

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

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

| Ragdolls                   |                          |                                     |
|----------------------------|--------------------------|-------------------------------------|
| Search (CTRL-F)            | <input type="text"/>     | <input type="button" value="🔍"/>    |
| 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)            | <input type="text"/>     | <input type="button" value="🔍"/>    |
| 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                                 |

**Just Mods**

| Setting                  | Description | Status                              |
|--------------------------|-------------|-------------------------------------|
| Enable Dynamic Crosshair |             | <input checked="" type="checkbox"/> |
| Enable Hit Marker        |             | <input checked="" type="checkbox"/> |
| Enable Hit Indicator     |             | <input checked="" type="checkbox"/> |
| Enable Visual Objectives |             | <input type="checkbox"/>            |
| Enable Loot Menu         |             | <input type="checkbox"/>            |
| Enable Weapon Hwheel     |             | <input type="checkbox"/>            |
| Enable Vanilla Sprint    |             | <input checked="" type="checkbox"/> |
| Enable Hold Breath       |             | <input type="checkbox"/>            |
| Enable Bullet Time       |             | <input type="checkbox"/>            |
| Automatic INI Management |             | <input checked="" type="checkbox"/> |
| MCM Controller Mode      |             | <input type="checkbox"/>            |

**Just Dynamic Crosshair**

| Setting                     | Description  | Status                              |
|-----------------------------|--------------|-------------------------------------|
| Enabled                     | Dynamic Mode | <input checked="" type="checkbox"/> |
| Dyn. Offset                 |              |                                     |
| Mode Options:               |              |                                     |
| 1st Person Mode             | Dynamic      | 3rd Person Mode                     |
| 1st Sighting Mode           | Vanilla      | 3rd Sighting Mode                   |
| Scope Mode                  | Nothing      | Holstered Mode                      |
| Alt Shotgun                 | Pellets      | No-Node Sighting                    |
| Image Options:              |              |                                     |
| Size                        | 24-72 * 8    | Offset                              |
| 0-256                       |              |                                     |
| Spread Calculation Options: |              |                                     |

**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  | <input checked="" type="checkbox"/> |

  

| Image Options: |           |        |
|----------------|-----------|--------|
| Size           | 24-72 * 8 | Offset |
|                |           | 0-256  |

  

| Spread Calculation Options: |      |                |
|-----------------------------|------|----------------|
| Speed                       | 0.30 | FOV Multiplier |
|                             |      | 2.50           |

**Just Hit Marker**

| Mode Options: |        |               |
|---------------|--------|---------------|
| Hit Mode      | Normal | Critical Mode |
| Kill Mode     | Offset | Dead Mode     |
| Headshot Mode | Double | Mode Colors   |

  

| Image Options: |          |           |
|----------------|----------|-----------|
| Seconds        | 0.50     | Max Alpha |
| Size           | 24 * 8   | Offset    |
| Dynamic Mode   | Not Dyn. |           |

| Just Hit Indicator         |                      |   |                  |
|----------------------------|----------------------|---|------------------|
| Search (CTRL-F)            | <input type="text"/> |   |                  |
| Walking Inertia            | Enabled              | <input checked="" type="checkbox"/> Visible | 1, 1, 1          |
| <b>Mode Options:</b>       |                      |   |                  |
| Ragdolls                   | Hit Mode             | Normal                                      | Critical Mode    |
| Just Mods                  | Self Damage Mode     | Normal                                      | No Attacker Mode |
| Crosshair                  | Explosion Mode       | Double                                      | Mode Colors      |
| Hit Marker                 |                      |   |                  |
| Hit Indicator              |                      |   |                  |
| Objectives                 |                      |   |                  |
| Loot Menu                  |                      |   |                  |
| Weapon Hweel               |                      |   |                  |
| Sprint                     |                      |   |                  |
| Hold Breath                |                      |   |                  |
| Bullet Time                |                      |   |                  |
| Viewmodel Recoil           | Seconds              | 1.50  | Max Alpha        |
| FOV Slider                 | Size                 | 256 * 256                                   | Offset           |
| Armed To The Teeth - Redux | Rotation             | NPCs  |                  |
| B42 Inertia                |                      |   |                  |

| Just Vanilla Sprint              |   |  |  |
|----------------------------------|---|--|--|
| Search (CTRL-F)                  | <input type="text"/>                                      |  |  |
| Walking Inertia                  | Enabled   | <input checked="" type="checkbox"/> Side Movement Keys | Diagonal                                   |
| Ragdolls                         | Key   | L-Shift  | <input checked="" type="checkbox"/> Toggle |
| Just Mods                        |   |  |  |
| Crosshair                        |   |  |  |
| Hit Marker                       |   |  |  |
| Hit Indicator                    |   |  |  |
| Objectives                       |   |  |  |
| Loot Menu                        |   |  |  |
| Weapon Hweel                     |   |  |  |
| Sprint                           |   |  |  |
| Hold Breath                      |   |  |  |
| Bullet Time                      |   |  |  |
| Viewmodel Recoil                 |   |  |  |
| FOV Slider                       |   |  |  |
| Armed To The Teeth - Redux       |   |  |  |
| B42 Inertia                      |   |  |  |
| <b>Visual and Sound Options:</b> |   |  |  |
| 1st Person Animations            | <input checked="" type="checkbox"/> Disable Unarmed Hands | <input type="checkbox"/>                               |  |
| 3rd Person Animations            | <input checked="" type="checkbox"/> Post-Sprint Fix       | <input checked="" type="checkbox"/>                    |  |
| Sounds                           | <input type="checkbox"/> Alt Sounds                       | Disabled   |  |
| <b>Gameplay Options:</b>         |   |  |  |
| Enable Jumping                   | <input checked="" type="checkbox"/> Strength Requirements | <input checked="" type="checkbox"/>                    |  |
| AP Drain                         | 14 - 20   | H2O Drain  | 0 - 2                                      |
| Endurance AP Buff                | 0.50  | Speed Bonus  | 75%  |

| Just Vanilla Sprint        |                          |   |  |
|----------------------------|--------------------------|---|--|
| Search (CTRL-F)            | <input type="text"/>     | <input type="checkbox"/>                                  | <input type="checkbox"/>                                     |
| Walking Inertia            | 1st Person Animations    | <input checked="" type="checkbox"/> Disable Unarmed Hands | <input type="checkbox"/>                                     |
| Ragdolls                   | 3rd Person Animations    | <input checked="" type="checkbox"/> Post-Sprint Fix       | <input checked="" type="checkbox"/>                          |
| Just Mods                  | Sounds                   | <input type="checkbox"/> Alt Sounds                       | Disabled   |
| Crosshair                  | <b>Gameplay Options:</b> |   |  |
| Hit Marker                 | Enable Jumping           | <input checked="" type="checkbox"/> Strength Requirements | <input checked="" type="checkbox"/>                          |
| Hit Indicator              | AP Drain                 | 14 - 20   | H2O Drain<br>0 - 2   |
| Objectives                 | Endurance AP Buff        | 0.50  | Speed Bonus<br>75%   |
| Loot Menu                  | Force Holster            | Disabled  | Weapon Penalty<br><input checked="" type="checkbox"/>        |
| Weapon Hwheel              | Sprint While Holstering  | <input type="checkbox"/> Armor Penalty                    | <input checked="" type="checkbox"/>                          |
| Sprint                     | Ruleset                  | AP + H2O  | Sprint While Swimming<br><input checked="" type="checkbox"/> |
| Hold Breath                | Companion Sprint         | Disabled  | Sprint While Reloading<br><input type="checkbox"/>           |
| Bullet Time                |                          |   |  |
| Viewmodel Recoil           |                          |   |  |
| FOV Slider                 |                          |   |  |
| Armed To The Teeth - Redux |                          |   |  |
| B42 Inertia                |                          |   |  |

| Viewmodel Recoil           |                                      |                          |  |
|----------------------------|--------------------------------------|--------------------------|--|
| Search (CTRL-F)            | <input type="text"/>                 | <input type="checkbox"/> | <input type="checkbox"/>                       |
| Walking Inertia            | Vertical base intensity              | 0.40                     | Horizontal base intensity<br>0.01              |
| Ragdolls                   | Vertical minimum recoil              | 0.60                     | Vertical maximum recoil<br>4.40                |
| Just Mods                  | Horizontal minimum recoil            | 0.20                     | Horizontal maximum recoil<br>3.40              |
| Viewmodel Recoil           | Base damage coefficient              | 0.07                     | Damage coefficient (horizontal)<br>0.02        |
| Settings                   | Strength coefficient (vertical)      | 0.30                     | Strength coefficient (horizontal)<br>0.05      |
| Save\load                  | Weapon weight coefficient (vertical) | 0.50                     | Weapon weight coefficient (horizontal)<br>0.02 |
| Show debug info            | Use ammo parsing                     | ON                       |  |
| FOV Slider                 | Base intensity ADS coefficient       | 0.10                     | ADS skill bonus<br>20                          |
| Armed To The Teeth - Redux | ADS max and min recoils coefficient  | 0.10                     | Use randomized horizontal recoil<br>ON         |
| B42 Inertia                | Rotation mimics vertical movement    | ON                       | First shot - vertical multiplier<br>0.50       |
| Idle Variety               | First shot - Horizontal multiplier   | 0.10                     | First shot - randomization<br>0.00             |
| Pip-Boy Light Indicator    |                                      |                          |  |
| SILE                       |                                      |                          |  |

| Viewmodel Recoil           |                                      |      |   |
|----------------------------|--------------------------------------|------|---|
| Walking Inertia            | Strength coefficient (vertical)      | 0.30 | Strength coefficient (horizontal) 0.05      |
| Ragdolls                   | Weapon weight coefficient (vertical) | 10   | Weapon weight coefficient (horizontal) 0.92 |
| Just Mods                  |                                      |      |   |
| Viewmodel Recoil           |                                      |      |   |
| Settings                   | Use ammo parsing                     | ON   |   |
| Save\load                  | Base intensity ADS coefficient       | 0.10 | ADS skill bonus                             |
| Show debug info            | ADS max and min recoils coefficient  | 10   | Use randomized horizontal recoil            |
| FOV Slider                 | Rotation mimics vertical movement    | ON   | First shot - vertical multiplier            |
| Armed To The Teeth - Redux |                                      | 0.50 |   |
| B42 Inertia                | First shot - Horizontal multiplier   | 0.10 | First shot - randomization                  |
| Idle Variety               | First shot - relaxing                | 10   | Use individual weapon recoil                |
| Pip-Boy Light Indicator    | Use old recoil formula               | OFF  | Use VATS fix                                |
| SILE                       | Constant tilt                        | OFF  | Tilt amount                                 |
|                            | Constant rotation                    | ON   | Rotation amount                             |
|                            |                                      |      | 1.00  |

| FOV Slider                 |                                     |                       |  |
|----------------------------|-------------------------------------|-----------------------|--|
| 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 |                                     |                       |  |
| B42 Inertia                | Iron Sight Field of View Ratio      | 40                    |  |
| Idle Variety               | Iron Sights Field of View Zoom Time | 0.100                 |  |
| Pip-Boy Light Indicator    | Near Distance Clipping              | 5.000                 |  |
| SILE                       | Enable/Disable Weapon Zooming       | Zoom Enabled          |  |
|                            | 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    |

| Armed To The Teeth - Redux |                          |                                     |                     |
|----------------------------|--------------------------|-------------------------------------|---------------------|
| Search (CTRL-F)            | <input type="text"/>     |                                     |                     |
| Walking Inertia            | Show Grenade             | <input type="checkbox"/>            | Grenade Position    |
| Ragdolls                   | Grenade Key              | I                                   | Right               |
| Just Mods                  |                          |                                     |                     |
| Viewmodel Recoil           |                          |                                     |                     |
| FOV Slider                 | Weapon Options           |                                     |                     |
| Armed To The Teeth - Redux | Left Shoulder Weapon     | <input checked="" type="checkbox"/> | Hotkey 3            |
| B42 Inertia                | Right Shoulder Weapon    | <input checked="" type="checkbox"/> | Hotkey 2            |
| Idle Variety               | Left Hip Weapon          | <input checked="" type="checkbox"/> | Hotkey 4            |
| Pip-Boy Light Indicator    | Right Hip Weapon         | <input checked="" type="checkbox"/> | Hotkey 1            |
| SILE                       |                          |                                     |                     |
|                            | Misc Options             |                                     |                     |
|                            | Visible Holsters         | <input type="checkbox"/>            | Holster Menu Key 0  |
|                            | Lowered Pistol Positions | <input type="checkbox"/>            | Use JAM/JWH Hotkeys |

| B42 Inertia                |                       |  |        |
|----------------------------|-----------------------|--|--------|
| Search (CTRL-F)            | <input type="text"/>  |  |        |
| Walking Inertia            | General               |  |        |
| Ragdolls                   | Rotation Pivot        |  | Center |
| Just Mods                  | Horizontal Multiplier |  | 0.4x   |
| Viewmodel Recoil           | Vertical Multiplier   |  | 0.6x   |
| FOV Slider                 | Response Multiplier   |  | 5.0x   |
| Armed To The Teeth - Redux | Rotation Multiplier   |  | 1.0x   |
| B42 Inertia                |                       |  |        |
| Idle Variety               |                       |  |        |
| Pip-Boy Light Indicator    |                       |  |        |
| SILE                       |                       |  |        |

| Idle Variety                               |                      |
|--|----------------------|
| Search (CTRL-F)                            | <input type="text"/> |
| <a href="#">Walking Inertia</a>            | <b>Player Idle</b>   |
| <a href="#">Ragdolls</a>                   | 0 18. Nervous        |
| <a href="#">Just Mods</a>                  | 19. NervousLook      |
| <a href="#">Viewmodel Recoil</a>           | 20. Passive          |
| <a href="#">FOV Slider</a>                 | 21. PassiveLook      |
| <a href="#">Armed To The Teeth - Redux</a> | 22. Sad              |
| <a href="#">B42 Inertia</a>                | 23. Scouting         |
| <a href="#">Idle Variety</a>               | 24. Seductive        |
| <a href="#">Idle</a>                       | 25. Sleepy           |
| <a href="#">Weapon Idle</a>                | 26. Slouch           |
| <a href="#">Pip-Boy Light Indicator</a>    | 27. SlouchLook       |
| <a href="#">SILE</a>                       | 28. Thoughtful       |
|  | 29. Tired1           |

| Idle Variety                               |                           |
|--|---------------------------|
| Search (CTRL-F)                            | <input type="text"/>      |
| <a href="#">Walking Inertia</a>            | <b>Player Weapon Idle</b> |
| <a href="#">Ragdolls</a>                   | 0                         |
| <a href="#">Just Mods</a>                  | 1. Duty                   |
| <a href="#">Viewmodel Recoil</a>           | 2. Lookout                |
| <a href="#">FOV Slider</a>                 | 3. Ready                  |
| <a href="#">Armed To The Teeth - Redux</a> | 4. Veteran                |
| <a href="#">B42 Inertia</a>                | 5. Warrior                |
| <a href="#">Idle Variety</a>               | 6. Watchful               |
| <a href="#">Idle</a>                       |                           |
| <a href="#">Weapon Idle</a>                |                           |
| <a href="#">Pip-Boy Light Indicator</a>    |                           |
| <a href="#">SILE</a>                       |                           |

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

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

| Simple Interior Lighting Enhancement |                        |     |
|--------------------------------------|------------------------|-----|
| Search (CTRL-F)                      | <input type="text"/>   |     |
| 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)                      | <input type="text"/> |   |
| 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                               |                      |   |