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Fallout 4 visible weapons on packs

Oddly enough, even Fallout 3 and New Vegas were disappearing problems when it came to Miniguns, incinerators, heavy burners and Gatling Lasers. For Miniguns and Gatling Lasers, half of the guns disappeared leaving only a backpack. Two incinerators will simply disappear completely in Ether. Plasma Casters also did it. Creating a holster for each weapon will take a long time and people will only complain about having one holster for each type, for all guns. They could make bolsters for outfits by having all your holsters needs, but some outfits just won't look right with them, and there's probably a gap between the player's backs and the holster in Fallout 3 and the New Vegas engine, as holster mods always seem to get the problem. Other games have used glue solution like early Halo games. Not only the Spartans, but also the elite, ODST, Grunts and Brutes will holster/glue their weapons for themselves in different places like spin and hip, and this has never been explained. Holstering an incinerator isn't really possible if you put it on your back somehow and it would look ridiculous. Holstering Minigun or Gatling Laser is also a puzzle as you will probably have to attach a massive weapon to its packaging, which will also look silly. It would be nice to have a similar way of holstering weapons in Fallout 4 as it was in Fallout 3 and New Vegas, but you wouldn't solve the problem. In fact, with power armor like this in Fallout 4, it would create more problems. Before you say more - a million thanks to tookiejones, L0rd0fWar / Gambit77 and all the authors of weapon mods for giving me the opportunity to share what I have done based on their creations. I know that many, many people love their fashions as much as I do and I am very happy to be able to share this. (Again with personal notes ...) Spoiler: This is my initial release of what I've done for myself over time. For a long time :) I finally took the time to collect and share it. It can certainly be improved and expanded. But, it's functional, and I think it's a lot of fun, so I'm sharing it now in the hope that some people might enjoy it. There are many components and each mod setup is unique, so if you find any questions, please help me help you. Like I said, I also hope it can be a kickstarter for people to do things they may want for themselves. This provides a strong starter kit of both vanilla and fashionable weapons and accessories. It also provides modified versions of these two backpacks to tie them to: a go-bag pack from Survivalist Go-bags by tookiejonesThe Rebel backpack from the mercenary pack from L0rd0fWarThe Vanilla Stuff (for now): Hunting rifleSniper rifle Combat RifleLazer batPolice оглушитель scraberyMacheteMissile launcherSawed-Off shotgunTom shotgunTom shotgunTom mineStealthboyCanteenCamera - Piper wanted it! (He was supposed to add Perception and Charisma, but I forgot to be done with the update.) Battle HelmetThe Mod Weapon (for now): Catalyst AAS Shotgun and SCAR-LK by DOOMBASEDCrude Blowback by asXasMcMillan CS5 sniper rifle ajhakraG36 and RU556 on FX0x01 , if you use the new version of RU556 you may have to adjust some textures of the path until I can update Check additional files. I also downloaded the patch on a separate fashion page that adds 4 more weapons, using this sytem: Macmillan CS5 MPCS Deadpool2099 XM2076 by gigitty12345 AKM by ngabber UMP and MP7 fx0x01Her Is the link: C-VWAS patch MPH on ehtyeciPrewar binoculars a_blind_man AKM from ngabberRemington 870 shotgun CovadongaALSO - Safosoft has created a large additional collection of additional, fully customizable mod weapons with versions for both packages: VISUAL WEAPONS PLUSThe weapon:Kriss VectorBR77 Combat RifleHK G11FactorAquilaPlasrailWattz Laser RifleRheinmetall EG-7In TOMography are user elements, that allow you to replace in your own things, or change the slot armor to any of the items in the event of a slot conflict with any other item of armor you use. Just create this free folder: Data/meshes/VWOP/User/and put copies of the file (s) you want there. (You'll need a male and female nif.) Then rename the files to UserSlotXX-M.nif-UserSlotXX-F.nifXX is the slot you want to use/change (see the frequently asked questions below). It's also easy to change in FO4Edit, even if you've never used it before. Note: if you do this with something from another mod, you may need to customize the model to line up with the M/F version of the package. To-Do List/Wishlist:- Cool moddy-mod stuff Spoiler: Show Fun, such as LL injection, legendary versions and quests. Search for a special fashion scheme. Other depth-building things like this. It would be fun if you have to earn good things! - General Consensus on Spoiler Permits: Show that I got a specific green light on each of the items that I used here, but I also did working versions of the DKS-501 sniper rifle from LtCommander, XM2076 from giggity12345, M2216 on ff7cloudstrife, AS Vektor from doobot, Scar-H from robersonb1, and MK14-ebr from dazzerfong. I post here and there but have never heard back on permission for them. I love these fashions, I would get confirmed normally from my authors to include them. Or at least the general consensus on the part of the community that it is generally acceptable to share such things as visible holster versions for weapon mods if proper credit is given. Any advice or assistance in obtaining permits for additional weapons would be greatly appreciated. More Vanilla stuff spoiler: Show a lot more vanilla weapons and gear can be like mines, grenades, magazines, shouli, pipe stuff, institute, minutemen, etc. - More cool mod stuff Spoiler: Show some other amazing mods, including anti-material rifles, handmade anti-materials, XM2010, RPG, service rifle, Steyr, factor, C4, AK-400, FN-Fal, to name a few so much! - Coordination with other visible mods of Spoiler Weapon: Show as just visible Holstered weapons friffy, holsters and shells at AlteredBeast, Combined Visible Weapon Add on the series zachtan1234, Holstered weapon Azar. If you already have a working visible holster weapon that you like, you can change it to go for one of these backpacks in a fairly simple way. Get An Outfit Studio if you don't, watch a tutorial or two, download a package you like (any package you want, really) and then load the holster weapon you like, undo it, place some of the straps (if you want straps), match the dice weight, remove the package, save the nif, and there you go! It really isn't that hard, it may seem at first, just takes some patience. Even if you've never done this before, it doesn't take long to learn. Again, feel free to post or message me if you like. - Spoiler improvement: Show better straps, better details, more fluid bone weight (if possible), modular backpacks - More Settings Spoiler: Show gun settings mirroring the choice of fashion, more modularity/settings options for packages - More Spoiler packages: Show some unique packages, support for more go-bags and other popular backpacks like Commonwealth backpacks, militarized Minutemen. Although it is very time consuming, it would be fun. (Let's do it, takeiejones! maybe these authors will help, too.) Expected Frequently asked questions: Armor slots are used : Alternative armor slots available to User Customized Items: 36, 38, 50, 55, 56, 57, 58, 59, 61 - you can use them to switch the armor slot of one of the VWOP items if you need it (if it conflicts with something you already use, for example), or you can use them to add to what you create yourself. See the main section above and the coordination above about adapting what you like from another fashion to a package. For example: The big unequip Pipboy mod by default makes Pipboy use slot 61, so this will conflict with everything you want to put in a low slot. You can either change the Pipboy slot with this mod, or you can use UserXX elements to change the VWOP element to another armor slot. Texture issues - Spoiler: Show Please read the details above if you have the missing texture. If you still have a problem, I'll try to help, post or PM me. But if you take to look into the file way, I'm sure you can sort out your problems without waiting for me. Give it a shot! Also, sometimes packing ba2 files does strange things, so you can also unpacking files that don't work properly. The textures for the CS5 sniper rifle didn't work properly, so I made one color option you see just to make sure it would work. Will tinker with this later, so you can have great color swaps. Alignment - Spoiler: Show if you use a different body type or armor that affects the positioning of holsters of the weapon so they don't look right for you, you can easily make adjustments using Outfit Studio by ousnius. Again, even people who have never tried it can do it and I will help in any way I can. Imperfect Details - Spoiler: Show if you're looking for flaws in this fashion, you'll surely find them. I'm not a 3D fashion designer (yet), so I used the tools available to me that I know. Making this fashion has been extremely time consuming and there are thousands of components. If you see a detail that bothers you, feel free to let me know, but please make every attempt to help by correcting it rather than critically what I've shared. Again, one of the reasons I share this is to help make it possible for people to do what they might want for themselves. Pack shoulder straps - spoiler: Show that I tried to make versatile straps according to mikeallen great mod, Rebel Backpacks Extended. It was very difficult to do, especially with bone weight match difficulties. I've provided a strapless version that I think looks great with a ton of armor that can be used if the straps don't fit well with the body of your character/armor. Weapon Mods Setting - Spoiler: Show in Time I plan to align the settings of the weapon options with the original mods. I would love to have help in this users or from other visible weapon mods. I'll be asking very nicely! :) ESL version - Spoiler: Show that I may be able to do this, but for now it asks for too many coordination problems. I'm sure there will be some tricks to do for this. World Models - Spoiler: Show that I purposefully have a box of belts as a world model for holster weapons, since, hey, you already have a weapon! You're just sewing belts. Plus, indeed, it takes too long for not much value (names are self-evident). Requests - Spoiler: Show I will entertain requests, but I ask a couple of things from you if you do: 1) See if you can make a version to share. I promise you can do it. It may be some time for me to get to it. 2) See if you can get confirmation from the fashion author that they don't mind the visible weapons being made for him about HIGH TECH MODS for PACKS: Spoiler: ShowArcjet Systems was one of the contractors working on the technology. You can some items of interest in one of the laboratories in their building. Page 2 A complete set of servo armor, power sword, bolter rifle and bolter pistol. Make your own adepta sororitas! 6 majors Included Now with a special delivery drop of the podWarhammer 40k universe, complete with fabric physics. MoreNow Fusion Girl, CBBE - Atomic Beauty.Fight enemy to the head with jetpacks! Jetpacks!