

V1.0 April 2024

# VRAMr

# User Guide

# Welcome to VRAMr



- Reduces in-game stutters and improves FPS
- Supports FO4 & FO4VR. No scripts, no ESP, no need re-run LOD generation and you will not need to start a new game
- Smoother gameplay even on high end GPUs
- High Quality, Quality and Performance options
- Works on Nexus Collections, Wabbajack and homebrew mod lists
- Makes use of both CPU and GPU to optimise your texture files
- No need to backup – VRAMr takes a copy of your files beforehand
- Easy rollback – just disable the VRAMr mod in your Mod Manager
- *Note some of the images in this guide may refer to Skyrim*

# Requirements & Important Information

- **Ensure once installed, the VRAMr mod is activated / deployed**
- Put your VRAMr folder at the root of a drive - ie. D:\VRAMr and avoid using C:\ where your Windows OS is installed
- If your [username has any spaces](#), then like many other Windows applications VRAMr does not like it. An option is to create a new admin user with one word, no space between and login into that user and run VRAMr
- Stated disk space is the maximum required and will reduce during optimisation
- Read the file download notes, changelogs and posts page sticky notes
- **Temporarily disable any anti-virus or overlay software whilst running VRAMr as it is known to significantly slow down VRAMr optimisation**
- You will find a progress meter at the top of the VRAMr window throughout
- A log file is created to record progress and should be shared if support required
- If VRAMr appears paused, press ENTER, Space Bar, left or a right mouse click
- You can force abort optimisation by pressing the CTRL and C keys together and terminating the VRAMr script

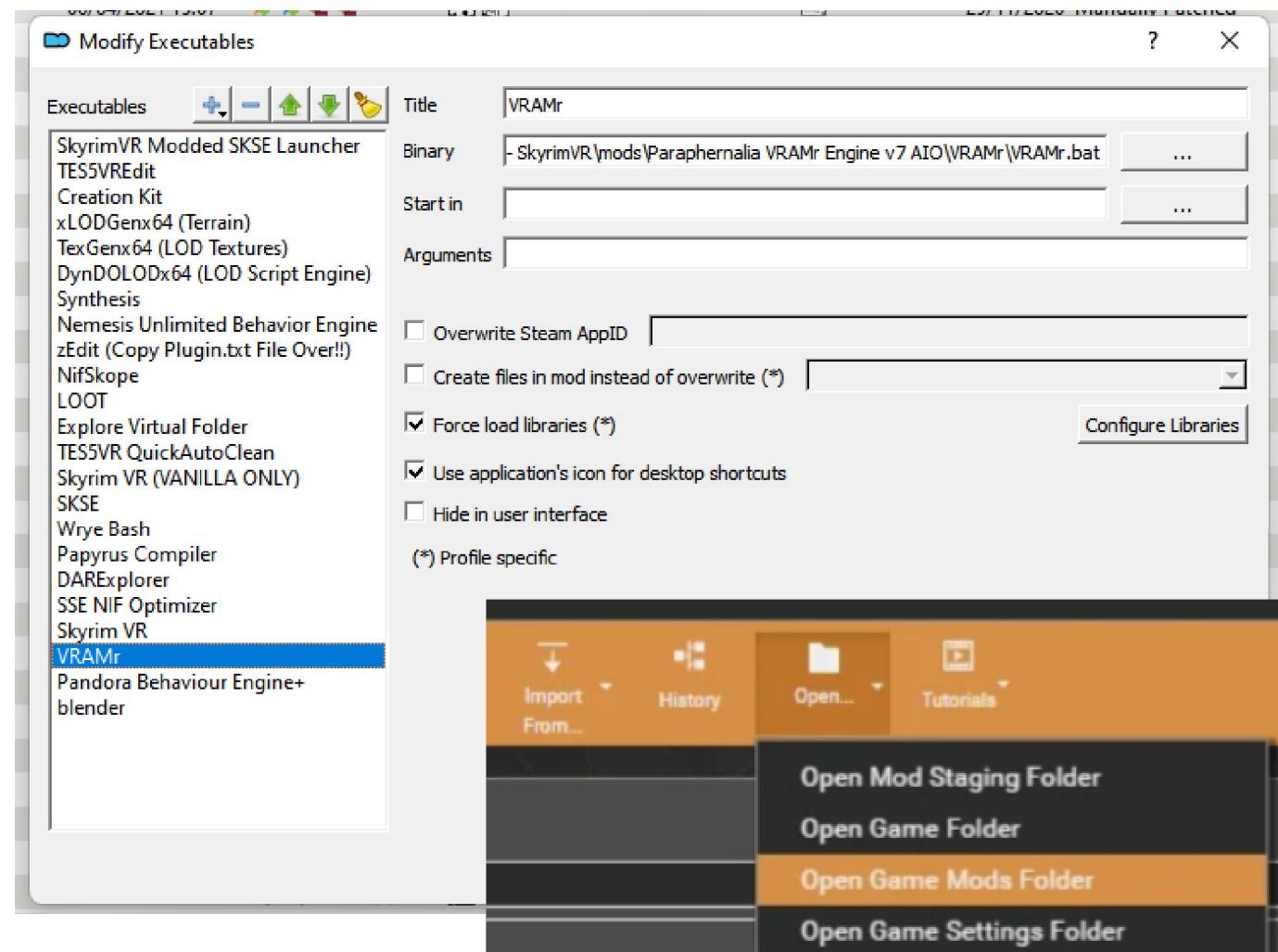
# Correct Mod Setup

Follow the mod installation instructions on the VRAMr mod page

The videos on the Nexus mod page will help Mod Organizer 2 users create the run-link

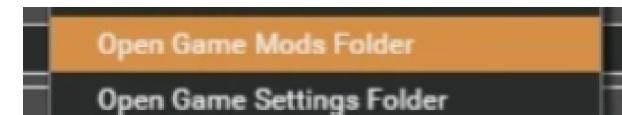
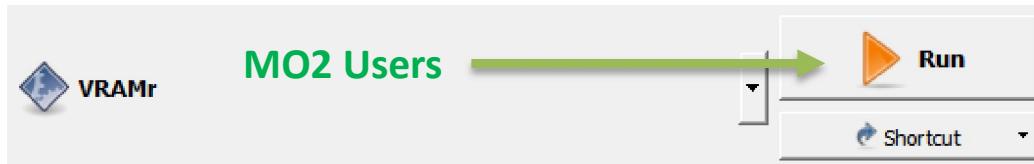
**MO2 users should point the run-link to the VRAMr.BAT**

**Vortex users will find the VRAMr.BAT in the ‘Open Game Mods Folder’**

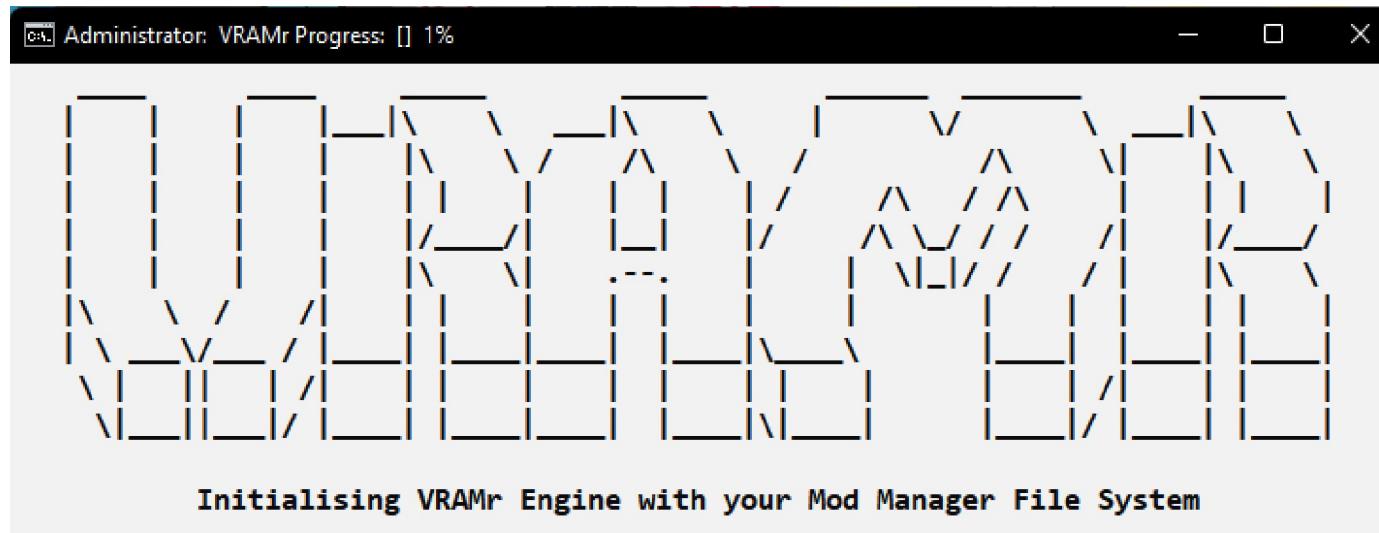


# Starting VRAMr

You must launch VRAMr.BAT from within your Mod Manager



Vortex Users - run VRAMr.BAT from the  
'Open Game Mods Folder'

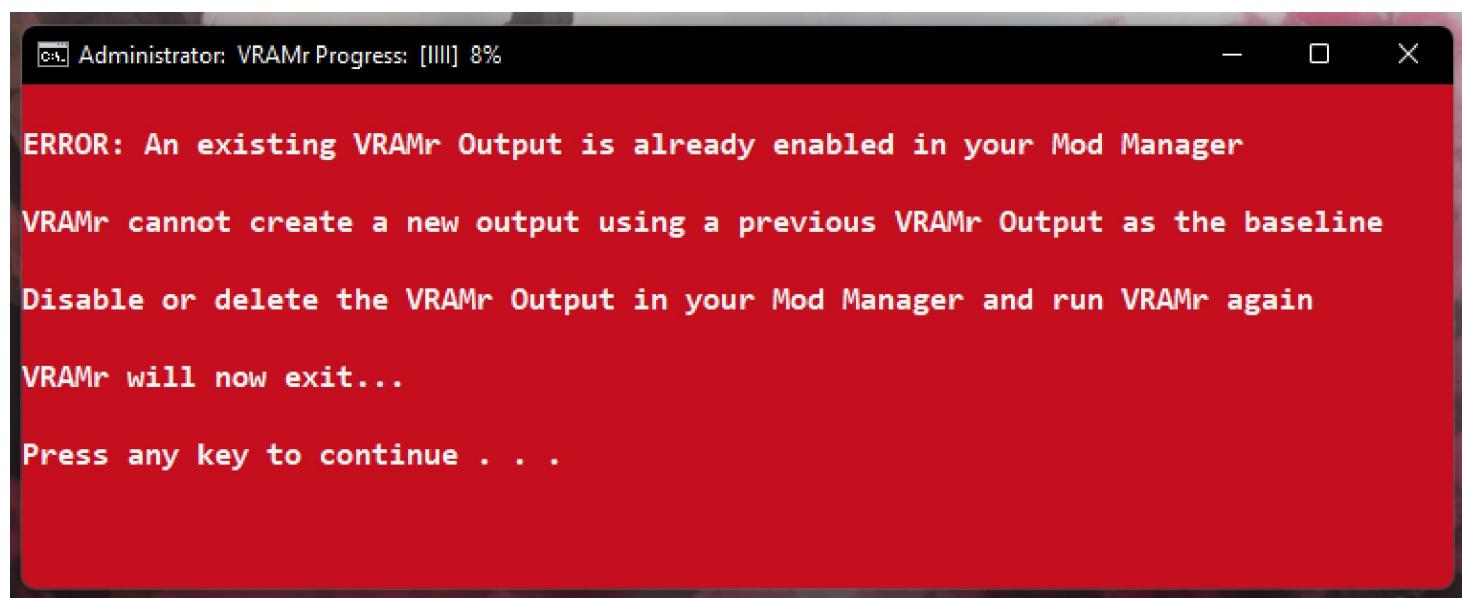
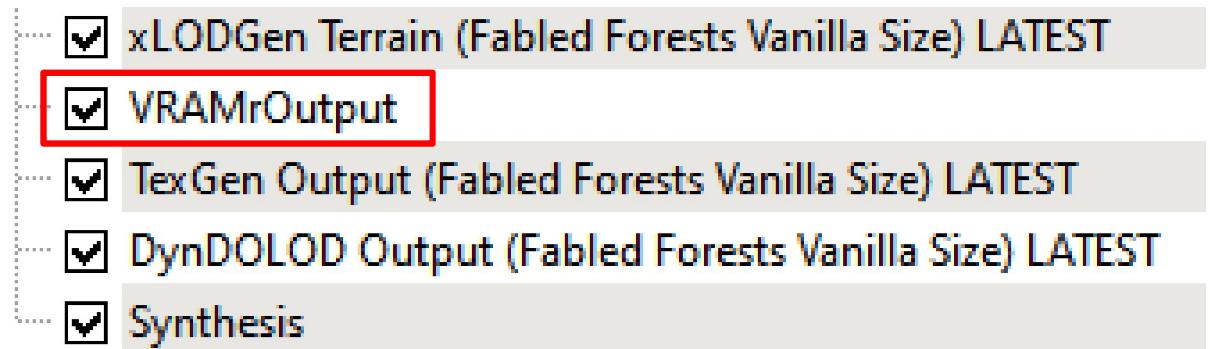


You will see this screen if VRAMr starts up OK

# Existing VRAMr Output Detected

If you have an existing VRAMr Output mod installed and active then you will not be able to continue until it is disabled

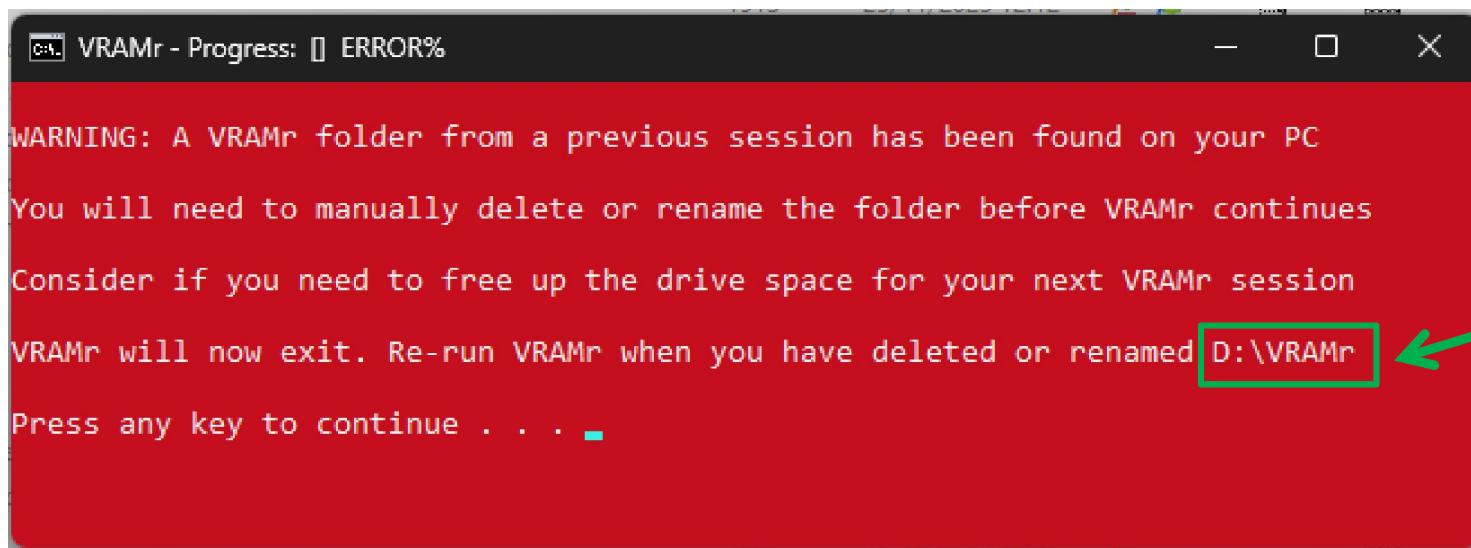
You may want to consider deleting old VRAMrOutput mods to free up disk space



# Existing VRAMr-FO4 Folder Detected

VRAMr will also search all the drives on your computer and will not continue if an existing VRAMr-FO4 folder is found

This is to prevent files from a previous optimisation which may no longer be present in your load order becoming part of your VRAMr output which could cause visual ambiguities



If this error shows when launching VRAMr, note the drive and then delete it from your PC in order to continue

# Where Are Your Files?

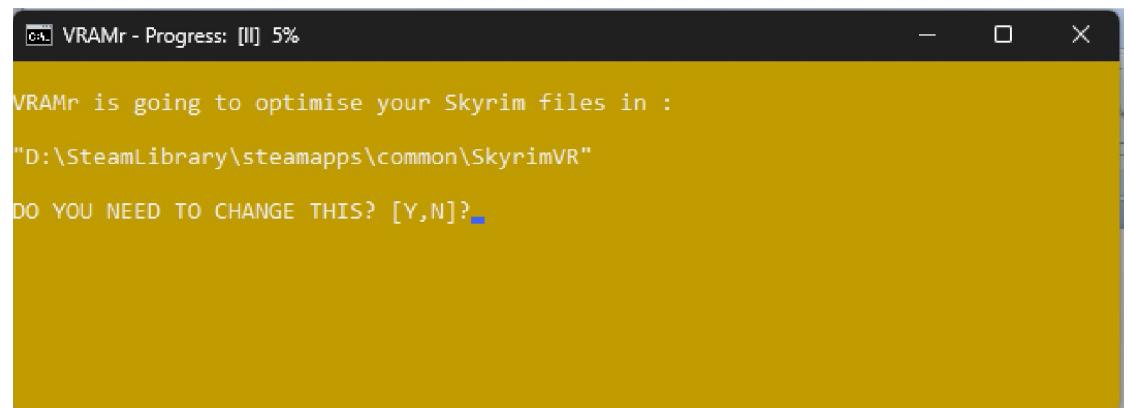
MO2 and Vortex both report it's starting directory to VRAMr and often this is correct...however sometimes if you have multiple Wabbajack installations (and therefore multiple mod manager installs) then VRAMr can easily become confused as to which actual modlist you would like to optimise

**It is essential you check and confirm this is the correct starting folder for the mod list you wish to optimise!**

This is typically the folder where your Fallout 4 .EXE is located however for some Wabbajack configs it may be necessary to point to a different folder where the \DATA subfolder is found

**If the folder is correct – select N to continue**

**If you need to change the folder, be sure to determine it beforehand and press Y to bring up the pop-up window to help you locate it**



# Where Are Your Files? - continued

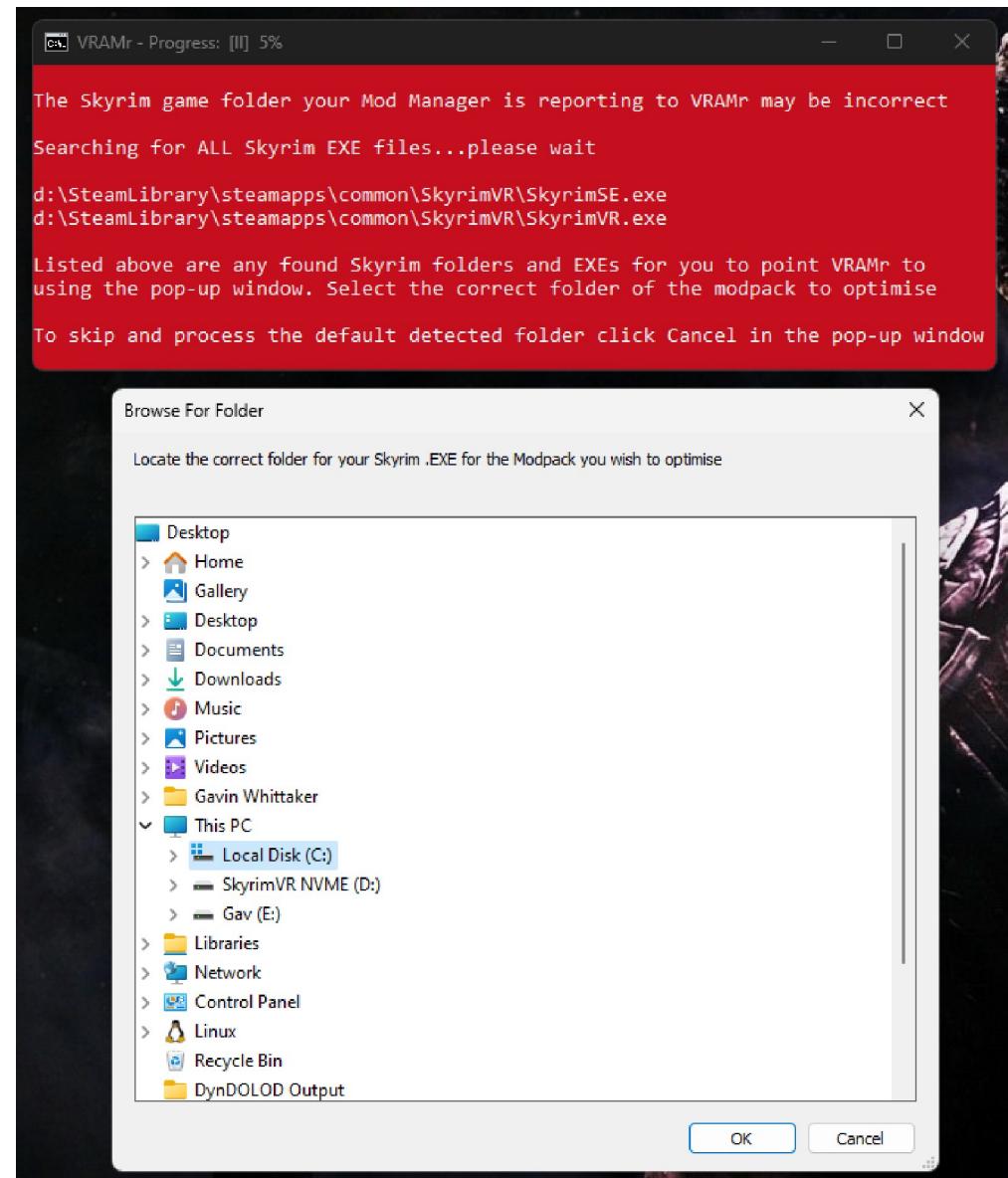
If you select Y to change the folder, VRAMr will assist by searching your drives for any viable folders

**It is still possible with a Wabbajack installation that these found paths are still incorrect and you will need to manually determine the correct path to your modpack \DATA folder**

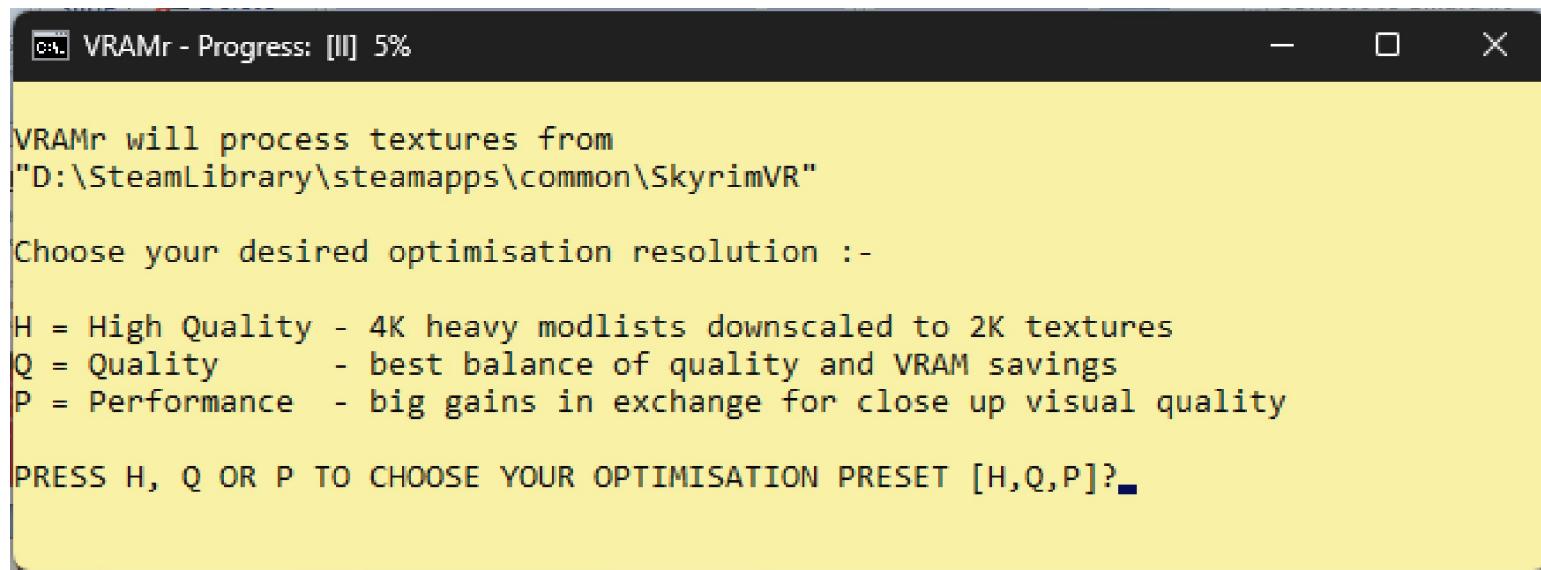
Use the pop-up window to find the full drive path

Highlight it with your mouse and then click OK to continue

Sometimes, VRAMr may get totally confused about the correct path to your \DATA folder and so gets stuck in an endless loop. If this happens, try clicking Cancel to see if the default folder is accepted and your files are found and processed correctly



# Choose Your Optimisation Preset

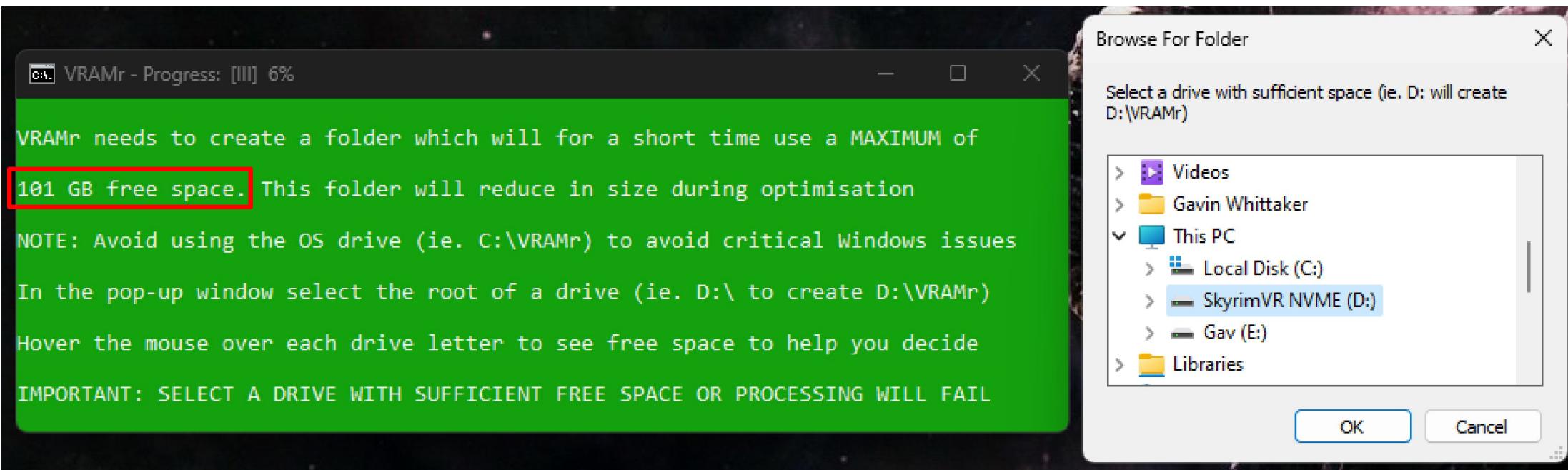


- High Quality settings – 2K Diffuse, 2K Normal Maps & 2K Parallax Height Maps
  - Quality settings - 2K Diffuse, 1K Normal Maps and 1K Parallax Height Maps
- Performance settings - 2K Diffuse, 512k Normal Maps and 512k Parallax Height Maps

If you are unsure which preset to choose, I recommend Quality as this will most certainly deliver good performance gains without noticeably reducing your graphics quality

The Performance preset is intended for PC's with a low end CPU and GPU with <6Gb VRAM

# Setting your VRAMr-FO4 Folder



In the pop-up window you can hover over the drive letters to see available space. This is particularly useful to help you decide which drive to put your VRAMr-FO4 folder on

- Pay attention to the amount of free space VRAMr requires
- You can use external USB storage although expect the process to be slower
- Avoid using your C: drive where the Windows OS is typically installed

## Notes ref File Copying

**No need to backup before running VRAMr**

**None of your original textures are changed as VRAMr  
takes a full copy of your files**

- No diffuse textures are extracted from your BSA archives
- Loose files copied into the VRAMr-FO4 folder will purposely overwrite previously extracted BSA files

Once file copying is complete VRAMr will take a few moments to process exclusions and cleanup files before starting the optimisation process

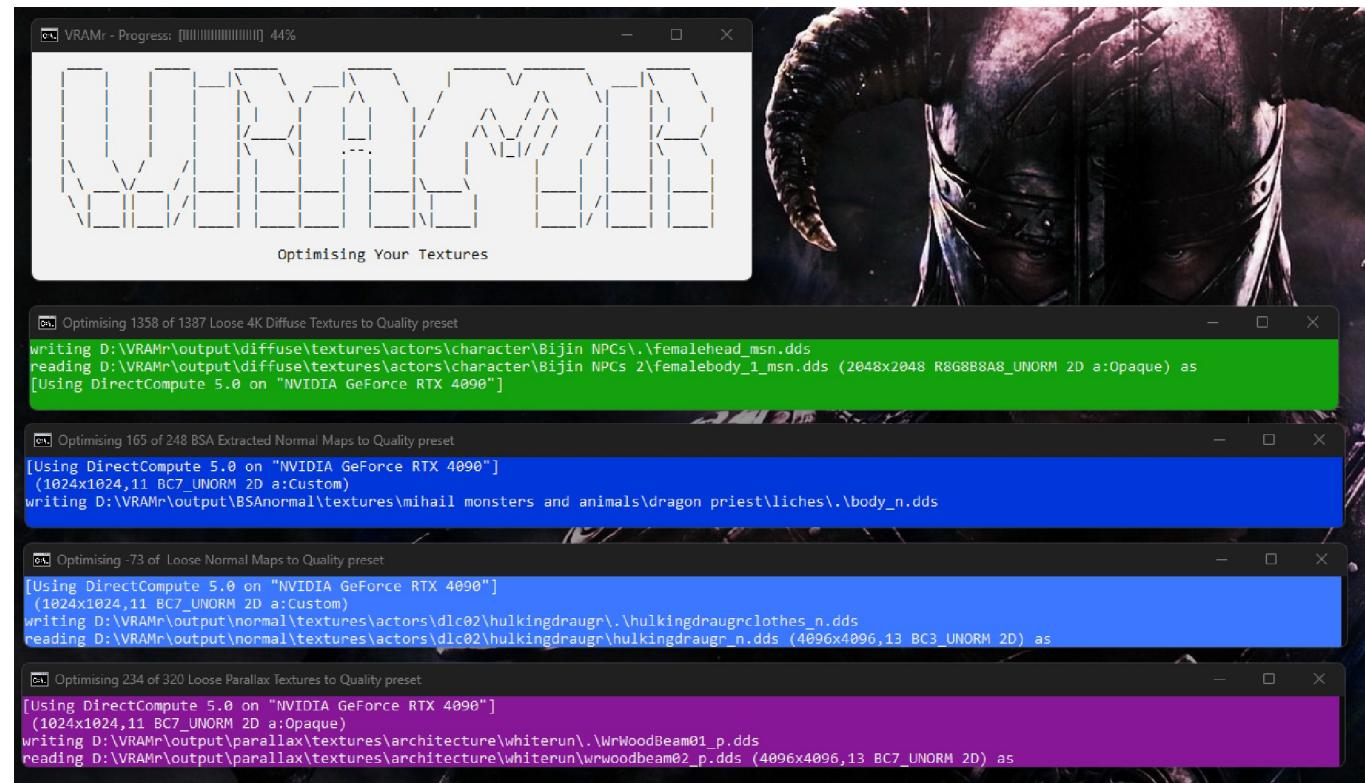
**PLEASE  
BE PATIENT!**

# Optimising Your Textures

Below is an example of your screen layout whilst VRAMr is optimising all of your files

You will notice there is a countdown in the title of each window to give you a gauge on how much longer the process will take and how many files remain to be optimised

Do not close or interrupt this process or you will need to start the VRAMr process from the very beginning



# Installing VRAMr Output into Your Mod Manager

Once VRAMr is complete, inside your \VRAMr –FO4 folder you will see the folder to drag and drop in to your mod manager

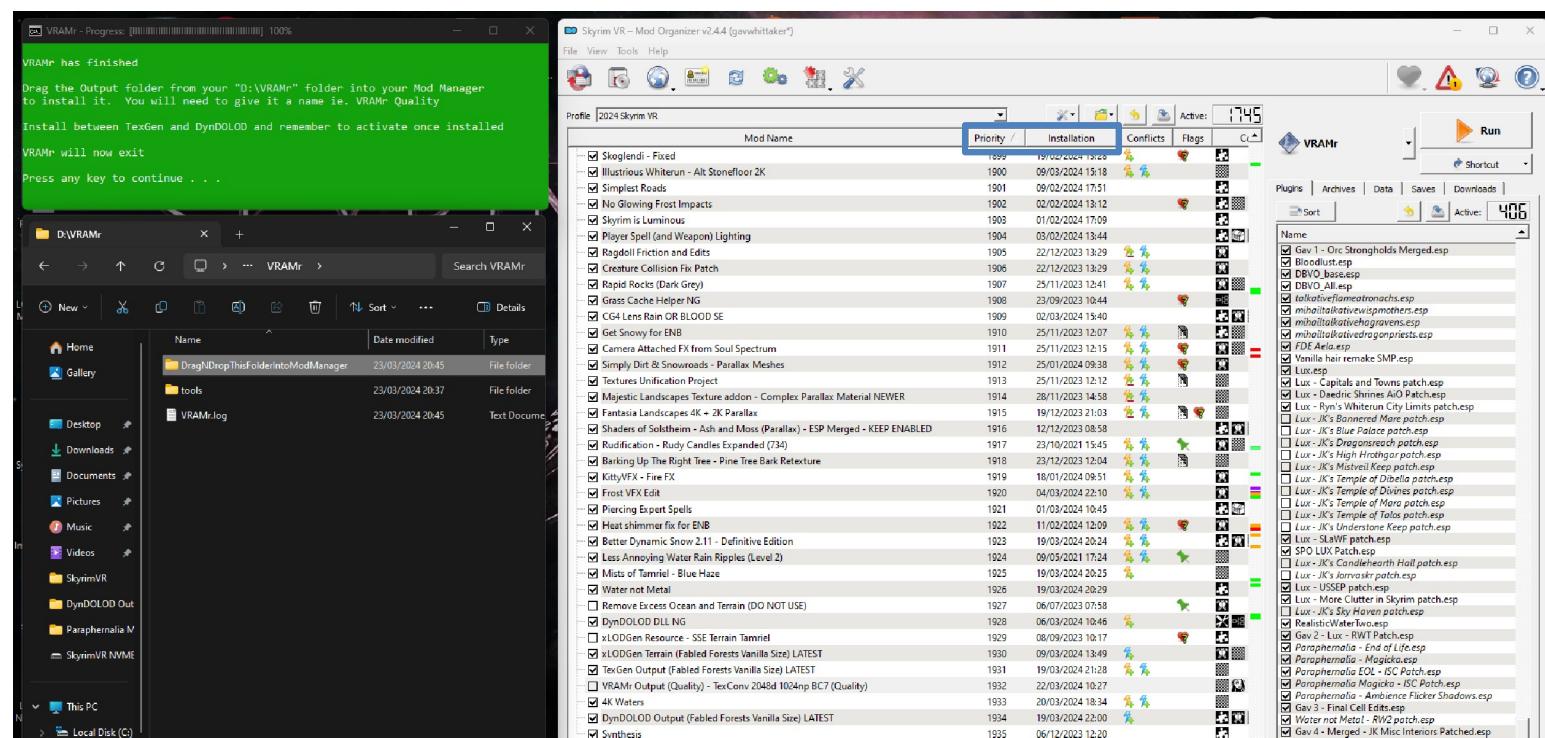
Alternatively you can manually zip this and install it in the traditional way

Tip : name the mod 'VRAMr Output (*preset*)'

For MO2, in order to drag and drop, ensure you are arranging your mods by Priority and not Installation

If using xLODGen and/or generating LOD in FO4 install your VRAMr Output directly above your LOD Output mods

- xLODGen Terrain (Fabled Forests Vanilla Size) LATEST
- VRAMrOutput
- TexGen Output (Fabled Forests Vanilla Size) LATEST
- DynDOLOD Output (Fabled Forests Vanilla Size) LATEST
- Synthesis



## Getting Help & Support

1. Whenever you run VRAMr, a VRAMr.log file is created in your VRAMr folder (ie. D:\VRAMr-FO4)
2. The log file records important information to help us identify why you may have an issue
3. If you contact me for support be sure to share the contents of the log file [as a pastebin link](#)
4. Please DO NOT copy the log file contents into your post directly
5. Alternatively, log a bug report or DM me using the Nexus Mod mail system

# Thank you for using VRAMr!

- If VRAMr has helped improve your game – please **ENDORSE**
- If you must free up drive space then once the VRAMrOutput mod is successfully installed and tested in your game, you can delete your VRAMr folder (ie. D:\VRAMr-FO4)
- Before posting a question please check the posts page

[See other Paraphernalia Mods](#)



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