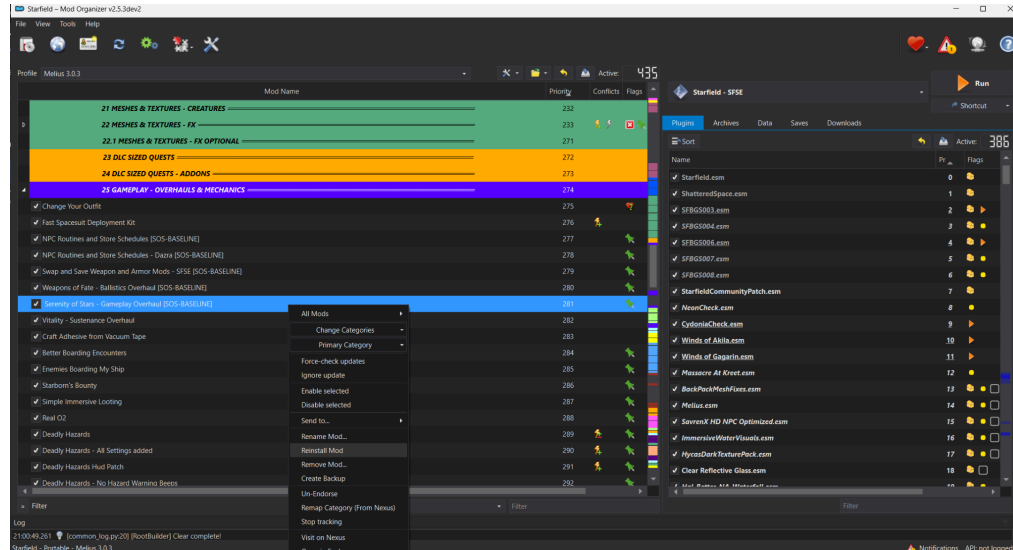


Enabling Enemy Healthbars

[MOD] Serenity of Stars - Gameplay Overhaul *changes*

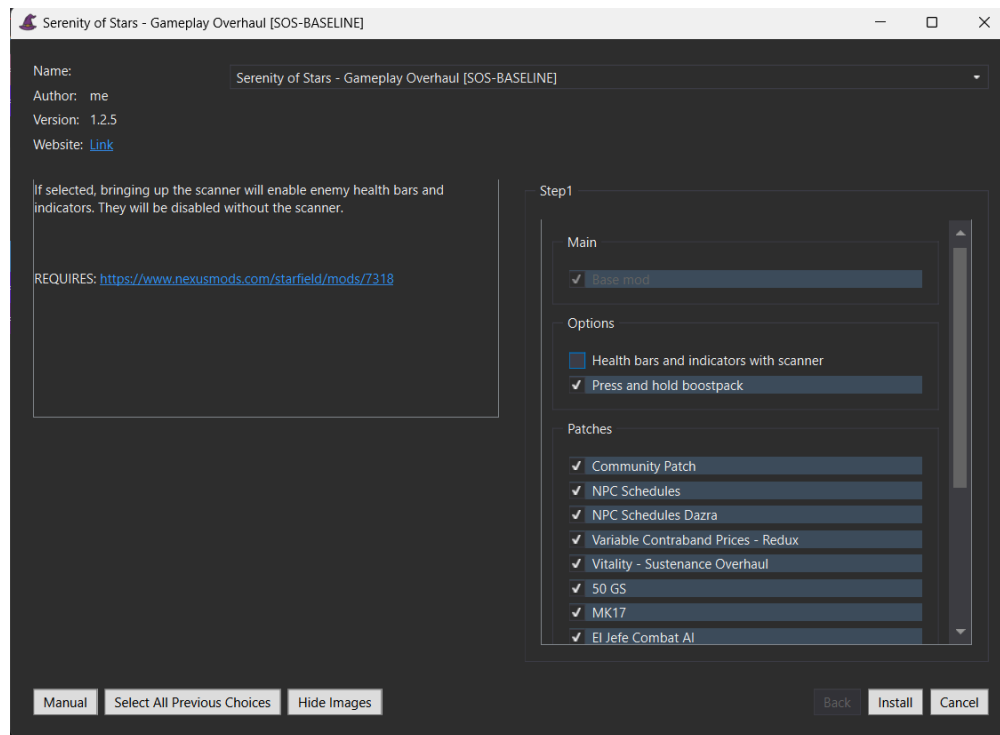
Step 1: Right click “Serenity of Stars - Gameplay Overhaul [SOS-BASELINE]” in the left pane of MO2



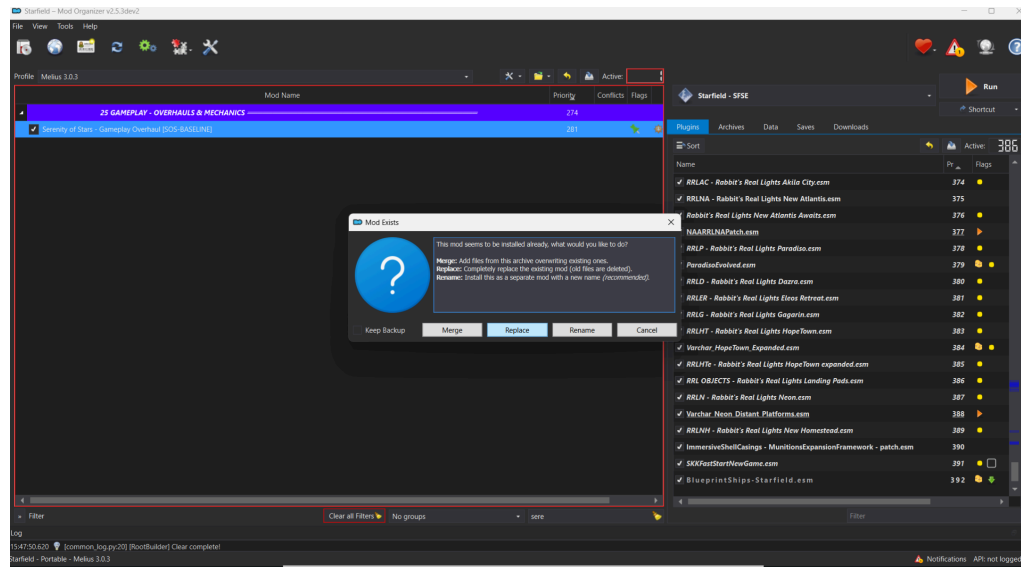
Step 2: Select “Reinstall Mod”

Step 3: Uncheck “Health bars and indicators with scanner”

Step 4: Click Install



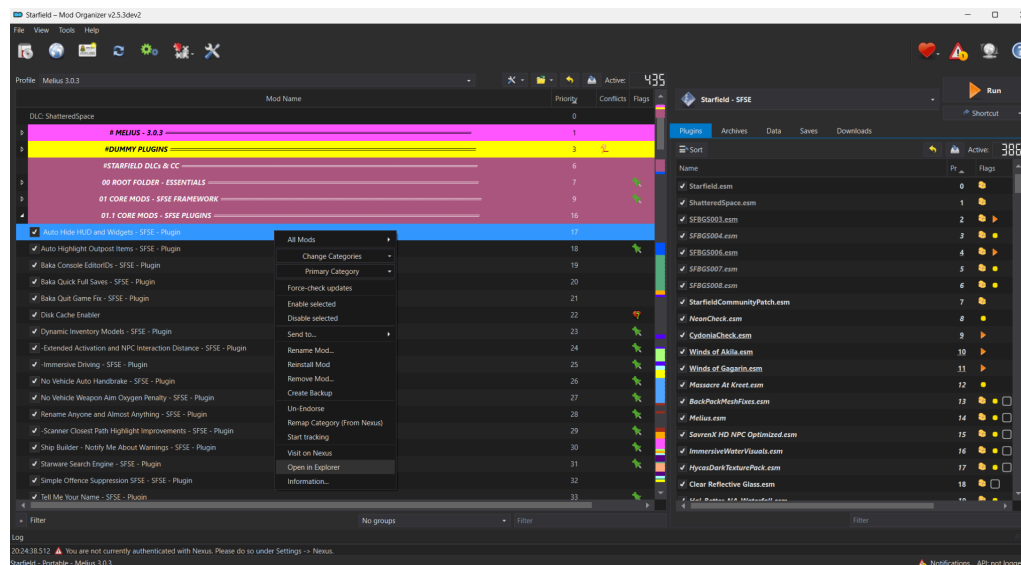
Step 5: Click Replace



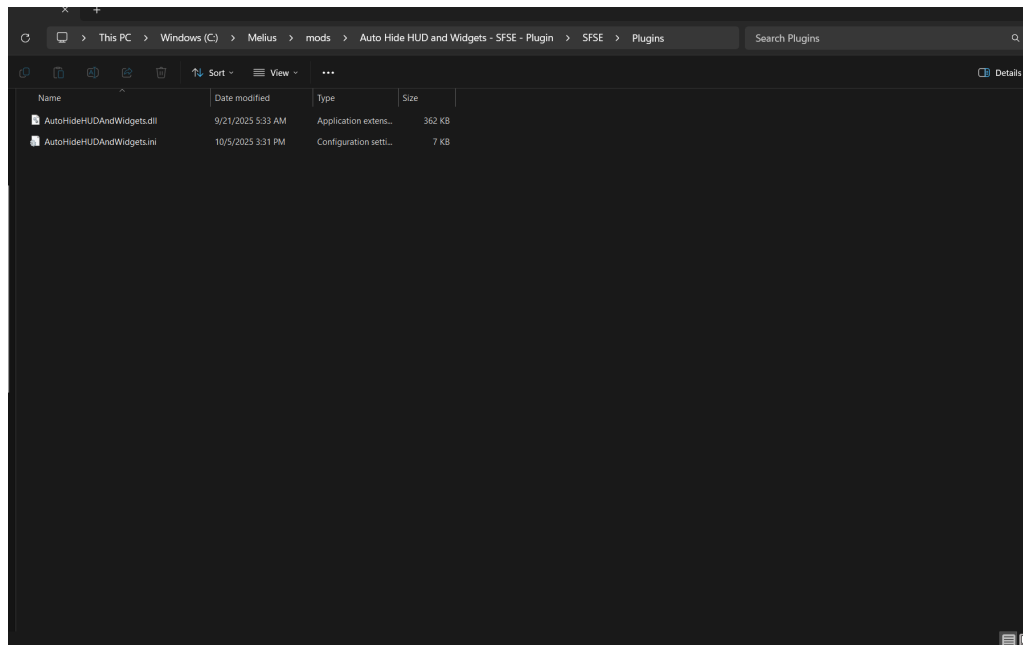
[MOD] Auto Hide HUD and Widgets - SFSE *changes*

Step 1: Right click “Auto Hide HUD and Widgets - SFSE” in the left pane of MO2

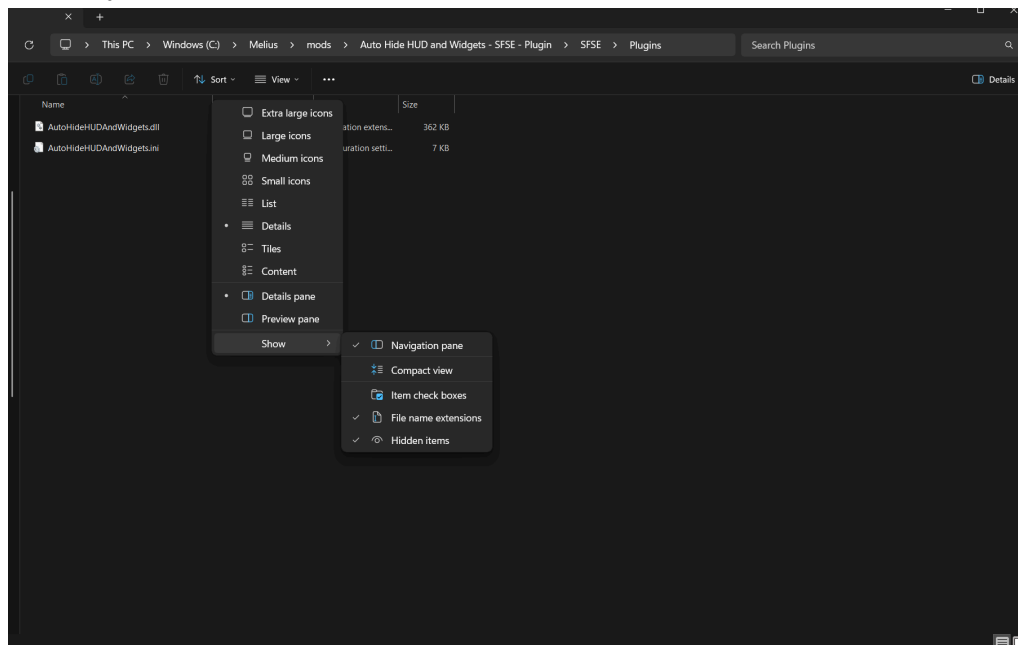
Step 2: Select “Open in Explorer”



Step 3: Double click **SFSE** folder, then **Plugins** folder until you see the .dll and .ini files.



Note: If you can't see the "file extensions" (.ini, .dll), click View → Show → Hidden Items



Step 4: Open AutoHideHUDAndWidgets.ini file.

Note: You'll need Notepad or Notepad++ or equivalent text editor.

Step 5: Locate [EnemyHealthHolder] and change bShowAlways=0 to bShowAlways=1.

```
[HitAndKillIndicator]
bShowAlways=1

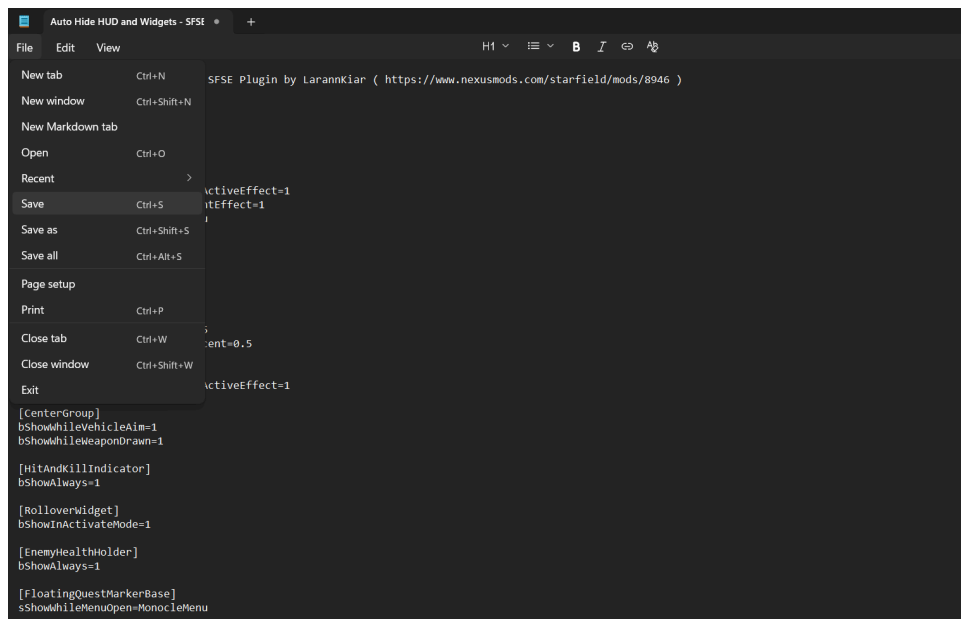
[RolloverWidget]
bShowInActivateMode=1

[EnemyHealthHolder]
bShowAlways=1

[FloatingQuestMarkerBase]
sShowWhileMenuOpen=MonocleMenu

[SocialCommandIcons]
bShowAlways=1
```

Step 6: Save the changes you made! SAVE SAVE SAVE! Don't forget to save!



[IN GAME] Entering console commands in game (we're almost done)

Step 1: Launch Melius again how you normally would through MO2 with the RUN button in the top right.

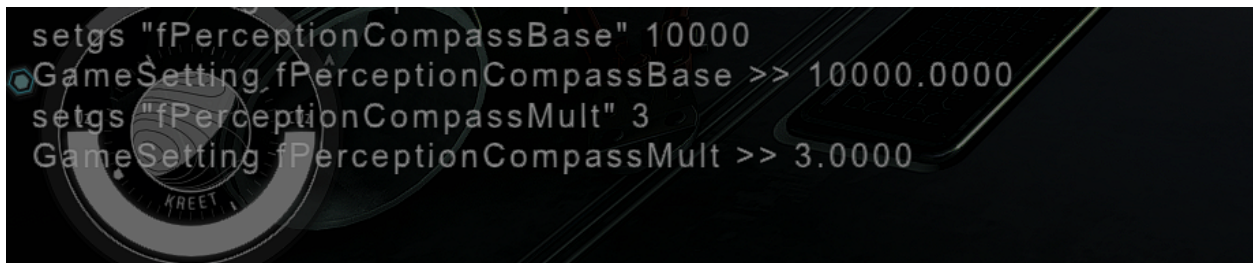
Step 2: Load into a save (Load, Continue) unless you are doing this before starting a new game, which can be done at the main menu.

Step 3: Press ~ button to open the console. US keyboard located on the top right below ESC (don't know about others, sorry).

Step 4: Type **setgs "fPerceptionCompassBase" 10000** then press Enter key

Step 5: Type **setgs "fPerceptionCompassMult" 3** then press Enter key

Note: You can also just copy past the commands in from this document. Ensure you only do one at a time though.



Should look like the image above if done correctly.

Step 6: Save then Load