


Basic Tools		
Search (CTRL-F) 		
Walking Inertia	Inertia Speed Preset	Tatical_Quick.ini
Basic		
Advanced	Linear Speed Increase	<input checked="" type="checkbox"/>
Ragdolls	Linear Speed Decrease	
Just Mods	Works on NPC's	
Viewmodel Recoil	Bypass Sprinting	<input checked="" type="checkbox"/>
FOV Slider	Stopping Inertia	<input type="checkbox"/>
Armed To The Teeth - Redux	Uninstall	<input type="checkbox"/>
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator		
SILE		

Advanced		
Search (CTRL-F) 		
Walking Inertia	Starting Speed	25
Basic	Ending Speed	
Advanced		
Ragdolls	Ramp Up Speed (Linear)	50
Just Mods	Ramp Down Speed (Exponential)	
Viewmodel Recoil	Movement Transition Speed	0.75
FOV Slider	Speed Cap	<input checked="" type="checkbox"/>
Armed To The Teeth - Redux	fMoveBaseSpeed	80
B42 Inertia	fMoveRunMult	3.73
Idle Variety	fMoveSneakMult	0.55
Pip-Boy Light Indicator		
SILE		

Ragdolls		
Search (CTRL-F)		
Walking Inertia	Ragdoll Momentum	<input checked="" type="checkbox"/>
Ragdolls	Corpse Toucher	<input checked="" type="checkbox"/>
Just Mods	Hit Reactions	<input checked="" type="checkbox"/>
Viewmodel Recoil	Death Reaction Type	Complex
FOV Slider	Death Reaction Chance	100 %
Armed To The Teeth - Redux	Projectile Force	0.5
B42 Inertia	Extra Death Force	<input checked="" type="checkbox"/>
Idle Variety	Extra Death Force Amount	2.0
Pip-Boy Light Indicator	Melee & Unarmed Force	150
SILE	Land Friction	2.0
	Linear Explosion Force	1.0
	Angular Explosion Force	1.0

Ragdolls		
Search (CTRL-F)		
Walking Inertia	Death Reaction Chance	100 %
Ragdolls	Projectile Force	0.5
Just Mods	Extra Death Force	<input checked="" type="checkbox"/>
Viewmodel Recoil	Extra Death Force Amount	2.0
FOV Slider	Melee & Unarmed Force	150
Armed To The Teeth - Redux	Land Friction	2.0
B42 Inertia	Linear Explosion Force	1.0
Idle Variety	Angular Explosion Force	1.0
Pip-Boy Light Indicator	Body Water Buoyancy	1.0
SILE	Limb Water Buoyancy	-0.3
	Water Physics LOD	512
	Grab Strength	100

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Enable Dynamic Crosshair

Enable Hit Marker

Enable Hit Indicator

Enable Visual Objectives

Enable Loot Menu

Enable Weapon Hwheel

Enable Vanilla Sprint

Enable Hold Breath

Enable Bullet Time

Automatic INI Management

MCM Controller Mode

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Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Enabled

☒ Dynamic Mode

Dyn. Offset

Mode Options:

1st Person Mode

Dynamic

3rd Person Mode

Dynamic

1st Sighting Mode

Vanilla

3rd Sighting Mode

Vanilla

Scope Mode

Nothing

Holstered Mode

Vanilla

Alt Shotgun

Pellets

No-Node Sighting

☒

Image Options:

Size

24-72 \* 8

Offset

0-256

Spread Calculation Options:

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Just Dynamic Crosshair

Mode Options:

1st Person Mode

Dynamic

3rd Person Mode

Dynamic

1st Sighting Mode

Vanilla

3rd Sighting Mode

Vanilla

Scope Mode

Nothing

Holstered Mode

Vanilla

Alt Shotgun

Pellets

No-Node Sighting

Image Options:

Size

24-72 \* 8

Offset

0-256

Spread Calculation Options:

Speed

0.30

FOV Multiplier

2.50

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Just Hit Marker

Enabled

Visible

1, 1, 1

Mode Options:

Hit Mode

Normal

Critical Mode

Shaking

Kill Mode

Offset

Dead Mode

Normal

Headshot Mode

Double

Mode Colors

Image Options:

Seconds

0.50

Max Alpha

400

Size

24 \* 8

Offset

24

Dynamic Mode

Not Dyn.

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Just Hit Indicator

Enabled☒Visible1, 1, 1

Mode Options:

Hit ModeNormalCritical ModeShaking

Self Damage ModeNormalNo Attacker ModeNormal

Explosion ModeDoubleMode Colors

Image Options:

Seconds1.50Max Alpha400

Size256 \* 256Offset24

RotationNPCs

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Just Vanilla Sprint

Enabled☒Side Movement KeysDiagonal

KeyL-ShiftToggle☒

Visual and Sound Options:

1st Person Animations☒Disable Unarmed Hands☐

3rd Person Animations☒Post-Sprint Fix☒

Sounds☐Alt SoundsDisabled

Gameplay Options:

Enable Jumping☒Strength Requirements☒

AP Drain14 - 20H2O Drain0 - 2

Endurance AP Buff0.50Speed Bonus75%



Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Crosshair

Hit Marker

Hit Indicator

Objectives

Loot Menu

Weapon Hwheel

Sprint

Hold Breath

Bullet Time

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Just Vanilla Sprint

1st Person Animations

3rd Person Animations

Sounds

Gameplay Options:

Enable Jumping

AP Drain

Endurance AP Buff

Force Holster

Sprint While Holstering

Ruleset

Companion Sprint

Disable Unarmed Hands

Post-Sprint Fix

Alt Sounds

Strength Requirements

H2O Drain

Speed Bonus

Weapon Penalty

Armor Penalty

Sprint While Swimming

Sprint While Reloading

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Viewmodel Recoil

Settings

Save\load

Show debug info

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Idle Variety

Pip-Boy Light Indicator

SILE

Viewmodel Recoil

Vertical base intensity

Vertical minimum recoil

Horizontal minimum recoil

Base damage coefficient

Strength coefficient (vertical)

Weapon weight coefficient (vertical)

Use ammo parsing

Base intensity ADS coefficient

ADS max and min recoils coefficient

Rotation mimics vertical movement

First shot - Horizontal multiplier

Horizontal base intensity

Vertical maximum recoil

Horizontal maximum recoil

Damage coefficient (horizontal)

Strength coefficient (horizontal)

Weapon weight coefficient (horizontal)

ADS skill bonus

Use randomized horizontal recoil

First shot - vertical multiplier

First shot - randomization

Viewmodel Recoil			
Search (CTRL-F)			
Walking Inertia	Strength coefficient (vertical)	0.30	Strength coefficient (horizontal) 0.05
Ragdolls	Weapon weight coefficient (vertical)	0.10	Weapon weight coefficient (horizontal) 0.02
Just Mods			
Viewmodel Recoil			
Settings	Use ammo parsing	ON	
Save/load	Base intensity ADS coefficient	0.10	ADS skill bonus 20
Show debug info	ADS max and min recoils coefficient	0.10	Use randomized horizontal recoil ON
FOV Slider	Rotation mimics vertical movement	ON	First shot - vertical multiplier 0.50
Armed To The Teeth - Redux	First shot - Horizontal multiplier	0.10	First shot - randomization 0.00
B42 Inertia	First shot - relaxing	10	Use individual weapon recoil ON
Idle Variety	Use old recoil formula	OFF	Use VATS fix ON
Pip-Boy Light Indicator	Constant tilt	OFF	Tilt amount 0.50
SILE	Constant rotation	ON	Rotation amount 1.00

FOV Slider			
Search (CTRL-F)			
Walking Inertia	World Field of View		85
Ragdolls	Player Field of View		85
Just Mods	Pipboy Field of View		50
Viewmodel Recoil	Terminal Field of View		0.140
FOV Slider	Scope Scissor Amount		0.250
Armed To The Teeth - Redux	Iron Sight Field of View Ratio		40
B42 Inertia	Iron Sights Field of View Zoom Time		0.100
Idle Variety	Near Distance Clipping		5.000
Pip-Boy Light Indicator	Enable/Disable Weapon Zooming		Zoom Enabled
SILE	Enable/Disable Scope Scissor Amount		Scope Scissor Enabled

FOV Slider		
Search (CTRL-F)		
Walking Inertia	Terminal Field of View	0.140
Ragdolls	Scope Scissor Amount	0.250
Just Mods		
Viewmodel Recoil		
FOV Slider	Iron Sight Field of View Ratio	40
Armed To The Teeth - Redux	Iron Sights Field of View Zoom Time	0.100
B42 Inertia	Near Distance Clipping	5.000
Idle Variety	Enable/Disable Weapon Zooming	Zoom Enabled
Pip-Boy Light Indicator	Enable/Disable Scope Scissor Amount	Scope Scissor Enabled
SILE		
	Dialogue Zoom Time	1.500
	Dialogue Zoom Out Delay Time	0.500
	Dialogue Speech Delay Time	2.000

Armed To The Teeth - Redux		
Search (CTRL-F)		
Walking Inertia	Mod Master Switch	Enabled
Ragdolls		
Just Mods		
Viewmodel Recoil	Grenade Options	
FOV Slider	Show Grenade	<input type="checkbox"/> Grenade Position Right
Armed To The Teeth - Redux	Grenade Key	I
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator	Weapon Options	
SILE		
	Left Shoulder Weapon	<input checked="" type="checkbox"/> Hotkey 3
	Right Shoulder Weapon	<input checked="" type="checkbox"/> Hotkey 2
	Left Hip Weapon	<input checked="" type="checkbox"/> Hotkey 4
	Right Hip Weapon	<input checked="" type="checkbox"/> Hotkey 1



Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Idle Variety

Pip-Boy Light Indicator

SILE

Armed To The Teeth - Redux

Show Grenade

Grenade Key

Grenade Position

I

Right

Weapon Options

Left Shoulder Weapon

Right Shoulder Weapon

Left Hip Weapon

Right Hip Weapon

Hotkey

Hotkey

Hotkey

Hotkey

3

2

4

1

Misc Options

Visible Holsters

Lowered Pistol Positions

Holster Menu Key

Use JAM/JWH Hotkeys

0

Search (CTRL-F)

Walking Inertia

Ragdolls

Just Mods

Viewmodel Recoil

FOV Slider

Armed To The Teeth - Redux

B42 Inertia

Idle Variety

Pip-Boy Light Indicator

SILE

B42 Inertia

General

Rotation Pivot

Horizontal Multiplier

Vertical Multiplier

Response Multiplier

Rotation Multiplier

Center

0.4x

0.6x

5.0x

1.0x


Idle Variety		
Search (CTRL-F) 		
Walking Inertia	Player Idle	0
Ragdolls	1. Arrogant	18. Nervous
Just Mods	2. ArrogantLook	19. NervousLook
Viewmodel Recoil	3. Attention	20. Passive
FOV Slider	4. AttentionLook	21. PassiveLook
Armed To The Teeth - Redux	5. Base	22. Sad
B42 Inertia	6. BaseLook	23. Scouting
Idle Variety	7. Classic	24. Seductive
Idle	8. Cool	25. Sleepy
Weapon Idle	9. CoolLook	26. Slouch
Pip-Boy Light Indicator	10. Disciplined	27. SlouchLook
SILE	11. DisciplinedLook	28. Thoughtful
		29. Tired1

Idle Variety		
Search (CTRL-F) 		
Walking Inertia	Player Weapon Idle	0
Ragdolls	1. Duty	
Just Mods	2. Lookout	
Viewmodel Recoil	3. Ready	
FOV Slider	4. Veteran	
Armed To The Teeth - Redux	5. Warrior	
B42 Inertia	6. Watchful	
Idle Variety		
Idle		
Weapon Idle		
Pip-Boy Light Indicator		
SILE		

Settings		
Search (CTRL-F)		
Walking Inertia	Icon Selection:	Default Torch
Ragdolls	Anchor Position:	Right
Just Mods	X & Y Axis Position:	0, 250
Viewmodel Recoil	Scale:	0.65x
FOV Slider	Transparency:	1.00
Armed To The Teeth - Redux		
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator		
Settings		
SILE		

Simple Interior Lighting Enhancement		
Search (CTRL-F)		
Walking Inertia	Emissive Multiplier	1.5
Ragdolls	Bloom Brightness Clamp	0.6
Just Mods	Saturation	1
Viewmodel Recoil	Contrast	1
FOV Slider	Contrast Average LUM	0.5
Armed To The Teeth - Redux	Brightness	0.7
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator		
SILE		
Caves		
Other Interiors		
Lights		

Simple Interior Lighting Enhancement		
Search (CTRL-F) 		
Walking Inertia	Emissive Multiplier	1.5
Ragdolls	Bloom Brightness Clamp	0.6
Just Mods	Saturation	1
Viewmodel Recoil	Contrast	1
FOV Slider	Contrast Average LUM	0.5
Armed To The Teeth - Redux	Brightness	0.7
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator		
SILE		
Caves		
Other Interiors		
Lights		

Simple Interior Lighting Enhancement		
Search (CTRL-F) 		
Walking Inertia	Radius Multiplier	1
Ragdolls	Fade Multiplier	1
Just Mods		
Viewmodel Recoil		
FOV Slider		
Armed To The Teeth - Redux		
B42 Inertia		
Idle Variety		
Pip-Boy Light Indicator		
SILE		
Caves		
Other Interiors		
Lights		