

Installing the User Interface for a Complex Item Sorter Build with M8r's Icon Library.

** This information is for a No-AWKCR build. **

[DEF_UI](#) - Not Needed - DEF_UI is fully covered by FallUI HUD

1. [HUD Framework](#)

Required by Sim Settlements and other HUD mods

- - - Install with Mod Organizer 2.

<https://www.nexusmods.com/fallout4/mods/48758>

- - **DEFUI Compatibility Patch** – NOT Required

2. [FallUI – Inventory](#) – Version 2.0 or newer

- Check both Main Files for the 1st time installation.

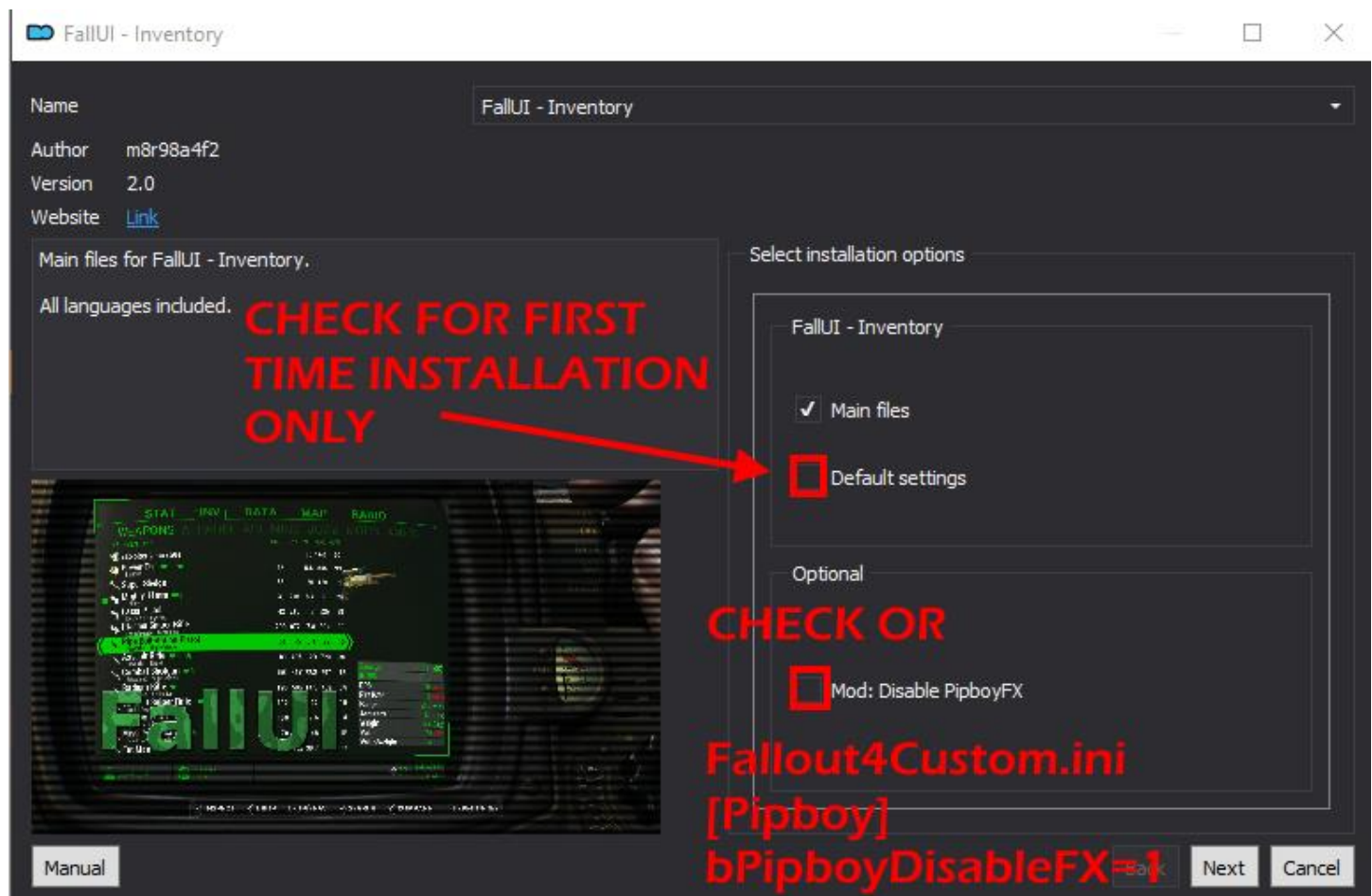
- Uncheck “Default Settings” if FallUI – Inventory is already installed and it is only being updated.

- Check Optional File - **MOD: Disable PipboyFX** (unless you know for sure Fallout4Custom.ini contains:

[Pipboy]

bPipboyDisableFX=1

- 2nd page has mostly notes. The Pipboy settings are VERY GOOD.



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3. [FallUI HUD](#) – Version 1.5 or newer

- Install with Mod Organizer 2.
- First time installation - check the top 3 options
- - ONLY use the MCM settings fix if you have MCM saving issues. Read the warning on that installer page.
- When updating - UNCHECK the MCM settings and only run the top 3 options.

4. [Rename Anything](#)

- Optional, but handy if you need it.
- [F4SE](#) Plugin (you probably already have this)
- Mod Manager Installation

5. [FallUI Workbench](#)

- Mod Manager Installation

6. [FallUI Confirm Boxes](#) – Version 2.2 or newer

- Mod Manager Installation
- This will add icons into the confirmation boxes

7. [M8r's FallUI Icon Library](#)

- Mod Manager Installation.
- Use “Default settings” if this is the **first time** installing.

7.5 [FIS – The NEW FallUI Item Sorter](#)

- Mod Manager Installation
- Select “Default settings” if this is the **first time** installing.
- Select "Pro (Complex Sorter plugin)

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8. [4estGimp - Complex Item Sorter Enhancements II](#)

- Mod Organizer 2 Installation –

Delete any previous Enhancements mod installation (pre-Enhancements II).

If upgrading, remove **4estGimp – FallUI_R99_PA_INNR.esp** It is no longer used.

9. **Maps** –I'm running 4K maps on a 2K monitor. Here are a few good choices:

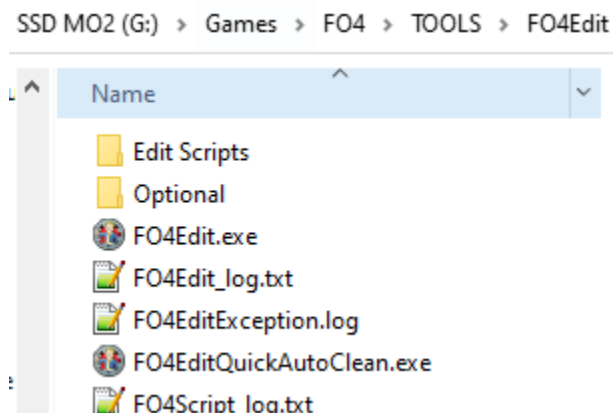
- Satellite Color World Map Combo – Removed from Nexus but some users still have it.
 - Nuka-World Satellite Map – 4K
 - Far Harbor Satellite Map – 4K
- [Satellite World Map](#) by Floor Below
- [There It Is – Satellite Maps for Collectors](#) by S4iS3i

10. [FallUI – Map](#)

11. [FallUI – Sleep and Wait](#)

12. Install [FO4Edit](#)

- It is best to install xEdit into folders outside of the game folders and outside of Windows folders:



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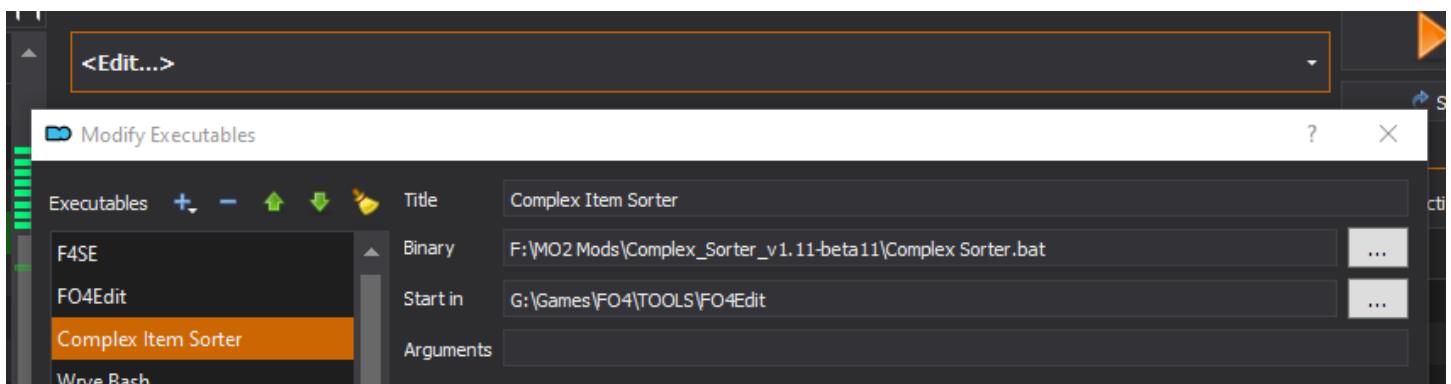
13. [M8r98a4f2's Complex Item Sorter](#)

Install or upgrade to the latest **Complex_Sorter** version: **1.13 beta 2** from M8r's #-complex-sorter-support channel on the [Collective Modding Discord](#). Go to the upper right and click on pins to find it.

Now there are two ways to install Complex Sorter – **CHOOSE ONE.**

Choice One - MO2:

1. Install it directly to MO2 like a regular mod. Any placement around your UI mods is fine.
2. Configure Complex Sorter.bat to launch from MO2 executables:
That allows launching Complex Sorter directly as an executable from MO2.

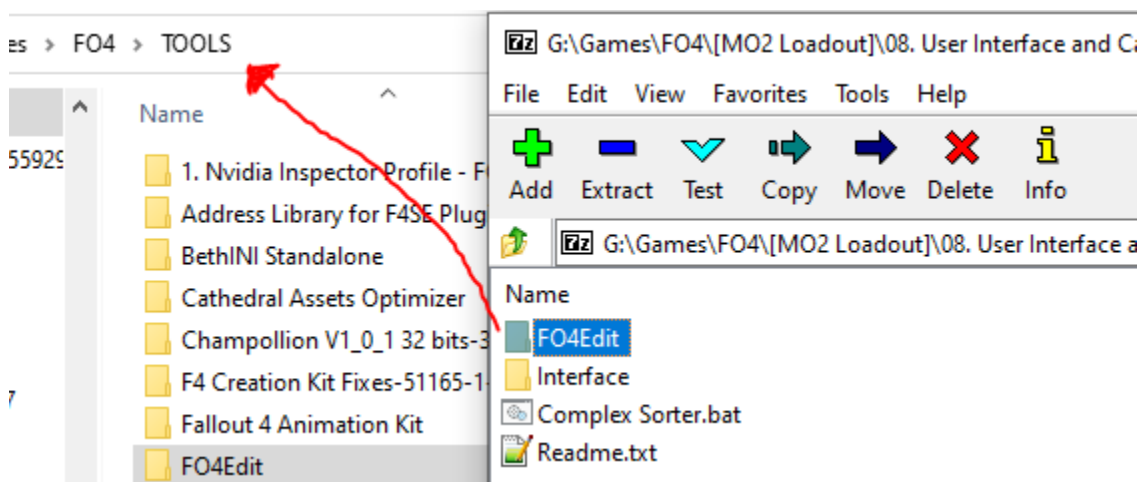


OR

Choice Two - Manual Installation – for those of us who prefer to just use CTRL+Y from inside xEdit.

Copy/extract the "**FO4Edit**" folder from M8r's Complex Sorter mod archive to the folder containing FO4Edit.

The FO4Edit folder in the archive is extracted to the "TOOLS" folder in the below example as that is where the FO4Edit folder is located.



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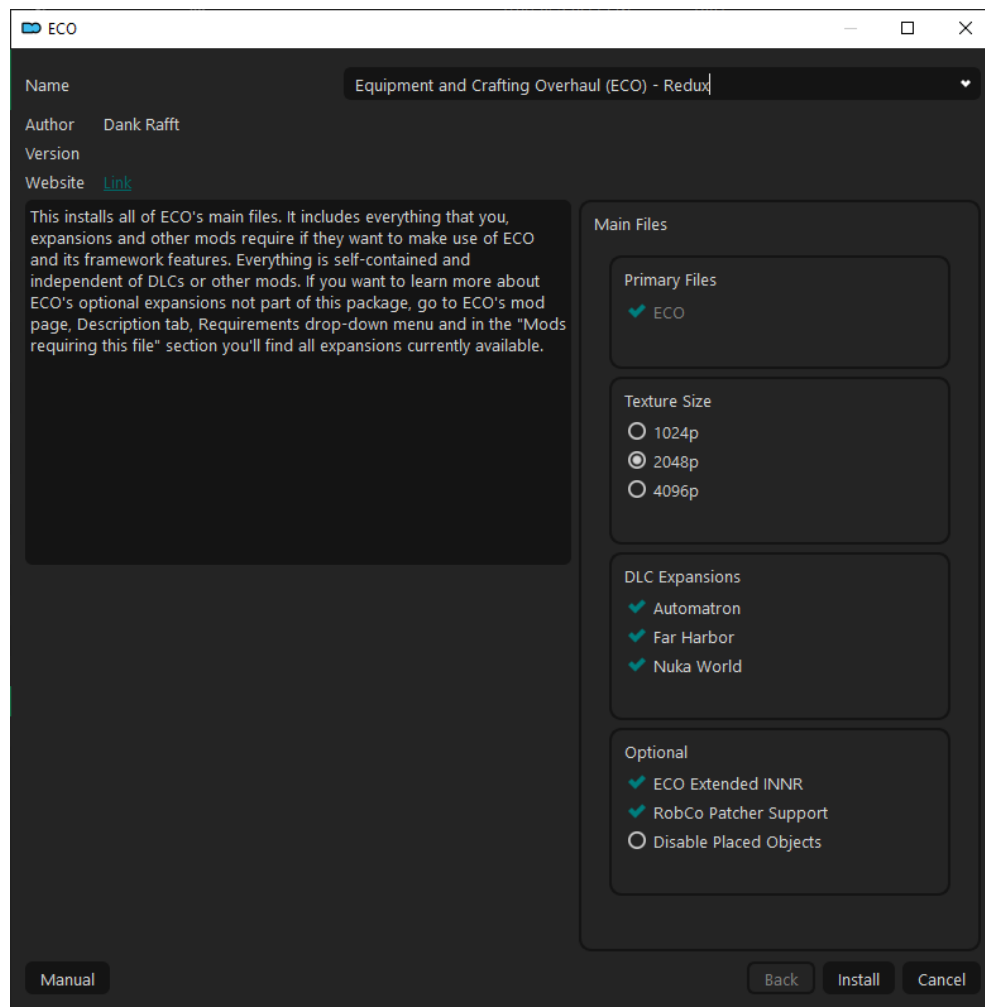
14. Install [Equipment and Crafting Overhaul \(ECO\) - Redux](#)

a) The INNR file Dank_ECO-INNR.esp is included in the installation.

*** Dank_ECO-INNR.esp **MUST** load at the bottom of the load order. Only Complex Sorter output files load below it. **REMOVE** any previous versions of this INNR if you installed them before.

During installation select:

- Texture size
- All 3 DLC
- ECO Extended INNR
- RobCo Patcher Support (if installed)



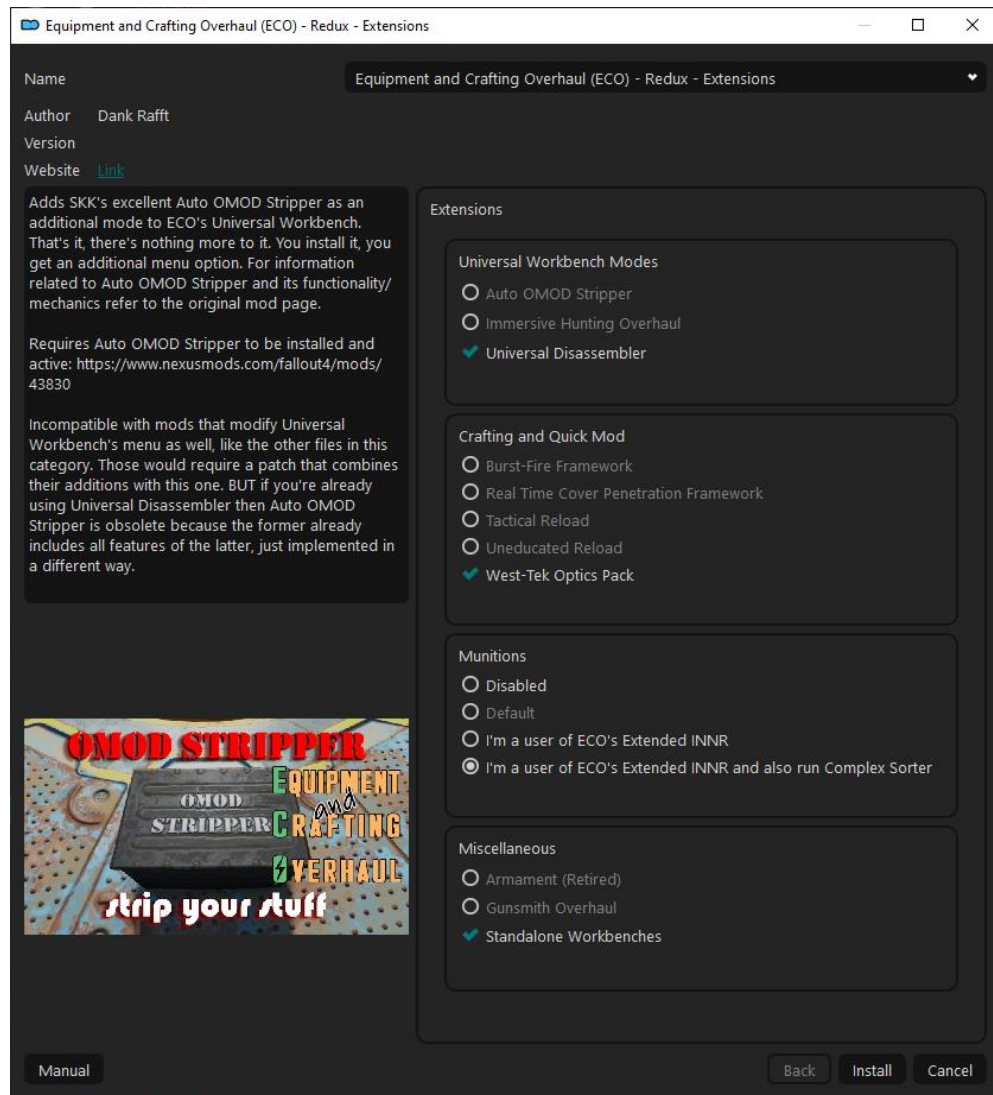
Again:

Load the main ECO mod about 10-15% down the load order. **PLUS**, load Dank_ECO-INNR.esp at the end of the load order just above the Complex Sorter Output file(s).

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b) Download [ECO – Extensions](#) from the ECO Redux download page. Select options to match installed mods. My preferences are:

- Universal Disassembler (requires the mod)
- West-Tek Optics Pack (requires the mod)
- I'm a user of ECO's Extended INNR and also run Complex Sorter
- Standalone Workbenches (requires the mod)



(14. Alternate) [Ruddy88's Simple Sorter INNR esp File](#) (only if not using ECO + ECO INNR)

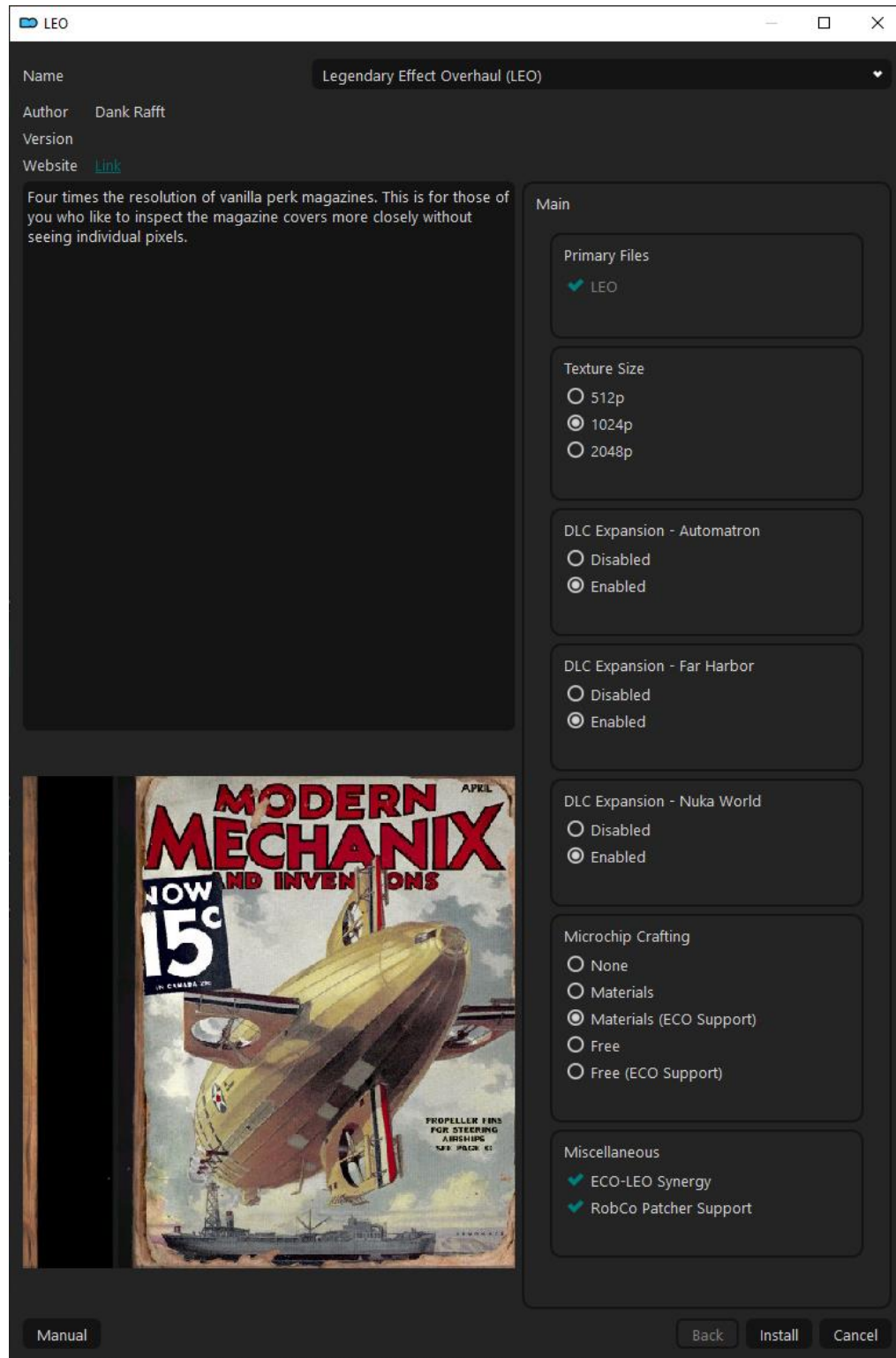
*** This INNR is **NOT** required by users of [Equipment and Crafting Overhaul](#).

- Only get **R88SimpleSorter_INNR** in "Optional Files"
- This **MUST** get relocated to the end of the Load Order.
- Load the INNR just above the Complex Sorter Output file. Example on following pages.

** There is also a selection for this in Complex Sorter options but I don't use it. I prefer the manual approach and knowing where the ECO or R88 INNR .esp file sits in my load order.

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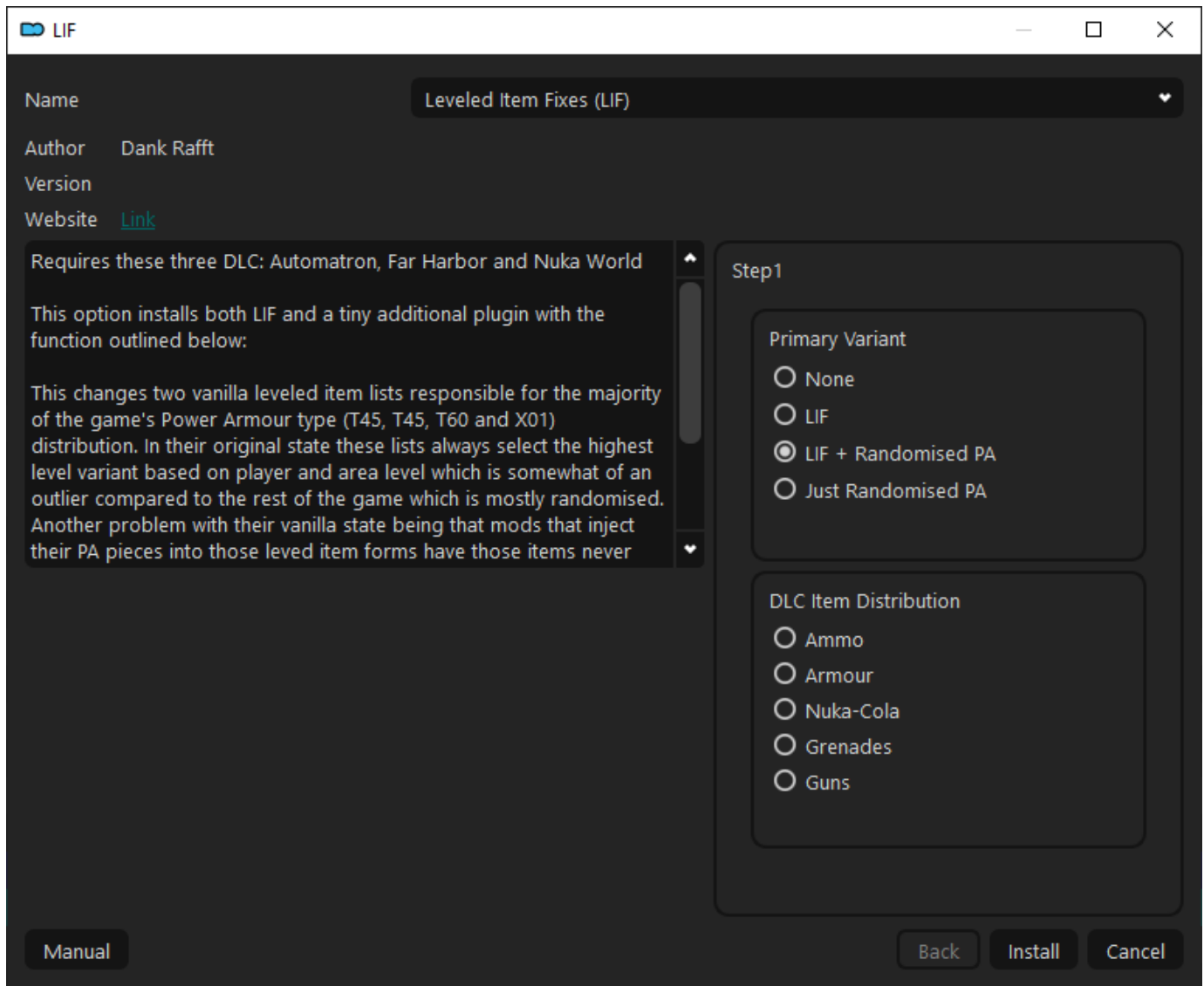
15. [Legendary Effect Overhaul \(LEO\)](#) – Settings will vary from person to person. Activate the DLC Expansions at a minimum. These are the settings I use:



16. New Equipment Overhaul – I don't run this mod as I prefer to use the clothing armor slots as designed by the game or mod authors. Many people do enjoy layering armors though.

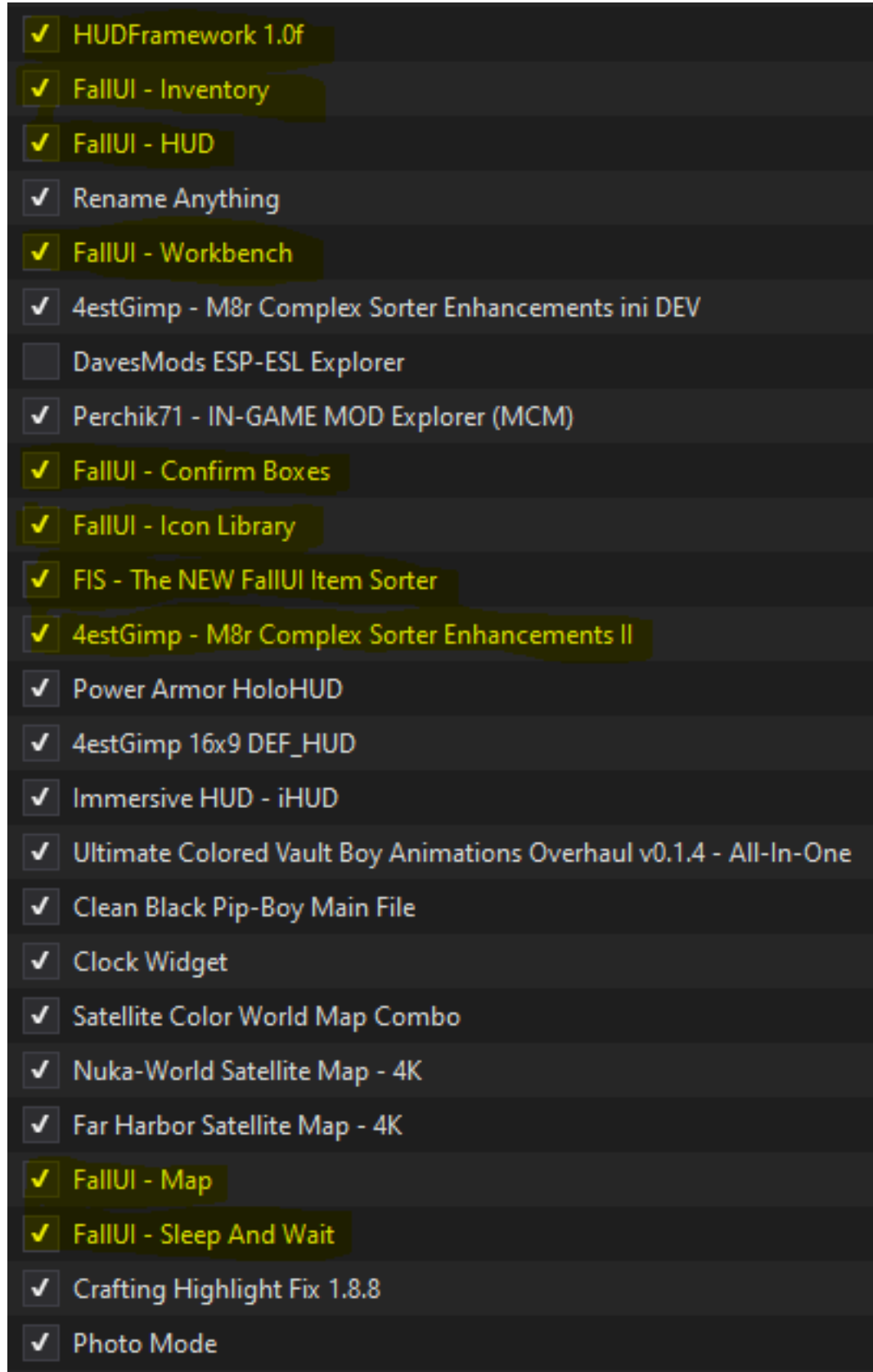
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17. [Leveled Item Fixes](#) – Every modded FO4 game should have LIF. It fixes many of the problems with Fallout 4 vanilla Leveled Lists and is a very small mod. It will most likely fix a few bad leveled list injection choices for weapons and armor in almost EVERY modded FO4.
- Choose LIF + Randomized PA. This prevents issues with PA Leveled List injection.
 - Choose any DLC item Distributions as desired



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Many of the following mods are optional, but here is my complete UI section for reference:



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ECO Patch Notes:

The last section in my load order is "Late Loaders".

The top of that section **PREVIOUSLY** contained Patches from Dank's ECO Patch Archive which were made for ECO and custom mods. However, those patches are no longer published/supported/needed.

My patches, [4estGimp - Minor Equipment and Crafting Overhaul Patches](#), can still be installed near the end of a load order to correct issues if another mod causes a conflict with my settings and tags. That page will be updated to reflect they are not "ECO" patches.

This an example but ONLY an example. It is doubtful any two of us have the same mods installed.

The patches are not required.

In fact, just move along to the next page.



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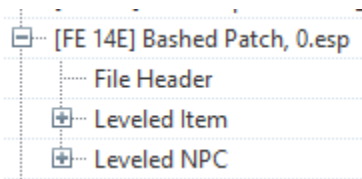
Complex Sorter Output Files

Complex Sorter no longer requires multiple output files. Most users can simply export to the one default file. I have more mods than what is reasonable and separate the output files into groups. It helps me run faster patches when testing or making new mods. Also, CS can read the record types and automatically set them based on the output file names.

Wrye Bash Considerations:

I do run a bashed patch but ALWAYS make a manual "fixes" file too. Many Faction, NPC, and Creature mods intentionally remove vanilla Leveled Lists and add their own LLs. Bashed patches will recombine those vanilla LLs back into a record. A person should verify every bash record and fix as necessary.

A standard Wrye Bash patch should only produce two record types: Leveled Item and Leveled NPC



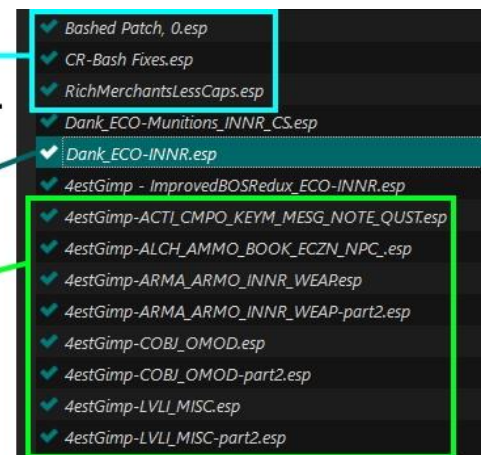
I used to disable the [Wrye Bash](#) patch when making CS output files but that was just out of habit and extra caution. **I've never seen a conflict between the WB files and CS. CS does not alter any of LVLI records adjusted by WB.** All the files in the picture below are loaded into xEdit and Complex Sorter is run with them active. This only applies to a Wrye Bashed patch which bashes only Leveled Item and Leveled NPC records. I don't recommend using WB for any other records types and actually don't recommend a Bashed Patch for most modders.

The absolute end of my load order (a few of these plugins will not apply to many users):

Bashed Patch, Manual Bash Fixes, & Rich Merchants which must load after bashes.

INNER - ECO or Ruddy88 INNER Required.

Complex Sorter Output File(s)
Most users have 1 or 2.



No files should load after the output file(s).

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My settings won't necessarily match anyone else's settings but these are right for me.



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More Plugins:

CS Plugin	Active	main menu
Item Sorter Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FIS (NEW FallUI Item Sorter)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
INNR XXXXXXXX R88-Style	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4estGimp CIS Enhancements II	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4estGimp NPC Scaling (Standalone)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Add XXXXXX Body Slot Numbers	<input type="checkbox"/>	<input type="checkbox"/>
Add XXXXXX Scrap Component SHORT Tags (VR	<input type="checkbox"/>	<input type="checkbox"/>
Add Scrap Component Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Add Tags To Basic Components	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Fix Missing Object Template	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Armor XXXXXX Body Part Tags	<input type="checkbox"/>	<input type="checkbox"/>
AWKOR XXXXXX Workbenches	<input type="checkbox"/>	<input type="checkbox"/>
AWKOR XXXXXX Compatibility	<input type="checkbox"/>	<input type="checkbox"/>
COBJ XXXXXX Converter	<input type="checkbox"/>	<input type="checkbox"/>
COBJ Fix	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ECO/ACO Armor/Clothing Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ECO/Crafting Framework Workbenches	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ECO Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Extra Icons Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Horizon XXXXXX	<input type="checkbox"/>	<input type="checkbox"/>
Immersive XXXXXX Animation Fr. Patcher	<input type="checkbox"/>	<input type="checkbox"/>
Immersive Pickup Sound Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Legendary Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
PANPC Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Perk Magazine Numbers	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Quest Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Radio Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Valuable Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
VI XX	<input type="checkbox"/>	<input type="checkbox"/>
Weightless Items	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

NPC Scaling:

4estGimp NPC Scaling (Standalone)
Edit plugin

This script makes NPC's level with your character. This is based on saiska's script converted into a Complex Item Sorter Plugin - Nexus ModID 45033. The Cathedral licence only applies to this specific file and no other components of Complex Item Sorter.

Author: 4estGimp/saiska/m8r98a4f2/DankRafft

Plugin options

☒ **Enable -> Plugin enabled**

☐ Show in main menu

Plugin settings

Hint: Most settings come with a detailed mouse-over tooltip.

-- ENCOUNTER ZONE LEVEL --

☒ Enable Level Section

New Maximum Level (Absolute) STD

New Minimum Level (%) STD

-- ENCOUNTER ZONE FLAGS --

☒ Enable Flags Section

☒ Remove 'Never Resets' Flag

☐ Set 'Disable Combat Boundary' Flag

-- ACTOR / NPC --

☒ Dynamic NPC Level

Level relative to player (%) STD

ECO Patcher – It mostly matches my preferences but I do like to choose “Nick can wear Armour”. “Move ALCH” is the only option I have unchecked.

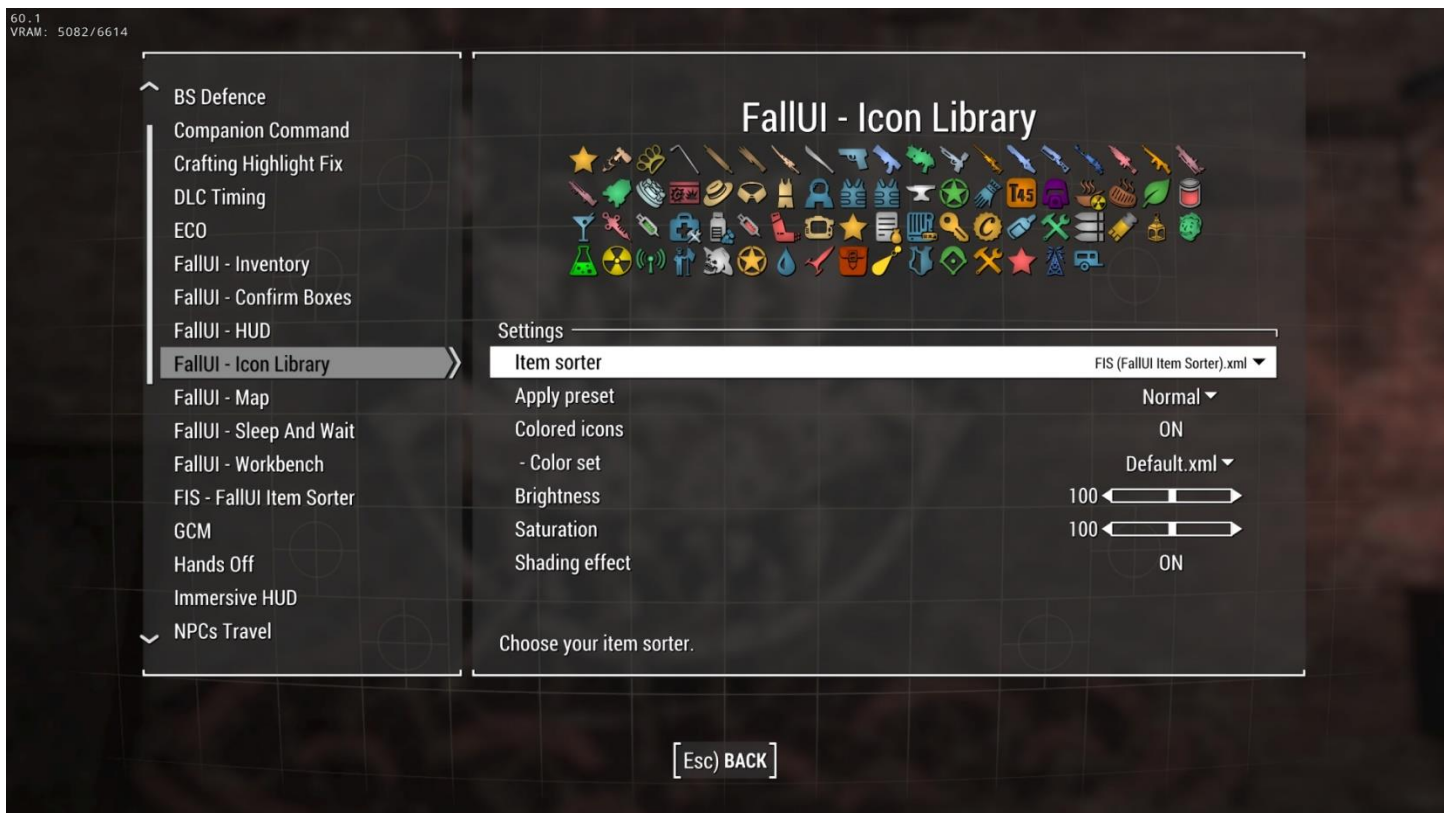
NPC Scaling – Just set to your preference. I enjoy 110%.

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MCM Settings

Set the Item sorter to **FIS (FallUI Items Sorter).xml**

FallUI Icon Library



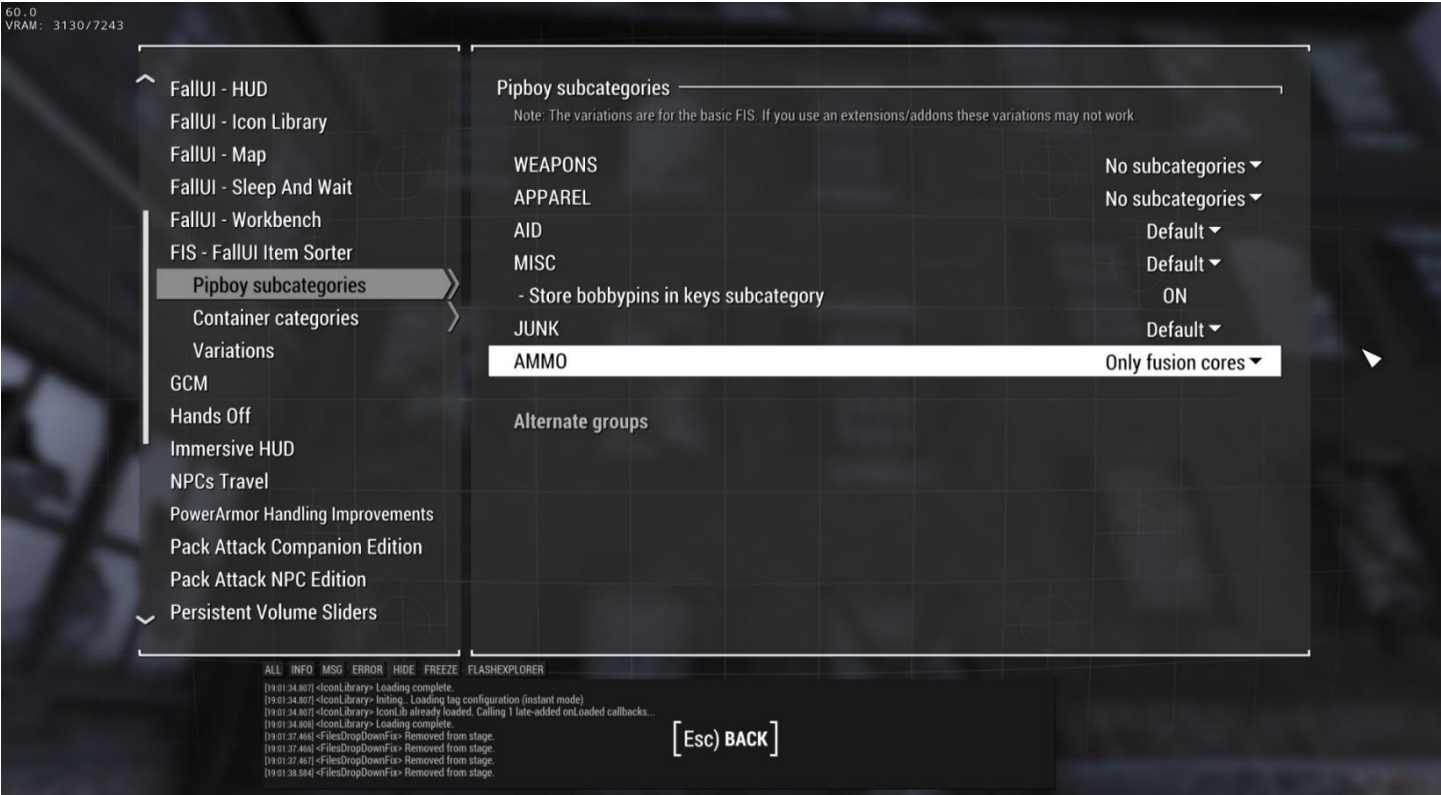
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FIS – Fall UI Item Sorter – Enable Auto Tagging Feature – ON

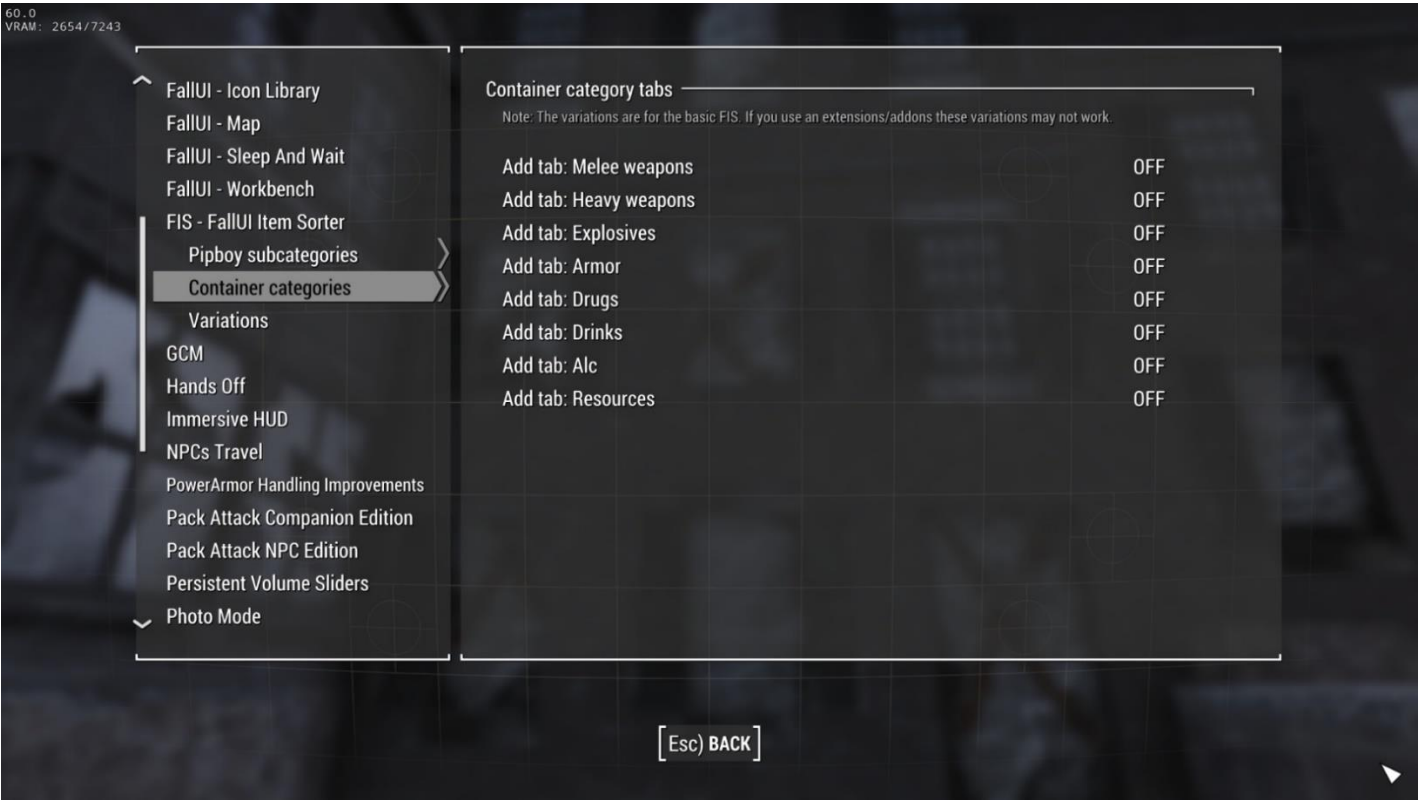


AMMO > Only Fusion Cores. Weapons and Apparel > No Subcategories.



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Container Categories tab – ALL OFF



Choose one of the 4estGimp color schemes for Armor Variation. This only affects Power Armor.

