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Fallout 4 console commands weapon damage

.: How to use FO4Edit to change weapon stats :..: Disclaimer :. I'm not responsible for any damage taken by your system . Backup everything before you start editing the files ..: Downloads :. Fo4Edit: .: Installation of FO4Edit :. 1. Download and unpack the archive somewhere (i.e. Desktop) 2. You should now have a folder with some stuff in it 3. Rename the "TES5Edit" folder to "FO4Edit" and the "TES5Edit.exe" to "FO4Edit.exe" to "FO4Edit.exe" 4. Copy the whole folder into your Fallout 4 main directory .: Using FO4Edit to edit weapon stats :. 1. Start up FO4Edit (and uncheck all the files except for fallout 4.esm 2. Click on the tiny + symbol at the side of fallout 4.esm 3. Scroll down to the weapons category 4. Now select the weapon you wanna edit . For this tutorial I used the assault rifle . 5. Now right-click the weapon and select "Copy as override into..." 6. Accept the warning message , check the "new file" box and press OK 7. Now you can give your weapon a name (Not the name used in-game) 8. Scroll upwards and close the fallout4.esm category , you now see that a new .esp file appeared. 9. Open the .esp and the weapon category inside it . 10. Now you can start editing . You can edit all the values in the debug console FULL - Name : shown In-game name (i.e. The Penetrator 3000) ETYP - Equipment Type : Sets how the weapon is equipped (i.e. Left-handed, Both-handed, DNAM - Data: - Ammo: Sets the ammo which the gun fires (i.e. nukes) 11. When you finished editing press Ctrl+S to save the weapon stats (you actually made a weapon mod) 12. Enjoy your new weapon. Thanks to Hlp, Zilav and Sharlikran for updating this program to Fallout 4 and thanks to ElminsterAU for creating it . Last edited: Apr 17, 2016 .: How to use FO4Edit to change weapon stats :. .: Disclaimer :. I'm not responsible for any damage taken by your system . Backup everything before you start editing the files . .: Downloads :. Fo4Edit :. Installation of FO4Edit :. 1. Download and unpack the archive somewhere (i.e. Desktop) 2. You should now have a folder with some stuff in it 3. Rename the "TES5Edit" folder to "FO4Edit" and the "TES5Edit.exe" to "FO4Edit (and uncheck all the files except for fallout4.esm 2. Click on the tiny + symbol at the side of fallout4.esm 3. Scroll down to the weapons category 4. Now select the weapon and select "Copy as override into..." 6. Accept the warning message, check the "new file" box and press OK 7. Now you can give your weapon a name (Not the name used in-game) 8. Scroll upwards and close the fallout 4.esm category, you now see that a new .esp file appeared. 9. Open the .esp and the weapon category inside it . 10. Now you can start editing . You can edit all the values in the red circle Here is a list of values and what they change: EDID - Editor ID : The name shown in the debug console FULL - Name : shown In-game name (i.e. The Penetrator 3000) ETYP - Equipment Type: Sets how the weapon is equipped (i.e. Left-handed, Both-handed, DNAM - Data: - Ammo: Sets the ammo which the gun fires (i.e. nukes) 11. When you finished editing press Ctrl+S to save the weapon stats (you actually made a weapon mod) 12. Enjoy your new weapon. Thanks to Hlp, Zilav and Sharlikran for updating this program to Fallout 4 and thanks to ElminsterAU for creating it . Is there a way i can make a minigun shoot mininukes? Like actual nukes. Yes, just click on Ammo (Not double) in DNAM - Data and a list should open with every ammotype from the game. You can even shoot the nukes from the cutscene in the beginning of the game. You can even shoot the nukes from the game. You can even shoot the nukes from the beginning of the game. Ahh then I did it wrong. I'll try again soon. How do I get the weapon I modified? I am pretty new to stuff like this. Alright I got the weapon to show up and use the nukes as ammo but the projectiles are still minigun rounds. Alh then I did it wrong. I'll try again soon. How do I get the weapon to show up and use the nukes as ammo but the projectiles are still minigun rounds. Did you change the right value for ammo bc there are multiple values that are named ammo. Or try to use another ammotype to see if it works (like missiles). Are there multiple values that I need to change or just the ammo type? I noticed that there are two different things that have to do with ammo. One is like "LL_Ammo" and proceeds to say the type. I think that one defines the 3d model of the ammo. Going to check it when I'm home how do i make my gun have infinite ammo? it reloads but has no clips like the never ending plasma rifle If you mean a gun that never reloads than go to DNAM-Data Magazine size. just put to something about a million and you don't need to reload anymore How do I actually find the gun ingame. Every time I use the code for the gun it show up as the original file. Any help? Did you change the name of the gun? Bc if you type "help [changed name] 0" in the debug console and then type in the id (player.additem [id] 1) it gives you, you should get the gun Yeah, so here's an example. I edited the Junk gun and renamed it to Dooms Day, saved and everything. Went to help as you suggested and the only thing that pops up are invalid variables and other IDs for other items. Im gonna try again hopefully I can fix my mistake. Thanks for replying! Yeah, so here's an example. I edited the Junk gun and renamed it to Dooms Day, saved and everything. Went to help as you suggested and the only thing that pops up are invalid variables and other IDs for other items. Im gonna try again hopefully I can fix my mistake. Thanks for replying ! did you also change the editor id did you also change the editor id Yeah I changed that as well. Same problem. Maybe certain weapons can't be modded? Im trying to get the junk jet to shoot nukes. Yeah I changed that as well. Same problem. Maybe certain weapons can't be modded? Im trying to get the junk jet to shoot nukes. Try another weapon(i.e. shotgun), I tried the minigun and it also did not work Maybe the minigun is the reason I couldn't shoot mini nukes out of it. I gave up. Maybe the minigun is the reason I couldn't shoot mini nukes out of it. I gave up. If I remember correctly (I'm in school at the moment so I can't do much more than guessing what the problem Maybe the minigun is the reason I couldn't shoot mini nukes out of it. I gave up. It seems that the minigun can shot cal.50 ammo Oh man I've been having fun screwing around with this. Made a cryolator variant that shoots the electric arcs from the electric traps. Page 2 .: How to use FO4Edit to change weapon stats :. .: Disclaimer :. I'm not responsible for any damage taken by your system . Backup everything before you start editing the files . .: Downloads :. Fo4Edit: .: Installation of FO4Edit :. 1. Download and unpack the archive somewhere (i.e. Desktop) 2. You should now have a folder with some stuff in it 3. Rename the "TES5Edit" folder to "FO4Edit" and the "TES5Edit" folder to "FO4Edit :. 2. Downloads :. Fo4Edit :. 1. Downloads :. Fo4Edit :. 1. Downloads :. Fo4Edit :. 2. Downloads :. Fo4Edit :. 2. Downloads :. Fo4Edit :. 3. Rename the "TES5Edit" folder to "FO4Edit" and the "TES5Edit" folder with some stuff in it 3. Rename the "TES5Edit" folder to "FO4Edit" and the "TES5Edit" folder with some stuff in it 3. 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Might you know how i would edit the health/durability of power armor? I'm going to have the time of my life with this! Suppose I want to change the number of pellets that the shotgun fires... Any one have a suggestion on where to look for that value? I don't think that you can change the value of the pellets but I might be wrong I followed the steps in the tutorial and when i launch the game the stats didn't change. Any help please? I followed the steps in the tutorial and when i launch the health/durability of power armor? I have done this but I cannot figure out out to generate the weapon in game after it is saved. Please help! I have done this but I cannot figure out out to generate the weapon in game after it is saved. Please help! You need to to open the console ingame and then type help "weapon name" 0 then you type player.additem "object id" 1 Is there any way I can change animations? Like holding a pistol like a rifle? Is there any way I can change animations? Like holding a pistol like a rifle? probably, if you can find the animation files you can change them I take it that this isn't for Xbox One... April 1udgate thank you very much. But my fo4edit not working properly i think. It's not showing stats of anything. By the way i also trie 3.1.3 experimental version. Do you know anything about this issue? Thank you. April 1udgate thank you very much. But my fo4edit not working properly i think. It's not showing stats of anything about this issue? Thank you. April 1udgate thank you very much. But my fo4edit not working properly i think. It's not showing stats of anything about this issue? Thank you. April 1udgate thank you very much. But my fo4edit not working properly i think. It's not showing stats of anything about this issue? Thank you. April 1udgate thank you very much. But my fo4edit not working properly i think. It's not showing stats of anything about this issue? Thank you. April 1udgate thank you very much. 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Hello I'm new here, so I tried to modify the ammo type of a weapon mod called Morita Battle Rifle, so the gun works fine and ingame I can see the ammo type is indeed changed from .50 cal to Alien Blaster Ammo, but when I get home Thanks, so the problem comes from the Silencer, once I took it off, the gun fires Aliens blaster rounds just fine, but I play a stealthy character so it would be nice if I could keep the Ammo to Plasma rounds or Laser rounds, as long as it's an Energy ammo type and compatible with silencer, I'm good.

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