TTW 3.3 Scrap-it

About this mod:

TTW 3.3 Scrap-it: Tale of Two Wastelands 3.3 Scrap -it:

Fallout new vegas mod that allow you to Scrap all useless junk into useful junk or craft useful junk from useless junk. For Tale of Two Wastelands and those who use interior mods adding 10 billion tin cans.

Description:

Scrap it aims to add recipes to the workbench (or other workstations / later) with new custom categories to help keep the recipes organized, as the mod quickly expands out. The main focus is to scrap ALL useless junk into something useful, for TTW only, including DLC's if they have junk, lets do it!. I use hardcore extreme mods, so this mod for normal players will be a compliment, while for those who play it hard, will be a supplement, if not necessary. Balance is based around my setup where I downloaded a ton of interiors and guess what, they often have little useful things in them but an excess of coffee mugs, plates, pans, and junk junk junk! I love this, but what do we do with the junk? We scrap-it, for very little scrap metal and HAPPILY give it to Walter for that much needed XP. If you play it hard, you know very well that 10 caps and 5 exp is a godsend, or lets talk about finding crutches and surgical tubing! WHERE.

Ideal Goal of Mod:

You should be able to collect everything, and scrap it so bad at home that all you are left with is everything that is useful. Maybe get some caps and exp in the process! 0 junk policy. But I'm a hardcore gamer, and I don't want 1 scrap metal for a fork. You might have to collect more than that, and if your like me, youll be happy to get anything out of them springvale sewers (fo3 awop), or be hoarding all the utencils and toilet paper from vault 101.

Influence:

I'm influenced by the broken 1500 recipe mod we can't use, as its outdated and broken. I looked around and no one be busy doing this so I will. I'm also influenced by my own setup, in that I'm still level 12, and raiders still feel like 'BOSSES'. I need that nextdoor Megaton interior to help me out! Do you? I made this mod by scratch, and it didn't take me long to do. So I expect to update it frequently with more content. I expect you to keep it installed, and update the mod as you continue the same save game. Unlike script mods and other more complicated ones where you have to be scared all the time of updating it on a save.

Reporting bugs or wishes is greatly encouraged - My confidence/ and what you need to do to help:

It's a recipe mod, its extremely simple in its logistics. This means producing new recipes and expanding this mod is going to be quick, and based on your feedback, and my own, as I slowly level up and collect junk, Use the comment section to specifically say what junk needs a doing, suggest the recipe if you want. Use the bug section to report a crash upon scrapping an item, and the name of item 'produced' right before crash. This will happen when I dump an invalid item in, and it will be fixed in days of your report. Report an unintended creation of an item.

I recommend you:

Keep mod installed, and replace with new ESP each time I update, to fix a bug, or the added recipes, as you continue the same save. That is the BEST PART.

That is why I wont do scripts or anything crash complicated, lets keep it good. Report and keep leveling up. Don't use NVAC, or anything like it which forces game not to crash. That NVAC mod is an issue of it's own. Don't use it. Also, if the recipe isn't in yet, expect it to because you chose to tell you youve been hoarding 1000 forks and waiting for the recipe. Collect now, update this esp days later, then scrap it on the save with update. Unless we get some sort of save bloat , I haven't noticed anything.

What is in the mod now:

Due to safety, we must obviously start with barely anything. To test the rivers. It worked for me, here is what we have before we all 'okay it' and I start dumping recipes in beyond it:

4 Tin Can to 1 Scrap Metal

6 Bent Tin Can to 1 Scrap Metal

1 Wood Chipper to 8 Scrap Metal

1 Vacuum Cleaner to 3 Scrap Metal + 1 Surgical Tubing

1 Steam Gauge Assembly to 2 Scrap Metal

These recipes are found in the workbench, but if you have Stewies Tweaks: Capitalize Menu Categories enabled, you will have them sorted into Scrap Junk, new catagory.

Installation:

-Its an esp, you dump it in. At any time. If the esp is enabled, the recipes show up. If the esp is disabled, they disappear. It's simple! THANK GOD.

Requirements for Mod:

Fallout 3 + All DLC

New Vegas + All DLC

TTW

+ yupttw.esm (I think yupttw.esm comes bundled with TTW 3.3 anyway? You need that esm. Someone clarify if that's a separate mod)

Mod Recommendations:

Stewies Tweaks https://www.nexusmods.com/newvegas/mods/66347

﻿Theres another mod standalone that focuses on making sure to 'Capitalize on Menu Categories', but who doesn't use Stewie Tweaks? Its amazing.

CRAFTING XP https://www.nexusmods.com/newvegas/mods/85229

KARMA XP https://www.nexusmods.com/newvegas/mods/89398