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Fallout 4 infinite answer

Will this add armor for factions in mods? Like the NCR ranger veteran, will it be added? (@olpsullivan | @Fethre) !! - POSSIBLE SPOILERS--!! I have some problems with this mod even after uninstalling. The start-up worked as expected and I thought it broke Preston Garvey (tried to start in general, others, all the same) and the gang at Concord. Tried uninstalling (so no special way to achieve this here or on Nexus). I then started a new game and was up in the sky above sanctuary. After finishing the character hoping it would go away the perma-glitched to fall from the sky and die on the roof of soul survivor's house. Tried hard reset and the beginning worked as expected all the way to cryopod ... where after witnessing the shooting, etc. Tried new game and same problem. Hard reset again did a lot to help. Other mods were disabled when I had this problem. I really do not want to uninstall and reinstall the game that I have hughesnet and it is the worst internet. Has anyone else had this problem or knows a fix? Sorry for the long post. I'm just on the wits end. You can still do the main story right? please reply quickly because it seems like an awesome mod. Hi Olpsullivan! I have some questions about this courage, and I was wondering if you could help me. You said it could cause conflicts with mods that change the prewar/vault111 thing. Does this apply to things like show all dialogue mod(I don't remember the name of it, but you know what I mean) because it changes the dialogue during the prewar section, or unofficial Fallout 4 Patch, because it can change errors in the prewar /Vault111 sections? These are just examples, what I mean is, it will bug out with something that comes even more remotely close to the prewar/Vault111 section, or are it only specific things, like changing how baby Shaun looks, or changing some dialogue with prewar Codsworth for example. Secondly, I'm sorry to bother you with this noob question, but what exactly is the MQ101? Is it a file or line of code or something? If so, where can I find out the weather a mod using this? Is their a section on Bethesda.net to display this file or whatever it is? Sorry, but I'm a console peasant and I've never used any mods before. Thanks for helping me! Sorry to hear about your problems. I'm not an expert, but I would say to make sure that the mod is fully uninstalled. If it is, try uninstalling other mods, perhaps that mod caused some weird conflict that led to an error. If none of this works, try deleting the character that was originally installed. That one can be a long shot, but I've heard of some cases where this type of fix worked. If all this fails, I suppose you'll just have uninstall the game, which really sucks. I hope can help. @Olpsullivan Amazing mod, love all the choices, best all start against I can find. Two questions you. Den Den search seems to be bugged. I'm going to save Nick V. from the gangsters in the vault and go into his office. I'm going on, but it still says go to his office. I've tried this on a few different load outs and the same results. Also having trouble getting on board the Brotherhood ship, when not choosing the option, you were starting out on it. I feel that the beginning area should be worked on a bit more. I know you only visit the place once, but it would have looked much better and feel more real if the spawn point is actually inspired by an institute-style area. Otherwise I love this courage and I rarely play the normal story anymore. !WARNING! This mod breaks the main quest line! While using this mod, I got locked out of the main quest when Getting a Clue quest wouldn't start. (same question as @TheKingTurtle, Valentine would tell me to talk to Ellie, she would just give generic answers without promoting the story). After looking at the nexus page for this mod, it seems the problem is the same on pc (PC users can get around it with console commands, but console users can't). In addition, mod is discontinued on nexus. Unless @Olpsullivan can clarify otherwise, I would assume that this courage has been abandoned. For anyone who experiences problems with this mod like those described in my second comment, I have found a solution. But both can be picky, so don't depend on them. Solution 1: Others have reported success in disabling this mod, then reloading a save from before going back to talk to Nick. If you can then trigger the quest with this mod disabled, it should hopefully progress as normal. Some recommend a save before even meeting nick, others say it may just be a save before re-entering his office. Solution 2: If the above doesn't work or you don't have a save that far back, try this solution. I recommend using this only as a last resort as it involves using one against the author even saying may corrupt your save or cause a number of other game-breaking issues. If you really have no option but to restart, try downloading and installing this mod: (Quest Manipulation Program Holotape). Be aware this courage is a work in progress, so again, only do this as a last resort. Make the corresponding Quest Manipulation Holotape at the nearest chemical station for 1 plastic. In holotape, choose Getting a Clue Mission under Non-faction main quests. Select the complete option to skip and complete the intercepted quest. When I did this, it successfully skipped to the next mission and started it as normal. (I was asked to follow dogmeat, which I had to travel to). I love the amount of choice you get for choosing one but I have run into a problem. I had a lot of fun messing around as an enclave soldier until I started the main story and found that the dialogue was all all my missing son Shaun. I'm not sure if this is a glitch or if courage just doesn't change any of the dialogue, but either way, it's impossible to play an alternative start with this issue. If anyone could help, I'd be grateful. I love this model, so I really hope it's just a glitch that can be fixed easily. @olpsullivan, I just started the minute general play through and I noticed that I don't have access to the sanctuary workshop. is it now part of a brilliant quest or is it a mistake? Overall im liking this mod and I can't wait to explore all the other areas and I hope there is a solution to the problem. @Striderwolf96I have the same problem, you're still the only survivor. The author has not edited dialog for Infinite Start. That's why I use Start Me Up, it edits everything in all dialogue options in a great way. You can't really join any factions at the beginning though, the point is that you have to earn everything. It's just better than Infinite Answer because of all the features. Infinite response might have been as great as Start Me Up if more time was put into it @Halo7725 I used Start Me Up to until I got tired of it because of the limited number of choices, but I went back to it when I found that this model didn't change the dialogue. It's pretty impossible to play an Enclave soldier while everyone treats you like a helpless vault dweler who son has disappeared. No matter what I try to upload it never works. I have tried all the options with the same result. It always puts me at Cambridge police station with the same gear. Courage is always last in that order and I've tried it alone. Help? This mod is cool, but I prefer to just boot myself up. The problem is that I can't find it on Xbox anymore someone knows what's going on? Has it been removed? @Porknurbears I've been looking for it to, but it's even disappeared from my favorites menu, so unfortunately I think it's been removed. @Porknurbears said: prefer to boot me up. The problem is that I can't find it on Xbox anymore someone knows what's going on? Has it been removed? Start Me Up has been removed, and probably permanently against the author has withdrawn it. Yes, start me up IS removed, but it may come back This Fallout 4 alternative start mod is one of the most lore-friendly ones you'll find in the section. It offers a wide range of choices and you can start playing as a ranger, member of the Enclave, The Institute and so on. Several role-playing options in addition to sole survival gameplay were added to keep the immersion intact. Fallout 4 > General Discussions > Topic Details Fallout 4 Mod Question: Alternate Start - Infinite Answers or Another Life - Alternative Start Mod I Hate This Game history and pretty much character. These are the top two role-playing mods. So if you have used them, who prefer you and why? Note: This is only to be used to report spam, advertising and problematic problematic matches, or rude) posts. videogame_asset My Games When you're signed in, you can select up to 12 games that appear as favorites in this menu. Sign in to see your list of favorite games. Watch all games (1,142) So I used this mod on one of my newer characters. I have progressed fine through the early stages of the game without any problems, albeit some strange incidents every now and then (Piper was not outside when I came to Diamond City, the secret door of the Railroad was already opened when I got there, etc.) Now I'm at a point where I want to continue the main quest, but I can't get the quest Getting a Clue to Progress. Valentine's just saying I need to talk to Ellie, and Ellie's just saying she's part of her generic lines. In addition, I noticed Prydwen is already in Boston airport despite me not having advanced so far in the search. So in addition to not being able to continue the main quest, I am also unable to join BoS past the Arcjet systems mission. I've tried reloading previous saves and I tried to disable mod and then reload a previous save, but it hasn't helped either. It is also worth something that I am on Xbox One.Any help on the issue would be greatly appreciated. Appreciated.

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