| Files Edited | Description | Code/Setting Edited | Category | Author | Note for Modder |
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| To look! | Ray-traced global illumination supported. Replace the old PBR (Physical Based Rendering). Combine with a better Ambient Occlusion with ray-traced occlusion. | *Probably .env and cvs with new variable. Or new files.* *"Bin" rendering.ini/xml changes* *Maybe scripts change* *Change or add new line for w3strings translation* | Lighting | Lewis Elementary | **Any "lighting" mods need to be updated!!** |
| To look! | New weather texture. Better clouds and (probably) better rain. | *Probably .env and .csv with new variable. Or new files.* *New cloud textures* *Maybe scripts change.* | Texture | Lewis Elementary | **Any "Weather" mod need to be updated!!** |
| To look! | More weather varieties with new one. | *Probably .env and .csv with new variable. Or new files.* *Maybe scripts change.* | Lighting | Lewis Elementary | **Any "Weather" or "Lighting" mods need to be updated!!** |
| To look! | New looting animation | *Maybe scripts change* | Gameplay changes | Lewis Elementary | |
| To look! | New camera presets for Geralt: close (right-shoulder) or far camera (classic) during combat/horse/exploration | *Maybe scripts change* *"Bin" gameplay.ini/xml changes* *Change or add new line for w3strings translation* | Gameplay changes | Lewis Elementary | **It's a feature of "Immersive Cam"! UPDATE NEEDED!!** |
| To look! | Photo Mode integrated, with many setting to adjust the pic | *Maybe scripts change* *New "Bin" ini/xml* *With new or change to redsfw* *Change or add new line for w3strings translation* | Gameplay changes | Lewis Elementary | |
| To look! | DLSS 3.0 and FSR 2.1 support (and probably below version). | *Probably .env with new variable. Or new files.* *"Bin" rendering.ini/xml changes* *Maybe scripts change.* *Change or add new line for w3strings translation* | Other | Ferroxius | |
| To look! | New setting: Ability to hide HUD widgets, like minimap, when exploring or during combat. Allow for 7s minimum to enable the minimap in Focus mode. | *Maybe scripts change.* *"Bin" gameplay.ini/xml changes* *With new or change to redsfw* | Gameplay changes | Lewis Elementary | **It's a feature of "Friendly HUD"! UPDATE NEEDED!!** |
| To look! | New Map textures. Colour more vibrant, especially the blue water. | *Maybe scripts change* *JPG map/minimap and redswf changes* | Texture | Lewis Elementary | **Any "Map" mods need to be updated!!!** |
| To look! | Ultra+ Graphics Preset: Improve grass, LOD, NPC and more… **NOTE:** It's not a "preset" per say, but allow to tweak manually. **NOTE2:** The game is still compatible to the current PC configuration. | *Maybe scripts change* *"Bin" rendering.ini/xml changes* *Change or add new line for w3strings translation* | Other | Lewis Elementary | **It's a feature of "Tweaks"! UPDATE NEEDED!!** |
| To look! | DLC: Two armour sets based on Netflix show Season 1 and Season 2. | *Maybe scripts change* *"DLC17" ?* *With new redcloth; w2mesh; w2ent; xml; etc…* *Change or add new line for w3strings translation* | DLC | Lewis Elementary | |
| To look! | Possibiliy to have a "Netflix" version of the Wolf Medallion (Not sure if it's part of the Netflix armour) | *Maybe scripts change* *"DLC17" ?* *With new xmb; redcloth; w2mesh; w2ent; xml; etc…* *Change or add new line for w3strings translation* | DLC | Lewis Elementary | |
| To look! | Cloud saves and cross-play console saves supported. [Feature already present on Cyberpunk 2077). | *Maybe scripts change* | Other | Lewis Elementary | |
| To look! | DLC: New Quest on Devil's Pit | *Maybe scripts change* *"DLC17" ?* *Add new character and decorations* *With new xmb; redcloth; w2mesh; w2ent; xml; etc…* | DLC | Lewis Elementary | |
| To look! | MOD INTEGRATED: Immersive Real-time Cutscenes (with probably all cutscene rendering and bugfix). | *Almost all the mod files. With improvement* | Other | Lewis Elementary | **Every conflicted mod of "Immersive Real-time Cutscenes" might need to be updated!!** |
| To look! | MOD INTEGRATED: HD Rework Project (probably better than the version 12). | *Almost all the mod files. With improvement* | Texture | Lewis Elementary | **Every conflicted mod of "HD Rework Project" might need to be updated!!** |

| To look! | DLC: New Armour<br>Asian-looking armour<br>Black armour with white sleeves | *Maybe scripts change*<br>*"DLC17" ?*<br>*With new xmb; redcloth; w2mesh; w2ent; xml; etc…*<br>*Change or add new line for w3strings translation* | DLC | Lewis Elementary | |
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| To look! | DLC: Alternative costume for Dandelion (Netflix inspired) | *Maybe scripts change*<br>*"DLC17" ?*<br>*With new xmb; redcloth; w2mesh; w2ent; xml; etc…*<br>*Change or add new line for w3strings translation* | DLC | Lewis Elementary | |
| To look! | Chinese Simplified and Korean voice acting in full localisation | *Maybe scripts change*<br>*New w2speech* | Other | Lewis Elementary | |
| To look! | LOD improved (probably) | *Maybe scripts change*<br>*Probably redcloth or w2mesh changes* | Other | Lewis Elementary | |
| To look! | DLC: Alternate armour for Nilgaardian soldier (Netflix inspired)<br><br>**NOTE:** It's optional!! | *Maybe scripts change*<br>*"DLC17" ?*<br>*With new xmb; redcloth; w2mesh; w2ent; xml; etc…* | DLC | Lewis Elementary | |
| To look! | Sign quick casting: Allow to set the possibility to cast instantly a Sign with one keybind or a combination buttons for controller.<br>For example: R2 + A for cast Aard. | *Maybe scripts change*<br>*"Bin" rendering.ini/xml changes*<br>*Change or add new line for w3strings translation* | Gameplay changes | Lewis Elementary | **It's a feature of "Instant Cast Sign"! UPDATE NEEDED!!** |
| To look! | Skip the loot menu when pick up the herbs for a faster looting. | *Maybe scripts change* | Gameplay changes | Glassfish | **It's a feature of "Enhanced Herbalism"! UPDATE NEEDED!!** |
| To look! | Ability to pause game mid-cutscene | *Maybe scripts change*<br>*With new or change to redsfw* | Gameplay changes | Ferroxius | **It's a feature of "Friendly HUD"! UPDATE NEEDED!!** |
| To look! | MOD INTEGRATED: World Map Fixes (with the new map texture). | Almost all the mod files. With improvement | Texture | Glassfish | **Every conflicted mod of "World Map Fixes" might need to be updated!!** |
| To look! | Some UI now run at 60FPS. | *Maybe scripts change*<br>*redswf changes* | Other | Ferroxius | **It's a feature of "60FPS GUI"! UPDATE NEEDED!!** |
| To look! | Fix for enemy upscaling. | *Maybe scripts change* | Bug Fix | Glassfish | **Any "Ennemy Upscaled" mods need to be updated!!!** |
| To look! | Fall Damage tweak. Now Geralt won't be dead easily. | *Maybe scripts change* | Gameplay changes | Glassfish | **Any "Fall damage" mods need to be updated!!!** |
| To look! | Geralt wetness fix | *Maybe scripts change* | Bug Fix | Ard Carraigh | **Any "Geralt Wet" mods need to be updated!!!** |
| To look! | New map icon filtering.<br>The default filtre now hide all undiscover Point of Interests, AKA "white ?". | *Maybe scripts change*<br>*"Bin" gameplay.ini/xml changes*<br>*Change or add new line for w3strings translation* | Gameplay changes | Lewis Elementary | |
| To look! | Scalable subtitle sizes. Now can adjust whether small or big text. | *Maybe scripts change*<br>*"Bin" gameplay.ini/xml changes*<br>*Change or add new line for w3strings translation* | Other | Lewis Elementary | |
| To look! | Improved localisation for other languages | Change or add new line for w3strings translation | Other | Lewis Elementary | |
| To look! | 3D-modeled cobblestones in Novigrad | *Maybe scripts change*<br>*Change to xmb; env; w2mesh; w2ent; etc…* | Texture | Lewis Elementary | |
| To look! | Some fix to some quests. Confirm quest:<br>From Ofier's Distant Shores; Scavenger Hunt: Wolf School Gear | *Maybe scripts change*<br>*Change to w2quest and so on…* | Bug Fix | Lewis Elementary | **"Brothers In Arms" need to be updated!!!** |
| To look! | Texture improvement of some monsters | *Maybe scripts change*<br>*Change to xmb; env; w2mesh; w2ent; etc…* | Texture | Ferroxius | **It's a feature of "HD Monster Rework". UPDATE NEEDED!!** |
| To look! | Grass improvement and more variety, notably in Velen with some Toussaint plants. | *Maybe scripts change*<br>*Change to xmb; env; w2mesh; w2ent; etc…* | Texture | Lewis Elementary | **Any "Grass" mods need to be updated!!!** |
| To look! | Djinn and rats upscaling fix | *Maybe scripts change*<br>*Change to XML; etc…* | Bug Fix | Partoutatix | **It's a feature of "FCR3"! UPDATE...** *Needed* **?!** |
| To look! | The SSR (Screen Space illumination) is now global (previously exclusive to water). Now metallic things like armour or sword for example, can reflect. | *Maybe scripts change*<br>*Change to env; csv; etc…* | Lighting | Lewis Elementary | **Any "lighting" mods need to be updated!!!** |

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| **To look!** | Texture streaming increase. Now support higher and upscaled texture size. (Which need higher GPU VRAM) | *Maybe scripts change*<br>*Change to xmb; env; w2mesh; w2ent; etc…* | Texture | Lewis Elementary | |
| **To look!** | Dynamic Resolution Scaling (DRS) supported. | *Maybe scripts change*<br>*Change to xmb; env; w2mesh; w2ent; etc…* | Texture | Lewis Elementary | |
| **To look!** | New Signpost in Crow's Perch.<br>**NOTE:** Will be unlocked once the Bloddy Baron Quest is finished to avoid some issue. | *Maybe scripts change*<br>*Change to w2em and so on…* | Gameplay changes | Lewis Elementary | **It's a feature of "Fast Travel Pack"". UPDATE NEEDED!!!** |
| **To look!** | In addition to Ray-Traced. Shadow quality is improved and more darker. | *Maybe scripts change*<br>*Change to xmb; env; etc…* | Texture | Lewis Elementary | |
| **To look!** | Remove Ciri's dagger during certain cutscene | *Maybe scripts change*<br>*Change to x2ent; w2cutscene; etc…* | Bug Fix | Lewis Elementary | |
| **To look!** | Ability for Roach to move backward, raise head when in water, or kick someone behind with a keybind. | *Maybe scripts change*<br>*Change to w2anim and so on…* | Gameplay changes | Lewis Elementary | |
| **To look!** | <u>MOD INTEGRATED:</u> Nitpicker's Patch (partial, with only fix made by the publisher) | <u>Almost all the mod files. With improvement</u> | Bug Fix | Lewis Elementary | **Every conflicted mod of "Nitpicker's Patch" might need to be updated!!** |
| **To look!** | <u>MOD INTEGRATED:</u> FCR3 (partial, the exception are runes, runewords, reduced loot option and couple of other smaller things). | <u>Almost all the mod files. With improvement</u> | Gameplay changes | Lewis Elementary | **Every conflicted mod of "FCR3" might need to be updated!!** |
| **To look!** | <u>MOD INTEGRATED:</u> HD Monsters Rework (partial, according to the trailer and stream live). | <u>Almost all the mod files. With improvement</u> | Texture | Lewis Elementary | **Every conflicted mod of "HD Monsters Rework" might need to be updated!!** |