Ragdolls

Ragdolls
Walking Inertia
FOV Slider
Just Mods
Armed To The Teeth - Redux
Dynamic Pipboy Light
Viewmodel Recoil

Ragdoll Momentum	☑
Corpse Toucher	☑
Hit Reactions	☑
Death Reaction Type	Complex
Death Reaction Chance	100 %
Projectile Force	0.5
Extra Death Force	☑
Extra Death Force Amount	2.0
Melee & Unarmed Force	150
Land Friction	2.0
Linear Explosion Force	1.0
Angular Explosion Force	1.0

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Death Reaction Chance	100 %
Projectile Force	0.5
Extra Death Force	☑
Extra Death Force Amount	2.0
Melee & Unarmed Force	150
Land Friction	2.0
Linear Explosion Force	1.0
Angular Explosion Force	1.0
Body Water Buoyancy	1.0
Limb Water Buoyancy	-0.3
Water Physics LOD	512
Grab Strength	100

Basic Tools

Ragdolls
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  Basic
  Advanced
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Inertia Speed Preset	Tatical_Quick.ini
Linear Speed Increase	☑
Linear Speed Decrease	
Works on NPC's	
Bypass Sprinting	☑
Stopping Inertia	☐
Uninstall	☐

Advanced

Ragdolls	
Walking Inertia	Starting Speed — 25
Basic	**Ending Speed**
Advanced	Ramp Up Speed (Linear) — 50
FOV Slider	**Ramp Down Speed (Exponential)**
Just Mods	Movement Transition Speed — 0.75
Armed To The Teeth - Redux	Speed Cap — ☑
Dynamic Pipboy Light	fMoveBaseSpeed — 80
Viewmodel Recoil	fMoveRunMult — 3.73
	fMoveSneakMult — 0.55

FOV Slider

Ragdolls	
Walking Inertia	World Field of View — 85
FOV Slider	Player Field of View — 85
Just Mods	Pipboy Field of View — 50
Armed To The Teeth - Redux	Terminal Field of View — 0.140
Dynamic Pipboy Light	Scope Scissor Amount — 0.250
Viewmodel Recoil	
	Iron Sight Field of View Ratio — 40
	Iron Sights Field of View Zoom Time — 0.100
	Near Distance Clipping — 5.000
	Enable/Disable Weapon Zooming — Zoom Enabled
	Enable/Disable Scope Scissor Amount — Scope Scissor Enabled

FOV Slider

Ragdolls	
Walking Inertia	Terminal Field of View — 0.140
FOV Slider	Scope Scissor Amount — 0.250
Just Mods	
Armed To The Teeth - Redux	Iron Sight Field of View Ratio — 40
Dynamic Pipboy Light	Iron Sights Field of View Zoom Time — 0.100
Viewmodel Recoil	Near Distance Clipping — 5.000
	Enable/Disable Weapon Zooming — Zoom Enabled
	Enable/Disable Scope Scissor Amount — Scope Scissor Enabled
	Dialogue Zoom Time — 1.500
	Dialogue Zoom Out Delay Time — 0.500
	Dialogue Speech Delay Time — 2.000

Just Mods

Ragdolls		
Walking Inertia	Enable Dynamic Crosshair	☑
FOV Slider	Enable Hit Marker	☑
Just Mods	Enable Hit Indicator	☑
Crosshair	Enable Visual Objectives	☐
Hit Marker	Enable Loot Menu	☐
Hit Indicator	Enable Weapon Hweel	☐
Objectives	Enable Vanilla Sprint	☑
Loot Menu	Enable Hold Breath	☐
Weapon Hweel	Enable Bullet Time	☐
Sprint		
Hold Breath		
Bullet Time		
Armed To The Teeth - Redux		
Dynamic Pipboy Light	Automatic INI Management	☑
Viewmodel Recoil	MCM Controller Mode	☐

Just Dynamic Crosshair

Ragdolls				
Walking Inertia	Save to INI	☐	Load from INI	☐
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
FOV Slider	Enabled	☑	Dynamic Mode	Dyn. Offset
Just Mods				
Crosshair	**Mode Options:**			
Hit Marker	1st Person Mode	Dynamic	3rd Person Mode	Dynamic
Hit Indicator	1st Sighting Mode	Vanilla	3rd Sighting Mode	Vanilla
Objectives	Scope Mode	Nothing	Holstered Mode	Vanilla
Loot Menu	Alt Shotgun	Pellets	No-Node Sighting	☑
Weapon Hweel				
Sprint				
Hold Breath	**Image Options:**			
Bullet Time				
Viewmodel Recoil	Size	24-72 + 8	Offset	0-256

Just Dynamic Crosshair

Ragdolls				
Walking Inertia				
Armed To The Teeth - Redux	**Mode Options:**			
Dynamic Pipboy Light	1st Person Mode	Dynamic	3rd Person Mode	Dynamic
FOV Slider	1st Sighting Mode	Vanilla	3rd Sighting Mode	Vanilla
Just Mods	Scope Mode	Nothing	Holstered Mode	Vanilla
Crosshair	Alt Shotgun	Pellets	No-Node Sighting	☑
Hit Marker				
Hit Indicator				
Objectives	**Image Options:**			
Loot Menu	Size	24-72 + 8	Offset	0-256
Weapon Hweel				
Sprint				
Hold Breath	**Spread Calculation Options:**			
Bullet Time				
Viewmodel Recoil	Speed	0.30	FOV Multiplier	2.50

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.		

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Just Hit Indicator

Enabled	☑	Visible	1, 1, 1

Mode Options:

Hit Mode	Normal	Critical Mode	Shaking
Self Damage Mode	Normal	No Attacker Mode	Normal
Explosion Mode	Double	Mode Colors	

Image Options:

Seconds	1.50	Max Alpha	400
Size	256 × 256	Offset	24
Rotation	NPCs		

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Just Vanilla Sprint

Save = INI	☐	Load from INI	☐
Enabled	☑	Side Movement Keys	Diagonal
Key	L-Shift	Toggle	☑

Visual and Sound Options:

1st Person Animations	☑	Disable Unarmed Hands	☐
3rd Person Animations	☑	Post-Sprint Fix	☑
Sounds	☐	Alt Sounds	Disabled

Gameplay Options:

Enable Jumping	☑	Strength Requirements	☑

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Just Vanilla Sprint

Left Menu		
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Option	Value	Option	Value
1st Person Animations	☑	Disable Unarmed Hands	☐
3rd Person Animations	☑	Post-Sprint Fix	☑
Sounds	☐	Alt Sounds	Disabled

Gameplay Options:

Option	Value	Option	Value
Enable Jumping	☑	Strength Requirements	☑
AP Drain	14 - 20	H2O Drain	0 - 2
Endurance AP Buff	0.50	Speed Bonus	75%
Force Holster	Disabled	Weapon Penalty	☑
Sprint While Holstering	☐	Armor Penalty	☑
Ruleset	AP + H2O	Sprint While Swimming	☑
Companion Sprint	Disabled	Sprint While Reloading	☐

Armed To The Teeth - Redux

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Option	Value	Option	Value
Mod Master Switch	Enabled		

Grenade Options

Option	Value	Option	Value
Show Grenade	☐	Grenade Position	Right
Grenade Key	I		

Weapon Options

Option	Value	Option	Value
Left Shoulder Weapon	☑	Hotkey	3
Right Shoulder Weapon	☑	Hotkey	2
Left Hip Weapon	☑	Hotkey	4
Right Hip Weapon	☑	Hotkey	1

Armed To The Teeth - Redux

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Option	Value	Option	Value
Show Grenade	☑	Grenade Position	Right
Grenade Key	I		

Weapon Options

Option	Value	Option	Value
Left Shoulder Weapon	☑	Hotkey	3
Right Shoulder Weapon	☑	Hotkey	2
Left Hip Weapon	☑	Hotkey	4
Right Hip Weapon	☑	Hotkey	1

Misc Options

Option	Value	Option	Value
Visible Holsters	☐	Holster Menu Key	0
Lowered Pistol Positions	☐	Use JAM/JWH Hotkeys	☐

Settings for exterior pipboy light

Script processing delay:	0.20		
Radius options			
Light radius:	35	Alter. rate radius:	10
		Change radius	<no key>
Fade options			
Light fade:	1.20	Alter. rate fade:	0.50
		Change fade	<no key>
Color options			
Light color:		Alter. rate RGB:	5
		Change red	<no key>
Presets	with Glow	Change green	<no key>
	Game's Blue (46,207,255)	Change blue	<no key>

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 Exterior light
 Interior light (optional)
 Options
Viewmodel Recoil

Optional settings for interior pipboy light

Different interior light	□		
Radius options			
Light radius:	15	Alter. rate radius:	5
Fade options			
Light fade:	1.20	Alter. rate fade:	0.50
Color options			
Light color:		Alter. rate RGB:	5
Presets	None		
	Game's Amber (255,182,66)		

Left navigation:
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Optional and advanced settings

Single key input	□	Toggle key input	<no key>
Add or Subtract?	Add	Toggle Add/Subtract	<no key>
Notification:	Short text		
Light activation time:	0.80	Leaving interior, light fix	□
Use custom light key?	□	Custom light key	<no key>
Start time:	07:00 p.m.	Auto-activation exterior	□
End time:	06:30 a.m.	Time convention	12 hrs clock
Light activation value:	35.00	Auto-activation interior	□
No stealth activation	□	Crouching:	Light stays on
Color keys	for Pip Boy light	Display color:	
HUD Main color:		Terminal color:	
HUD Alt. color:		Menu color:	

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Viewmodel Recoil

Ragdolls			
Walking Inertia	Vertical base intensity	0.40	Horizontal base intensity	0.01
FOV Slider	Vertical minimum recoil	0.60	Vertical maximum recoil	4.40
Just Mods	Horizontal minimum recoil	0.20	Horizontal maximum recoil	3.40
Armed To The Teeth – Redux	Base damage coefficient	0.07	Damage coefficient (horizontal)	0.02
Dynamic Pipboy Light	Strength coefficient (vertical)	0.30	Strength coefficient (horizontal)	0.05
Viewmodel Recoil	Weapon weight coefficient (vertical) 0.90	Weapon weight coefficient (horizontal) 0.00
Settings		
Save\load	Use ammo parsing	ON
Show debug info	Base intensity ADS coefficient	0.10	ADS skill bonus	20
	ADS max and min recoils coefficient 0.10	Use randomized horizontal recoil	ON
	Rotation mimics vertical movement ON	First shot – vertical multiplier	0.50
	First shot – Horizontal multiplier 0.10	First shot – randomization	0.00

Viewmodel Recoil

Ragdolls			
Walking Inertia		
FOV Slider	Use ammo parsing	ON
Just Mods	Base intensity ADS coefficient	0.10	ADS skill bonus	20
Armed To The Teeth – Redux	ADS max and min recoils coefficient 0.10	Use randomized horizontal recoil	ON
Dynamic Pipboy Light	Rotation mimics vertical movement ON	First shot – vertical multiplier	0.50
Viewmodel Recoil	First shot – Horizontal multiplier 0.10	First shot – randomization	0.00
Settings	First shot – relaxing	10	Use individual weapon recoil	ON
Save\load	Use old recoil formula	OFF	Use VATS fix	ON
Show debug info	Constant tilt	OFF	Tilt amount	0.50
	Constant rotation	ON	Rotation amount	1.00

Show debug info

Ragdolls		
Walking Inertia	Show debug info	OFF
FOV Slider		
Just Mods		
Armed To The Teeth – Redux		
Dynamic Pipboy Light		
Viewmodel Recoil		
Settings		
Save\load		
Show debug info		