

Files Edited	Description	Code/Setting Edited	Category	Author	Note for Modder
<a href="#">To look!</a>	Ray tracing global illumination supported. Replace the old PBR (Physcal Based Rendering). Combine with a better Ambient Occlusion with ray-traced occlusion.	<i>Probably .env and cvs with new variable. Or new files. "Bin" rendering.ini/xml changes Maybe scripts change. Change or add new line for w2string translation</i>	Lighting	Lewis Elementary	Any "lighting" mods need to be updated!!
<a href="#">To look!</a>	New weather texture. Better clouds and (probably) better rain.	<i>Probably .env and .csv with new variable. Or new files. New cloud textures Maybe scripts change.</i>	Texture	Lewis Elementary	Any "Weather" mod need to be updated!!
<a href="#">To look!</a>	More weather varities with new one.	<i>Probably .env and .csv with new variable. Or new files. Maybe scripts change.</i>	Lighting	Lewis Elementary	Any "Weather" or "Lighting" mods need to be updated!!
<a href="#">To look!</a>	New loot and walk animation	<i>Maybe scripts change</i>	Gameplay changes	Lewis Elementary	
<a href="#">To look!</a>	New setting: Close (right-shoulder) or far camera (classic) during combat/horse/exploration	<i>Maybe scripts change "Bin" gameplay.ini/xml changes Change or add new line for w2string translation</i>	Gameplay changes	Lewis Elementary	It's a feature of "Immersive Cam"! UPDATE NEEDED!!
<a href="#">To look!</a>	Photo Mode integrated, with many setting to adjust the pic	<i>Maybe scripts change New "Bin" ini/xml With new or change to redsfw Change or add new line for w2string translation</i>	Gameplay changes	Lewis Elementary	
<a href="#">To look!</a>	DLSS and FidelityFX supported	<i>Probably .env with new variable. Or new files. "Bin" rendering.ini/xml changes Maybe scripts change. Change or add new line for w2string translation</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	New setting: Minimap and/or objectives disabled during combat/exploration. Allow for 7s minimum to enable the minimap in Focus mode.	<i>Maybe scripts change. "Bin" gameplay.ini/xml changes With new or change to redsfw</i>	Gameplay changes	Lewis Elementary	It's a feature of "Friendly HUD"! UPDATE NEEDED!!
<a href="#">To look!</a>	New Map texture. Colour more vribant, especially the blue water.	<i>Maybe scripts change PNG map/minimap and redswf changes</i>	Texture	Lewis Elementary	Any "Map" mods need to be updated!!!
<a href="#">To look!</a>	Ultra+ preset: Improve grass, LOD, NPC and more...  <b>NOTE:</b> It's not a "preset" per say, but allow to tweak manually. <b>NOTE2:</b> The game is still compatible to the current PC configuration.	<i>Maybe scripts change "Bin" rendering.ini/xml changes Change or add new line for w2string translation</i>	Other	Lewis Elementary	It's a feature of "Tweaks"! UPDATE NEEDED!!
<a href="#">To look!</a>	<u>DLC</u> : Two armour sets based on Netflix show Season 1 and Season 2.	<i>Maybe scripts change "DLC17" ? With new redcloth; w2mesh; w2ent; xml; etc... Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	Possibiliy to have a "Netflix" version of the Wolf Medallion (Not sure if it's part of the Netflix armour)	<i>Maybe scripts change "DLC17" ? With new xmb; redcloth; w2mesh; w2ent; xml; etc... Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	Cloud saves and cross-play console saves supported. [Feature already present on Cyberpunk 2077).	<i>Maybe scripts change</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	<u>DLC</u> : New Quest on Devil's Pit	<i>Maybe scripts change "DLC17" ? Add new character and decorations With new xmb; redcloth; w2mesh; w2ent; xml; etc...</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	<u>MOD INTEGRATED</u> : Immersive Real Time Cutscene	<i>Almost all the mod files. With improvement</i>	Other	Lewis Elementary	Every conflicted mod of "Immersive Real Time Cutscene " might need to be updated!!
<a href="#">To look!</a>	<u>MOD INTEGRATED</u> : HD Rework Project	<i>Almost all the mod files. With improvement</i>	Texture	Lewis Elementary	Every conflicted mod of "HD Rework Project" might need to be updated!!
<a href="#">To look!</a>	<u>DLC</u> : New Armour A looking Asian armour a black armour with white sleeves	<i>Maybe scripts change "DLC17" ? With new xmb; redcloth; w2mesh; w2ent; xml; etc... Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	<u>DLC</u> : Alternative costume for Dandelion (Netflix inspired)	<i>Maybe scripts change "DLC17" ? With new xmb; redcloth; w2mesh; w2ent; xml; etc... Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	Chinese Simplified voice	<i>Maybe scripts change New w2speech</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	LOD improved (probably)	<i>Maybe scripts change Probably redcloth or w2mesh changes</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	<u>DLC</u> : Alternate armour for Nilgaardian soldier (Netflix inspired)  <b>NOTE:</b> It's optional!!	<i>Maybe scripts change "DLC17" ? With new xmb; redcloth; w2mesh; w2ent; xml; etc...</i>	DLC	Lewis Elementary	

<a href="#">To look!</a>	Instant Cast Sign: Allow to set the possibility to cast instantly a Sign with one keybind or a combinaison buttons for controller. For example: R2 + A for cast Aard.	<i>Maybe scripts change</i> <i>"Bin" rendering.ini/xml changes</i> <i>Change or add new line for w2string translation</i>	Gameplay changes	Lewis Elementary	It's a feature of "Instant Cast Sign"! UPDATE NEEDED!!
<a href="#">To look!</a>	Skip the loot menu when pick up the herbs for a faster looting.	<i>Maybe scripts change</i>	Gameplay changes	Glassfish	It's a feature of "Enhanced Herbalism"! UPDATE NEEDED!!
<a href="#">To look!</a>	Possibility to pause during cutscene	<i>Maybe scripts change</i> <i>With new or change to redsfw</i>	Gameplay changes	Lewis Elementary	It's a feature of "Friendly HUD"! UPDATE NEEDED!!
<a href="#">To look!</a>	MOD INTEGRATED: World Map Fixes	Almost all the mod files. With improvement	Texture	Glassfish	Every conflicted mod of "Woldr Map Fixes" might need to be updated!!
<a href="#">To look!</a>	Some UI now run at 60FPS.	<i>Maybe scripts change</i> <i>redswf changes</i>	Other	Ferroxius	It's a feature of "60FPS GUI"! UPDATE NEEDED!!
<a href="#">To look!</a>	Fix for enemy upscaling.	<i>Maybe scripts change</i>	Bug Fix	Glassfish	Any "Enemy Upscaled" mods need to be updated!!!
<a href="#">To look!</a>	Fall Damage tweak. Now Geralt won't be dead easily.	<i>Maybe scripts change</i>	Gameplay changes	Glassfish	Any "Fall damage" mods need to be updated!!!
<a href="#">To look!</a>	Geralt wetness fix	<i>Maybe scripts change</i>	Bug Fix	Ard Carraigh	Any "Geralt Wet" mods need to be updated!!!
<a href="#">To look!</a>	New map setting: possibility to save permanent filtre pins. Default filtre will hide all undiscover Pol (white ?).	<i>Maybe scripts change</i> <i>"Bin" gameplay.ini/xml changes</i> <i>Change or add new line for w2string translation</i>	Gameplay changes	Lewis Elementary	
<a href="#">To look!</a>	New setting: possibility to set font size of subtitles.	<i>Maybe scripts change</i> <i>"Bin" gameplay.ini/xml changes</i> <i>Change or add new line for w2string translation</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	<a href="#">DLC</a> : Alternative costume for Yennefer (Netflix inspired)	<i>Maybe scripts change</i> <i>"DLC17" ?</i> <i>With new xmb; redcloth; w2mesh; w2ent; xml; etc...</i> <i>Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	<a href="#">DLC</a> : Alternative costume for Ciri (Netflix inspired)	<i>Maybe scripts change</i> <i>"DLC17" ?</i> <i>With new xmb; redcloth; w2mesh; w2ent; xml; etc...</i> <i>Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	<a href="#">DLC</a> : Alternative costume for Triss (Netflix inspired)	<i>Maybe scripts change</i> <i>"DLC17" ?</i> <i>With new xmb; redcloth; w2mesh; w2ent; xml; etc...</i> <i>Change or add new line for w2string translation</i>	DLC	Lewis Elementary	
<a href="#">To look!</a>	Improved localisation for other languages	<i>Change or add new line for w2string translation</i>	Other	Lewis Elementary	
<a href="#">To look!</a>	3D-modeled cobblestones in Novigrag	<i>Maybe scripts change</i> <i>Change to xmb; env; w2mesh; w2ent; etc...</i>	Texture	Lewis Elementary	
<a href="#">To look!</a>	Some fix to some quests. Confirm quest: From Ofier's Distant Shores; Scavenger Hunt: Wolf School Gear	<i>Maybe scripts change</i> <i>Change to w2quest and so on...</i>	Bug Fix	Lewis Elementary	"Brothers In Arms" need to be updated!!!
<a href="#">To look!</a>	Texture improvement of some monsters	<i>Maybe scripts change</i> <i>Change to xmb; env; w2mesh; w2ent; etc...</i>	Texture	Ferroxius	It's a feature of "HD Monster Rework". UPDATE NEEDED!!
<a href="#">To look!</a>	Grass improvement and more variety, notably in Velen with some Toussaint plants.	<i>Maybe scripts change</i> <i>Change to xmb; env; w2mesh; w2ent; etc...</i>	Texture	Lewis Elementary	Any "Grass" mods need to be updated!!!
<a href="#">To look!</a>	Djinn and rats upscaling fix	<i>Maybe scripts change</i> <i>Change to XML; etc...</i>	Bug Fix	Partoutatix	It's a feature of "FCR3"! UPDATE... <i>Needed</i> ?!
<a href="#">To look!</a>	The SSR (Screen Space illumination) is now global (previously exclusive to water). Now metallic thing like armour or sword for example, can reflect.	<i>Maybe scripts change</i> <i>Change to env; csv; etc...</i>	Lighting	Lewis Elementary	Any "lighting" mods need to be updated!!!
<a href="#">To look!</a>	Texture streaming increase. Now support higher and upscaled texture size. (Which need higher GPU VRAM)	<i>Maybe scripts change</i> <i>Change to xmb; env; w2mesh; w2ent; etc...</i>	Texture	Lewis Elementary	
<a href="#">To look!</a>	Dynamic Scale resolution (DSR) supported.	<i>Maybe scripts change</i> <i>Change to xmb; env; w2mesh; w2ent; etc...</i>	Texture	Lewis Elementary	