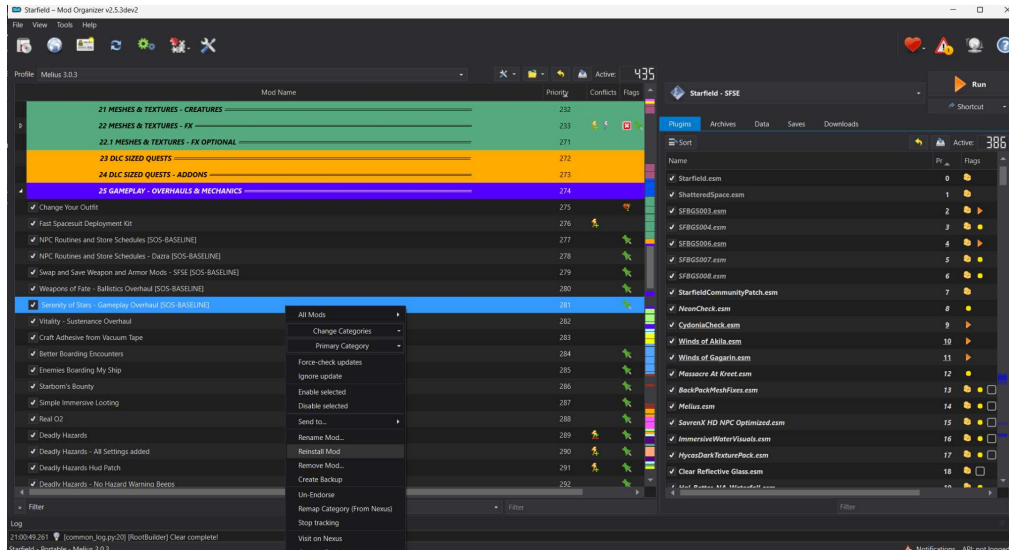# Enabling Enemy Healthbars

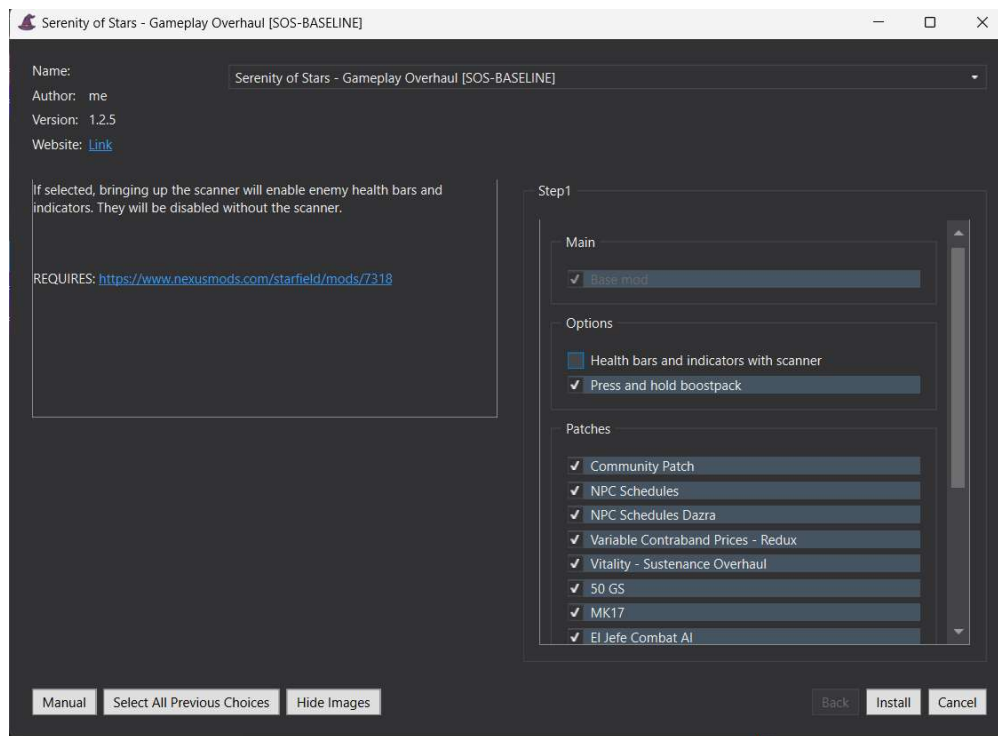## [MOD] Serenity of Stars - Gameplay Overhaul *changes*

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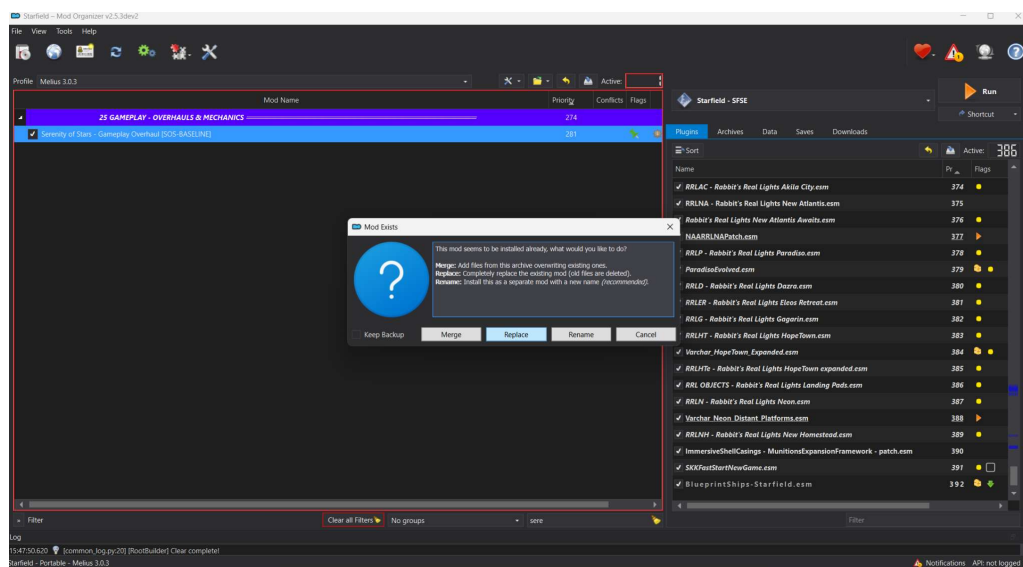


Step 2: Select "Reinstall Mod"
Step 3: Uncheck "Health bars and indicators with scanner"
Step 4: Click Install
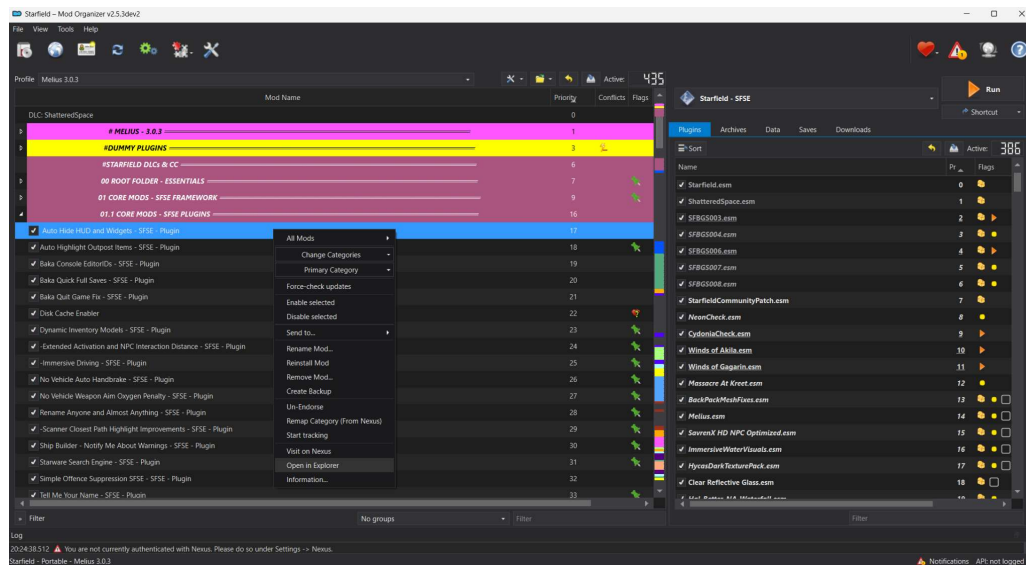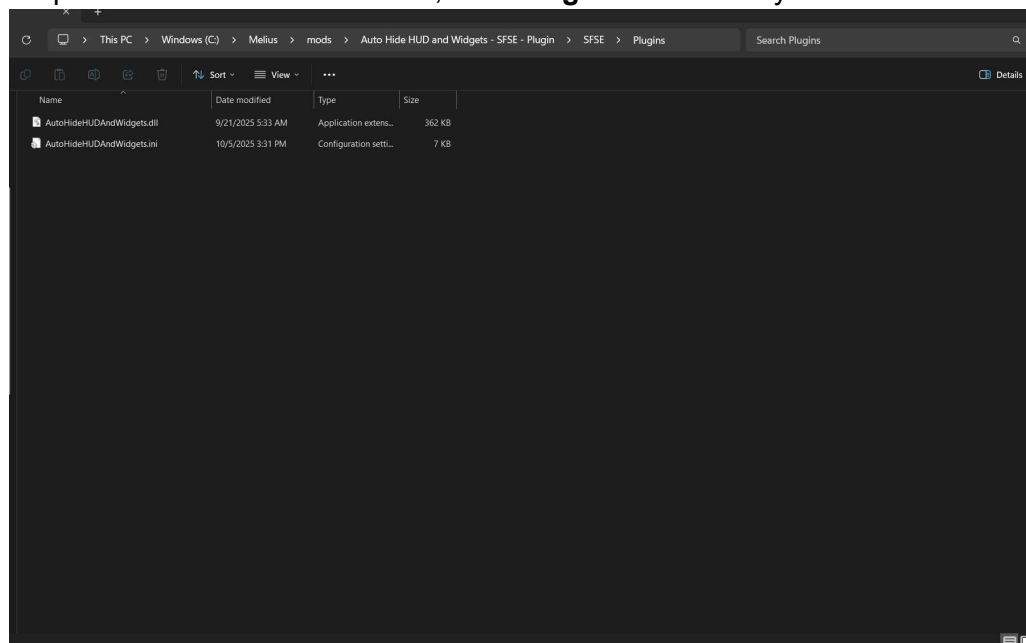
Step 5: Click Replace



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

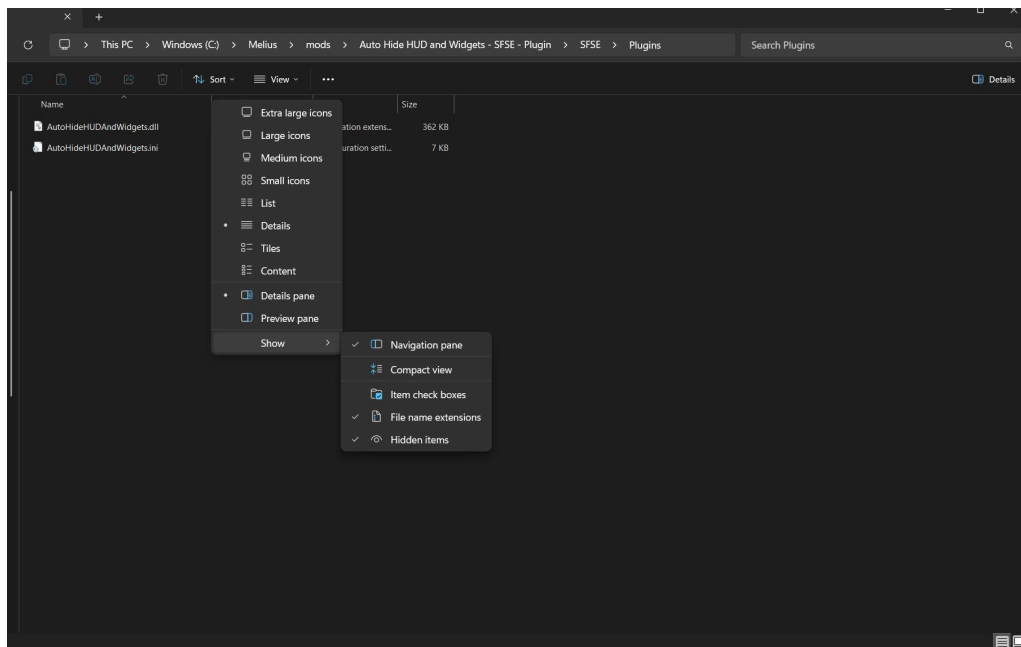Step 1: Right click "Auto Hide HUD and Widgets - SFSE" in the left pane of MO2
Step 2: Select "Open in Explorer"

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!

File    Edit    View

New tab              Ctrl+N
New window           Ctrl+Shift+N
New Markdown tab
Open                 Ctrl+O
Recent               >
Save                 Ctrl+S
Save as              Ctrl+Shift+S
Save all             Ctrl+Alt+S
Page setup
Print                Ctrl+P
Close tab            Ctrl+W
Close window         Ctrl+Shift+W
Exit

SFSE Plugin by LarannKiar ( https://www.nexusmods.com/starfield/mods/8946 )

ActiveEffect=1
ntEffect=1

cent=0.5

ActiveEffect=1

[CenterGroup]
bShowWhileVehicleAim=1
bShowWhileWeaponDrawn=1

[HitAndKillIndicator]
bShowAlways=1

[RolloverWidget]
bShowInActivateMode=1

[EnemyHealthHolder]
bShowAlways=1

[FloatingQuestMarkerBase]
sShowWhileMenuOpen=MonocleMenu