tweaks		NO - too many things (looking at you dogmeat) knock around bodies	
Achievements Modd Enabler - FOOG or FONG	A-Link	04. Misc Tweaks		Works with ANY F4SE version. Can work with just a dll loader. NOT needed when running Buffout 4.	
Disable Creation Club Complecity		04. Misc Tweaks		Not Needed with Bethini Pie	
MCM Settings Manager	A-Link	04. Misc Tweaks			
MCM Booster - FOOG	A-Link	04. Misc Tweaks		<b>Causes CTD in FONG. Apparently not compatible with new MCM.</b>	
MCM Booster - FONG	A-Link	Does not Exist yet			
NPC's Trains - MCM Settings Menu	A-Link	04. Misc Tweaks			
Task Storms - MCM Settings Menu	A-Link	04. Misc Tweaks			
Get Out Of My Face - MCM Settings Menu	A-Link	04. Misc Tweaks			
Better Companions - MCM Settings Menu	A-Link	04. Misc Tweaks			





Square Railroad When Playing As Brotherhood		08. Quests		Very low conflict mod. Can almost call it a "No conflict" mod.	
Man Quest Choices Extended		08. Quests		Potentially 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.	
Tales from the Commonwealth plus DLC 3 01		08. Quests		<b>3DNPC_F04.esp has 31 ITM. 3DNPC_F04_DLC has 5 ITM. Run F04 Edit QuickAutoClean.    Per Thuyggystur1, if running Tales from the Commonwealth, place it ABOVE all the other quest mods (listed above) in your load order. Was previously loaded between Hilda Hughes and Sector 5.</b>	Run xEdit QuickAutoClean
- DLC Commentary for TFC v2.5 and up		08. Quests	Extract BAZ		
- CBBE Version of Leta's Dress by Ousebon		08. Quests			
In The Flesh - A Horror Quest Mod	A-Link			TESTING	
Attack of the Lobotomies - High Quality Version	A-Link			TESTING	
The Fens Sheriff's Department - Main and Plugin		08. Quests		ESM flagged ESP    This is A Diamond City Story parts I and II.	
The Fens Sheriff's Department - Textures		08. Quests			
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 4m wall breaking comics		08. Quests			
The Fens Sheriff's Department - Diamond City Expansion Patch		Listed in Section 27		Listed after DCE in section 25. Late Loaders	
Far Harbor Story - Ug Qualloh Keeps his Promise		08. Quests			
- Collective Bears Option				Do NOT choose the Collective Bears option. That .esp cannot be edited and it's a wasted slot for just collecting bears.	
Vault 494 - A Vault-Tec Story		08. Quests		Use FOMOD optional loose files because they don't have conflicting textures with Vallus.	
Vault 494 - Typo Patch		08. Quests		Updated June 2021!	
David Hunter - A Brotherhood Story		08. Quests			
David Hunter - Typo Patch		08. Quests			
Sector 5 - Rise and Fall		08. Quests		Successor to Project Phoenix and Rising Phoenix.    Maybe drop to Late Loaders section - test later.	
Hilda Hughes - An Institute Story		08. Quests		Checking it out	
Children of Ug Qualloh		08. Quests		Use all entrance since I have Mojave Manhunter installed. Also, don't use West Tek thermal vision here.	
The Commonwealth Responders 1.0 (XMM)	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
Emerals The Machine and Her Revival	1.0	TESTING			Relocate .esp
The Machine and Her XDI patch	1.0.3				Relocate .esp
C.S.E.P. Brothers In Arms		08. Quests		<b>Recommended Iv 20. Run quest up through completion of Bear Hunting before getting Prydwen. So, before completing the main quest "Reunions".</b>	RUN QUICK AUTO CLEAN
Crime and Punishment		08. Quests		Wasn't using and want to simplify the Diamond City Security Office.    Script heavy.	
---CAP Cross Mojave Manhunter Patch		08. Quests			
4esGimp - FSD Crime and Punishment		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?	
<b>09.1. Standard Weapons</b>		<b>09.1. Standard Weapons</b>		<b>09.1. Standard Weapons</b>	
High Poly Vanilla Weapons			--	ba2 of high poly weapons for every weapon model. Can put some on display now.    Covered by <b>SavageX Weapon HD DLC7</b> . Install > Disable to test.    <b>Disabling requires a reinstallation of Weapon Mod Fixes.</b>	
- HP Vanilla Weapons - Alternative Laser Rifle Stock			--		
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. ONLY install the individual parts not in RO.	
SVT-40 Skin Pack All in One A Bundle of Tape Ver.					
SVT-40 Skin Pack Vol. 2 A Bundle of Tape Ver.					
Removable Suppressor 1.2 Bundle of Tape Edition					
Ballou's Blade		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 Beakver BK.9 Knite		09.1. Standard Weapons		Not running at this time.	
Handmade Turrets - ESL version		Extract ba2 with BSA Browser	Extract BAZ		
4esGimp - Handmade Turrets Compacted.		Retired	Compacted 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 4esGimp - Handmade Turrets Compacted	
Archimedes-II		09.1. Standard Weapons			
--- Archimedes-II - Textures 2K		09.1. Standard Weapons			
4esGimp - CROSS Weapon INNR and ini for MR's Complex Sorter		09.1. Standard Weapons			
CROSS - CryoLance		09.1. Standard Weapons		<b>Rctick in MO2 &gt; All mods &gt; Create Empty mod above and make a folder for the 2K textures BA2 file from gumroad. Drop the textures ba2 into the folder and rename it exactly "CROSS - CryoLance - Textures ba2"</b>	
- CROSS - CryoLance - Textures 2K		09.1. Standard Weapons			
4esGimp - CROSS Weapon INNR and ini for MR's Complex Sorter		09.1. Standard Weapons			
CROSS PlasBaj		09.1. Standard Weapons		Changes the Gauss Rifle longer charge sound	
4esGimp - CROSS Weapon INNR and ini for MR's Complex Sorter		09.1. Standard Weapons			
CROSS Crit Gore-verhaul - Main Update, Less Smoke	0.1g	09.1. Standard Weapons		The 3 available files were merged.    Is a Master of Cravez's Ghoul Expansion.	
--- CROSS - GoreCrits 092beta	092beta	09.1. Standard Weapons			
--- CROSS - Reducered LaserSmoke - 100a	1.0	09.1. Standard Weapons			
Cross - BreakActionLaser		09.1. Standard Weapons		Nice weapon, various builds, great materials on scrap    <b>Wasteland Balance owns the crit hits!</b>	
- Break Action Laser Skinpack		09.1. Standard Weapons		<b>The zip needs to be fixed with a "data" folder</b>	
4esGimp - Institute Break Action Laser and Weapon System		Review Injections?		Includes Complex Sorter in LL Injection as a Peer on the 9 InstituteLaserGun Levelled Lists.	
Fusion Gun		09.1. Standard Weapons			
1. 4esGimp - Fusion Gun Peer		09.1. Standard Weapons		<b>Place LOW in load order. Installed at top of Late Loaders</b>	Relocate .esp
2. 4esGimp - Fusion Gun Replacer		09.1. Standard Weapons		<b>A Peer on the 9 InstituteLaserGun Levelled Lists. Full mod.</b>	
3. 4esGimp - Fusion Gun Peer Compacted		09.1. Standard Weapons		No CELL edits and ESP compacted for ESL.	
4. 4esGimp - Fusion Gun Replacer Compacted		09.1. Standard Weapons		No CELL edits and ESP compacted for ESL.	
5. 4esGimp - Fusion Gun Spectral Side Peer		09.1. Standard Weapons		Required Previs files for the Full versions of this mod.	Relocate .esp
6. 4esGimp - FG Compacted Stand Alone Ammo Bench		09.1. Standard Weapons		A compacted for ESL patch for Just Ammo and Explosives Crafting. Only required for the compacted versions.	
The Zap Gun - a makeshift laser weapon		09.1. Standard Weapons	Gm06	Sent msg to gm06 about LL concerns.	
4esGimp - ZapGunLL		09.1. Standard Weapons		Some LL fixes and balancing.	
The Charger Pistol		09.1. Standard Weapons	Gm06		
Gauss Eraser Pistol		09.1. Standard Weapons		LLInjection Disabled while I make the edit.	
4esGimp - Eraser Edit		DEVELOPING - 90% done	Compacted ESP	I've decided to work off the IW FTL version	
IW FTL pistol		09.1. Standard Weapons		I've decided to work off the IW FTL version	
4esGimp - IW FTL Pistol		DEVELOPING	Compacted ESP		
4esGimp - 7.62x39mm Framework		09.1. Standard Weapons			
Hog Splitter		09.1. Standard Weapons	Extract BAZ	Love it.    Extracted files from .ba2 to open a .ba2 slot	
Handmade Revolver		PUBLISH - version compacted for ESL	Compacted ESP	Compact the Hog Splitter ESP for ESL.	
4esGimp - Handmade Revolver Configured as Pipe Revolver. Pipe		09.1. Standard Weapons		Loose Files - Ignore the texture location error from the FOMOD.    Install as No Levelled List. This is being manually added to LL_PipeRevolver so 2 and Van Van revolvers have an equal chance of spawning. I do loath the vanilla revolvers.    Still a Valid mod but not really needed with my new A Bundle of Tape	Note: Build as pipe revolver replacer along with Pig's Revolver?
Handmade Revolver Sound Overhaul		09.1. Standard Weapons	PUBLISH	Sign over with a full ESP replacer    Still a Valid mod but not really needed with my new A Bundle of Tape	
Mills Gun (Release 3.0 Full)		09.1. Standard Weapons	Compacted ESP	Compacted ESP replacer created	
45 Auto Pistol (Cod M1911) - Ha_ru Animations		DeadPool		The regular sound is weak. <b>This sound in included in Raider Overhaul One.</b>	
--- 4K Textures		09.1. Standard Weapons		Would be decent with some Materials work. Currently everything appears covered in a thick gloss.	Implement Dibs Fix
45 Auto Pistol Unofficial Update		09.1. Standard Weapons		Mostly good but the texture is little ... off. Silencer bore is also way too small.	
M1911A1 - Standalone Hologun		DOOMBASED	Loose	I like it but should just use the O7s-33 Pemach for now.	
Cod M1911A1 (texture and mesh fixes)		09.1. Standard Weapons			
--- Cod M1911A1 2.0 INO Inaug		09.1. Standard Weapons			
--- Cod M1911A1 2.0 With Weapon		09.1. Standard Weapons			
Power Digits 1911 Sound		09.1. Standard Weapons			
4esGimp patch - Soarse LL and no Soawened tech		09.1. Standard Weapons		Make it.	
Exogoth Weapons - Lethal 1-35 Automatic Pistols		09.1. Standard Weapons		Open some BA2 space and laser sights are annoying. I could always remove the lasers from a modool.	

Weapon Mk II - Well here is my red		09.1. Standard Weapons		REALLY high critical damage but requires getting close.    Interesting historical weapon.    Extract B2 to free up slots.    Bah I need the esp slot.	
4eatGimp - PUBLISH		PUBLISH	Compacted ESP		
2xLR - Makarov Pistol		09.1. Standard Weapons			
4eatGimp - 2xLR Makarov Pistol - Minimal Levelled List		09.1. Standard Weapons			
Hunting Revolver and Range Sequence		09.1. Standard Weapons	Add Back	Lowered damage in the CR-Gameplay patch    Open 2 ba2 and 1 esp slot - Good mod but I need to free some space.	Note: Build as high level revolver?
Cranky		09.1. Standard Weapons		The LL Injection is a ham-fisted. It adds EVERY option on Dank's Injection script. I made a patch including my own Dank.LLInjection which only adds the weapon to: 2 Stores 2 Possible Legendary lists 2 LLs - LL_DoubleBarrel and LL_HandmadeGun.	
4eatGimp - Cranky LL Injection and Improvements		09.1. Standard Weapons			
Caravan Shotgun - DeadPool2099		09.1. Standard Weapons		Hidden in cellar in Concord. "coc WidowCellarLocation"    Changes Behaviors and Animations for the races "Human" and "PowerArmor".    Animations do NOT conflict with F04 or the Handmade Anti-Material Rifle    It's a good weapon but I need to thin the herd.    Back into the mix and I added Edits.	
Caravan Shotgun Bug Fixes		09.1. Standard Weapons			
Power Caravan Shotgun (DeadPool)		09.1. Standard Weapons			
4eatGimp - Caravan Shotgun Edits - Compacted		09.1. Standard Weapons			
The Widow Shotgun		09.1. Standard Weapons		There is ONLY ONE in the wasteland!    I've never used it.	
4eatGimp - Widow Shotgun Precombine Fix		09.1. Standard Weapons			
DefenseGun		09.1. Standard Weapons		One of my cornerstone weapons. Various configurations are everywhere but it fits the lore perfectly.	Note: Update my old patch some day
4eatGimp - DefenseGun Edit and Fixes		Review and Updated - old mod		Replacer esp    MP-18 configuration with LL and it's own Injection added.	
Grease Gun SMG - DeadPool2099		09.1. Standard Weapons		Feels a bit too common    Defense-Gun feels like a better lore-replacement    Strike last comment it feels good.	
Grease Gun Power Armor Footsteps Fix		03. Minor Fixes	add		
Red Army PPSH-41 Reborn		09.1. Standard Weapons		Wish rebalanced to Nexus	
PPSh - Edit - Sounds				From M4Krov's channel on the Goodfella Mods Discord.	
AnotherOne Red Army PPSH-41 Adon		09.1. Standard Weapons		LLInjection only goes to LGND, gunners, and stores - I'm good with that.	
4eatGimp - Red Army PPSH-41 Reborn Edit		I prefer the 4eatGimp - Red Army PPSH-41 Reborn 7.62x25mm Framework version		removes spawn of tactical crap. Adds, modcs, levels, weapon combinations. Mod finally back on nexus. Was anything changed? Moves out of DC mods and to separate installation.	
PA Footstep fix		09.1. Standard Weapons		Make PA Footsteps fix for PPSH-41	
AnotherOne Soviet Assault Pack		09.1. Standard Weapons	Conflict	Animation Conflict with the subsequent A1 PPSH-41 mod. Provides PPSH-41 and a Tokarev	
4eatGimp - A1 SovietAssaultPack Edit			help		
AnotherOne PPS-43		09.1. Standard Weapons			
AnotherOne PPS-43 - Update		09.1. Standard Weapons			
4eatGimp - A1 PPS-43 Edit		09.1. Standard Weapons			
AnotherOne Suomi KP-31		09.1. Standard Weapons			
AnotherOne Suomi KP-31 - Animation update		09.1. Standard Weapons			
AnotherOne Suomi KP-31 - Update		09.1. Standard Weapons			
4eatGimp - Suomi KP-31 Edit		09.1. Standard Weapons			
AnotherOne PPSb		09.1. Standard Weapons	Conflict	Newest PPSH-41 by AnotherOne. Animation Conflict with the Soviet Assault Pack PPSH-41 weapons.	
AnotherOne PPSH-41 - Animation update		09.1. Standard Weapons			
4eatGimp - A1 PPSH-41 Edit		09.1. Standard Weapons			
AnotherOne Sten MkII Redux		09.1. Standard Weapons			
AnotherOne Sten MkII Update 1.02		09.1. Standard Weapons			
4eatGimp - A1 Sten MkII Redux Edit		DEVELOPING			
Tomacup-9		09.1. Standard Weapons		Normal installation and choose all LL implementation.	
4eatGimp - DoubleBarrel_LLPeer_Win1897		09.1. Standard Weapons		Clean and simplified the quests and LL implementation.	
10mm Compact Submachine Gun		09.1. Standard Weapons			
4eatGimp - 10mm Compact SMG Edit		DEVELOPING			
Handmade Anti-Material Rifle (REDUX)		09.1. Standard Weapons		Changes some Power Armor weapon animations?    Animations do NOT conflict with F04 or the Caravan Shotgun!	
WWII Weapon Replacers - Grease Gun - BOTH		not now			
Stick M4 for Submachine gun		09.1. Standard Weapons		Using the Thompson SMG replacer instead.	
Modular Simonov PTRS-41 Anti-Tank Rifle		09.1. Standard Weapons		Feels unfinished, a little buggy and the Cooking station menu drives me nuts.	
- Without PTRS41 Turret Patch		09.1. Standard Weapons		Replacer esp - can't use both - Add to a CR patch?	
Modular Simonov PTRS-41 Anti-Tank Rifle Levelled List Tweak		09.1. Standard Weapons		Replacer esp - can't use both	
4eatGimp Edit - Modular Simonov PTRS-41		09.1. Standard Weapons		Fixes LLs and moves Ammo Crafting to Chem bench	
Vargo S2		Evaluate Closely - has a couple bugs which I don't think I can fix.		It's just a little cleaner than the weapons I want to use in-game.	
4eatGimp - VargoS2 Edit		Requires Tactical Reload		It's just a little cleaner than the weapons I want to use in-game.	
Vargo S2 - Enhanced Edit				Animation fix	
DOORBASED Weapons Merge (Weapon Pack)		09.1. Standard Weapons		All weapons use th. CommonGun. No need for a patch.	
- That gun reload sound patch		09.1. Standard Weapons			
A Bundle of Tape - A Weapons Pack		09.1. Standard Weapons			
SVT-40 Skin Pack All in One A Bundle of Tape Ver		09.1. Standard Weapons		Only works with the standard ESP version.	
M1 Garand Skin Pack Vol. 1 A Bundle of Tape Ver		09.1. Standard Weapons		Only works with the standard ESP version.	
4eatGimp - Bundle of Tape Edit		09.1. Standard Weapons	Compacted	2 Packs - One specifically for ROT1. Compacted for ESL.	
4eatGimp - M1 Garand Skin Pack ABoT Version		09.1. Standard Weapons	Compacted	Only works with my Compacted for ESL version.	
4eatGimp - SVT-40 Skin Pack ABoT Version		09.1. Standard Weapons	Compacted	Only works with my Compacted for ESL version.	
Scaphia Submachine 4.2 Bundle of Tape Edition		09.1. Standard Weapons		It's a good mod I'm just not running it right now.	
Crisis Blowback Power Armor Footsteps Fix		09.1. Standard Weapons			
Varmint Rifle Power Armor Footsteps Fix		09.1. Standard Weapons	Install 1		
M1 Garand - A WWI Classic		Still sold as a lone option - Need to upload matching update to my ABoT		will show a conflict for  Scripts WeaponLLInject.pex. That's the default source file name from Levelled List Injection Toolbox mod.	
M1 Garand Skin Pack Vol. 1		09.1. Standard Weapons			
4eatGimp - M1 Garand Edit and JNRs Fix		09.1. Standard Weapons		CS file is also included with Enhancements mod	
SVT-40		09.1. Standard Weapons	Reinstall Compact for ESL?	SVT40 esp: 245 HITMEs. I resaved the esp in CK and it fixed the issue.    Good Mod but might pull to open a slot in load order [2]	
SVT-40 Skin Pack All in One		09.1. Standard Weapons	Reinstall		
Scaphia SVT-40 Suppressor (Day zone Patch)		09.1. Standard Weapons	Reinstall		
HTMIL fix - SVT-40		09.1. Standard Weapons		Works fine for those just running axTara's mod.	
NV Light Machine Gun		09.1. Standard Weapons	Discord	Was published as a 3-pack. Will revisit it some day.	
4eatGimp - MG-280 Edit		Publish upon weapon release		Weapon wound up published in the NV 5.56 pack_pew	
Anti Material Rifle - F4NV		09.1. Standard Weapons		Nexus Archive Link	
Anti Material Rifle F4NV - NO PASTA LA VISTA		09.1. Standard Weapons			
M79 Grenade Launcher - Standalone		09.1. Standard Weapons		EITHER/OR - this or Grenade Expansion Pack	
<b>09.2. Bullet Counted Reload</b>					
Right Handed Far Harbor Lever Action Replacer	A-link	09.2. Bullet Counted Reload		Animations for Right Handed. - From Hitman. Loads here so only some of the animations are used.	
Bullet Counted Reload System - FOOG	A-link	09.2. Bullet Counted Reload		No esp - the mod is a full 14se plugin and isn't in the load order.	FASE
Bullet Counted Reload System - FONG	A-link	Does not Exist yet			FASE
- BCR - Lever Action Rifle v1.02 (for Far Harbor Rifle)	A-link	BCR Weapon		From the Bullet Counted Reload files	
BCR - Lever Action Rifle				From Bullet Counted Reload - Patches mod - Not needed	
BCR-RightHandedLeverActionReplacer	A-link	From BCR Patches		BCR Patch for Right Handed Animations.    Not Needed	
Right Handed Lever Action Reload Animations for BCR	A-link	ALTERNATE to the above file		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 not?	
Colt Single Action Army - F4NV		BCR Weapon		Already a BCR Weapon	
Winchester Model 1897 Shotgun with Various Sight Customization		BCR Weapon		Already a BCR Weapon    I love it with a silencer and a stealth build.    Levelled all the modool.	
4eatGimp - DoubleBarrel_LLPeer_Win1897		09.2. Bullet Counted Reload			
Rem92 Lever Action Shotgun		09.2. Bullet Counted Reload			
BCR-Remington92-ReplacerESP		09.2. Bullet Counted Reload		Do NOT use. Just use the standard Lever Action animations above.	
4eatGimp - GS LeverActionShotgun_Expanded		09.2. Bullet Counted Reload	Compact for ESL?		Finish and Publish Redux
Stevens M520 Shotgun Plus Update AIO		09.2. Bullet Counted Reload		Too many issues to fix: textures, nil attachments, balance... etc.	
BCR-StevensM520		09.2. Bullet Counted Reload	Compact for ESL?		Finish and Publish Redux
Power Winchester 1897 (Via Daddy)		09.2. Bullet Counted Reload		The Remington 92 uses the same sound files as the Stevens M520.	
Siogren Inertia		09.2. Bullet Counted Reload			
Siogren Inertia Vanilla Weapon Mods		09.2. Bullet Counted Reload			
1st Person Power Armor Footsteps Fix		09.2. Bullet Counted Reload			
BCR-Siogren		09.2. Bullet Counted Reload			
4eatGimp - Siogren Inertia HITME Fix		09.2. Bullet Counted Reload		Deprecated by my other Siogren patches	
01_4eatGimp_Siogren_Expanded		09.2. Bullet Counted Reload		Not Running at this time.	
02_4eatGimp_Siogren_NoMeme		09.2. Bullet Counted Reload		Not Running at this time.	
03_4eatGimp_SiogrenShorty_DoubleBarrel_Peer		09.2. Bullet Counted Reload		Preferred weapon to have in Load Order if not running NoMeme+Shory	
05_4eatGimp_Siogren_NoMeme_PlusShory		09.2. Bullet Counted Reload			







12.3 Power Armor - ESP Plugin		12.3 Power Armor - ESP Plugin		Do not compact these mods due to potential issues.	
ESP	Enclave X-02 Power Armor	0.901	Has a Bazillion Dependents.	0.95 Header	The redesign of the X-02 is an homage, to the late, great, Adam Adamowicz. By Unclodum. No Worspace edits.
	4estGimp - Enclave X-02 Power Armor Patch	0.95			(LIGH5A00556E) >DATA > Radius - Set to 1024 (vanilla for bright) Header set to 1.0 Fixed name of macrod_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			I only set the header to 1.0, flagged for ESL, and changed FormID on OMDs 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 Into Map on this mod. So it can cause issues		Too many ESP dependent mods to Compact FormID for ESL. No Worspace Edits. Has its own dugson in Sentinel Site Prescott. Works fine with my Fusion gun Sentinel Site Prescott previs file.
	... 4K Textures BSA Archive	1.0			Files are too large for me
	4estGimp - Enclave X-02 Black Devil PA CIS INNR ini	0.92			
ESP	Submersible Power Armor Redux - Bioshock Inspired	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. 001892BA - TerrainShellRocks01...
ESP	T-49 - Armor of the Storyteller	1.1	803		By Unclodum.    Can aggro or attack NPC?    Funny NPC follower. Breaks precombines 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 Storyteller patch for Complex Item Sorter.
ESP	Fallout Brotherhood - A Storyteller Quest Mod	1.2			
	Fallout Brotherhood - Upgradable T-49 Power Armor	1.0.0		ESL Flagged	Ads one name to dn_T49 INNR. Requires new CIS tagging patch.
	FALLOUT Brotherhood - Storyteller - exoPatch	1.2.1		ESL Flagged	Changes to INNR exoShoddy_dn_PowerArmor. Needs New CIS patch.
	4estGimp - Fallout Brotherhood Patch CIS INNR ini	0.93	Already Published on T-49 CIS Page		T-49 Power Armor - Fallout Brotherhood Patch ini FALLOUT Brotherhood - Storyteller - exoPatch ini
12.4 Power Armor - Newermind43		12.4 Power Armor - Newermind43		The files in this section may be merged together or installed as stand alone.	
	Midwestern Power Armor	1.61		ESL Flagged	
	4estGimp - Midwestern Power Armor Compact	0.95			Changed INNR EDID dn_PowerArmorMidWest to dn_PowerArmorMidWestern, because EDID dn_PowerArmorMidWest is also used by Midwest Power Armor Evolution. That causes issues with mods which read EDID, such as item sorters.
	Midwestern Power Armor HD	V3			Diplyary Textures
	4estGimp - Midwestern PA CIS INNR ini	0.95			
	T51C AirForce Power Armor	1.1			
	4estGimp - T51C Power Armor Compact	0.95		ESL Flagged	Loose Files
	4estGimp - T51C AirForce PA CIS INNR ini	0.95			
	Vault Tec Power Armor	1.1		ESL Flagged	Loose Files
	4estGimp - Vault Tec Power Armor Compact	0.95			
	4estGimp - Vault Tec PA CIS INNR ini	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.
	4estGimp - Midwest Power Armor Evolution Edit	0.95			Verify Optional patches.
	- 4estGimp - Midwest PA Evolution BoS Knight Replacer	0.95			Replaces BoS Knights with the Dark Knight
	Midwest Power Armor UHD	1.1			Diplyary Textures
	4estGimp - Midwest PA Evolution CIS INNR ini	0.95			
	Excavator Power Armor	A3.3		ESL Flagged	
	4estGimp - Excavator Power Armor Compact	0.95			
	4estGimp - Excavator PA CIS INNR ini	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.
	4estGimp - Ultracite PA Crafting FIX - ESL	0.95		ESL	ESL Replacer. Included the Ultracite crafting fix.
	4estGimp - Ultracite PA CIS INNR ini	0.95			
	Red Shift PA	1		ESL	Annoying installer. Have to do an installation from both the "Data" and "Optional esl version" folders. Then hide, or make optional, the ESP file.
	4estGimp - Red Shift PA CIS INNR ini	0.95			User MUST remove, hide, or otherwise disable the old ESP or will run both ESP and ESL plugins.
	T 65 Power Armor	1		2K ESL	
	4estGimp - T65 PA CIS INNR ini	0.95			
	Hellicat Power Armor	1.2		ESL	
	Hellicat Power Armor FIX	fx			
	4estGimp - Hellicat PA CIS INNR ini	0.95			
	Enclave Power Armor	1		ESL	
	4estGimp - Enclave Gear Pack PA CIS INNR ini	0.95			
	Bastion - Soviet Power Armor	1	Make ESL to avoid breaking Lexington		ESP and Conflicts with Open Lexington
	4estGimp - Bastion - Soviet PA Edit - ESL	0.95		ESL	Made ESL because of worspace.
	4estGimp - Bastion - Soviet PA CIS INNR ini	0.95			
	MidWest Power Armor Revolution	1		ESL	Download the ESL version
	dp- Midwest Revolution HD	1			Diplyary Textures
	4estGimp - MidWest PA Revolution CIS INNR	0.95			
	4estGimp - Newermind43 Power Armor DogPack		Packs all the Newermind43PA mods, Replaces all the one above		Makes: 4estGimp - Newermind43PA DogPack Archive and 4estGimp - Newermind43PA DogPack Plugins
12.5 Power Armor Gameplay		12.5 Power Armor Gameplay		Romdom mods to enhance the use of Power Armor	
	Bull Boys - Civil Servant Power Armor (Klaxons and Paint)	0.91		ESL flagged	ESL Flagged ESP
	Power Armor Impact FX	1.52			
	4estGimp - Power Armor Impact FX Compact	0.95		ESL flagged	
	Power Armor Frame Rethuxed - 2K OnDeerSKR	11		Loose Files Only	Only Replaces PAFrame01_d DDS and PAHandHD01_d DDS - Looks AMAZING    Bah have to run it below T-49 Armor of the Storyteller since it has a conflicting PA Frame Texture.
	Improved Jetpack Flight Model				
	Restores Power Armor Frames			Needs to Win FATE conflicts	Amazing for collecting power armor frames. OMG, this plus kazumami's Anti-Tank Rifle would make for amazing power armor hunting safaris.
NPC and Creature Overhauls		NPC and Creature Overhauls		NPC and Creature Overhauls	
	Forced Evolution	A-Link	TESTING		
	Faction Reinforcements	A-Link	TESTING		
	4estGimp - Factions Reinforcements Edit		TESTING		Not Published
	4estGimp - FactionReinforcements ImmersiveWastelanders		TESTING		Not Published
	4estGimp - FactionReinforcements ImprovedBOSRedux		TESTING		Not Published
	- NoSharedDogmeatTemplate (from Better Companions AIO)	1.00	13. NPC and Creature Overhauls		Yes, this loads BEFORE Better Companions. Load Before any mods affecting dogmeat.
	Better Companions - All In One	1.36	13. NPC and Creature Overhauls	Extract BAZ	
	Immersive Dogmeat		13. NPC and Creature Overhauls	FATE	RTFM    Install Anywhere after the noSharedDogmeat Template
	Glowing Animals Emit Light - ALL DLC		TESTING		Installed to make a SMR patch for glowing muties
	Church of Atom Overhaul		13. NPC and Creature Overhauls		
	COA CBBE Patch		13. NPC and Creature Overhauls		No longer ruing CBBE. Running EVB.
	CBBE Crimson Staffer CoA Edit		13. NPC and Creature Overhauls		No longer ruing CBBE. Running EVB.
	CBBE NS (No Shop) Test Fix and File		13. NPC and Creature Overhauls		No longer ruing CBBE. Running EVB.
	Atom's Glory Threads		13. NPC and Creature Overhauls		Complex Sorter patch is included with Enhancements II
	COA Patch		13. NPC and Creature Overhauls		NOPE - causes issues with this setup
	4estGimp - SoS Atoms Storm Atoms Glory Threads		13. NPC and Creature Overhauls	option 1	Version for those not running Church of Atom Overhaul
	4estGimp - SoS Atoms Storm Atoms Glory Threads CoA		13. NPC and Creature Overhauls	option 2	Version for users of Church of Atom Overhaul
	Radical - COA Addons 1.3		13. NPC and Creature Overhauls		
	4estGimp - Radical COA Addon INNR Fix and DB		13. NPC and Creature Overhauls		Removes Power Armor INNR conflict and add a CS tagging ini file.
	Unique Raider Gags and Patrols	A-Link	TESTING		
	UniqueRaiderPatrols_T_Resawn	A-Link	TESTING		

Raider Ganga Extended		13. NPC and Creature Overhauls		Has some balance and NPC issues. It needs to be redone.	
4esGimp - Edit - Raider Ganga Extended		13. NPC and Creature Overhauls		OK - it appears I've fixed RGE and have expanded the outfits and weapons a little.	
4esGimp - Raider Overhaul ONE		13. NPC and Creature Overhauls			
HD Raider Armor Rework		13. NPC and Creature Overhauls		Optional textures mod	
MadMax713s Original Raider Armor Textures		13. NPC and Creature Overhauls			
Raider Power Armor Choo Shop Streamlined -RPA Clean V03		13. NPC and Creature Overhauls		<b>Must load after Fusion City Rising Mod if it's loaded. No .esp - only textures!</b>	
Overboss Power Armor - Constructable No Chain Mesh		13. NPC and Creature Overhauls			
4esGimp - Overboss PA NoChain-NoWires		13. NPC and Creature Overhauls			
Grease Rat Garbs	1.3.2	Moved here from 11. Armor		I love the outfits and the reserved Levelled Lists used for the mod. This armor is below RO1 now since I have an integrated RO1 patch.	
Grease Rat Garbs - Settler Levelled List Patch		Moved here from 11. Armor			
Grease Rat Garbs - Raider Levelled List Patch		Moved here from 11. Armor			
4esGimp - Grease Rat Garbs RO1 Edit			RO1 Master	RO1 is the required Master.	
Dak's Ballistic Mask	A-Link	Moved here from 11. Armor		The textures need some JANK on them.    This armor is below RO1 now since I have an RO1 LL patch for it.	
Very Zen Dak's Ballistic Masks	A-Link				
4esGimp - Dak's Ballistic Mask for Raider Overhaul One	A-Link	Moved here from 11. Armor	RO1 Master	UPDATE	
The Purge Mask Collection		Moved here from 11. Armor		This armor is below RO1 now since I have an RO1 LL patch for it.	
4esGimp - Purge Mask Collection Edit		Moved here from 11. Armor	RO1 Master		
Wulf Raider Accessories - Loosefiles	1.5	Moved here from 11. Armor		<b>This ba2 version was made with incorrect settings. Get the loose file version.</b>	
4esGimp - Wulf Raider Accessories RO1 Edit		Moved here from 11. Armor	RO1 Master		
Ghoshwire Tokys Masks		Moved here from 11. Armor			
4esGimp - Ghoshwire Masks RO1 Edit		Moved here from 11. Armor	RO1 Master		
Boston Bandits		Moved here from 11. Armor		The mod has a few decent outfits but it's more a mashup of several other mods. I only like a few of the outfits and prefer to just use the JU helmet mod.	
4esGimp - Boston Bandits Injection for Raider Overhaul One		Moved here from 11. Armor	RO1 Master	This exist to preserve the RO1 outfit spawning with variety and without conflict. I just prefer to not have the BB outfits in the mix.	
JU Helmets Redux - HD		Moved here from 11. Armor		NOT for use with Boston Bandits since it's included.	
4esGimp - JU Helmet Redux Raider Overhaul One Injection		Moved here from 11. Armor	RO1 Master		
Toxic Raider GBBE 1.43					
4esGimp and DaltonTheWarlock Toxic Raider something		FINISH AND RELEASE	RO1 Master		
Super Mutant Redux		13. NPC and Creature Overhauls		SuperMutantRedux 2.5-SD-DLC	
4esGimp - Super Mutant Redux No AWKCR		13. NPC and Creature Overhauls			
4esGimp - SuperMutantRedux_INNRs4FallUI		13. NPC and Creature Overhauls		File now included in main download.	
Super Mutant Weaponry - Post-Apocalyptic Weapons		13. NPC and Creature Overhauls		Mostly unique FormID weapons to prevent conflicts with Weapon Replacers	
Super Mutant Levelled List Fix		Alternate to the Above		GOOD mod. Lets a person select the vanilla weapons for mutants to use. Prevents muties from getting weapons they can't properly hold.	
Steve40's ba2		13. NPC and Creature Overhauls	MODIFY THEM	Always use the main file. They got spawning his stuff from a LOT of cloning. All armors need to be resized.	
Swinging Animated Meat Bags	Steve40 - Mods no longer available	COMPACTED ESP		Has one ba2 and takes one .esp slot. Extract the ba2 and backup the file. In xEDIT set header to 1.0. Exit and reload xEDIT. Compact for ESL. Exit xEDIT. ESLify the .esp. Load plugin below Super Mutant Redux.	Relocate .esp
Improved BOS (Redux file)		13. NPC and Creature Overhauls		Improved BoS Redux main file. "A simplified version of the Improved 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.	
4esGimp - The Bleachers and Improved BoS Redux T-60 PA Fix		13. NPC and Creature Overhauls		Patches the changes of new combinations on T60 Power Armor together for Improved BoS Redux and A Diamond City Story - The Bleachers. <b>Not really needed now that I made 4esGimp - Improved BoS Redux Fixed T-60 Conflicts.</b> Won't be needed once Fens Sheriff's Department Releases.	
4esGimp - Improved BoS Redux Fixed T-60 Conflicts		13. NPC and Creature Overhauls		Also listed in Late Loaders section. Load Order: Improved BoS Redux .esp 4esGimp - Improved BoS Redux Fixed T-60 Conflicts 4esGimp - CR-ECO_ImprovedBoSRedux.esp in Late Loaders section below ECO patches	Relocate 1 of 2 .esp
Gunner Outfit Pack (STANDARD 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 stas - ESP Replacer		13. NPC and Creature Overhauls		A replacer DT_GunnerOutfitPack.esp	
- Pip-Boy 1st Person patch		13. NPC and Creature Overhauls		Uses a replacer DT_GunnerOutfitPack - Main.ba2	
Desert Gunners - A Gunner Outfit Pack Rework		13. NPC and Creature Overhauls		Uses a replacer DT_GunnerOutfitPack - Textures.bs2	
Gunner Outfit Pack - CBBE Patch		13. NPC and Creature Overhauls	OUT OF DATE BROKEN	Does not contain bodyfile files. 3.0 Version .nifs won't work with GOP 4.0	
Gunner Outfit Pack - NPC Levelled List Integration		13. NPC and Creature Overhauls		Moved out of Armor section and loading below RO to get Tessa and Clint into Gunner PA.	
4esGimp - Gunner Outfit Pack NPC LL Integration Update		13. NPC and Creature Overhauls			
Crafting Patch for GOP - Vanilla		13. NPC and Creature Overhauls			
More Deathclaw Vests		13. NPC and Creature Overhauls		CHECK IN xEDIT	
4esGimp - Fawes Dangerous/Deathclaws_NoUNPC-DM		13. NPC and Creature Overhauls		Must run below SMR    CHECK IN xEDIT    NOPE - CAUSES CTD - GO BACK TO DEADLIER DEATHCLAWS.	
D.E.C.A.Y 2.2		13. NPC and Creature Overhauls		Move its .esp to "optional" files if running Unique Creatures and monsters.    Working	
Decay Balance Patch (Beta)		13. NPC and Creature Overhauls			
Less Loot D.E.C.A.Y.		13. NPC and Creature Overhauls		Bashed patch tries to FIX this	
4esGimp - Fawes DECAV replacer NoUNPC-DM		13. NPC and Creature Overhauls		CHECK IN xEDIT    Strips away too much - Not using.	
Fallout 3 - NV Feral Ghouls	v1.0	13. NPC and Creature Overhauls			
More Feral Ghouls	3.5	13. NPC and Creature Overhauls			
- Fix for Lower HD issues	3.0	13. NPC and Creature Overhauls			
- Merge for missing textures on Submarine Crew Inter		13. NPC and Creature Overhauls			
Feral Ghouls Expansion Pack Definition Edition	1.7.2	13. NPC and Creature Overhauls			
Feral Ghouls Expansion Pack Performance Textures	1.6	13. NPC and Creature Overhauls		Running 2K - Reworks the whole mod	
4esGimp - FGEP High Performance Textures Dummy Plugin		13. NPC and Creature Overhauls		Dummy plugin needed as a temp fix until the High Performance Textures mod updates.    No Longer Needed.	
Very Zen FGEP Textures 2x	2.1	13. NPC and Creature Overhauls		Reworks the creatures.	
4esGimp - More Feral Ghouls Expansion Pack		13. NPC and Creature Overhauls			
Terrifer - Ghouls		13. NPC and Creature Overhauls			
Horrorhous soundpack		ESL FILE Change the file extension from .esp to .esp so it can load above or below Zombie Walkers		If running Crave's Ghoul Expansion, just load it before Ghoul Expansion. GE should win every sound conflict. Zombie Walkers owns the Sound Descriptor Records of Horrorhous and it can't be fixed with load order unless setting the Horrorhous file extension to .esp. ZW does a lower pitch shift and sets them to Mono. This keeps many Horrorhous death sounds from playing.	Armorsmith
Far West Minutemen - CBBE - v2.1		NO DEPENDENCIES		NO Dependencies!	
We are the Minutemen		NO DEPENDENCIES		NO Dependencies!	
4esGimp - W.A.T.M. ComplexSorter_in				Complex Sorter .ini file	
4esGimp - Far West Minutemen_NoAWKCR_NoCyber				FULL FWM DOWNLOAD. CBBE. Visual and CTD fixes by MasterBlasterCaster	
06_4esGimp_We Are The Far West Minutemen_NoAWKCR		MY REPLACER NO AWKCR		MinutemenMerged.esp has an invalid master: My_Minutemen.esp. Load up Wrye Bash and change the master name in the "Masters" pane to "W.A.T.Minutemen.esp". It takes an Rclick to enable edits too. Plus, it must be saved.    Stripped file of AE?	
Militarized Minutemen		NO DEPENDENCIES		During installation choose "We Are the Minutemen" compatibility    Clothing is pristine - removing.    Back in play 210809.    Works but not using now.	No AWKCR
Militarized Minutemen - Uniforms Patches and Isopria Aidon				87000CFB MILMin_Armor_UniformEliteRecon Minutemen Elite Recon Uniforms    ARMO Combination 3, include #12 is NULL. It appears that it should be MILMin_mod_Uniform_Bag "Magazine Dump Pouch" (OMOD: 87000440)    Works but not using now.	
4esGimp Complex Sorter Patch				Works but not using now.	
4esGimp - WATFWM				Works but not using now.	
Synth Overhaul - C.A.S.T. - 2k Ba2 Files V3.0.2		13. NPC and Creature Overhauls		See BRB and CiGW for options.    No Weapons, AWKCR, White?, Remove Level Requirements. The White or Black patches just add another .esp.	FOMOD No-AWKCR
- Synth Overhaul V3.04 Update		13. NPC and Creature Overhauls		Merge when prompted	
4esGimp - Synth Overhaul INNR 4 FallUI and R88		13. NPC and Creature Overhauls			
Synth Armor Modifications Overhaul					
Nimrod Synth Combat Armor Standalone				Bashed patched required to make this 50:50 with Vanilla. Dropping it before JAR-JAR appears.	
Nimrod Synth Armor Standalone Alpha115 not scripted levelled lists		Full Replacer		Replaces the main version. LLInjection makes sure to give the players a mix of vanilla and this mod.	
Heavy Institute Armor Corpus Praesidium				I can't decide if it's more cheesey or more cool.	
Aggressive synth voice overhaul				REALLY GOOD - metro themed. Requires updating Bashed Patch and CR-Bash Fixes or the Bashed Patch causes problems.	
Railroad Expansion Hosted on Crave's Discord					



Power Armor Handling Improvements		14. Gameplay		Keeps Wastek Tactical Optics activated - could not find a way to disable this in MCM. Tried a few settings and was buggy for me. Still Testing.    Don't use Workshop while in PA, or disabling 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 ever use this? Remove?	
H.A.R.D.Core - Fusion Generator Overhaul		14. Gameplay		Required for Recharge    Only with the below (I think)    .esm is nice but takes 1 ba2 slot	
BBaronX Scripting Library		14. Gameplay		ALT - can just use RRTV locations with core chargers    Frees an .esp and 1 ba2	
Rechargeable Fusion Cores		14. Gameplay		CHECK LOAD ORDER    Good mod but not needed with fast travel, extra carry capacity clothing, IDEK's logistics, and cheats.    Requires Weapon Patches or gets CTD	
Salvage Beacons		SS1			
Tactical Reload Framework		Intended to work with BCR			
...Tactical Reload DLC Weapons		Intended to work with BCR			
Deadlier Deathblows				Seems good so far    Clonifict winner of Headshots v5.    Move Headshots X5 to below Deadlier Deathblows so it's the conflict winner. When used, BLD is the conflict winner of both.    Has a NewMesh conflict with FusionCityRising.    Has DeathclawBodyPartData conflict with Wasteland Ballistics. WB wins by load order.	CR- Make FusionCityRising the Conflict winner of the NavMesh    Or uninstall the Thuggiverse
Headshot Damage Multiplier .x5		Not for use with BLD or Wasteland Ballistics		Headshots should kill fairly quickly    Deadlier Deathblows conflict fixed in CR patch    Deactivate for BLD or Wasteland Ballistics	MOVE .esp low in LOT
Wasteland Ballistics		Should make gunfights rely more on armor, bullet penetration and bleeding.		Mostly relies on body part status and bleeding. Instead of rebalancing weapons individually or npc's hp, this mod adds a wound mechanic in the most compatible way. No script involved and no patch required.    A few ammo need CR patching to have Simplified Sorting tags. Two Realistic Crippled Limbs conflicts are the by LO. Several Better Explosives conflicts and Extreme Particles Overhaul conflicts.	
...PAHelmetAlways		Not currently running WB		Enemies using power armors will always have a helmet.    Patch with Worsen's	
...CR-PAHelmetAlways.esp is near end of LO		Not currently running WB			
...308 Casing Fix :		Fixed in Munitions		The vanilla 308 casing doesn't like real bullets and often collide with it. Here is a fix, you're welcome.    Incorporated into Wasteland Ballistics.	
...CreatureAttackBehavior		Not currently running WB		CHECK IN xEDIT	
WB_AudioSoftener		Not currently running WB			
...CombatStyle :		The hoard attacks. Companions attack... there's a lot more attacking with this.		Enemies can now spot you from more believable distances, will chase you 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    Nope - gets the neighbors involved too much. Followers attack unintended areas or buildings too.	
Wasteland Medic		Not currently running WB		From the Author of Wasteland Ballistics.	
Wasteland Wound Care - Bandages and Stuff				Compatible with Wasteland Ballistics. Get the .esp flagged as .esi 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.	
...SKKSettlementAttackSystemMarkers_002		14. Gameplay		THIS OPTIONAL FILE adds missing WorkshopLinkAttackMarkers to base 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.	
SKK Combat Settlers (health and power armor)				LOAD ORDER?    Drop it. Too much scripting with Settlement Attacks, PANPC, and Sim Settlements	
SKK Combat Stalkers (hostile spawning)				Remove - Running enough script heavy mods.	
Simple Locational Damage Tweaks		14. Gameplay		make a simple and easily patched base for locational damage. CR-Gameplay.esp has my preferred settings.	
Pack Attack NPC Edition - PANPC		Only on Greslin's Discord		USE THE COMPATABILITY ARTICLE - especially for Sim Settlements, and Jamb.	
Pack Attack Companion Edition - PACE		Only on Greslin's Discord			
Yagisan's Better Caravans		14. Gameplay		This .esp MUST load after Better Locational Damage. 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		14. Gameplay			
Power Armor Header		14. Gameplay		Quite Handy	
Unlinked Companion Framework		14. Gameplay	Extract BA2	Needed to run FSD Companion + Heather Casdin.	
Just Ammo and Explosives Crafting		14. Gameplay			
Condition Roy and Del		14. Gameplay		The ever present figure annoys me.	
Global Stealth (Connect all Workshops and Workbenches)		14. Gameplay		Use this instead of IDEK's lockers for a NON-SimSettlement build    NOPE - has issues with Workshop Framework and Workshop +	
Advanced AI Tweaks (Combat - Stealth - Detection - Sandbox - AI Behavior Updates)		14. Gameplay		After Factions, After Darker Nights or don't use the stealth option in DN. After Companion Stealth Distance Fix to use AI followers or Before Companion Stealth Distances fix to not have the companions in your face.    The base release is WAY too strong. Detection distances are further 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.    Accuracy is WAY to high for me.    I'll add my own Combat to my AI Edits mod.	
Moves (Get Out of The Way)		14. Gameplay		Makes it easier to bump NPC's out of the way when they are blocking waypoints. 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?
HeatGimp - AI Edits		14. Gameplay		Moved here to so Super Mutant Redux wins the conflict for the Race-record-SuperMutantRace	
HeatGimp - AI Edits_Crippled		14. Gameplay		Also, removes Race record flags for "Can Use Crippled Limbs" from Humans, Super Mutants, Ghouls, and Synth.	
HeatGimp - AI Edits_Crippled_LMCC		14. Gameplay		Same as above but for Looks Menu Customization Compendium users.	
Companion Stealth Distance Fix		14. Gameplay		OMG I have missed this mod. Sneaking is sooooo much better now 03/17/21.    Let this mod win all conflicts over FATE. Most records are the same except for combat style. This mod changes combat style for companions to "Flanking". I wonder if that is what keeps them out of my scope better?	
Hit Em Where It Hurts- Fah Hebat		14. Gameplay		Realistic Crippled Limbs + Hit Em Where It Hurts makes a good Stack	
SCOURGE				So far so good. It gives no errors but sometimes I get an NPC which is just TOUGH. Changes NPC stats randomly, not NPC levels.    Can have issues when NPC level up and mod looks right it get changed to remove NPC tags to allow NPC scaling with player. Removing	
Immersive Animation Framework				Master of MAIM Lite    It may sound silly but I can't get past the HUGE needles used in the syringes.	
...IAF Update (water fix)					
MAIM					
...MAIM Lite				*That way there will only be 3 items you'd ever want to hotkey: Stimpak, Med-X, Bandage*	
MAIM Installation Notes		Disabling for now. It takes too much work to figure out what is injured and how to fix it. For me it becomes "Bandage Simulator"		A Wyre Bashed patch will revert the LAs of MAIM Lite back to regular full MAIM. Anyone making a Wyre Bashed patch with MAIM needs to review all changes LAs in Level Item. Actually, a WB patch with combine Vanilla and MAIM LAs back together so anyone using MAIM and making WB patches should verify all the changes.	
Munitions - Ammo Expansion Project	1.2,3	14. Gameplay	ESL		
- Munitions - Vanilla Ammo Addon		14. Gameplay	ESL	31 of these are overwritten by Better Ammo Boxes Overhaul. Remove BABO	
Munitions - ECO	A-Link	14. Gameplay		Now an option in ECO Extensions	
Deadlys - FOOG	A-Link	14. Gameplay		ESL Flagged ESP, NO BA2    Feels like a win so far.	F4SE
Deadlys - FONG	A-Link	Does not Exist yet			F4SE
Deadlys - Maimform - RobCo Patch	A-Link	14. Gameplay		No Plugin, NO BA2	F4SE
Deadlys - FOOG	1,2,3	14. Gameplay		No Plugin, NO BA2    Feels like a win so far.	F4SE
DirectH - FONG	A-Link	Does not Exist yet			F4SE
Sighted Weapon Accuracy Fix - FOOG	A-Link	14. Gameplay		No Plugin, NO BA2    Feels like a win so far.	F4SE
Sighted Weapon Accuracy Fix - FONG	A-Link	Does not Exist yet			F4SE
Functional Displays - Display your collection		14. Gameplay	CRASH WARNING	Open its Meshes folder and delete everything inside EXCEPT for the Functional Displays folder.	
Functional Displays Redone (Patch)	0.5	14. Gameplay	CRASH WARNING	0.3.0 - Stable Version	
Not Junk		14. Gameplay		Removes the scrap components from some items. This lets Complex Sorter categorize them as Valuable rather and junk.	
Immersive Pickup Sounds F04 Base		14. Gameplay		Auto tagged by Complex Sorter.	
Yellowwater - A Food Overhaul		14. Gameplay			
HeatGimp - Immersive Pickup Sounds Fix		14. Gameplay	Compacted	Deleted Door, Worldsapa, and buggy Explosives.	
HeatGimp CR - UFOAP NotJunk FunctionalDisplays IPS		14. Gameplay		Conflict Resolution patch for the listed mods.	
HeatGimp CR - NotJunk FunctionalDisplays IPS YellowCake		14. Gameplay		Conflict Resolution patch for the listed mods.	
Random Encounter Framework		14. Gameplay	ESM	Will automatically load in top group of mods	
Random Encounter Framework Patch Hub		14. Gameplay			
- Game Configuration Menu		Patch		Random Encounter Framework Patch	
- Sector V - Rise and Fall		Patch		Random Encounter Framework Patch	
- The Fens Sheriff's Department - Bleachers 2 Random Encounters Patch		Patch		Random Encounter Framework Patch	
- Decreased Automatron Bulahit Encounters and Minor Rust Devil Tweaks		Patch		Random Encounter Framework Patch	
Commonwealth Encounter Pack - Loose Files		14. Gameplay		Running Loose Files since I'm always on the edge of the BA2 limit	
Companion Overhauls		Companion Overhauls		Companion Overhauls	
Immersive Companion Inventories - Formerly CIO - Companion Inventory Overhaul - ESP version		15. Companion Overhauls		Placing at top of Companion Overhauls as it has some appearance settings.    READ this one. Does it change inventory quick swapping?    Delete LLI_Read.asdfasdf (LVL100IA5971)	
Just another Piper Outfit		15. Companion Overhauls		Frifty_Piper Outfit_Standalone_v1.5	
Comard NPC Overhaul		Standalone		Not using at this time. Sturges, Mama Murphy, Jun Long, Marcy Long	

<a href="#">Diamond City Faces Overhaul</a>	Standalone		Standalone if needed instead of the one built into the BRB Appearance pack. Currently using the one in BRB pack.
<a href="#">4esGimp - Diamond City Faces and Companions NPC Back/Leads</a>	15. Companion Overhauls		<b>Back Lip Fixes for the two mods or for the BRB version.</b>
<a href="#">Lola More Settlers and Enemies</a>	15. Companion Overhauls	BLOAT	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 <b>ONLY for the Better Settlers version w/o DLC</b>
<a href="#">keke-bu Companion and NPC's Face replacer All-in-one Pack</a>	15. Companion Overhauls		Pack of 170 Characters
<a href="#">Immersive Wastelanders</a>	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 Authors Discord.
<a href="#">4esGimp - ImmersiveWastelanders FaceGen</a>	<b>PUBLISH</b>		DAEMON this mod gives a bazillion errors when attempting FaceGen
<a href="#">Valentina Reborn</a>	15. Companion Overhauls		No asp
<a href="#">Live Action Handy - Iris Patch - With GlowMap</a>	The main mod including the iris and glowmap is being a bitch about jacking up a few of the textures on codsworth. So I'm trying this as a two part installation 1) Live Action Handy in BRB Appearance pack 2) Live Action Handy - Iris Patch - With GlowMap		The game-breaking problem with this mod is that it includes 3 files inside the Main ba2 in the scripts folder that are outdated FASE scripts and seemingly accidentally included. Extract that archive using Archive2, delete the scripts folder, repackage and replace and it's good to go. The mod shouldn't cause any crashes or anything anymore.    Does not appear to be working in BRBs Merged Mods - Appearance. Loading separately to have lights on provisions.    I'm back to using the version in the biratbec pack and it's working fine. Needs a CR patch for Moddable Robot Settlers to keep the correct lights and keywords. [4]
<a href="#">Mr. Handy HD</a>	15. Companion Overhauls		Come back to this later - multiple required mods    It makes many of the NPC too pretty.
<a href="#">Wasteland Heroines Replacer and Presets AIO</a>	15. Companion Overhauls		Not using this time
<a href="#">Wasteland Heroines Replacer - Cell only</a>	15. Companion Overhauls		Not using this time
<a href="#">Wasteland Heroines Replacer - Curie only</a>	15. Companion Overhauls		
<a href="#">keke-bu Preston</a>	1.0.4	15. Companion Overhauls	This is a great, mainly Preston.
<a href="#">Piper Makeover (Two Hair Versions)</a>	1.0	15. Companion Overhauls	Requires Eyes of Beauty and Wasteland Salon.    Oddly, the alternate hair can be esp flagged but the Normal Hair cannot.
<a href="#">Piper is PIPING hot.</a>	Console adjustment: sm 00002F IF hit		Better than the 2.0 Piping Hot Piper version. She can't wear a hat 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.
<a href="#">Ada Wong Preset with Piper replacer version</a>	15. Companion Overhauls		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 look as good. I wonder if they started with the same model? An issue with the looks Ada Wong settings?
<a href="#">CR-Companions keke-bu</a>	15. Companion Overhauls		CRs go at the end of load order
<a href="#">CR-Companions Immersive Wastelanders</a>	15. Companion Overhauls		CRs go at the end of load order
<b>16. Animations</b>	<b>16. Animations</b>	<b>16. Animations</b>	
<a href="#">Laser weapons 1st person resolution</a>	16. Animations		<b>Nexus Archive Link    Newer than the version in BRB's Merged Mods</b>
<a href="#">Automatically Lowered Weapons</a>	16. Animations		
<a href="#">Stay Focused Skin</a>	16. Animations		Does some ass-hattery with cut-scenes. Keep?
<a href="#">Reanimation Pack for Combat Shotgun and Rifle</a>	Intended to work with Tactical Reload (and thus BCR)		<b>Relocate mod to below BRB Merged Appearance - Animations.</b>    Tactical Reload tended to crash me too much. I'm not going to mess with it.
<b>17.1. Settlements</b>	<b>17.1. Settlements</b>	<b>17.1. Settlements</b>	
<b>See the tab "SS1 Notes" if using an SS1 build. I don't actually play SS2 as it needs a dedicated SS2 profile.</b>			
<a href="#">All Settlements Extended - Player's Choice</a>	17.1. Settlements		<b>NOT compatible with SS2 City Plans.</b>
- Covenant	17.1. Settlements	esp	
- Egret Tours Marina	17.1. Settlements	esp	
- Oberland Station	17.1. Settlements	esp	
- The Stog	17.1. Settlements	esp	
- Taffington Boothouse	17.1. Settlements	esp	
- Outpost Zimonia	17.1. Settlements	esp	
- 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 river.
<a href="#">All Settlements Extended - Far Harbor</a>	17.1. Settlements		
<a href="#">All Settlements Extended ASE - No Bunker Hill or Hangman's Alley</a>	17.1. Settlements		has strong Sim Settlements support. More attackers is fully compatible.
<a href="#">Uncapped Settlement Surplus</a>	RTFM	Extract BA2	<b>Has ONE small Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
<a href="#">Faster Workshop - Workshop Lay Fix</a>	A-Link	17.1. Settlements	Deprecated by Bulfout 4. FASE mod but version independent.    Used while testing FONG since BO4 was not updated
<a href="#">Hands Off - Lock Settlement Containers and Doors</a>	RTFM	Extract BA2	<b>Has ONE tiny Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
<a href="#">4esGimp - Hands Off Lock Settlement Containers and Doors</a>	<b>PUBLISH</b>	Compacted ESP	
- Hands Off - The Machine and Her Patch	17.1. Settlements		A compatibility patch for Hands Off version 1.1.0+ and The Machine and Her version 1.05+
<a href="#">Basement Living</a>	17.1. Settlements		All interior cells - should be conflict free. RTFM about Sanctuary Cellar.    never used - free up an esp and 1 ba2
<a href="#">Basement Living Immersion Adjustment</a>	17.1. Settlements		Test Basement Living with this deactivated first.    never used
<a href="#">The Master Plan</a>			Master for Vanilla Extensions    A menu that is in a bad spot and takes up space
<a href="#">Vanilla Extensions</a>	Too much feature creep		Easy snapping - decent selection    Has ONE metal wall I depend upon to build my shop. Makes some big changes. Some "cheat" settings.    <b>MAKE A CR to reverse the cheat settings.</b>    I snagged the wall textures and uninstalled this.
- Vanilla Extension MeshFixFile			
<a href="#">Transfer Settlements - FOOG</a>	A-Link	17.1. Settlements	
<a href="#">Transfer Settlements - FONG</a>	A-Link	<b>Does not Exist yet</b>	
<a href="#">This is MY Bed</a>	17.1. Settlements		<b>Redundant? Is this available through a settlement building mod?</b>
<a href="#">PVR - Passive Water Resource</a>	17.1. Settlements		LINK: ITI
<a href="#">Better Cooking Stations</a>	Stev40 mods no longer available	RTFM	First Main File.    Working
- BCS patch for FH plus Nuka World	RTFM	Extract BA2	Has ONE tiny Main-ba2. Extracting that so another plugin with two ba2 can have that slot.
<a href="#">CHSS Redux v3 - Craftable Working Showers Sinks Baths Toilets Urinals Kitchens etc</a>	Stev40 mods no longer available		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. So yeah, I'll just use Settlement Objects Combined showers.
<a href="#">Lore Friendly Posters</a>	17.1. Settlements		Posters for Decorating
---LFP Wasteland and Construction Workshop patch	17.1. Settlements		
---LFP Disappearing Mesh Fix	17.1. Settlements		
<a href="#">Better Stores 1.3.5</a>	Takes 3 slots which can't be edited. MA may have missed other's assets on his DC Mod		Install: Extra Custom Props, FH Expansion    Subrecord "eAID" has an invalid key size of zero. This will result in memory corruption.    In BetterStores.esp > Image Space Adapter > 2801800A > Target Lum Min Mult WAS "0" and set to "1"
<a href="#">Better Vendor Stalls</a>	17.1. Settlements	Return?	<b>During installation, select standalone with clutter</b>
<a href="#">Manufacturing Extended</a>	17.1. Settlements	Extract BA2	<b>Has ONE tiny Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
- Mtg Ext. Far Harbor Patch	17.1. Settlements		
<a href="#">Immersive Vendors</a>	17.1. Settlements		It looks a bit buggy from the mod posts and bug reports. "If you're running the latest version of Fallout 4, don't download this mod as this mod is incompatible with the latest version... The mod will still work but you will face lot of bugs when using with the current version of F4... This author needs to update this mod..."
<a href="#">Thematic and Practical</a>	17.1. Settlements		Takes a Menu Slot
- Thematic and Practical - DLC	17.1. Settlements		
<a href="#">Gruffyds Signs and Posters</a>	17.1. Settlements		Moved to AFK mods after Nexodus. GruffydsSanp
<a href="#">Organized Workbench Menu (by Pra)</a>	Extract the ba2	Extract BA2	<b>Has ONE tiny Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
<a href="#">JP Guard Towers</a>	Extract the ba2	Compacted ESP	Deleted from Nexus. Extract the ba2 files to open more ba2 room. In xEdit set header to 1.0. Exit and reload xEdit. Compact formIDs for ESL. Exit xEdit. ESLify the .esp.
<a href="#">Woody's Wasteland Stuff</a>	<b>PUBLISH</b>	Compacted ESP	Small selection but some good stuff. In xEdit set header to 1.0. Exit and reload xEdit. Compact formIDs for ESL. Exit xEdit. ESLify the .esp.
<a href="#">4esGimp - Woody's Wasteland Stuff Compacted for ESL</a>	<b>PUBLISH</b>		
<a href="#">Settlement Police Bot</a>	ESL	Extract BA2	Codsworth didn't maintain Sanctuary alone you know?    Get the ESL Version.    <b>Has ONE small Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
<a href="#">Settlement Repair Bot</a>	ESL	Extract BA2	Codsworth didn't maintain Sanctuary alone you know?    Get the ESL Version.    <b>Has ONE small Main-ba2. Extracting that so another plugin with two ba2 can have that slot.</b>
<a href="#">Craftable Archive Parts</a>	17.1. Settlements		Not bad but just another item I'm not using and taking up menu space.
<a href="#">Private Area Markers</a>	17.1. Settlements		<b>RTFM    Never used. Takes BA2 and .esp slots.</b>
<a href="#">Timer Power Switch</a>	17.1. Settlements		Not interested    Already in Vanilla Extensions?    Maybe interested?    never used but can .esilly and does NOT take ba2 slots. <b>KEEP Available in a pack?</b>
<a href="#">Weapon Rack Extended</a>	17.1. Settlements		
<a href="#">Weapon Rack Fixes</a>	17.1. Settlements		Fixes Must Load After Extended. Part of this is in FATE but not all.

Fixed by having an FASE scripts folder as a "mod". The folder is installed as the last mod in my LO.

FASE

FASE



Choochools Neon Bar			A singular plot
Captain Cosmos Construct			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 Ventures Sim Settlements AddOn Pack		SS1	
- Wasteland Ventures Building Plan Preview		SS1	Extract BA2
Bad Neighbors Sim Settlements Addon Pack (Always Free)		SS1	
- Bad Neighbors Sim Settlements Addon Pack - Building Plan Preview		SS1	Extract BA2
Industrial City Sim Settlements Add-On		SS1	
- Industrial 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 Preview Newest v2.0		SS1	Extract BA2
Sim Settlements Addon Pack - Whisper's Power Plots		SS1	
Sim Settlements - Ruined Homes and Gardens Add-on		SS1	I wanted his windmill too. [ Broken Naumash and Whisper Hid the mod. The power plot was not working in the MegaPack so it needs an additional separate installation. ALT. Can just use the patch listed just below the Mega Pack Year 2 mod but they are not the same. Plus, this pack provides more STUFF.
			TEST TEST
<b>17.3. Settlement Blueprints</b>			
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 09-14 - FrozenMemories			
Vanilla Blueprints 15-24 - EdmondNoir			
Vanilla Blueprints 25-36 - Ondrea			
Vanilla Blueprints 37-60 - spaceJump			
Vanilla Blueprints 51 VivalPopstart SunshineTidings			
Vanilla Blueprints 55 Blackeees	FIX		MO2 is showing I put the wrong file in this one
Vanilla Blueprints 61 Lord Temujin			
Vanilla Blueprints 71-94 - Ondrea			
<b>17.4. Sim Settlements 2 - Not currently used</b>			
I don't actually play SS2 as it needs a dedicated SS2 profile .			
<b>18.1 Textures - Large Environment Packs with Materials and Meshes</b>			
This spot is for packs with ONLY Landscape textures. Other options are: * Vivid Fallout - Landscapes - Best Choice or * Perfect Landscape by Pluscher HIGH- BAZ archive			The Landscape mods can load before the BAZ texture set in the first section, here, or lower than the Trees and Grasses section, to change which mods wins conflicts and provide various textures.
Natural Landscapes 2K			ESL. It automatically loads high
Natural Landscapes - Invisible Dirt Fix			
Vanilla Riverbed Textures			
4estGimp - HDTP - High Def Texture Packer		This merges the 5 mods below	<b>This Packer now gives a procedure to download and pack together the 5 HD Mods Below. Full PDF instructions and video explain it.</b>
FlaconOil 2K BAZ	<a href="#">A-Link</a>	Use 4estGimp HDTP to install.	Better Bricks, Really Good Trees, great set.
Langleya HD Textures Workshop	<a href="#">A-Link</a>	Use 4estGimp HDTP to install.	Uses Straight color. Uses material files. [ Conflicts with FlaconOil and can only run after it or some house textures are purple. ] Can't stand the Floor Trash. Wetness shader is horrible for Wood/wood1 textures. Rain makes it look like they have 14' of slime on them. Great Trees
High Resolution Texture Pack 2K and 4K - Valus	<a href="#">A-Link</a>	Use 4estGimp HDTP to install.	Ok, getting this for the desk textures... [ Uses Materials Files
NMC's Texture Bundle - High	<a href="#">A-Link</a>	Use 4estGimp HDTP to install.	Roads, Sanctuary Bridge, Nuka Vendor, Red Rocket, Diner, Drive-In
Lucid's Texture Upgrades	<a href="#">A-Link</a>	Use 4estGimp HDTP to install.	I LOVE the wallpapers
Trees, Grasses, Shrubs			
Boston Natural Surroundings 2.4	<a href="#">A-Link</a>	Version 2.4	A complete green flora overhaul that won't break precombines. Comes with high quality LOD. Lots of pine trees. LOVE IT!
---Trees Only 2.4	<a href="#">A-Link</a>	Version 2.4	Use this one instead of the above one, if you prefer not have any of the BNS grasses.
4estGimp - Boston Natural Surroundings Tree Trim			Patch to remove placements which interfere with other mods.
Better Landscape Grass			Conflicts a bit much with the main grass mod(s) I use. Probably changing to Clean my settlement No Grass Version. NOPE - now that I've used this, I can't do without it.
True Grass			To tame some of the growth, in TrueGrass.ini SET: MinGrassSize= 30-40. Lower number is more grass. Many of the grasses lose conflict to BNS which is what I want. [ Now testing - moved to be conflict winner and used in combination with Grass Reworked.
True Grass - Invisible Shrub Fix			Replaces DeadShrub BGSIM with the vanilla file. Manvesley figured this out.
Grass Reworked - The True Grass Version			
No Ugly Plants And Things - Twigz Only			This is all I need now.
Raze My Settlement	4.3	Mostly unused these days	Extract the ba2 Gather (almost) Everything will gather, and Raze Everything will scrap. I'm only using this at settlements where I want everything scrapped.
<b>18.2. Textures with Materials and Meshes</b>			
Cathedral Asset Optimizer Files (includes material and meshes)			Use CAO to pack these separately from other Texture only mods. LINK TO POETS CAO GUIDE
The Laser Saws			Dummy plugin Remesh [ Using Gmoli's pack instead.
Dollars Institute Suite			2K [ Replacing with Gmoli's set
Rodder Rocket		Repack it.	Option 1 - Discard The ESL and replace with an identically named dummy ESP to be able to control load order Option 2 - Delete the ESL and extract both BAZ then pack it with the other files in this section.
10mm HD		files only	Remesh
The Fantastic Forty Four		files only	Remesh
Double Barrel HD		files only	Remesh
The Humble Hunting Rifle		files only	Remesh [ This model and the realistic right handed reload animation is fantastic.
Missile Launcher HD		files only	Remesh
Scrap metal and makeshift welds - A Pipe Gun Rertexture		Dummy plugin	Remesh
--- Optional - Edits to the glow sights to make them Red		files only	Remesh
--- Makeshift Textures - Far Hoarmoh Patch		files only	Remesh
Focuser arrays and worn plastics - A full laser weapons rertexture - Getting - Market - Institute		Dummy plugin	Remesh
T-45 4K UHD 2K - dollars 2K Rescale Collection		files only	dollars 2K Rescale Collection NOPE - It does not look right.
T51 4K UHD 2K - dollars 2K Rescale Collection		files only	dollars 2K Rescale Collection = T51B looks great, but not the T51A
T-60 4K UHD 2K - dollars 2K Rescale Collection		files only	dollars 2K Rescale Collection
X-01 4K UHD 2K - dollars 2K Rescale Collection		files only	dollars 2K Rescale Collection
Abnaste Desk Fan			Pre-built settlements or blueprints using the default fan will make this one a totally glitched out mess. [ Too many SS2 builds and Quest mods use the default fan and they conflict horribly
Blood Mist Overhaul		files only	Meshes. Subtle and realistic tweak to the blood spray. Works great with Enhanced Blood Textures. EBT is in BiRatbeec's textures - Main Repack and no longer using it or EBT.
Retextured Chems v 2 - Ezha's Unique Chems		files only	An Old Standby. I love these. Includes a bloodpack mesh (fix)
Easy to See Glowing Lunchboxes		files only	An Old Standby. I love these. Run FOMOD, copy files to pack and archive with CAO, disable mod.
ETSGS - Easy to See Glowing Stuff		files only	An Old Standby. I love these. Run FOMOD, copy files to pack and archive with CAO, disable mod.
Sweet Roll 500g		files only	ADD TO PACK
Run the below mods as standalone. Do not pack them with other meshes/textures mods. The .esp files are somewhat complex and would require merges.			
True Blood	Run Standalone	Plugin	Don't pack with other meshes/textures. A lot is happening in the .esp and would require a plugin merge. - costs 2 ba2s and one .esp
Magnetic Coils And Capacitors - A Gauss Rifle Rertexture	Run Standalone	Plugin	Don't pack with other meshes/textures. A lot is happening in the .esp and would require a plugin merge. - costs 2 ba2s and one .esp [ Place the .esp in LO below Soviet Assault Pack to replace the files: reflonglass_4.dds, reflonglass_n.dds, reflonglass_a.dds

Robot Model Kit 2K Reworks and Collectible Boxes	Run Standalone	Plugin	Don't pack with other meshes/textures. A lot is happening 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.
<b>18.3. Texture Details and Preferences</b>			
All of these texture only mods were installed and tested separately. There are two choices to handle them after extracting all into a single textures folder: 1) Add them to the 15 BA2 files using the Workbook Method when making those files. 2) Archive them into a single BA2 using Cathedral Assets Optimizer.			
Those who have older systems and graphics could just skip using the weapon mods listed here. SavrenX Weapon HD DLC is much better than vanilla while still being performance friendly.			
Bottles 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	Make descriptive folder for files		
Beer and Liquor Label	Details and Preferences		Intentionally overwrites part of Bottles Labels Overhaul
Far Harbor Billboards and Posters	Details and Preferences		
generic posters	Details and Preferences		
Haui'd Out - 2K Warehouse	Make descriptive folder for download file		Overwrites several FlaconOil Textures
Haui'd Out - 2K Pier	Make descriptive folder for download file		
A SavrenX Weapon Scope	Extract ba2 files. Hide ba2 and ESP	Extract BA2	SavrenX's work in the 15 BA2 is a good enough alternate to these? I choose the cream paint version
Assault Rifle Rework AR_E1	Details and Preferences		
CP's Improved Vanilla Holdings - 2K	Details and Preferences		
Contraptions Builders with Labels	Make descriptive folder for download file		
Daigntful Ivy - MIXED COLORS - Olive and Rusty HD Vines	Details and Preferences		Olive as primary and 3 Rust files as secondary
Ephias Unique First Aid	Details and Preferences		An old standby. I prefer V2.
Flacon Oil's Minigun HD Re-Texture	Details and Preferences		I greatly prefer it to the Meritable Minigun.
Gray Tobacco Cigarettes Redux	Details and Preferences		
HD Lockpick Interface	Make descriptive folder for download file		Bugs out of HD 1/2 the time.    Maybe CAO mipmaps and compression will help that?
Healthier Brahmins	Details and Preferences		Vanilla Radiated Brahmin are gross
Improved Terminal Keys with Text	Make descriptive folder for download file		
Mechanist Armor Reworked	Details and Preferences		
Monkey Trap HQ	Details and Preferences		NOT the clown option
Official Blustape - Except I prefer Yellow	Details and Preferences		I choose Yellow actually.
Protection HD - 2K	Details and Preferences		
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	Details and Preferences		Fallout 4 Combat Shotgun and Rifle retexture - 2048 tex
The Daigntful Deliverer	Details and Preferences		
The Plasma Project	Make descriptive folder for download file	Extract BA2	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	Details and Preferences		
The Top-Notch Tommy Gun	Details and Preferences		
Wasteland Nights - normal moon and stars textures	Details and Preferences		
Teddy Bear HD	Details and Preferences		
Fallout Texture Overhaul - Stars			
HD Moon with Phases (Main File)			Huge moon unless running an .esp to shrink it. Going to try Wasteland Nights
Fallout Texture Overhaul Moons - 2K			
Detailed Deathclaws			Looks Good!    Replacing with DPillar's pack in mesh section. - NOPE those deathclaws are extremely detailed plastic.    Another nope - going back to Bessler's Deathclaws and these will be over-written anyway
Better Ammo Boxes	Make descriptive folder for download file	Overwrites Some Munitions Ammo Box Art	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 Rework	Details and Preferences		
Nuka World 7.62 Ammo Box	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 copied. Mod uninstalled from MO2 and textures packed.
Atom Bomb Pinup Paintings - Wasteland replacements 4.02	Details and Preferences	FOMOD	Lore friendly but some old pinup style nuddy.    Install Options: Mixed Set Damaged, Mixed Set Damaged, Mixed Set, Next page - choose anything.
Pinups of the Wasteland - 2K	Details and Preferences		Randy and Lore friendly. Intentionally overwrites part of Atom Bomb Pinups but makes for a good mix.
Power Armor Frame Reworked - 2K OHDeerSKR	Details and Preferences		Only Replaces PAFramed01_d.dds and PAHandHD01_d.dds - Looks AMAZING    Worsen PA mod can conflict. Move the ESP to just after Worsen PA mod if using it.
Really Red Rocket 2K - Worn	Details and Preferences		Red and worn RR walls. I'm running Redder Rocket 2K in the Textures with Materials and Meshes section.
<b>Weather &amp; Lighting</b>			
Immersive Candles	19. Weather & Lighting		Go into xEdit and flag the plugin as an .esm to better handle temporary references.
4eatGimp Immersive Candles Patch - Better The Third Rail	19. Weather & Lighting		My patch for The Better Third Rail
4eatGimp Immersive Candles Patch - Railroad Redone (HQ Revision)	19. Weather & Lighting		
4eatGimp Immersive Candles Patch - The Great Green Jewel	19. Weather & Lighting		
Terrain Undersides - 2 Million Sunblock	19. Weather & Lighting		Not compatible with Anom's Sanctuary Hills Overhaul or other mods that do major terrain rework. Has GCM settings though!    "Load order is not important. Other plugins that modify the world space or persistent cell records should load after this."    Why TF was the .esp way up the list over Synth Overhaul?
Frdnsson's Light Tweaks	Don't use with Clarity. esp. OR DAWN ENB with True Nights		Must load before ELFX (if using) so ELFX is the conflict winner for interior edits. Frdnsson's is only affecting the exterior. Weather mod conflicts are fine as-is. It's showing 0 conflicts with Location Overhauls. Loading high for extra exterior richness. The Clarity .esp and Jnl are disabled.
Clarity - A Visual Overhaul	Only using loose files. .jnl set to hidden esp set to optional		Replaces Better than Frdnsson's Light Tweaks. Part of BRBs fixes - do not choose during FOMOD installation.    It's pretty good.    Loading Clarity before weather. Weather mods should win any conflicts until I can CR it properly.    Only using for Glass and Puddles. Some other fog settings are not touched but I'm not worried about the ones which are.    Trying something new - Install Clarity but disable the .esp and set the Jnl to hidden. Only use the loose files for great glass and reflective surfaces.    Disabling the glass to see how well the mod Gloomy Glass does.
True Storms	19. Weather & Lighting		np. most of the compatibility stuff I've mentioned re: visual enhance/lighting mods boils down to this one single issue. ambient/ENB bad, placed lights good.    Needs Reverb and Ambience Overhaul patch, Nuka World Reborn Patch.    For use with True Nights - install with Rolling Fog option and early sunsets to match ENB sunset/sunrise hours. During TS installation select options for Far Harbor, Earlier Sunsets, and Earlier Sunsets FH.
- TS Patches for Far Harbor, Earlier Sun	19. Weather & Lighting		
Nuka World Add-On (with TS Far Harbor Compatibility)	19. Weather & Lighting		
Nuka World Re-Born patch	19. Weather & Lighting		Move the patch here
True Nights	19. Weather & Lighting		REQUIRED FIX: The fix only requires changing two values from 0 to 2. True Nights v03. esp - Image Space Adapter - LowHealthMod - Cinematic - Saturation Mult 2 - Saturation Add 2 REQUIRED ENB CUSTOMIZATION: Environment > DirectLightingIntensityNight Environment > AmbientLightingIntensityNight 2:1 mix of the above two settings is good Sky > CloudIntensityNight the MA prefers 1.15 DirectLightingIntensityInterior - maybe be of interest to some Use "Time of Day Menu" for Dawn and Dusk Settings. Quick ENB tweaks can be done when in FH. No DLC Patch but not Needed. Mod Author Note: "I've had chance to look at FH myself recently. 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 necessary".
Darker Nights - Main File	19. Weather & Lighting		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'." Detection kept Vanilla for PANIC to calculate. Set to Medium - level 3, darkness. Far Harbor, Nuka World, and True Storms Merged in. Vanilla detection.
Fallout 4 Enhanced Color Correction	19. Weather & Lighting	A little too harsh	Using "Gloom".    Pairs nicely with True Storms and DAWN ENB for true storms color balance. Gives a Book of Eli feel. A little too harsh and too contrasty.
Clarity Decreased Saturation Patch	19. Weather & Lighting		Drops Saturation 15%    I really prefer this look but it requires Clarity. esp as a master.    Just make the adjustment in ENB.
WET - Water Enhancement Textures	19. Weather & Lighting		Place after Clarity if used. Installation: WET Assets With Rain > WET Cleaner options





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 Audio Tweaks patch below.	
- Old World Radio Boston - Reverb and Ambience Overhaul Patch	23. Audio Overhaul			
Easy City Downs Announcement	23. Audio Overhaul		<b>Covered by LOST Audio Tweaks?</b>	
Ambient Wasteland	23. Audio Overhaul			
Diamond City Ambience				
Lush Ambience ESP				
Sinister Ambience Sounds			COMPLETELY conflicts with TS and RAO. conflicts with everything	
LOST Audio Tweaks	37 Regions			
LOST Audio Tweaks - AT True Storms and RAO Patch	14 regions			
AT - Sinister Ambience and RAO Patch	6 regions		COMPLETELY conflicts with TS and RAO. conflicts with everything	
AT - Lush Ambience and RAO Patch	4 regions		<b>Identical Regions used in Sinister Ambience, TS &amp; RAO patches</b>	
AT - Inner City Ambience and RAO Patch	1 Region		AudioExtDowntownAUDIO region only    <b>Must load after AT - TS and RAO patch</b>	
AT - DC Ambience and RAO Patch	7 Regions and No Conflicts			
AT - Ambient Wasteland and RAO Patch	23. Audio Overhaul		Lots of Unique sound Descriptors	
AT - Homogoths and RAO Patch	23. Audio Overhaul		Specific mod patch - ESL replacer	
Radio AT - Atomic Radio RAO Patch	23. Audio Overhaul			
Radio AT - Bleachers Patch	23. Audio Overhaul			<b>Relocate .esp</b>
Radio AT - Existence RAO Patch	23. Audio Overhaul			
Radio AT - DCRE RAO Patch	23. Audio Overhaul			
Radio AT - MWTCF RAO Patch	23. Audio Overhaul			
Radio AT - MWTCF Classic RAO Patch	23. Audio Overhaul			
Nostrona Terminal Sounds	23. Audio Overhaul		It really grew on me.	
Nostrona Pip-Boy	23. Audio Overhaul		Version 3	
Pip-Boy Flashlight Sound - Metro Version	23. Audio Overhaul			
Not Great Not Terrible - Scarier Gager Counter Sounds	23. Audio Overhaul		<b>Integrated into LOST Audio Tweaks but required this installation to work.</b>	
Carter Gards Siren	23. Audio Overhaul		Love it	
Monsternum - DeathClaw Sounds Rework	23. Audio Overhaul			
Radiant Birds	23. Audio Overhaul		<b>Integrated into LOST Audio Tweaks - is it working?</b>	
Radiant Birds (Less Radiant)	23. Audio Overhaul		Replacer .esp - Mings	
Break Beauty	Using in Music Mods Merged		Better than expected - a good change    Running Screaminglake's mods so only a handful of these get used.	
Fallout Suite - Soundtrack Extension for Fallout 4	Using in Music Mods Merged		VERY GOOD    Running Screaminglake's mods so only a handful of these are getting used.	
Load World Soundtrack Replacer	Using in Music Mods Merged			
--- Mega Battle Pack FIX 2	23. Audio Overhaul		Replaces Audio cues.	
Distortion Combat Music Replacer	Using in Music Mods Merged			
Digital Nightmares - Dark Apocalyptic Soundtrack	Replaces All Vanilla - MUST stay in this mix to prevent MMM playing Vanilla tracks	Required	<b>MMM instruction is to Hide/delete DN Music.esp. LEAVE IT ACTIVE so it will replace vanilla tracks.</b>	
--- Mega Battle Pack FIX 2			<b>Hide/delete DN Mega.esp</b>	
--- Far Harbor Music Addon			<b>Hide/delete DN Far Harbor.esp</b>	
Fallout Suite			<b>Hide/delete Fallout Suite.esp</b>	
S.T.A.I. K.F.R. Music Mod (Non-Replacer Version)			<b>Requires normalizing or it is loud. MOZ. Hide/delete StalkerMusic.esh</b>	
Faded Glory - A Post-Apocalyptic Soundtrack			<b>MOZ - Hide/delete Faded Glory - Soundtrack Expansion.esp</b>	
Break Beauty 1.1 - Package for Music Mods Merged			Install into MOZ	
Distortion Combat Music Replacer			<b>Create a new directory in the Music folder called DCM. Move everything inside the Music folder to the new DCM directory.</b>	
Load World Music, Mods Merged Optional Version			Install into MOZ	
<b>Music Mods Merged</b>	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 4 mods	Required	Hide DNMusic.esl and Immersive Fallout - Music.esl but use the rest.	
4estGimp - DN MMM Vanilla Duplicates .esp		Required	Patch for removing vanilla track duplicates while using the Digital Nightmares .esp	
AT - Faded Glory Cell Fix	23. Audio Overhaul		Only for those running the full Faded Glory including its .esp file	
Dynamic Music Overhaul	23. Audio Overhaul		Sometimes I use it and sometimes not.	
COO - Commonwealth Gunfire Overhaul - realistic weapon sounds	23. Audio Overhaul			
Better Automatic Weapon Sounds	23. Audio Overhaul		<b>Sounds amazing but looks silly with 38 pipe pistols that ROAR!!!    Must win 12 conflicts with Commonwealth Gunfire Overhaul.</b>	
Better Automatic Weapon Sounds - Nuka World	23. Audio Overhaul		<b>Must win 12 conflicts with Commonwealth Gunfire Overhaul.</b>	
Gauss Rifle Remastered	23. Audio Overhaul			
Power Combat Shotgun	23. Audio Overhaul			
Power Double Barrel	23. Audio Overhaul			
Power Laser Action (Far Harbor)	23. Audio Overhaul		Both Files	
CFD - Commonwealth Explosion Overhaul	23. Audio Overhaul			
Persistent Volume Sliders	23. Audio Overhaul		An amazing MCM volume slider mod	
<b>Cut Content Restored</b>	<b>Cut Content Restored</b>	<b>Cut Content Restored</b>		
Combat Zone Restored	24. Cut Content Restored		Buggy?	<b>CLEAN ESP</b>
Piper Interview Restored	24. Cut Content Restored		Meh - Can .esh flag the .esp so at least it's easy XP.    It's ok for some playthroughs but not forever.	<b>CLEAN ESP</b>
The Dance Dilemma	24. Cut Content Restored		Wildly buggy and abandoned    Many quest conflicts and BoS conflicts. This would require a lot of patching to work as intended.	<b>CLEAN ESP</b>
- Search and Destroy Alternative	24. Cut Content Restored			<b>CLEAN ESP</b>
A New Dawn - Minutemen-Brotherhood Sentinel Restored JFQ4P Patch	24. Cut Content Restored			
<b>Late Loaders</b>	<b>Late Loaders</b>	<b>Late Loaders</b>		
4estGimp - EversourSentinelSilentStorm	From Weapons		Also listed in weapon section but Load Order is here.	<b>Relocated .esp</b>
Cross Brotherhood Reconc - Patch for ECO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
Cross Chosen of Atom - Patch for ECO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
Cross Courier Stragdas - Patch for ECO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
Eli's Armour Consequium - Patch for ECO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
We Are The Minutemen - Patch for ECO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
Cravez's Railroad Expansion - ECO Patch	25. Late Loaders			
4estGimp - ECO_VBP	25. Late Loaders	old-ECO	Give vanilla Biped slots - not what most people want.	
4estGimp - CR-ECO_MM	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
4estGimp - CR-ECO_MMV	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
4estGimp - CR-ECO_NO	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
4estGimp - CR-ECO_SMR	25. Late Loaders	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
4estGimp - CR-ECO_ChurchOfAtom	<b>CHECK IT</b>	old-ECO	Now just a conflict resolution patch if some other mod overwrites the main	
4estGimp - CR-ECO_ImprovedBoSRedux	25. Late Loaders	old-ECO	<b>This is actually part of 4estGimp - Improved BoS Redux Fixed T-60 Conflicts</b>	<b>Relocated .esp</b>
4estGimp - CR-ECO_ShadowOverhaul	25. Late Loaders	old-ECO	Publsh? It doesn't change much.	
4estGimp - CR-ECO_LoversRings	25. Late Loaders	old-ECO	<b>PUBLISH</b>	
4estGimp - CR-ECO_ArtimeseLevels_LoversRings	25. Late Loaders	old-ECO	<b>PUBLISH</b>	
4estGimp - CR-ECO_FSD_ArtimeseLevels_LoversRings	25. Late Loaders	old-ECO	<b>PUBLISH</b>	
4estGimp - CR-ECO_SuperDuper_Wraparound_Google	25. Late Loaders		NO conflict with ECO since Redux released. However: SuperDuper Wraparound Googles need and Armor Addon fix here or they are invisible.	
4estGimp - Improved BoS Redux Fixed T-60 Conflicts	25. Late Loaders		Also listed in NPC section. LoaderOrder: Improved BoS Redux .esp just below Improved BoS Redux 4estGimp - CR-ECO_ImprovedBoSRedux.esp in Late Loaders	<b>Relocated .esp</b>
4estGimp - Overhaas-PA-NoChain-NoWKR	From 13. NPC and Creature Overhauls		<b>Also listed in NPC section but it loads here.</b>	<b>Relocated .esp</b>
Worsin's Immersive Power Armor Garage (WIPAG)	25. Late Loaders	Have Not been using it	Bottom of Load Order recommended - test in middle with FO4Edit    Load all after Weather and Environment in "Conflict Resolution Replacer" Section. Load Vanilla_AWKCR_PA_Addon BEFORE CraftingFramework_addon.esp	Extract BA2 and check files for conflicts with Raider Power Armor Shop - none <b>Check .esh for conflicts with Raider Overhaul</b> today
Worsin's Paint Garage - TONKA Paint	25. Late Loaders			
Worsin's Paints (WIPAP) - Style 1 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Worsin's Paints (WIPAP) - Style 2 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Worsin's Paints (WIPAP) - Style 3 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Worsin's Paints (WIPAP) - Style 4 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Worsin's Paints (WIPAP) - Style 5 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Worsin's Paints (WIPAP) - Style 6 - v2.6	25. Late Loaders		Has Hard (AWKCR paint crafting required) or Easy (No Requirement)	
Vanilla Fallout Power Armor Frame Textures - WIPAG	25. Late Loaders		OPTION - To revert back to Vanilla and overwrite the all black frames	
Power Armor Frame 4K LHQ	25. Late Loaders		It adds a 4K base PA frame and hands.    Feels a little too... perfect?	
Power Armor Frame GunMetal and Chromatic ReTexture - Fox GunMetal Frame	25. Late Loaders		Reverts the same 4 files as WIPAG Vanilla Textures but better	
Power Armor Frame ReTextured - 2K OhDeerSR	Would normally be in the Textures CAO merge files.		Only Replaces PAFrame01_d.dds and PAHandHD01_d.dds - Looks AMAZING	<b>Mod was here due to Worsin's PA Frame</b>
Power Armor Frame 4K LHQ	25. Late Loaders		dollari - Also in BRBs quality repack. Required here to overwrite Worsin's Frame.	
Immersive Cube Maps	25. Late Loaders		Recommended by 4K PA guy    NOPE - does horrible blood reflections	
Worsin's Ultimate Night Vision (WUNV)	25. Late Loaders	?	Load after WIPAG    I've seen amazing video but have yet to try it. It takes two ba2 and one .esp slot	
Worsin's Immersive Power Armor Cores (WIPAC)	Move to Gameplay section?		Try later - Will be using H.A.R.D Core + Rechargeable Fusion Cores first.	

Do Your Damn Job Codeword -- 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			
Rickety Restored Sanctuary Bridge		25. Late Loaders			
Anom's Sanctuary Hills Overhaul		25. Late Loaders		Mostly good made a patch to fix a few things   Not compatible with Terrain Undersides - 2 Million Sunblock. I've found a couple mods which break this mod's pathing from Concord to Sanctuary. <b>Stay Away.   Since I'm not smart enough to stay away: 22.01.01 - Delete all conflicting ImmersiveCleaning cells from Block -1.0 SubBlock -3.2   Previs for too large an area to get working with Immersive Cleaning, Concord, RedRocket. - STAY AWAY</b>	
Anom's Sanctuary Hills Overhaul - Restored House's					
Cleaner Settlements DE Automation and Vault-loc DLC Version		25. Late Loaders		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 Precombines at some 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 load order.	
Scrap Those Red Rocket Pump Arms		25. Late Loaders		Trosski 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 the Load Order a little. NPC were often stuck on the placed items.	
PAC - Addon		25. Late Loaders			
Immersive Cleaning This is a great mod which cleans the most and the best. Click on a trashcan and the settlement is clean, even bushes. It rebuilds precombines to prevent FPS loss.	I run too many location mods to use a global settlement cleaning mod -   Plus, just using Raze My Settlement and No More Ugly Trash will simplify load orders for others.			Made a CR Patch for Immersive Cleaning and Hangman's Alley Optimized to use HAO/previs/precombines data. Made a patch to remove the Tarpine Location for Camp Tarpines Bluff - Redux Deleted: Only TentPinesBluff [CELL:0000DD52] TentPines (and some Zimora's) Sub-Block -1.2 within Block -1.0 Sunshine Tidings - Block -1.0. Sub-Block -3.1 Patch I made for C and other mods which affect precomb/previs: 4estGimp - CR_FensSD_ImmersiveCleaning.esp 4estGimp - CR_ImmersiveCleaning_HAOOptimized.esp	
- Notes for Immersive Cleaning patches		25. Late Loaders		breaks previs just around the bridge but has no culling issues. The metal bridge version is superior for the transitions to asphalt.	
Another Sanctuary Bridge		25. Late Loaders			
<b>New Recommendation - Do not use a global settlement cleaning mods if also using many location mods. Multiple quest mods and location mods cause too many conflicts with a global settlement cleaning mod. Just pick and choose the most important locations for cleaning from Vivaldo's Deep Clean Series.</b>					
<b>This is a STABLE Triangle of Death - Sanctuary, Red Rocket, Abernathy</b>					
Fort Abernathy		25. Late Loaders	Works well with Deep Clean Mods at Sanctuary Bridge, and Red Rocket	Fort Abernathy can require some load order juggling for those running PAC. It's placements above or below RR and Sanctuary cleaning mods can make a huge difference in culling issues. This mod is EPIC but it does break precomb/previs in the Abernathy area. Sanctuary and RR are 100% though.	
Red Rocket Deep Clean - ESL Flagged		25. Late Loaders			
Vivaldo's Library Patch	1.23			Required by the Deep Clean and Remodel series	
Sanctuary Deep Clean and Remodel - ESL Flagged		25. Late Loaders			
Rickety Restored Bridge		25. Late Loaders		No Longer Needed - basically built in now.	
Restored Rickety Bridge Patch - from Sanctuary Deep Clean		25. Late Loaders		No Longer Needed - basically built in now.	
4estGimp - MM Textures Sanctuary Bridge		25. Late Loaders		Textures only	
PAC - Vault 111	2.0			REQUIRES the PAC - Patch Repository (several steps lower) for PAC - Vault 111 to work with my Sanctuary Bridge and Red Rocket setup	
PAC - Patch Repository --- PAC - V111 - DE Sanctuary Patch --- PAC - Vault 111 (Previs)			Retired	REQUIRED for PAC - Vault 111 to work with my Sanctuary Bridge and Red Rocket setup	
Sanctuary Hills - Root Cellar Remade		25. Late Loaders		Love it.   Had to move later in the Load order. Made a patch to remove an ELFX added light. In VEDit, copy into your patch, set the Deleted record flag, then run QuickAutoClean on it.   Dropped ELFX since last note.	
Nuka-World Reborn	<a href="#">A-Link</a>	Moved here from 08. Quests	Has Previs	NOT a mod	
Nuka-World Reborn Patches	<a href="#">A-Link</a>	Moved here from 08. Quests		Patch for Whisper's Delay DLC and VivaNW	
- NWR PV Patch		Moved here from 08. Quests		Required patch to keep DLC timing from launching Nuka World quest upon launch.	
Viva Nuka-World - FDI Version - Use whenever FASE is down.	<a href="#">A-Link</a>	Moved here from 08. Quests	Has Previs	<b>TWO plugins.</b> The SouthOfTheSea.esm file automatically loads high with other.esm. The SouthOfTheSea[Previs].esp file should load here, low.	Relocated .esp
Viva Nuka-World - XDI Version	<a href="#">A-Link</a>	Moved here from 08. Quests	Has Previs	Amazing mod but a bit of work if using Drumlinn Diner location mods with precomb/previs or settlement scrapping mods. Terrain undersides also makes a black sheet cut through the lower bunker. Can be difficult to get set in Load Order so it does not create Pathing crashes	
- Viva Nuka-World - XDI Player Voice Unlocker	<a href="#">A-Link</a>	Moved here from 08. Quests		Fixes all deleted Navmesh, makes new navmesh and previs/precomb so that Accessible bridges Navmesh will play nice with Horror at the Prison Camp.	
- Viva Nuka-World - Guide for the Traders Questlines	<a href="#">A-Link</a>	Optional Help PDF		I don't remember why I'm not using it. Perhaps just using Hunkered down and small startup blueprint?	
4estGimp - DelayDLC_VivaNW		PUBLISH		Moved .esp next to RR.HO in late loader section - LATE loader.	Relocated .esp
4estGimp - DLCTiming_VivaNW.esp		PUBLISH		is this from when Lively showed me how to make int previs?	
South of the Sea - Atom's Storm was INSTALLED in section 8 - Quests		Hap's Sots - Previs File		<b>This mod does some work to make Cambridge Police Station a viable base of operations for players siding with the BOS from the start and who are playing on Survival difficulty.   See Reddit link about previs fixes it needs.</b>	CLEAN ESP
Horror at the Prison Camp - Starlight Drive-in Overhaul	ADI	25. Late Loaders	LOVE IT	it's a very cool mod but is slightly unfinished and still has some minor precomb issues a player may not ever notice.	
Starlight - Horror at the Prison Camp - Precombined and Navmeshed		25. Late Loaders			
Warsack Homesadd		25. Late Loaders			
Faction Housing Overhaul - Uvall 81		From 20. Vanilla Location Overhauls	Eli		Relocated .esp
3DNPC Vault75 Previs		25. Late Loaders			
Alton's Better Cambridge Police Station		25. Late Loaders			
USAF Satellite Station Cliva How It Should Be		25. Late Loaders			
USAF Satellite Station Cliva How It Should Be - Previs Patch		25. Late Loaders			
Camp Tarpines Bluff - REDUX		25. Late Loaders			
Better The Third Rail		From 20. Vanilla Location Overhauls		Install cleaned .esp   Dirty Mod - Deleted Nav Mesh   <b>IT MUST run after Interiors Enhanced AOL.</b> 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	Relocated .esp
Faction Housing Overhaul - Railroad HQ		From 20. Vanilla Location Overhauls		It's very good but I don't really use it.	Relocated .esp
Railroad Redone (HD revision)		25. Late Loaders		Pretty decent. Made an Immersive Candles patch for it too.	
Diamond City Auto Close Gate		25. Late Loaders		Load below both mods.	
Fourville		25. Late Loaders			
4estGimp - FSD Fourville		25. Late Loaders		Relocates the Fourville Diamond City Security office strongroom door. Carries over FSD cell information. Fixes a misplaced pen holder coffee cup.	
AWARHERO_The_Great_Green_Jewel		25. Late Loaders			
4estGimp - AWAHERO_GGJ_NoDCOffice_NoEterior		25. Late Loaders		A replacer file to remove Most of the Worldspace group and the DC Security Office. This makes it compatible with DCI and FSD.	
4estGimp - GGJ_DCG_Weapons_DefenseMP18		25. Late Loaders		Four packs available with diff SMG. The STG-44 and Rem921 stay in each pack. ** ONLY used by Danny Sullivan. Not really needed since FSD.	
The Bleachers - A Diamond City Story		25. Late Loaders		Now Running Fens Sheriff's Department. See QUEST section.	
A Diamond City Story - Author's choice textures		25. Late Loaders			
4estGimp - Bleachers_ImprovedBoSRedux_PA		25. Late Loaders		Not needed with BoS update I released recently.	
FSD		Go To Section 08. Quests	NOW ESM	Loading this low while in Beta. It will most likely go higher when released. The ESM record a few patches for me.	
4estGimp - FSD_T8U_INNR		Used for FSD PA dev		Temp INNR and WEAP records to incorporate later	Relocated .esp
AT - Bleachers patch		From 23. Audio Overhaul		LOST Audio Tweaks patch	
4estGimp - FSD_CandP		25. Late Loaders		Test patch to see if CandP and bleachers would work together.	
4estGimp - CR_FensSD_ImmersiveCleaning		ImmersiveCleaning		A minor tweak I needed for Immersive cleaning at a location.	
Stained Glass Workshop Mod - Unison Farts and Godrays		25. Late Loaders		Installed after the Bleachers and FSD for better lights and glass.   No longer using as I rarely build much.	
Unison Farts and Godrays - 2K texture pack		25. Late Loaders		Installed after the Bleachers and FSD for better lights and glass.   No longer using as I rarely build much.	
Diamond City Interiors Redone (D.C.I.R.)		25. Late Loaders		Not using at this time.	
4estGimp - DCR_Deleted_Workspace		25. Late Loaders		This is an interiors mod and does not need workspace records.	
DC Vendor Overhaul v1 & Compatibility Edition		25. Late Loaders		Would require CK work and New Precombines	
Valentine Detective Agency Cleanup		25. Late Loaders			
Diamond City Vendor Clutter		25. Late Loaders		Choose "No Thanks" to the 4 options in the FOMOD installer.	
Diamond City Expansion		25. Late Loaders		Changes caps at vendors	
- Get the lower volume music patch		25. Late Loaders			
Diamond City Expansion - Female Body Replacer - regular		25. Late Loaders			
Diamond City Expansion Nude Strippers (CBBE)		25. Late Loaders		Not using at this time.	
The Fens Sheriff's Department - Diamond City Expansion Patch		25. Late Loaders		Links up Grand Junction with the service chase in the Sheriff's Department. Door must be unchained from Sheriff's side after the quest "Green Zone".	
4estGimp - CR_DCAmbrose_DCExpansion		25. Late Loaders			
The Fens Sheriff's Department - Diamond City Expansion Patch		25. Late Loaders			
Kellogg's Mercenary Home - Reborn		25. Late Loaders			

4es1Gimp - 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 home. Go into Piper or Nick's place for them to appear.
Diamond City Enhanced Security		Uses my Replacer File Below	A Very underrated mod.
4es1Gimp - DCES No Security Office Cell		25. Late Loaders	Replacer ESP Removes the Interior Cell entries (ladders and DC Security Office)
4es1Gimp - FSD DCES Catwalk Patch		25. Late Loaders	Get some catwalks out of the way. DCES works great with Great Green Jewel, The Bleachers, and FSD.
4es1Gimp - Outskirts DCES Stairs Patch		25. Late Loaders	Moves the stairs of Diamond City Enhanced Security to work with Diamond City Outskirts.
4es1Gimp - FSD DCES and DC Guards REDUX		25. Late Loaders	It patches all the DC Security NPC which FSD uses, back to FSD 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 Biralbee's Merged Mods - Appearance which contains Varied Diamond City Guards. Choose "HAA with Crafting"
4es1Gimp - FSD NPC Records		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 a massive settlement at 60 FPS.
Hangman's Alley Interior Apartments - V2	2.1	25. Late Loaders	No longer using. I made my own patch to restore the lights.
Hangman's Alley Optimized	1.1	25. Late Loaders	Restores the Wasteland illumination lamp posts and lights removed by HAO.
Hangman's Alley Optimized - Wasteland Illumination - Patch		25. Late Loaders	I run too many location mods to use a settlement cleaning mod ( Plus, just using Raze My Settlement and Clean My Settlement will simply load orders for others.
Hangman's Alley Optimized - HAA With Crafting - Patch	1.1	25. Late Loaders	Immersive cleaning places a few items which HAO had removed. I remove them again.    No longer using Immersive Cleaning
4es1Gimp - HAO WI Street Lamp Restore	0.01	25. Late Loaders	Must load low or it suffers culling. This mod and mod author are epic.
4es1Gimp - CR ImmersiveCleaning_HAOOptimized			Poet FOMOD of .esp replacers Using to patch Tales From the Commonwealth (Do NOT use Poet's SONPC_FOMOD.esp - use the patchlisted for it) and Settlers of the Commonwealth, Atlantic Offices, Sector V, and Fourville.
Sunshine Tidings Overhaul		25. Late Loaders	<b>A bunch of my own conflict resolution patches.</b> CR-KeepRadiantsinCW.esp
Optimization Patches Collection		25. Late Loaders	
Conflict Resolution - 4es1Gimp		25. Late Loaders	
ECO Instance Naming Rules (NNR)		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			
<b>ENB AND LIGHTING TESTS</b>			
ENB Binaries		ENB and Graphic	To the file enbocall.ini set [MEMORY] ForceVideoMemorySize=FALSE
Dawn ENB - Vivid Weather's Version		ENB and Graphic	Fixes institute brightness when using an ENB
- Institute patch for PRC		ENB and Graphic	BAH - Not Compatible with ELFX    Have switched to Ultra Interior Lighting    have switched again to neither
- Polluted Climate Tweaked Interior Color and Light		ENB and Graphic	PRC Patch for all ENBs in order to prevent DOF artifact and get cleaner visuals
PRC Patch for ENBs		ENB and Graphic	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 "gloom" version which is more desaturated.
Fallout 4 Enhanced Color Correction			Requires NAC
Film Workshop		ENB and Graphic	NOPE - way over saturated and shadows are ill.
The ENHANCER			
<b>FINAL LIGHTING STACK</b>			
Dawn ENB - True Storms		22.12.18	FINAL LIGHTING STACK
Terrain Understudies - 2 Million Sunblock		ENB and Graphic	Set [PresentInterval]=true in enbocall.ini All the FOM .ini files should be [PresentInterval]
True Storms			Not compatible with Anom's Sanctuary Hills Overhaul or other mods that do major terrain rework. Has GCM settings though    "Load order is not important. Other plugins that modify the world space or persistent cell records should load after this." rp. most of the compatibility stuff I've mentioned re: visual enhance/lighting mods boils down to this one single issue. ambient/ENB bad, placed lights good.    Needs Reverb and Ambience Overhaul patch, Nuka World Reborn Patch.    For use with True Nights - install with Rolling Fog's option and early sunsets to match ENB sunsets/sunrise hours. During TS installation select options for Far Harbor, Earlier Sunsets, and Earlier Sunsets FH.
- TS Patches for Far Harbor, Earlier Sun			
Nuka World Add-On (with TS Far Harbor Compatibility)			
Nuka World Re-Born patch			Move the patch here REQUIRED FIX: The fix only requires changing two values from 0 to 2: True Nights v03.esp - Image Space Adapter - LowHealthImmud - - - Cinematic - - - Saturation Mult 2 - - - Saturation Add 2 REQUIRED ENB CUSTOMIZATION: Environment > DirectLightingIntensityNight Environment > AmbientLightingIntensityNight 2:1 mix of the above two settings is good Sky > CloudIntensityNight. the MA prefers 1.15 DirectLightingIntensityInterior. maybe be of interest to some Use "Time of Day Menu" for Dawn and Dusk Settings. Quick ENB tweaks can be done when in FH. No DLC Patch but not Needed. Mod Author Note: "I've had chance to look at FH myself recently. What Beth's 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 necessary."
Clarity Decreased Saturation Patch			Drops Saturation 15%    I really prefer this look but it requires Clarity.esp as a master.    I just make the adjustment in ENB if necessary.
WET - Water Enhancement Textures			Place after Clarity. Installation: WET Assets With Rain > WET Clearer options
Interiors Enhanced - Darker Ambient Light and Fog		Recommended by Pack Attack NPC	Changes light settings in cells and has a lot of Lighting Template changes. I assume 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.
- 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 it's own LUT, CoolContrast.ods.    It's good but can be too much when combined with Interiors Enhanced.
Pin-Boy Flashlight			
DoF Removal - Keep Inspection v0.4			Keeps out scenes/dialog in focus.    GR-Balsh-ite-keep-what-4-want- PRC Patch for all ENBs in order to prevent DOF artifact and get cleaner visuals.    It overwrites some Clarity settings.    Need to experiment and test it more
PRC Patch for ENBs			Fixes institute brightness when using an ENB    Stops too much of Clarity Reduced Saturation Patch. Only run this if MUST.
Institute patch for PRC			Must load Above Tales from the Commonwealth Visual Fixes
Wasteland Illumination - Main File			Extract BAZ
Sunlight Alignment Tweak - Better Dawn and Dusk			Oddy effective. I never knew what I was missing.
<b>Previous LIGHTING STACK</b>			
Dawn ENB		ENB and Graphic	Previous LIGHTING STACK
- Dawn True Storms Weathers Patch			
Wasteland Illumination - Main File		Weather & Environment	
Tales from the Commonwealth Visual Fixes		Weather & Environment	.esp MUST load after Outcasts and Remnants.    A lot of mod shuffling in the Weather and Environment section was required to fix pre-vix culling issues.
Clarity - A Visual Overhaul		Weather & Environment	Replaces/Better than Frasnoro's Light Tweaks. Part of BRBs fixes - do not choose during FOMOD installation.    It's pretty good.    Loading Clarity before weathers. Weather mods should win any conflicts until I can CR it properly.    Actually, I'm only using it for better glass and puddles.
True Storms		Weather & Environment	
- True Storms Nuka World Add-On		Weather & Environment	
- Nuka World Re-Born patch		Weather & Environment	Move the patch here

<a href="#">Darker Nights - Main File</a>	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".
<a href="#">Fallout 4 Enhanced Color Correction</a>			
<a href="#">Clarity Reduced Saturation Patch</a>	Weather & Environment		Should I just set this in the ENB? Negative - let this handle outdoors and if settings are changed by the interior lighting mod, that's what I want.    <b>Institute Patch for PRC is a conflict. Disable that mod unless absolutely necessary.    DO NOT RUN WITH F4ECC Gloom</b>
<a href="#">WET - Water Enhancement Textures</a>	Weather & Environment		Place after Clarity. Installation: WET Assets With Rain > WET Clearer options
<a href="#">Interiors Enhanced - Darker Ambient Light and Fog</a>	<a href="#">Recommended by Dark Attack NPC - TESTING</a>		Changes light settings in cells and has a lot of Lighting Template changes. I assume the additional settings in Interiors Enhanced are what allows it to function with the dark/light stealth mechanics of PANPC?
<a href="#">Polluted Climate Tweaked Interior Color and Light</a>	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 its own LUT_CoolContrast.dds
<a href="#">Pie-Boy Flashlight</a>	Weather & Environment		After installation, Move the textures > Textures > Effects folder back into the textures folder and delete the now empty Textures folder.
<a href="#">X-02 PieBoy Flashlight Patch</a>	Weather & Environment		
<a href="#">DOF Removal</a>	Weather & Environment		<b>Keeps out scenes/dialog in focus.    CR Patch it to keep what I want.</b>
<a href="#">Institute patch for PRC</a>	ENB and Graphic		Fixes institute brightness when using an ENB.    Slumps too much of Clarity Reduced Saturation Patch. Only run this if MUST.
<a href="#">PRC Patch for ENBs</a>	23. Weather & Environment		PRC Patch for all ENBs in order to prevent DOF artifact and get cleaner visuals.    It overwrites some Clarity settings.    Need to experiment and test it more
<b>Dawn ENB Recommendations</b>			
<a href="#">Dawn ENB</a>	ENB and Graphic		Forum: Works Great with Vivid weathers. (should with all weathers)
<a href="#">Dawn Vivid Weathers Patch</a>			
<a href="#">Institute patch from PRC</a>	ENB and Graphic		Fixes institute brightness when using an ENB
<a href="#">Polluted Climate Tweaked Interior Color and Light</a>	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 kB).
<a href="#">Ultra Interior Lighting</a>	+Far Harbor, +Nuka World, +Automotron'	OR	Not used for a LONG time. I don't remember why?
<a href="#">Vivid Weathers</a>	<b>ALL DLCI</b>		Get RAD STORMS and Nuclear winters
<a href="#">Darker Nights - Main File</a>	Far Harbor and Nuka World	--	
<b>Dark and Storms</b>			
<a href="#">Forum Post : djrnx on 2017.07.26 [8]</a>			Replies were VERY positive
<a href="#">1. Subtle ENB - Immersive Wasteland Preset</a>			
<a href="#">2. Fransson's Light Tweaks</a>			
<a href="#">3. Fallout 4 Enhanced Color Correction</a>			<b>ECC does not play well with Vivid Weathers? Search, Verify.</b>
<a href="#">True Storms</a>			
<a href="#">Darker Nights - Main File</a>		--	
<b>Subtle ENB Recommends:</b>			
<a href="#">DOF Removal</a>			
<a href="#">True Nights</a>	<b>OH GDI NO DLC PATCH</b>		Mod Author Note: "I've had chance to look at FH myself recently. 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 necessary."
<b>EHAI Comparison of different dark mods</b>			
<a href="#">Vogue ENB - Realism</a>			Photo comparisons are nice. Did I test this and not like it?
<a href="#">Enhanced Color Correction</a>	Saturates color but has alt. version		<b>Use Dark or Less Dark 1.2 Version?    Does not play well with Vivid Weathers?</b>
<a href="#">Interiors Enhanced - Darker Ambient Light and Fog</a>	60% Darker Interiors		Leave off?
<a href="#">Enhanced Lights and FX</a>			
<a href="#">True Storms</a>			Vivid Weathers is recommended by Vogue.
<a href="#">Darker Nights - Main File</a>		--	
<b>FORUM POST: Almost perfect Realistic lighting with no FPS loss (maybe slight gain) MQ03 inside</b>			
<a href="#">Darker Nights - Main File</a>		--	Replies were VERY positive    From a VR forum. How would it look on a regular Monitor?
<a href="#">Interiors Enhanced - Darker Ambient Light and Fog</a>	60% Darker Interiors		
<a href="#">Fransson's Light Tweaks</a>	V1.6 plus Bloom Remover		
<a href="#">Fallout 4 Enhanced Color Correction</a>	1.2 Version		
<b>Weather Stuff</b>			
<a href="#">True Storms</a>	Far Harbor and Nuka World	--	
<a href="#">True Storms Nuka World Add-On</a>		--	
<a href="#">Vivid Weathers</a>	<b>ALL DLCI</b>		Get RAD STORMS and Nuclear winters
<a href="#">Weather Synergy</a>		--	
<a href="#">True Nights</a>			Mod Author Note: "I've had chance to look at FH myself recently. 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 necessary."
<a href="#">Darker Nights - Main File</a>		--	
<a href="#">Polluted Climate - Weather Mod - not the light mod</a>	Far Harbor and Nuka World		
<b>Lighting Notes</b>			
<a href="#">Interiors Enhanced - Darker Ambient Light and Fog</a>	DLC: Far Harbor, Nuka World, Vault-Tec Workshop		60% Darker Interiors but nothing else.   Darker Ambient Light and Fog. can be used without any issues.
<a href="#">Ultra Interior Lighting</a>	+Far Harbor, +Nuka World, +Automotron'		Not used for a LONG time. I don't remember why?
<a href="#">Enhanced Lights and FX</a>	+Far Harbor, +Automotron'		High overhead. Made too many places flashlight areas    DEAL BREAKER: "ELFX suffers from broken precombined meshes"
<a href="#">Fallout 4 Enhanced Color Correction</a>	Saturates color but has alt. version		Dark and Light versions. "Gloom" might be the version for me.
<a href="#">Fransson's Light Tweaks</a>	Indoor/Outdoor		MEH?
<a href="#">Polluted Climate Tweaked Interior Color and Light</a>	Recommended by Dawn		Get STAND ALONE interior lighting file, NOT the main file.    I think this will work everywhere.
<b>WTL-ler</b>			
<a href="#">Decent ENB</a>			
<a href="#">Fallout 4 Enhanced Color Correction</a>	Saturates color but has alt. version		
<a href="#">Interiors Enhanced - Darker Ambient Light and Fog</a>	60% Darker Interiors		60% darker. Nothing else changes.
<a href="#">True Storms</a>			
<a href="#">Darker Nights</a>			
<b>Vivid Weathers Recommendations</b>			
<a href="#">nothing</a>			
<b>ELFX for indoors and Fransson's for outdoor</b>			
You can do it in FO4Edit. Load Fransson'sLightTweaks.esp before EnhancedLightsandFX.esp, right click in left pane, "apply filter for cleaning" (it shows the conflicts) and right click and remove anything from Fransson'sLightTweaks.esp that is red.			
<a href="#">Cloud mod? Radiant Clouds and Fogs</a>			



ADVANCED  
S&P PLANTS

Tier 1	Tier 2	Tier 3	Production	Power	Water	Defense	Happy	Requires	Unlocks	Secret	Note	Stockpile to upgrade	Scrapyard	Starlight Drive-In	The Shop	Outpost 20mm	Temple Bluff	Crossroads	Red Rocket	Aberrant Farm	
Scrap Processing	Tech salvage	Common scrap	0	0	-3						Some models as regular industry		Scrapyard	Scrapyard	Scrapyard	Scrapyard	Scrapyard	Scrapyard	Scrapyard	Scrapyard	
		High scrap	-3	0	-5	10					Some models as regular industry		X	X	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	
	Military salvage	-3	0	-5	-10 (moss)						Some models as regular industry		X	X	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	Scrap Processing	
	Crusher	Harvest Processing (1)	0	0	-5	20				Nuclear enrichment facility	Decommissioned (1 with 10% more new)	Crusher	Crusher	X			Military Salvage	Tech Salvage	Military Salvage	Crusher	
Lumber Yard	Papermill	Local newspaper (2)	0	0	-3	-10 (moss)					Can enter mine		Lumberyard	Lumberyard	Lumber Yard	Lumber Yard	Lumber Yard	Lumber Yard	Lumber Yard	Lumber Yard	
		Megatine press	-5	0	-5	-10					Article rewriter										Megatine Press
	Coal Pit	Coal Power Plant (1)	0	0	-5	-20					Fibration plant	200	Lumber Yard		Lumber Yard		Lumber Yard	Lumber Yard	Lumber Yard	Lumber Yard	
		Flare factory	-2	0	-5	-10							Power Plant		Power Plant		Power Plant		Power Plant		Power Plant
Iron Mine	Steel Mill	Maintenance factory	0	0	-5	-10 (dangerous)					Can enter mine	50	Iron Mine							Iron Mine	
		Tool and die shop (2)	-2	0	-5	-10					Discovery		Iron Mine		Iron Mine		Iron Mine		Iron Mine		Iron Mine
	Nuclear	Nuclear power plant (1)	0	0	-5	-20					Discovery		Iron Mine		Iron Mine		Iron Mine		Iron Mine		Iron Mine
		Nuclear arms factory	-20	-20	-5	50					Discovery		Iron Mine		Iron Mine		Iron Mine		Iron Mine		Iron Mine
Community Well	Brewery	Distillery (3)	0	0	-3	10					Can enter mine		Community well	Community well	Community well				Community well	Community well	
		Chemical Plant (2)	-2	0	-5	-20					Discovery		Community well		Community well		Community well		Community well		Community well
	Pumping Station	Hydration research lab	-2	0	-5	-10					Discovery		Community well		Community well		Community well		Community well		Community well
		Fibration Plant (1)	-2	0	-5	-10					Discovery		Community well		Community well		Community well		Community well		Community well
Oil well	Refinery	Fuel depot	0	0	-3	10					Can enter mine		Community well		Community well		Community well		Community well		Community well
		Microfusion garage (1)	-20	0	-5	-10 (dangerous)					Discovery		Community well		Community well		Community well		Community well		Community well
	Plastics and polymers	Medical-grade plastics (1)	-2	0	-5	10					Discovery		Community well		Community well		Community well		Community well		Community well
		Advanced weapons facility	-10	0	-5	-10 (dangerous)					Discovery		Community well		Community well		Community well		Community well		Community well

<b>MO2 INSTALLATION</b>	<a href="#">Per ScreamingLake's Video</a>		Follow this Video to install Fallout 4 and Mod Organizer 2 correctly .
Bethini Configuration	<a href="#">Per Poet's Guide</a>		Configure .ini files using the PDF from this guide for the configuration of Bethini . Just unzip the download and find the PDF : Fallout 4 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	<a href="#">Per DoubleYou</a>		<p>Mine are mostly the same. My only suggestions would be:</p> <ul style="list-style-type: none"> <li>• Use preset applied Actor/Object/Item fade settings</li> <li>• Leave Fade Multiplier setting at 1 under Detail</li> <li>• Set Distant Object Detail preset to BethINI Medium</li> <li>• Under Custom: <ul style="list-style-type: none"> <li>- change fBlendSplitDirShadow under Display to 512,</li> <li>- iDirShadowSplits under Display to 2,</li> <li>- (optional but most people can handle it) bMeshLODRenderAllLevels under LOD to 1.</li> </ul> </li> </ul>
ENB			Use ENB Screenshot with ScreenshotFormat 2 - JPG. These store in the Fallout 4 folder.







<b>YEAR 1 PACK</b>				
Author	Type	SS Tag	CS Tag	
Altair	Animal Farm	[AAF]	non_human	M8r
Brian84	Themed Residentials	[B84]	camp2	Uto
Brae	<a href="#">Brae's Defenses</a>	[BD]	green star	My tag?
kevbal	<a href="#">Home Improvements</a>	[HI]	warehouse	Uto
mytigio	<a href="#">Industrial City</a>	[IC]	factory	Uto
Jib	<a href="#">Residential AddOn</a>	[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
<b>YEAR 2 PACK</b>				
Author	Type	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	<a href="#">Vault-Tec Tools</a>	[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](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](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](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](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](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](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](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](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](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](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](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](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](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](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](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](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://www.nexusmods.com/fallout4/mods/22745?tab=files&file_id=160240)

- Webpage archive:

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

**Underground Hideout Redux**

[https://www.nexusmods.com/fallout4/mods/51730?tab=files&file\\_id=207789](https://www.nexusmods.com/fallout4/mods/51730?tab=files&file_id=207789)

- 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](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](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](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](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](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](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](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](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](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](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](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](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](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  
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