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GameBanana does not show ads for participants. Sign up now! Ads keep us online. Without them, we wouldn't exist. We don't have paywalls or sell fashions - we never will. But every month we have big accounts and running ads is our only way to cover them. Please consider unlocking us. Thanks from GameBanana Fallout: New Vegas/Game Files/Other/Misc Solid Project for Fallout New Vegas Mod is undoubtedly one of the best mods for Fallout: New Vegas out there. The problem is that after some negative questions the author decided to remove it. So, I decided to download a solid project for Fallout New Vegas on GameBanana, for everyone to download and enjoy. This version is the V18, which is apparently the latest version of the fashion author ever unveiled. To install, download the file, extract it, copy the data folder to your Fallout: New Vegas catalog, open FalloutNVLancher, then click on the Data Files and include mod. This mod requires New Vegas Script Extender and JIP LN NVSE Plugin to work. This mod aims to improve your Fallout: New Vegas experience. It has a new gameplay mechanics from the latest FPS games. This is a combination of the Lazarus Project and the Animation Project.Features from animation Project:Combat Takedowns - you can perform non-lethal and deadly battles and sneak takedowns.Combat rolls - Perform battle rolls to avoid attack or get closer to the enemy. Animated Sprint - You can sprint with brand new animation. You can fight enemies by clicking the Attack button during the sprint. Animated Ingestibles - When you take Stimpak, Super Stimpak, MedX, Turnstile, Jet, Vodka, Whisky - PC will play first-person animation. Object Capture - Special animation plays when objects are activated or open doors are activated. Animated Landing - Landing animation when you fall. Melee - Perform melee hits with your long-range weapon in the first person. Features from the Lazarus Project:Wheel menu - A new menu of HUD items selection that allows you to quickly equip Item/Weapon or consume ingestible. Gamemode Companion Wheel - Appears instead of a vanilla companion wheel. Works with custom companions. You can disable it for a specific companion if necessary. Vats Criticals - Like Fallout 4, when you hit the enemy in VATS you build a critical meter. When it is full, you can perform a devastating attack on the enemy (regular attack and 4x damage from the base weapon) and the enemy target below the threshold of healing (30% by default) will be killed instantly. It does not override vanilla critiques. Ladder climbing - Climbing stairs. You can turn off for non-vanilla stairs. Visual Goals (new dishonored 2 objective markers) - Places floating markers above quest goals You can change the color of the arrow and their size depending on their distance to the player. FO4 Dynamic Crosshair - Turns vanilla restraint into Fallout 4 Crosshair and makes activation fast in Fallout 4. FO4 radiation meter - vanilla radiation meter with Fallout 4 one. Hit marker - Displays hit the marker when you hit the enemy. Hit Indicator - Displays an indicator when you hit the enemy. Real-time equipment - You can equip items, consume items, consume items, attach to weapons mods and drop items in real time. It is also used to store items on the Wheel menu. Item Preview - Emulates the Fallout 4 preview menu. When you pick up an item you will be able to check it before taking it into your inventory. Instructions: (Main) When you first download savegame with Solid Project, you'll see an initialization menu where you can choose which features you want to use. The features you choose will be enabled by default on any other clean save (save a game not previously loaded with an active Solid Project). If you want to change your default settings, you need to hold space for 4 seconds on the main menu until you see the Solid Project message::Initialization reset. Download a solid project with any clean save. All features can be turned on and off in the MCM menu at any time during gameplay. You have 2 hotkey1 buttons) the Lazarus Project hotkey button (K by default). You can use it to call real-time Equipment. You can do this to call wheel menu, ticking Invoke by in the Main Subsection Solid Project No. 2 MCM submenu . Alternatively, you can use it to add mates from the list of banned dialogues for Gamemode (you must have a companion in your crosshairs.)2) Animation Project hotkey button (L by default). You can use it to initiate takedowns. For sprint, click Shift by default. The Solid Project has the tools to get text from the game's settings so that TomInfinite can use user localization records, which means that simple words such as Category, Armor, Help will be written in your language. To activate this tick, use the translation in the Solid Project-1 subsection to the MCM menu. Unfortunately, not all of the necessary text is contained in the localization of the game, so TomInfinite asked members of the Nexus community to translate the remaining user interface records into the following languages: Russian, German, Spanish, French. Select a translation in the same MCM menu. I've spent the last couple of days trying to get this mod to work I've downloaded about 10 different versions (including the most recent) JIP LN NVSE by hand, and it always says I have the same version that's out of date, I uninstalled any other mod, started it with MO2, I got this mod to work earlier in the past, but now I'm just stumped up and the game seems irration how it is now Any help will be awesome (Published as a response and comment so we hope to reach more people) I have the latest version of the New Vegas Script Extender and JIP LNSE Plugin you ask. Bananite anyone knows if V18 conflicts with Willow is a better companion. I used the V10 and had a problem shopping in Good Sources. also I use JIP CCC, any known problems? Banana I made as But it doesn't work. I copied and wrapped the files in the data folder and checked it in the data files in the FNV launcher, but it still doesn't work. Pls help. Bananite It already feels like a gut punch that TomInfinite bailed out his fans and kept the mod hidden from everyone else. However I want to thank you for posting and redistributing this fashion. Bananite Credits TomInfinite Scenario Decer aka Asurah Animations and Grids ILikeToPunch Animation DoctaSax Scenario Hip For invaluable relief Hitman47101 Animations and Grid Fallout2AM Common Idea for Sprint Ladez Help with XML Kontra405 New Hit Marker Broccolimonster New DOOM Wheel and IconarTGB Arrow Grid CyrusMonroe Battlefield Marker BungoPL New markers Jokerine testing and pointing out some issues rickerhk Scenario Council Charmareian Resolution to include its UI Textures in Lazarus Project 7thNighthawk German translation MoonALM French translation mdbakpo Spanish translation teyigongneng Redistributor Do you own? The Property Request Page 2 GameBanana does not show ads to members. Sign up now! Ads keep us online. Without them, we wouldn't exist. We don't have paywalls or sell fashions - we never will. But every month we have big accounts and running ads is our only way to cover them. Please consider unlocking us. Thanks from GameBanana Wikis / ModDocs Under the Skin GB: a yellow world of busy bees and hungry hippos! AoM Ganryu Logan Dougal Mini natko YellowJello Member section / Access 4Echo Models, Skins Allen Scott games, game files, maps, Modlog, Messages, Skins, Sounds, Sprays, Support, Textures, WIPs Clener74 Mistakes, Ideas, Initiatives, Maps, Modlog, Polls, Messages, Issues, Requests, Support, Topics, Wiki Devius News, Topics, Tutorials Ezequiel-TM GUIs, Maps, WIPs Reverend V92 Gaming Files, WIPs WIPs Ring-A-Ding Rampage Mistakes, Effects, GUIs, Ideas, Modlog, Messages, Scripts, Skins, Support, Tools Roadhog360 Maps, Leather Sounds, Support, Topics, WIPs Serge Jaeken Articles Sneaky amxx Gaming Files, Models, Messages, Skins, tools Teh Snake Modlog, Skins, Support wotSiesta Concepts, Effects, Games, Game Files, GUIs, Modlog, Messages, Reviews, Sprays, Support, Textures, Themes, Tools Hey, I'm not sure it's the same for a single click installer for other games but it seems that the download-count display for Celeste Mods does not take into account downloads using a single click Everest installer, only those that are made through the manual download button. Is there an opportunity to fix this? Bananite will match the decision collector will be a case of vac ban or not, I have to use it or not Bananite I just have a question and that's how I change your email used on this site? I tried by changing one to my identity settings, but it didn't New. Can someone point me in the right direction or what I'm doing wrong? Thank you in advance. Bananite in my computer I installed a CS source so and I want CS source zombies to run so I can please help me or link??? Bananite Hello, Is there a way to stay logged in forever? I'm kinda tired of having to log in every few days or so, despite the fact that keep me log in to the settings system on each time. Thank you in advance! Bananite I can delete my account? I don't use this site anymore (no joke, seriously). Yo, moderators, can anyone please add the game DmC: The Devil can cry to your site? I have a few mods for it that I wanted to share. Thank you. He'll be waiting for j). Bananite Hi guys, I've been on Smash Ultimate Thread, and there's some racist stuff going on that I think you guys should take a look at. The moderator of this topic condoned this, so I thought I'd get in touch with you guys. Context is the skin for the game that Native Americans themselves have asked to be removed from the game on the grounds that the offensive that Nintendo themselves are required to, and the OP is trying to bring it back. I reported it twice and was brushed off, so I thought I'd contact you myself. Thanks to Bananite I can't download dimensionsmod.zip and I really like it for my iPhone@ Bananite Hello, I need help with my ModBoy I can't get custom cards to help!!!!!!!!!!!!!!!!!!!!!! Bananite Page 3 GameBanana does not show ads to members. Sign up now! Ads keep us online. Without them, we wouldn't exist. We don't have paywalls or sell fashions - we never will. But every month we have big accounts and running ads is our only way to cover them. Please consider unlocking us. Thanks from GameBanana Wikis / GameBanana Rules is an online service provider under Title II of the Digital Millennium Copyright Act, 17 U.S.C. Section 512 (DMCA). GameBanana is an online service provider under Title II of the Digital Millennium Copyright Act, 17 U.S.C. Section 512 (DMCA). GameBanana respects the legal rights of copyright holders and has adopted an effective notification and dismantling procedure, as required by the DMCA and described in the present. This policy is designed to guide rights holders into using this procedure, as well as to guide users in restoring access to content that has been disabled due to an error. 1. Notice to owners of copyrighted worksThe DMCA provides a legal procedure by which you can request any INTERNET service provider to disable access to content where copyrighted works (s) appear without your permission. There are two parts to the legal procedure: (1) Writing a proper DMCA notification, and (2) sending a proper DMCA notification to a designated GameBanana agent. 1.1. How to write the correct DMCA notification TO the DMCA, the DMCA will notify GameBanana of specific facts in a document signed under penalty of perjury. Perjury, refer to this as the dmCA's Correct Notice. To write the correct DMCA notice, please provide the following information: Identify yourself as: A) Copyright Holder (s), or B) Person authorized to act on behalf of the holder of an exclusive right that is allegedly violated. Leave your contact information, including your real name, street address, phone number, and email address. Identify a copyrighted work that you believe is infringed, or if a large number of works appear, a representative list of works. Identify content that you claim violates your copyrighted work, to which you ask GameBanana to disable access through the World Wide Web. Determine the location of the material on the World Wide Web by providing enough information to allow GameBanana to find the material. The state that you have a good faith belief that the use of material in a manner complained is not authorized by the rights holder, his agents, or the law. Stubborn that the information in the notice is accurate, punishable by perjury. Sign a physical or electronic signature. 1.2. Sending a proper DMCA notification to an designated agent to exercise your DMCA rights, you must send your proper dmCA notification to the next agent appointed by GameBanana (Designated Agent). Contact information for GameBanana designated agent: Thomas Pittlik tom@machinefloor.com Gamebanana Co 2313 E Letterly St. Philadelphia, PA 19125GameBanana designated agent also listed in THE DMCA designated agent. What we do when we receive a proper DMCA NoticeGameBanana will follow the procedures provided by the DMCA, which has prescribed a notice and dismantling procedure, provided that the user has the right to submit a counter notice, claiming the lawful use of disabled people's works. 1.4. Notice and write-offs are expected to be subject to applicable copyright laws by all users of any part of the GameBanana system. However, if GameBanana is notified of the alleged copyright infringements, or otherwise becomes aware of the facts and circumstances from which the infringement is obvious, it will react promptly by removing or disabling access to material that is alleged to be infringing or is the subject of misconduct. GameBanana will comply with the DMCA's relevant regulations in the event that a counter notification is received by an designated agent. 2. Notify GameBanana ServicesPursuant users to the Service Conditions Agreement that you agreed to when you were allowed to become a user of the system, you are required to use only legally purchased creative works as content, and your content can be disabled after receiving notification that a law-breaking material appears in them. GameBanana also respects the legitimate interests of users in the use of media legally, being allowed to respond to claims of wrongdoing, and obtaining timely restoration of access to a submission that was disabled due to a copyright complaint. The privileges of using the system may also be suspended. You can challenge the DMCA notification by sending the counter notification below. 2.1. Writing and sending a counter notificationI access to your submission (s) is disabled due to the operation of the GameBanana notification and the write-off procedure described above, and you believe that the dismantling was improper, you must submit a counter notification. 2.2. Writing a counter-notification To write a proper counter-notice, please provide the following information: it is stated that access to your website has been disabled due to the operation of the notification and the decommissioning procedure. Identify the material that has been removed and assign its URL before deleting it. State under penalty for perjury: A) Your name, address and phone number, B) That you have a good faith belief that the material was removed or disconnected as a result of an error or improper identification of the material, and C) That you consent to the jurisdiction of the Federal Circuit Court of Justice for the District of Justice in which the address is located. 2.3. Sending a counter-notification to exercise your DMCA rights, you must send your counter notification to the Designated Agent for GameBanana. Contact information for GameBanana designated agent: Thomas Pittlik tom@machinefloor.com GameBanana Co 2313 E Letterly St. Philadelphia, PA 19125GameBanana designated agent is also listed in the DMCA designated agent Directory.Repeaters GameBanana may, at its discretion, use all appropriate tools to terminate users' access to their system or network that are repeat offenders. Placing Standard Technical Measures Is GameBanana's policy to accommodate and not interfere with the standard technical measures that it defines are reasonable in the circumstances, i.e. technical measures that are used by copyright holders to identify or protect copyrighted works. GameBanana's incompatible communications policy has the power to process incompatible notifications in any way that seems reasonable, given the circumstances presented. 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