

Ragdolls		
Ragdolls		
Walking Inertia	Ragdoll Momentum	<input checked="" type="checkbox"/>
FOV Slider	Corpse Toucher	<input checked="" type="checkbox"/>
Just Mods	Hit Reactions	<input checked="" type="checkbox"/>
Armed To The Teeth - Redux	Death Reaction Type	Complex
Dynamic Pipboy Light	Death Reaction Chance	100 %
Viewmodel Recoil	Projectile Force	0.5
	Extra Death Force	<input checked="" type="checkbox"/>
	Extra Death Force Amount	2.0
	Melee & Unarmed Force	150
	Land Friction	2.0
	Linear Explosion Force	1.0
	Angular Explosion Force	1.0

Ragdolls		
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Walking Inertia	Death Reaction Chance	100 %
FOV Slider	Projectile Force	0.5
Just Mods	Extra Death Force	<input checked="" type="checkbox"/>
Armed To The Teeth - Redux	Extra Death Force Amount	2.0
Dynamic Pipboy Light	Melee & Unarmed Force	150
Viewmodel Recoil	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		
Walking Inertia	Inertia Speed Preset	Tactical_Quick.ini
Basic	Linear Speed Increase	<input checked="" type="checkbox"/>
Advanced	Linear Speed Decrease	
FOV Slider	Works on NPC's	
Just Mods	Bypass Sprinting	<input checked="" type="checkbox"/>
Armed To The Teeth - Redux	Stopping Inertia	<input type="checkbox"/>
Dynamic Pipboy Light	Uninstall	<input type="checkbox"/>
Viewmodel Recoil		

Advanced		
Ragdolls		
Walking Inertia	Starting Speed	25
Basic	Ending Speed	
Advanced	Ramp Up Speed (Linear)	50
FOV Slider	Ramp Down Speed (Exponential)	
Just Mods		
Armed To The Teeth - Redux	Movement Transition Speed	0.75
Dynamic Pipboy Light	Speed Cap	<input checked="" type="checkbox"/>
Viewmodel Recoil	fMoveBaseSpeed	80
	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		
Dynamic Pipboy Light	Iron Sight Field of View Ratio	40
Viewmodel Recoil	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
	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 <input checked="" type="checkbox"/>
FOV Slider	Enable Hit Marker <input checked="" type="checkbox"/>
Just Mods	Enable Hit Indicator <input checked="" type="checkbox"/>
Crosshair	Enable Visual Objectives <input type="checkbox"/>
Hit Marker	Enable Loot Menu <input type="checkbox"/>
Hit Indicator	Enable Weapon Wheel <input type="checkbox"/>
Objectives	Enable Vanilla Sprint <input checked="" type="checkbox"/>
Loot Menu	Enable Hold Breath <input type="checkbox"/>
Weapon Wheel	Enable Bullet Time <input type="checkbox"/>
Sprint	
Hold Breath	
Bullet Time	
Armed To The Teeth - Redux	
Dynamic Pipboy Light	Automatic IRI Management <input checked="" type="checkbox"/>
Viewmodel Recoil	MCM Controller Mode <input type="checkbox"/>

Just Dynamic Crosshair

Ragdolls	Enabled	<input checked="" type="checkbox"/> Dynamic Mode	Dyn. Offset	
Walking Inertia				
FOV Slider				
Just Mods				
Crosshair	Mode Options:			
Hit Marker	1st Person Mode	Dynamic	3rd Person Mode	Dynamic
Hit Indicator	1st Sighting Mode	Nothing	3rd Sighting Mode	Dot (Big)
Objectives	Scope Mode	Nothing	Holstered Mode	Dot (Big)
Loot Menu	Alt Shotgun	Pellets	No-Node Sighting	<input checked="" type="checkbox"/>
Weapon Wheel				
Sprint				
Hold Breath				
Bullet Time				
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
Viewmodel Recoil				

Image Options:

Size	24-72 + 8	Offset	0-256
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Spread Calculation Options:

Just Dynamic Crosshair

Ragdolls				
Walking Inertia				
FOV Slider				
Just Mods				
Crosshair	Mode Options:			
Hit Marker	1st Person Mode	Dynamic	3rd Person Mode	Dynamic
Hit Indicator	1st Sighting Mode	Nothing	3rd Sighting Mode	Dot (Big)
Objectives	Scope Mode	Nothing	Holstered Mode	Dot (Big)
Loot Menu	Alt Shotgun	Pellets	No-Node Sighting	<input checked="" type="checkbox"/>
Weapon Wheel				
Sprint				
Hold Breath				
Bullet Time				
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
Viewmodel Recoil				

Image Options:

Size	24-72 + 8	Offset	0-256
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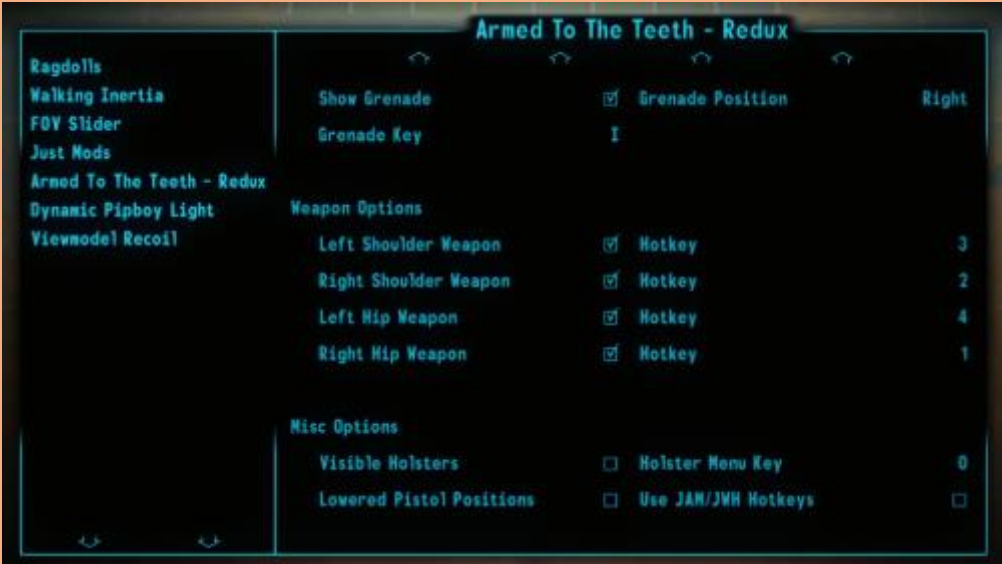
Spread Calculation Options:

Speed	0.30	FOV Multiplier	2.25
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Just Hit Marker				
Ragdolls				
Walking Inertia	Enabled	<input checked="" type="checkbox"/>	Visible	1, 1, 1
FOV Slider				
Just Mods	Mode Options:			
Crosshair	Hit Mode	Normal	Critical Mode	Shaking
Hit Marker	Kill Mode	Offset	Dead Mode	Normal
Hit Indicator	Headshot Mode	Double	Mode Colors	
Objectives	Image Options:			
Loot Menu	Seconds	0.50	Max Alpha	400
Weapon Wheel	Size	24 × 8	Offset	24
Sprint	Dynamic Mode	Not Dyn.		
Hold Breath				
Bullet Time				
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
Viewmodel Recoil				

Just Hit Indicator				
Ragdolls				
Walking Inertia	Enabled	<input checked="" type="checkbox"/>	Visible	1, 1, 1
FOV Slider				
Just Mods	Mode Options:			
Crosshair	Hit Mode	Normal	Critical Mode	Shaking
Hit Marker	Self Damage Mode	Normal	No Attacker Mode	Normal
Hit Indicator	Explosion Mode	Double	Mode Colors	
Objectives	Image Options:			
Loot Menu	Seconds	1.50	Max Alpha	400
Weapon Wheel	Size	256 × 256	Offset	24
Sprint	Rotation	NPCs		
Hold Breath				
Bullet Time				
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
Viewmodel Recoil				

Just Vanilla Sprint				
Ragdolls				
Walking Inertia	Enabled	<input checked="" type="checkbox"/>	Side Movement Keys	Diagonal
FOV Slider	Key	L-Shift	Toggle	<input checked="" type="checkbox"/>
Just Mods	Visual and Sound Options:			
Crosshair	Animations	1st & 3rd Person	Disable Unarmed Hands	<input type="checkbox"/>
Hit Marker	Post-Sprint Fix	<input checked="" type="checkbox"/>		
Hit Indicator	Sounds	<input type="checkbox"/>	Alt Sounds	Disabled
Objectives	Gameplay Options:			
Loot Menu	Enable Jumping	<input checked="" type="checkbox"/>	Strength Requirements	<input checked="" type="checkbox"/>
Weapon Wheel	AP Drain	14 - 20	H2O Drain	0 - 2
Sprint	Endurance AP Buff	0.50	1s Person Speed Bonus	75%
Hold Breath				
Bullet Time				
Armed To The Teeth - Redux				
Dynamic Pipboy Light				
Viewmodel Recoil				



Ragdolls
Walking Inertia
FOV Slider
Just Mods
Armed To The Teeth - Redux
Dynamic Pipboy Light
Exterior light
Interior light (optional)
Options
Viewmodel Recoil

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>
Change green: <no key>
Change blue: <no key>

Presets

with Glow
Game's Blue (46,207,255)

Ragdolls
Walking Inertia
FOV Slider
Just Mods
Armed To The Teeth - Redux
Dynamic Pipboy Light
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 (255,167,66)

Ragdolls
Walking Inertia
FOV Slider
Just Mods
Armed To The Teeth - Redux
Dynamic Pipboy Light
Exterior light
Interior light (optional)
Options
Viewmodel Recoil

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: 06:00 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

HUD Main color:  Terminal color: 
HUD Alt. color:  Menu color: 
Display color: 

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)	0.10	Weapon weight coefficient (horizontal) 0.03
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			
Just Mods	Use ammo parsing	ON	
Armed To The Teeth - Redux	Base intensity ADS coefficient	0.10	ADS skill bonus 20
Dynamic Pipboy Light	ADS max and min recoils coefficient	0.10	Use randomized horizontal recoil ON
Viewmodel Recoil	Rotation mimics vertical movement	ON	First shot - vertical multiplier 0.50
Settings	First shot - Horizontal multiplier	0.10	First shot - randomization 0.00
Save/load	First shot - relaxing	10	Use individual weapon recoil ON
Show debug info	Use old recoil formula	OFF	Use VATS fix ON
	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	