

Files Edited	Description
<p>Yellow Fill = affect multiple mods</p>	<p>Thank to the WolvenKit developers team. They test around 70 popular mods and write a list of which mods are still compatible or not to the Next Gen patch. This give us a better idea of which files might change.  <a href="#">Click here to see the full list.</a></p>
	<p>Here the list of files and mods that are <b>incorporated/included</b> and <b>outdated/incompatible</b> for Next Gen Patch</p>
scripts\game\cameras\exploration\jumpCamera.ws	Absolute Camera
scripts\game\player\r4Player.ws	Absolute Camera
scripts\game\player\states\aimThrow.ws	Absolute Camera
scripts\game\player\states\exploration.ws	Absolute Camera
scripts\game\player\states\swimming.ws	Absolute Camera
scripts\game\player\states\vehicles\horseRiding.ws	Absolute Camera
scripts\game\player\states\vehicles\sailing.ws	Absolute Camera
scripts\game\r4Game.ws	Always Full Exp
scripts\game\gameplay\items\swords\witcherSword.ws	Appearance Menu Mod
scripts\game\gameplay\items\throwables\throwable.ws	Appearance Menu Mod
scripts\game\player\playerWitcher.ws	Appearance Menu Mod
scripts\game\player\states\combatSword.ws	Appearance Menu Mod
scripts\game\vehicles\horse\horseManager.ws	Appearance Menu Mod
scripts\game\behavior_tree\tasks\high_level\btTaskDeath.ws	AutoLoot (New)
scripts\game\gameplay\containers\container.ws	AutoLoot (New)
scripts\game\gui\hud\modules\hudModuleLootPopup.ws	AutoLoot (New)
scripts\game\gui\main_menu\commonIngameMenu.ws	AutoLoot (New)
scripts\game\gui\popups\LootPopup.ws	AutoLoot (New)
scripts\game\player\playerWitcher.ws	AutoLoot (New)
scripts\game\quests\tutorialManager\tutorialManager.ws	AutoLoot (New)
scripts\game\behavior_tree\tasks\high_level\btTaskDeath.ws	AutoLoot (Old)
scripts\game\gameplay\containers\container.ws	AutoLoot (Old)
scripts\game\player\playerInput.ws	AutoLoot (Old)
environment\vegetation\brushes\generic_grass\novigrad_grass_default.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\novigrad_pine_forrest_ground.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\prolog_swamp.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\prolog_swamp_in_water.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\prologue_grass_default.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\prologue_grass_mossy.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\prologue_grass_to_sand.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellig_underwater.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellige_dry.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellige_grass_dead.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellige_grass_default.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellige_grass_default_brown.vbrush	Beautiful Grass Mod
environment\vegetation\brushes\generic_grass\skellige_grass_rocks.vbrush	Beautiful Grass Mod
environment\vegetation\grass\grass_common\grass_common.dds	Beautiful Grass Mod

environment\vegetation\grass\grass_common\grass_common.xbm	Beautiful Grass Mod
environment\vegetation\grass\grass_common\grass_common_n.dds	Beautiful Grass Mod
environment\vegetation\grass\grass_common\grass_common_n.xbm	Beautiful Grass Mod
environment\vegetation\grass\grass_common\grass_common_s.dds	Beautiful Grass Mod
environment\vegetation\grass\grass_common\grass_common_s.xbm	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh.dds	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh.xbm	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh_n.dds	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh_n.xbm	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh_s.dds	Beautiful Grass Mod
environment\vegetation\grass\grass_marsh\grass_marsh_s.xbm	Beautiful Grass Mod
scripts\game\explorations\exploration_movement_system\exploration_substates\explorationStateClimb.ws	Better Torche
scripts\game\gameplay\items\itemEntity.ws	Better Torche
scripts\game\player\playerInput.ws	Better Torche
scripts\game\player\r4Player.ws	Better Torche
scripts\game\player\states\vehicles\mountHorse.ws	Better Torche
scripts\game\player\states\vehicles\useVehicle.ws	Better Torche
fx\blood\blood_spill\blood_spill_d.xbm	BLOOD
fx\blood\blood_spill\blood_spill_n.xbm	BLOOD
fx\blood\endriaga\fragments\endriaga_graments_text.xbm	BLOOD
fx\textures\blood\blood_01_n.xbm	BLOOD
fx\textures\blood\blood_4x2.xbm	BLOOD
fx\textures\blood\blood_anim_a.xbm	BLOOD
fx\textures\blood\blood_anim_a_n.xbm	BLOOD
fx\textures\blood\blood_splash_spray_small_2.xbm	BLOOD
fx\textures\blood\blood_splash_spray_small_2_n.xbm	BLOOD
fx\textures\blood\blood_splash_spray_small_3.xbm	BLOOD
fx\textures\blood\blood_splash_spray_small_3_n.xbm	BLOOD
fx\textures\blood\blood_trail_2.xbm	BLOOD
fx\textures\blood\blood_trail_3.xbm	BLOOD
fx\textures\blood\endriaga_blood_medium.xbm	BLOOD
fx\textures\decals\blood_decal_01.xbm	BLOOD
gameplay\gui_new\swf\hud\hud_minimap2.redswf	Colored Map Marker
gameplay\gui_new\swf\worldmap\panel_worldmap.redswf	Colored Map Marker
scripts\game\gameParams.ws	Crossbow Damage Boost and Balance
scripts\game\gameplay\actions\attackAction.ws	Crossbow Damage Boost and Balance
scripts\game\gameplay\damage\damageManagerProcessor.ws	Crossbow Damage Boost and Balance
scripts\game\gui\menus\characterMenu.ws	Crossbow Damage Boost and Balance
scripts\game\gui\popups\CharacterStatsPopup.ws	Crossbow Damage Boost and Balance
scripts\game\player\playerWitcher.ws	Crossbow Damage Boost and Balance
scripts\game\projectile\arrowProjectile.ws	Crossbow Damage Boost and Balance
scripts\game\projectile\explosiveBolt.ws	Crossbow Damage Boost and Balance
scripts\game\projectile\playerBoltProjectile.ws	Crossbow Damage Boost and Balance
scripts\game\gameplay\damage\damageManagerProcessor.ws	E3 2014 VGX More Blood Mod
scripts\game\behavior_tree\tasks\custom\btTaskStopYrden.ws	Extra Skill Slots and Mutations
scripts\game\components\inventoryComponent.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\ability\abilityManager.ws	Extra Skill Slots and Mutations

scripts\game\gameplay\ability\abilityManagerTypes.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\ability\PlayerAbilityManager.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\damage\damageManagerProcessor.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\effects\effects\drain\toxicity.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\effects\effectTypes.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\effects\gameEffectManager.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\items\spells\yrdenEntity.ws	Extra Skill Slots and Mutations
scripts\game\gameplay\leveling\levelManager.ws	Extra Skill Slots and Mutations
scripts\game\gui\hud\modules\hudModuleBufs.ws	Extra Skill Slots and Mutations
scripts\game\gui\menus\characterMenu.ws	Extra Skill Slots and Mutations
scripts\game\player\playerWitcher.ws	Extra Skill Slots and Mutations
scripts\game\r4Game.ws	Extra Skill Slots and Mutations
scripts\game\actor.ws	FCR3
scripts\game\behavior_tree\tasks\btTaskAttack.ws	FCR3
scripts\game\behavior_tree\tasks\combat\btTaskShoot.ws	FCR3
scripts\game\behavior_tree\tasks\combat\btTaskSpawnMultipleEntitiesAttack.ws	FCR3
scripts\game\behavior_tree\tasks\combat\ticket\btTicket.ws	FCR3
scripts\game\behavior_tree\tasks\custom\btTaskCaretakerManager.ws	FCR3
scripts\game\behavior_tree\tasks\custom\btTaskCSEffectFlying.ws	FCR3
scripts\game\behavior_tree\tasks\custom\btTaskStopYrden.ws	FCR3
scripts\game\components\interiorArea.ws	FCR3
scripts\game\components\inventoryComponent.ws	FCR3
scripts\game\definitionsManager.ws	FCR3
scripts\game\gameParams.ws	FCR3
scripts\game\gameplay\ability\PlayerAbilityManager.ws	FCR3
scripts\game\gameplay\actions\attackAction.ws	FCR3
scripts\game\gameplay\actions\baseAction.ws	FCR3
scripts\game\gameplay\containers\container.ws	FCR3
scripts\game\gameplay\damage\damageManagerProcessor.ws	FCR3
scripts\game\gameplay\effects\effectManager.ws	FCR3
scripts\game\gameplay\effects\effects\applicator\knockdownTypeApplicator.ws	FCR3
scripts\game\gameplay\effects\effects\criticalDOTEEffect.ws	FCR3
scripts\game\gameplay\effects\effects\damageOverTime\bleedingEffect.ws	FCR3
scripts\game\gameplay\effects\effects\dotEffect.ws	FCR3
scripts\game\gameplay\effects\effects\drain\toxicity.ws	FCR3
scripts\game\gameplay\effects\effects\other\wellFed.ws	FCR3
scripts\game\gameplay\effects\effects\other\wellHydrated.ws	FCR3
scripts\game\gameplay\effects\effects\potion\Blizzard.ws	FCR3
scripts\game\gameplay\effects\effects\skill\yrdenHealthDrain.ws	FCR3
scripts\game\gameplay\effects\effectTypes.ws	FCR3
scripts\game\gameplay\effects\gameEffectManager.ws	FCR3
scripts\game\gameplay\focus\focus.ws	FCR3
scripts\game\gameplay\items\spells\igniEntity.ws	FCR3
scripts\game\gameplay\items\spells\quenEntity.ws	FCR3
scripts\game\gameplay\items\spells\yrdenEntity.ws	FCR3
scripts\game\gameplay\items\throwables\petards\petard.ws	FCR3
scripts\game\gameplay\projectile\custom\leshyProjectile.ws	FCR3

scripts\game\gameplay\projectile\signs\signProjectile.ws	FCR3
scripts\game\gameplay\projectile\signs\signProjectiles.ws	FCR3
scripts\game\gameplay\spawned_obstacles\witchBoilingWaterObstacle.ws	FCR3
scripts\game\gameplay\swarms\flyingCrittersLairEntity.ws	FCR3
scripts\game\gui\old\components\guiToolTipComponent.ws	FCR3
scripts\game\gui\hud\modules\hudModuleLootPopup.ws	FCR3
scripts\game\gui\menus\characterMenu.ws	FCR3
scripts\game\gui\menus\meditationClockMenu.ws	FCR3
scripts\game\gui\popups\LootPopup.ws	FCR3
scripts\game\npc\npc.ws	FCR3
scripts\game\player\playerWitcher.ws	FCR3
scripts\game\player\r4Player.ws	FCR3
scripts\game\projectile\advancedProjectile.ws	FCR3
scripts\game\projectile\playerBoltProjectile.ws	FCR3
scripts\game\quests\conditions\questContainer.ws	FCR3
scripts\game\r4Game.ws	FCR3
scripts\game\replacers\states\ciri_combat.ws	FCR3
scripts\game\temp.ws	FCR3
dlc\ep1\data\gameplay\items_plus\def_item_crafting_pants.xml	FCR3
dlc\ep1\data\gameplay\items\def_item_crafting_pants.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_gloves.xml	FCR3
dlc\bob\data\gameplay\items\def_item_gloves.xml	FCR3
dlc\bob\data\gameplay\abilities\effects_ep2.xml	FCR3
gameplay\gui_new\swf\character\panel_character.redswf	FCR3
gameplay\rewards\rewards.xml	FCR3
gameplay\items_plus\def_item_ingredients.xml	FCR3
gameplay\items_plus\def_item_crafting_weapons.xml	FCR3
gameplay\items_plus\def_item_crafting_pants.xml	FCR3
gameplay\items_plus\def_item_crafting_gloves.xml	FCR3
gameplay\items_plus\def_item_crafting_boots.xml	FCR3
gameplay\items_plus\def_item_crafting_armor.xml	FCR3
gameplay\items_plus\def_item_bolts.xml	FCR3
gameplay\items_plus\def_item_alchemy_potion.xml	FCR3
gameplay\items_plus\def_item_alchemy_petards.xml	FCR3
gameplay\items_plus\def_item_alchemy_mutagens.xml	FCR3
gameplay\items\def_item_ingredients.xml	FCR3
gameplay\items\def_item_crafting_pants.xml	FCR3
gameplay\items\def_item_crafting_gloves.xml	FCR3
gameplay\items\def_item_crafting_boots.xml	FCR3
gameplay\items\def_item_crafting_armor.xml	FCR3
gameplay\items\def_item_bolts.xml	FCR3
gameplay\items\def_item_alchemy_potion.xml	FCR3
gameplay\items\def_item_alchemy_petards.xml	FCR3
gameplay\items\def_item_alchemy_mutagens.xml	FCR3
gameplay\abilities_plus\opp_base_abl.xml	FCR3
gameplay\abilities_plus\monster_base_abl_new.xml	FCR3
gameplay\abilities_plus\monster_base_abl.xml	FCR3

gameplay\abilities_plus\geralt_skills.xml	FCR3
gameplay\abilities_plus\effects_potions.xml	FCR3
gameplay\abilities_plus\effects_mutagens.xml	FCR3
gameplay\abilities_plus\effects.xml	FCR3
gameplay\abilities\opp_base_abl.xml	FCR3
gameplay\abilities\monster_base_abl_new.xml	FCR3
gameplay\abilities\monster_base_abl.xml	FCR3
gameplay\abilities\geralt_skills.xml	FCR3
gameplay\abilities\effects_potions.xml	FCR3
gameplay\abilities\effects_mutagens.xml	FCR3
gameplay\abilities\effects.xml	FCR3
dlc\ep1\data\gameplay\rewards\rewards.xml	FCR3
dlc\ep1\data\gameplay\items_plus\def_item_ep1_runewords.xml	FCR3
dlc\ep1\data\gameplay\items_plus\def_item_crafting_gloves.xml	FCR3
dlc\ep1\data\gameplay\items_plus\def_item_crafting_boots.xml	FCR3
dlc\ep1\data\gameplay\items_plus\def_item_crafting_armor.xml	FCR3
dlc\ep1\data\gameplay\items\def_item_ep1_runewords.xml	FCR3
dlc\ep1\data\gameplay\items\def_item_crafting_gloves.xml	FCR3
dlc\ep1\data\gameplay\items\def_item_crafting_boots.xml	FCR3
dlc\ep1\data\gameplay\items\def_item_crafting_armor.xml	FCR3
dlc\dlc10\data\gameplay\items_plus\dlc10_wolf_swords.xml	FCR3
dlc\dlc10\data\gameplay\items_plus\dlc10_wolf_armor.xml	FCR3
dlc\dlc10\data\gameplay\items\dlc10_wolf_armor.xml	FCR3
dlc\bob\data\gameplay\rewards\rewards.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_pants.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_crafting_pants.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_crafting_gloves.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_crafting_boots.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_crafting_armor.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_boots.xml	FCR3
dlc\bob\data\gameplay\items_plus\def_item_armor.xml	FCR3
dlc\bob\data\gameplay\items\def_item_pants.xml	FCR3
dlc\bob\data\gameplay\items\def_item_crafting_pants.xml	FCR3
dlc\bob\data\gameplay\items\def_item_crafting_gloves.xml	FCR3
dlc\bob\data\gameplay\items\def_item_crafting_boots.xml	FCR3
dlc\bob\data\gameplay\items\def_item_crafting_armor.xml	FCR3
dlc\bob\data\gameplay\items\def_item_boots.xml	FCR3
dlc\bob\data\gameplay\items\def_item_armor.xml	FCR3
dlc\bob\data\gameplay\abilities_plus\monster_bob_base_abl.xml	FCR3
dlc\bob\data\gameplay\abilities_plus\geralt_mutations.xml	FCR3
dlc\bob\data\gameplay\abilities_plus\effects_ep2.xml	FCR3
dlc\bob\data\gameplay\abilities\monster_bob_base_abl.xml	FCR3
dlc\bob\data\gameplay\abilities\geralt_mutations.xml	FCR3
scripts\game\components\inventoryComponent.ws	Friendly HUD
scripts\game\gameplay\effects\effects\potion\Cat.ws	Friendly HUD
scripts\game\gameplay\focus\focus.ws	Friendly HUD
scripts\game\gui_old\components\guiTooltipComponent.ws	Friendly HUD

scripts\game\gui\commonMainMenuBase.ws	Friendly HUD
scripts\game\gui\hud\hud.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleBase.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleBuffs.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleCompanion.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleControlsFeedback.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleDamagedItems.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleEnemyFocus.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleInteractions.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleItemInfo.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleJournalUpdate.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleMinimap2.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleOneliners.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleQuests.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleRadialMenu.ws	Friendly HUD
scripts\game\gui\hud\modules\hudModuleWolfHead.ws	Friendly HUD
scripts\game\gui\main_menu\commonIngameMenu.ws	Friendly HUD
scripts\game\gui\main_menu\ingameMenu.ws	Friendly HUD
scripts\game\gui\main_menu\mainCreditsMenu.ws	Friendly HUD
scripts\game\gui\menus\alchemyMenu.ws	Friendly HUD
scripts\game\gui\menus\craftingMenu.ws	Friendly HUD
scripts\game\gui\menus\inventoryMenu.ws	Friendly HUD
scripts\game\gui\menus\mapMenu.ws	Friendly HUD
scripts\game\player\playerInput.ws	Friendly HUD
scripts\game\player\playerWeaponHolster.ws	Friendly HUD
scripts\game\player\playerWitcher.ws	Friendly HUD
scripts\game\player\r4Player.ws	Friendly HUD
scripts\game\r4Game.ws	Friendly HUD
scripts\game\r4Game.ws	Full Exp (From TW3 Gameplay Tweaks)
scripts\game\player\playerInput.ws	Geralt Cloak
scripts\game\player\r4Player.ws	Geralt Cloak
characters\models\common\woman_succubus\body\model\woman_succubus_body_a01.xbm	HD Monsters Rework
characters\models\monsters\gryphon\model\t_03_gryphon.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\gryphon\model\t_02_gryphon.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\gryphon\model\t_01_gryphon.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\gryphon\model\t_03_gryphon.w2mesh	HD Monsters Rework
characters\models\monsters\gryphon\model\t_02_gryphon.w2mesh	HD Monsters Rework
characters\models\monsters\gryphon\model\t_01_gryphon.w2mesh	HD Monsters Rework
characters\models\monsters\ghoul\model\he_03_ghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\ghoul\model\he_02_ghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\ghoul\model\he_01_ghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\ghoul\model\he_03_ghoul.w2mesh	HD Monsters Rework
characters\models\monsters\ghoul\model\he_02_ghoul.w2mesh	HD Monsters Rework
characters\models\monsters\ghoul\model\he_01_ghoul.w2mesh	HD Monsters Rework
characters\models\monsters\bies\model\t_01_bies_mh.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\bies\model\t_01_bies_lv12.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\bies\model\t_01_bies.w2mesh.1.buffer	HD Monsters Rework

characters\models\monsters\bies\model\t_01_bies_mh.w2mesh	HD Monsters Rework
characters\models\monsters\bies\model\t_01_bies_lv12.w2mesh	HD Monsters Rework
characters\models\monsters\bies\model\t_01_bies.w2mesh	HD Monsters Rework
characters\models\monsters\basilisk\model\he_01_basilisk.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\basilisk\model\he_01_basilisk.w2mesh	HD Monsters Rework
characters\models\monsters\alghoul\model\he_04_alghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\alghoul\model\he_03_alghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\alghoul\model\he_02_alghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\alghoul\model\he_01_alghoul.w2mesh.1.buffer	HD Monsters Rework
characters\models\monsters\alghoul\model\he_04_alghoul.w2mesh	HD Monsters Rework
characters\models\monsters\alghoul\model\he_03_alghoul.w2mesh	HD Monsters Rework
characters\models\monsters\alghoul\model\he_02_alghoul.w2mesh	HD Monsters Rework
characters\models\monsters\alghoul\model\he_01_alghoul.w2mesh	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\model\s_01_mw_skellige_fisherman_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\model\i_06_mw_caretaker_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\model\c_04_mw_druid_cs_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\model\caretaker_body_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\model\ma_02_ma_novigrad_beggar_d02.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\h_01_mw_caretaker\h_01_mw_caretaker_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\secondary_npc\caretaker\h_01_mw_caretaker\h_01_mw_caretaker_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_04_toad_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_04_toad_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_03_toad_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_03_toad_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_01_toad_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\t_01_toad_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\i_04_guts_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\i_04_guts_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\i_01_toad_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\i_01_toad_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\he_01_toad_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\toad\model\he_01_toad_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\nightwraith_iris\model\h_01_nightwraith_iris_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\nightwraith_iris\model\h_01_nightwraith_iris_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\nightwraith_iris\model\b_01_nightwraith_iris_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\nightwraith_iris\model\b_01_nightwraith_iris_d01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\eternal\model\t_01_eternal_n01.xbm	HD Monsters Rework
dlc\ep1\data\characters\models\monsters\eternal\model\b_01_eternal_n01.xbm	HD Monsters Rework
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dlc\dlc12\data\characters\models\monsters\werewolf\h_01_werewolf\h_02_werewolf_nomansland_d01.xbm	HD Monsters Rework
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dlc\bob\data\characters\models\monsters\wicht\model\t_01_wicht_n02.xbm	HD Monsters Rework
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dlc\bob\data\characters\models\monsters\wicht\model\t_01_wicht_d02.xbm	HD Monsters Rework
dlc\bob\data\characters\models\monsters\wicht\model\t_01_wicht_d01.xbm	HD Monsters Rework
dlc\bob\data\characters\models\monsters\wicht\model\i_01_wicht_n01.xbm	HD Monsters Rework
dlc\bob\data\characters\models\monsters\wicht\model\i_01_wicht_d01.xbm	HD Monsters Rework



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[illegible]

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scripts\game\gameplay\damage\damageManagerProcessor.ws	Immersive Cam
scripts\game\gui\main_menu\commonIngameMenu.ws	Immersive Cam
scripts\game\player\player.ws	Immersive Cam
scripts\game\player\playerInput.ws	Immersive Cam
scripts\game\player\r4Player.ws	Immersive Cam
scripts\game\player\states\aimThrow.ws	Immersive Cam
scripts\game\player\states\combat.ws	Immersive Cam
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scripts\game\player\states\swimming.ws	Immersive Cam
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quests\part_3\quest_files\q502_avallach\scenes\q502_08a_ciri_into_tower.w2scene	Immersive Real-time Cutscenes
quests\part_3\quest_files\q501_eredin\scenes\q501_02c_ciri_meets_mage.w2scene	Immersive Real-time Cutscenes
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quests\part_2\quest_files\q403_battle\scenes\q403_25_eredin.w2scene	Immersive Real-time Cutscenes
quests\part_2\quest_files\q403_battle\scenes\q403_15c_battle_begins.w2scene	Immersive Real-time Cutscenes
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items\weapons\unique\sword_ciri\sword_ciri.w2mesh	Immersive Real-time Cutscenes
items\weapons\additional\model\staff_01.w2mesh.1.buffer	Immersive Real-time Cutscenes
items\weapons\additional\model\staff_01.w2mesh	Immersive Real-time Cutscenes

dlc\dlc6\data\characters\models\main_npc\triss\h_01_wa_triss\c_01_wa_triss_dlc.w2mesh.1.buffer	Immersive Real-time Cutscenes
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dlc\dlc4\data\characters\models\main_npc\yennefer\model\body_05_wa_yennefer.w2mesh.1.buffer	Immersive Real-time Cutscenes
dlc\dlc4\data\characters\models\main_npc\yennefer\model\body_05_wa_yennefer.w2mesh	Immersive Real-time Cutscenes
dlc\dlc11\data\characters\models\main_npc\ciri\model\item_02_wa_ciri_dlc_hooded.w2mesh.1.buffer	Immersive Real-time Cutscenes
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characters\models\main_npc\yennefer\model\dress_01_wa_yennefer_px.redcloth	Immersive Real-time Cutscenes
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characters\models\main_npc\ciri\model\body_01_wa_ciri_hooded_01.w2mesh.1.buffer	Immersive Real-time Cutscenes
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characters\models\main_npc\ciri\model\collar_01_wa_ciri.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\ciri\model\body_01_wa_ciri_hooded_01.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\ciri\model\arm_01_wa_ciri_px.redcloth	Immersive Real-time Cutscenes
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characters\models\main_npc\ciri\h_01_wa_ciri\c_05_wa_ciri.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\main_npc\ciri\h_01_wa_ciri\h_01_wa_ciri.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\ciri\h_01_wa_ciri\c_05_wa_ciri.w2mesh	Immersive Real-time Cutscenes



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characters\models\main_npc\avallach\model\hood_02_ma_avallach.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\hood_01_ma_avallach.px.redcloth	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\feather_01_ma_avallach.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\dress_01_ma_avallach.px.redcloth	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\cloak_01_ma_avallach.px.redcloth	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\arm_01_ma_avallach.px.redcloth	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\model\belt_01_ma_avallach.px.redcloth	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\h_01_ma_avallach.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\c_08_ma_avallach.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\c_07_ma_avallach.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\h_01_ma_avallach.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\c_08_ma_avallach.w2mesh	Immersive Real-time Cutscenes
characters\models\main_npc\avallach\h_01_ma_avallach\c_07_ma_avallach.w2mesh	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\torso\model\t_02_wa_novigrad_sorceress.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\torso\model\ta0_01_wa_sorceress_body.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\torso\model\t_02_wa_novigrad_sorceress.w2mesh	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\torso\model\ta0_01_wa_sorceress_body.w2mesh	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\dress\model\d_01_wa_novigrad_sorceress.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\dress\model\d_01_wa_novigrad_sorceress.w2mesh	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\arms\model\a_03_wa_novigrad_sorceress.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\crowd_npc\novigrad_sorceress_woman\arms\model\a_03_wa_novigrad_sorceress.w2mesh	Immersive Real-time Cutscenes
characters\models\common\woman_average\hair\model\c_18_wa_fringilla.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\common\woman_average\hair\model\c_10_wa_hair_01.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\common\woman_average\hair\model\c_18_wa_fringilla.w2mesh	Immersive Real-time Cutscenes
characters\models\common\woman_average\hair\model\c_10_wa_hair_01.w2mesh	Immersive Real-time Cutscenes
characters\models\common\woman_average\body\model\l_01_wa_body.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\common\woman_average\body\model\a2g_01_wa_body.w2mesh.1.buffer	Immersive Real-time Cutscenes
characters\models\common\woman_average\body\model\a2g_01_wa_body.w2mesh	Immersive Real-time Cutscenes
scripts\game\gameplay\effects\effects\damageOverTime\burningEffect.ws	Improved Sign Effects
scripts\game\gameplay\items\spells\aaardEntity.ws	Improved Sign Effects
scripts\game\gameplay\items\spells\igniEntity.ws	Improved Sign Effects
scripts\game\gameplay\projectile\signs\signProjectile.ws	Improved Sign Effects
scripts\game\gameplay\projectile\signs\signProjectiles.ws	Improved Sign Effects
scripts\game\explorations\exploration_movement_system\exploration_substates\explorationStateJump.ws	Jump in Shallow Water
scripts\game\player\r4Player.ws	Jump in Shallow Water
scripts\game\explorations\exploration_movement_system\exploration_substates\explorationStateJump.ws	Jump Sprint (from TW3 Gameplay Tweaks)
scripts\game\gameplay\focus.focus.ws	Jump Sprint (from TW3 Gameplay Tweaks)
scripts\game\player\r4Player.ws	Jump Sprint (from TW3 Gameplay Tweaks)
scripts\game\player\playerWitcher.ws	Level Up Equipped (from TW3 Gameplay Tweaks)
scripts\game\actor.ws	Lip Movement and HiRes Shadows
scripts\game\npc\npc.ws	Lip Movement and HiRes Shadows
scripts\game\player\player.ws	Lip Movement and HiRes Shadows
characters\models\common\special\demon_horse\eye.w2mesh.1.buffer	Nitpicker's Patch
levels\skellige\fast_travel\ard_skellig\world_points.w2l	Nitpicker's Patch
levels\skellige\ard_skellig\shattered_reach\sk50_northern_torch_lighthouse\loot.w2l	Nitpicker's Patch



levels\prolog_village\doors.w2l	Nitpicker's Patch
levels\novigrad\white_bridge\loot.w2l	Nitpicker's Patch
levels\novigrad\novigrad\_novigrad_brothel_district\loot.w2l	Nitpicker's Patch
levels\novigrad\oxenfurt_suburbian\loot.w2l	Nitpicker's Patch
levels\novigrad\novigrad\_harbour_district\loot.w2l	Nitpicker's Patch
levels\novigrad\novigrad\temple_island\lynx_treasure_hunt\loot.w2l	Nitpicker's Patch
levels\novigrad\novigrad\temple_island\fx.w2l	Nitpicker's Patch
levels\novigrad\novigrad\fishmarket\road_fishmarket.w2l	Nitpicker's Patch
levels\novigrad\communities\novigrad_market\main_square\citizens\wander_aps.w2l	Nitpicker's Patch
levels\novigrad\local_water_shader.w2l	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_gryphon_scabbard_01.w2mesh.1.buffer	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_lynx_scabbard_02.w2mesh.1.buffer	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_bear_scabbard_01.w2mesh.1.buffer	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_lynx_scabbard_02.w2mesh	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_bear_scabbard_01.w2mesh	Nitpicker's Patch
items\weapons\swords\witcher_steel_scabbards\model\witcher_steel_gryphon_scabbard_01.w2mesh	Nitpicker's Patch
items\weapons\swords\nomansland_scabbards\model\nomansland_scabbard_lv1.w2mesh.1.buffer	Nitpicker's Patch
items\weapons\swords\nomansland_scabbards\model\nomansland_scabbard_lv1.w2mesh	Nitpicker's Patch
gameplay\trees\monsters\monster_bies_logic.w2behtree	Nitpicker's Patch
gameplay\items_plus\_technical_items_defs.xml	Nitpicker's Patch
gameplay\items_plus\def_item_hairs.xml	Nitpicker's Patch
gameplay\items\_technical_items_defs.xml	Nitpicker's Patch
gameplay\items\def_item_hairs.xml	Nitpicker's Patch
gameplay\behaviors\npc\behaviorgraph\monster_bies_constraints.w2beh	Nitpicker's Patch
gameplay\behaviors\npc\behaviorgraph\monster_bies_combat.w2beh	Nitpicker's Patch
game\hub_pins\novigrad.w2em	Nitpicker's Patch
environment\textures_entity_proxy\merchant_ship_sail_broken_proxy.w2mesh.1.buffer	Nitpicker's Patch
environment\textures_entity_proxy\merchant_ship_sail_broken_proxy.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\textures\boat_tileable_n.xbm	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\textures\boat_tileable_n.tga	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\textures\boat_tileable.xbm	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\textures\boat_tileable.tga	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part09.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part08.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part06.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part07.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part05.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part03.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part04.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part02.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part00.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part01.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh_pile.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh_deck.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part08.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part09.w2mesh	Nitpicker's Patch

environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part07.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part06.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part04.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part05.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part03.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part02.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part00.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_part01.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh_pile.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh_deck.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\dest_parts\boat_base_mesh.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\skellige_boat_mast_square.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\skellige_boat_mast_square.w2mesh	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\skellige_boat_lines_small_px.redcloth	Nitpicker's Patch
environment\decorations\ships\basic\geralt_boat\meshes\skellige_boat_lines_big_square_px.redcloth	Nitpicker's Patch
environment\decorations\road_signs\road_sign_novigrad_c.w2mesh	Nitpicker's Patch
environment\decorations\road_signs\road_sign_novigrad_c.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\rag_waving\rag_waving_stand_sail.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\rag_waving\rag_waving_stand.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\rag_waving\rag_waving_stand.w2mesh	Nitpicker's Patch
environment\decorations\rag_waving\rag_waving_stand_sail.w2mesh	Nitpicker's Patch
environment\decorations\light_sources\chandeliers\chandelier_small.w2mesh.1.buffer	Nitpicker's Patch
environment\decorations\light_sources\chandeliers\chandelier_small.w2mesh	Nitpicker's Patch
dlc\ep1\data\gameplay\items_plus\def_item_weapons.xml	Nitpicker's Patch
dlc\ep1\data\gameplay\items_plus\def_item_crafting_weapons.xml	Nitpicker's Patch
dlc\ep1\data\gameplay\items_plus\def_item_crafting_pants.xml	Nitpicker's Patch
dlc\ep1\data\gameplay\items\def_item_weapons.xml	Nitpicker's Patch
dlc\ep1\data\gameplay\items\def_item_crafting_pants.xml	Nitpicker's Patch
dlc\ep1\data\gameplay\items\def_item_crafting_weapons.xml	Nitpicker's Patch
dlc\ep1\data\characters\models\geralt\scabbards\model\scabbard_sabre\scabbard_sabre_1\sabre_steel_1_06.w2mesh	Nitpicker's Patch
dlc\ep1\data\characters\models\geralt\scabbards\model\scabbard_sabre\scabbard_sabre_1\sabre_steel_1_06.w2mesh.1.buffer	Nitpicker's Patch
dlc\ep1\data\characters\models\geralt\armor\armor_viper_v2\viper_torso_v2_d01.xbm	Nitpicker's Patch
dlc\ep1\data\characters\models\geralt\armor\armor_viper_v2\l_01a_mg_viper_v2_meshes.w2ent	Nitpicker's Patch
dlc\ep1\data\characters\models\geralt\armor\armor_viper_v2\l_01a_mg_viper_v2_shirt_meshes.w2ent	Nitpicker's Patch
dlc\dlc15\data\characters\models\secondary_npc\gaetan\model\s_01_ma_gaetan.w2mesh.1.buffer	Nitpicker's Patch
dlc\dlc15\data\characters\models\secondary_npc\gaetan\model\s_01_ma_gaetan.w2mesh	Nitpicker's Patch
dlc\bob\data\quests\main_quests\quest_files\q705_epilog\phases\q705_house.w2phase	Nitpicker's Patch
dlc\bob\data\levels\bob\locations\city_of_beaucclair\upper_city\west\solid\roads.w2l	Nitpicker's Patch
dlc\bob\data\levels\bob\locations\city_of_beaucclair\upper_city\south\solid\temple\catacombs\doors.w2l	Nitpicker's Patch
dlc\bob\data\levels\bob\locations\city_of_beaucclair\upper_city\north\q705_tailor\blockout\lights.w2l	Nitpicker's Patch
dlc\bob\data\items\weapons\swords\q704_silver_vampire\model\q704_silver_vampire_scabbard.w2mesh.1.buffer	Nitpicker's Patch
dlc\bob\data\items\weapons\swords\q704_silver_vampire\model\q704_silver_vampire_scabbard.w2mesh	Nitpicker's Patch
dlc\bob\data\gameplay\items_plus\def_item_gloves.xml	Nitpicker's Patch
dlc\bob\data\gameplay\items_plus\def_item_weapons.xml	Nitpicker's Patch
dlc\bob\data\gameplay\items\def_item_weapons.xml	Nitpicker's Patch
dlc\bob\data\gameplay\items\def_item_gloves.xml	Nitpicker's Patch
dlc\bob\data\characters\models\geralt\armor\armor_bear_g_05_mg_bear.w2mesh.1.buffer	Nitpicker's Patch

dlc\bob\data\characters\models\geralt\armor\armor_bear\g_05a_mg_bear.w2mesh.1.buffer	Nitpicker's Patch
dlc\bob\data\characters\models\geralt\armor\armor_bear\g_05_mg_bear.w2mesh	Nitpicker's Patch
dlc\bob\data\characters\models\geralt\armor\armor_bear\g_05a_mg_bear.w2mesh	Nitpicker's Patch
characters\models\main_npc\yennefer\model\n_01_wa_yennefer_body.w2mesh	Nitpicker's Patch
characters\models\main_npc\yennefer\model\n_01_wa_yennefer_body.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\scabbards\model\scabbard_silver\scabbard_silver_2\scabbard_silver_2_04.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\scabbards\model\scabbard_silver\scabbard_silver_2\scabbard_silver_2_04.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_viper\t_01_mg_viper_d01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_viper\t_01_mg_viper_a01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04a_mg_gryphon_lv4\t_04_mg_gryphon_d01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04a_mg_gryphon_lv4\t_04_mg_gryphon_n01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03a_mg_gryphon_lv3\t_03_mg_gryphon_n01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03a_mg_gryphon_lv3\t_03_mg_gryphon_d01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04_mg_gryphon_lv4.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04a_mg_gryphon_lv4.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03_mg_gryphon_lv3.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03a_mg_gryphon_lv3.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04_mg_gryphon_lv4.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_04a_mg_gryphon_lv4.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03_mg_gryphon_lv3.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_gryphon\t_03a_mg_gryphon_lv3.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_human_common\t1_01_mg_common_light_lv2.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_human_common\t1_01a_mg_common_light_lv2.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_human_common\t1_01_mg_common_light_lv2.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_human_common\a_01_mg_common_light_lv2_d01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_human_common\t1_01a_mg_common_light_lv2.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_bear\a_01_mg_body_bear_lv1.w2mesh.1.buffer	Nitpicker's Patch
characters\models\geralt\armor\armor_bear\s_04_mg_bear_d01.xbm	Nitpicker's Patch
characters\models\geralt\armor\armor_bear\a_01_mg_body_bear_lv1.w2mesh	Nitpicker's Patch
characters\models\geralt\armor\armor_bear\s_04_mg_bear_a01.xbm	Nitpicker's Patch
characters\models\crowd_npc\skellige_warrior_lv2\arms\model\a_03_ma_skellige_warrior_lv2_d01.xbm	Nitpicker's Patch
characters\models\crowd_npc\skellige_warrior_lv2\arms\model\a_02_ma_skellige_warrior_lv2_d01.xbm	Nitpicker's Patch
characters\models\crowd_npc\novigrad_priest\torso\model\t1_02_ma_novigrad_priest_d01.xbm	Nitpicker's Patch
characters\models\crowd_npc\novigrad_priest\dress\model\d_02_ma_novigrad_priest_d01.xbm	Nitpicker's Patch
characters\models\crowd_npc\novigrad_citizen_woman\torso\model\t3_07_wa_novigrad_citizen.w2mesh.1.buffer	Nitpicker's Patch
characters\models\crowd_npc\novigrad_citizen_woman\torso\model\t3_07_wa_novigrad_citizen.w2mesh	Nitpicker's Patch
characters\models\common\woman_average\body\model\n_03_wa_body.w2mesh.1.buffer	Nitpicker's Patch
characters\models\common\woman_average\body\model\n_03_wa_body.w2mesh	Nitpicker's Patch
characters\models\common\special\demon_horse\eye.w2mesh	Nitpicker's Patch
scripts\game\player\playerWeaponHolster.ws	No Auto Sheath (from TW3 Gameplay Tweaks)
scripts\game\player\playerWitcher.ws	No Auto Sheath (from TW3 Gameplay Tweaks)
scripts\game\player\states\vehicles\horseRiding.ws	No Auto Sheath (from TW3 Gameplay Tweaks)
scripts\game\player\r4Player.ws	No Border (from TW3 Gameplay Tweaks)
scripts\game\actor.ws	No Falling Damage (from TW3 Gameplay Tweaks)
scripts\game\gui\main_menu\ingameMenu.ws	No Force Alt Movement (from TW3 Gameplay Tweaks)
scripts\game\player\player.ws	No Force Alt Movement (from TW3 Gameplay Tweaks)
scripts\game\quests\functions\tutorial.ws	No Force Tutorial (from TW3 Gameplay Tweaks)

scripts\game\gui\_old\components\guiBaseInventoryComponent.ws	No Level Restrictions (from TW3 Gameplay Tweaks)
scripts\game\player\r4Player.ws	No Level Restrictions (from TW3 Gameplay Tweaks)
scripts\game\gameplay\damage\damageManagerProcessor.ws	No Slow Motion on Kill (from TW3 Gameplay Tweaks)
scripts\game\player\r4Player.ws	No Slow Motion on Kill (from TW3 Gameplay Tweaks)
scripts\game\gui\main\_menu\mainRecapMoviesMenu.ws	No Startup Movies (from TW3 Gameplay Tweaks)
scripts\game\gui\main\_menu\mainStartupMoviesMenu.ws	No Startup Movies (from TW3 Gameplay Tweaks)
scripts\game\gui\menus\gwintGameMenu.ws	No Time for Gwent
scripts\game\gameplay\focus\focus.ws	No Witcher Sense
scripts\game\player\r4Player.ws	No Witcher Sense
scripts\game\player\states\swimming.ws	No Witcher Sense
scripts\game\gameplay\ability\abilityManager.ws	Reduced Stamina Cost (from TW3 Gameplay Tweaks)
scripts\game\gameplay\ability\PlayerAbilityManager.ws	Reduced Stamina Cost (from TW3 Gameplay Tweaks)
scripts\game\player\r4Player.ws	Remove Weapon and Armor Level Restrictions
scripts\game\components\inventoryComponent.ws	Slots Slots Slots
scripts\game\gameplay\ability\PlayerAbilityManager.ws	Slots Slots Slots
scripts\game\gameplay\items\itemsTypes.ws	Slots Slots Slots
scripts\game\gui\_old\components\guiBaseInventoryComponent.ws	Slots Slots Slots
scripts\game\gui\menus\characterMenu.ws	Slots Slots Slots
scripts\game\player\playerWitcher.ws	Slots Slots Slots
gameplay\gui\_new\swf\alchemy\panel\_alchemy.redswf	Sort Everything
gameplay\gui\_new\swf\crafting\panel\_crafting.redswf	Sort Everything
gameplay\gui\_new\swf\glossary\panel\_glossary\_bestiary.redswf	Sort Everything
gameplay\gui\_new\swf\glossary\panel\_glossary\_books.redswf	Sort Everything
gameplay\gui\_new\swf\glossary\panel\_glossary\_tutorials.redswf	Sort Everything
gameplay\gui\_new\swf\inventory\panel\_inventory.redswf	Sort Everything
gameplay\gui\_new\swf\journal\panel\_journal\_quests.redswf	Sort Everything
scripts\game\components\inventoryComponent.ws	Sort Everything
scripts\game\gui\_old\components\guiBaseInventoryComponent.ws	Sort Everything
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scripts\game\gui\menus\craftingMenu.ws	Sort Everything
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scripts\game\player\r4Player.ws	Unlimited Durability (from TW3 Gameplay Tweaks)
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scripts\game\player\r4Player.ws	Weather Enhanced
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