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Fallout 4 modern firearms 3.0

Collect materials/components related to fashion.1. You don't need to break the weapon, and getting basic components depends on the type of weapon.2 Create a vending machine in the village workshops under the craft section. Buy components/ammunition/personalize your weapons (to avoid a conflict scenario - explain below) or return weapons. Pre-war money is the only accepted currency for this pre-war vending machine. Conflict scenario? This is to ensure that the scripts function correctly, carrying more than one of any particular type of rifle. If you have two identical items (such as ACR) in your inventory, the scripts will not function for that weapon - which is an official mistake. Link (from the official Bethesda document): It doesn't make a lot of checking bugs, so if you try to attach the mod to an item that already has a mod, it can silently fail. Currently there is a mistake if you do it with an actor in a fight; they will end up not having guns drawn and will not try to do any if forced to do so. Currently, this feature forces the object to restart the entire 3D if they have an item equipped that you have changed. It may seem strange if the player is watching. This feature won't work at this time if the object it's called for has more than one item that you're asking to change. My approach, to avoid this conflict, is to make a unique copy of the gun just for the player. To purchase them, you must trade in the usual version in a small-board machine to create a personalized version, with the label MF in the console. Scenario Function Now: Switch Suppressor turns on/off: Suppressors reduce the sound of firing as well as recoil, however the bullet suffers a slight reduction in kinetic energy (damage) too. Sub-barrel weapon / Main Weapon Choice: Switch to a sub-barrel grenade launcher or shotgun.Semi/Full auto fire mode.Scope Adjustable Objects (AO): Switch between zoom/zoom/night vision toggling.Bipod on/off: Deployed bipod significantly reduces the impact of firing, also increases stability, aiming, ideal for LMG/Sniper rifle. However, aiming through weapons with bipod deployed, your speed will be reduced by 90%.Gadget: Switching laser sighting module (LAM) to/off there are now items of assistance (multiple) found in the machine to simulate the function of the hotkeys script on the PC. Buy these items of help (guidance) from the vending machine, assign them with fast slots and enjoy. Version 2.5 Preview: v2.5 Beta for XB1. Beta for PC: v2.5 Beta AND MK14 compatible plug-in for PC: ... v2.5 is already working in alpha testing on the 3dm forum, beta testing on this site will be released after I have dealt with those found bugs. Incomplete change change Below: New Weapon Category: New Caliber Shotguns: Remington 6.8 SPC New Functionality: Caliber Change Kits New Functionality: Types of Ammunition (3 types for each category, grenades, rifles, Shotgun Shells) New weapons, namely: SMG - Ultrasound SMG - AR57 Assault Rifle - Barrett REC-7 Assault Rifle - Styer AUG Assault Rifle - FAMAS Felin Assault Rifle - IWI TAR-21 Shotgun - Mossberg 500 Shotgun - Benelli M3 Super 90 Shotgun - Benelli M 4 Super 90 Shotgun - Frankie SPAS-12 Shotgun - Striker Shotgun - AR-12 (RAS-12) Shotgun - Izhmash Saiga-12 Grenade launcher - M79 Grenade launcher - Multiple grenade launchers (MGL) New wearable: 2 modern BDU, 24 types of independent camouflage to choose from (for one of These 2 is a 24-24 combination). These camouflages are also available for military caps, backpacks. New functionality for jetpacks: It's silly if a jetpack can take you in the air, but you're still not able to work because you're over-loaded. Now the various jetpack provides a variable capacity to carry weight (less than a backpack), more importantly, they ensure the weight works like a strong spin, allowing you to work with AP consumption. Adjusted gun distribution.- COMPLETELY overhaul for old weapons platforms, unfired color painting, and more.... I don't miss any previous version at all. - Added custom animations MADE BY RESPECTIVE MODDERS: roberstonb1 for animation assault rifle, asXas for the right bolt action rifle. (WIP/May not happen soon) In the game interface to switch stagger ON / OFF (WIP / May not happen anytime soon) Hot Ammunition Switch Types-IMCOMPLETE: Armor Weight, It can bend strange / Different types of ammunition currently require only basic ammunition, some of them can be more powered without the restrictions of ALSO recruiting staff who know how to create (any of) new animation /new cells / Has vertibird reeling issue has been solved yet? (I wasn't able to access the old stream of frequently asked questions for a few days to check it out.) I ask because I still have no reeling version installed on my console and waited before I change versions. Also, is there any problem with MS that I should expect when I change the version? Will all body armor and holsters have CBBE and BodySlide support? Most if not many players use CBBE/BodySlide so it will be great if it is supported. @VagorDacil said: Has the vertibird reeling the issue been resolved yet? (I wasn't able to access the old stream of frequently asked questions for a few days to check it out.) I ask because I still have no reeling version installed on my console and waited before I change versions. Also, is there any problem with MS that I should expect when I change the version? 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PLZ bring it back! Why did you get rid of the M-16 in a recent update? Will you bring it back? Dude, there's ar-15. Can't find sig550 though. With a new version of this mod you have to either make a clean save and get your weapons back or start a new game. Be careful though with the new game, I have awM vacationers all over the world at level 1 and above. The new weapon looks like a cute man. I have problems with hotkeys. I have all the guides but assigning them hotkeys and then using these hotkeys does nothing. I made my weapon unique and gave up duplicates. If I open the console, it will say that the script function (Suppressor on/off, Firemode, etc.) was performed, but not quite. I tried using a pex inspector to see how the features are formulated and then changed them to Hotkeys.ini. I'm at a loss. What am I doing wrong? I also like to point out something: ELCAN is rarely used on rifles. We used them as an Optic machine gun because they are very durable and the recoil of the weapon has almost zero effect on it. Using it on a rifle is very impractical because it adds almost 40% more weight to the average rifle. However, this is only an additional sight for rifles in MF, and is not available for machine guns. I would change it myself, but I do not know how to look, you said that you failed, I gave you a reason why, thus answering the question. If I hadn't done that, you would still be sitting there with your thumb in you know where there is waiting for some answer. Also do, like the rest of us, check out the mod page for any updates. The last one was made in 5/10. It doesn't require you to think much to understand what any problems/issues/functions are up to now. I thought you would be the type of participant in this forum that you get as some things work. So throw a hostile act, I don't give cr@p about it, I tried to give you an answer. So for a smile I installed an update of MF and MS to add on as well. After starting a new game and running around while a few things started coming up, what I thought I'd mention in the hope that my offer might lead to a bit of tweaking. The vending machine will not show an option for any family weapon that I currently have an MF version in my inventory. Example: Let's say I have 5 AK-74U I plan to convert, First I have to make sure that I do not have a version of the MF AK-74U in my inventory, if I have to put it in storage somewhere, then when the possibility of creating MF Special Ops AKU appears, after each conversion I have to leave the supplier, transfer this new weapon to storage, and then go back to the supplier, and do so 5 times to convert the rifle. The weapon will show a fine on the return list, but will not conversion, so it might get a little tiring if I have a large number of conversion rifles at one time. Body Armor- Not sure if it was supposed to be that way, but after hitting all the merchants from Diamond City, Bunker Hill, and a few others scattered across the map I found that its extremely rare if impossible to find the source of the hat. All other parts of the armor in different colors and patterns seem to appear as expected in the vendor lists, but not military ballcaps so the only reliable source of them are the gunners, and those will almost always be black. This only became a problem for me when I decided to put winter camouflage hats on my people so I could pick them up in a fight fight. Heavy weapons- It is not really possible for a person to haul around, and shoot things like a vulcan or tank gun, although I could see it for super mutants and people in power armor. If there is a way to limit these things to these two class shooters I would recommend considering it.MS Sidearms- Sometimes I noticed when switching caliber to handguns that it would continue to use the same ammo as before if I changed from one of the added calibers like 9mm, 40SW, etc. in a caliber game like 10mm or .45. It will continue to do this until I have made the purchase of ammunition in a new caliber from the supplier, then begin to function normally, so something is there to look at. Another suggestion of sidearms would be adding what they used to call high boy iron sights to raise the vision of the blade over any silencer that is attached to the gun, since most of them I tried were large enough in diameter they blocked the view of standard sights. On a side note about handguns, you should probably take a look at your damage tables again because I promise there is no version of reality where the 10mm HK1911 is going to do more basic damage than .45 ACP anything. 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Two bad guys even armed with 300WM rifles should not be able to keep spinning me around like a top when I'm in an exoskeleton that denies any fall damage, armored or not. It's like shooting a BB gun into a cargo truck Ammunition- Almost anyone can, box, dresser, dead raider, or lunchbox I inspected had 40mm grenades in it. Not only 1 or 2, but usually more than a dozen of them. Now I know there will be a few of these things lying around, but it's just too much if your game is a game to go through and possibly ever have the single opponent you encounter. May want to cut that number a bit or introduce other options such as smoke rounds, flashbangs, etc. as far as vendors it looks like it's still setting them up to sell 20mm ammunition 2 bullets at a time if you get them out of the car. It was my first time playing around with fashion at the time, so I'm sure there were other things I didn't see. The vendor lists seem to be a little more organized, the textures are still very detailed, not many belt channels floating around which was good, and more of the mix between vanilla game and MF/MS weapons in most encounters. Just for the game balance, though I would still recommend adding a container right outside Vault 111 that promises to hold one of the MF/MS weapons and a handful of ammunition so the player is on an equal footing with the first bad guy they encounter holding the same. Otherwise, that first fire fight, 10mm vs. AK/AR/HK is definitely starting to feel impossible to survive. Most of the things you've posted aren't even actual questions in vogue, more like personal opinions. Like a heavy weapon. The vanilla game is filled with heavy weapons that would be absolutely funny to carry around without any mechanized help - but many of the NPCs by default do it all the time and it doesn't seem to cause any problems for you at all. 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