Resident evil 4 hd mods

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Resident Evil 4 HD Project releases Castle Area on April 3, 2017 News 7 comments Resident Evil 4 HD Project has released a new playable area of the game. The lock level of the game is being given to HD texture treatment, a completely overhaul of the visual game and even a fix for some simulation, lighting and level design errors. Visit this page to find out how to download and install the necessary files for the HD Castle section. The developers note that you may also need to download a 4GB patch tool to prevent potential accidental glitches when playing with fashion. Dedication for this HD repair goes beyond what is commonly seen in other similar projects. The developers note that they even tracked down some of the original machines and original photos of Spanish buildings that Capcom first used in the creation of Resident Evil 4 – and the new photos were used as the basis for an overhaul of HD. Twitter.com RE4 HD developers are gradually releasing parts of the mod as they complete it for specific areas of the game. You can check out the overall progress of the team here, while you can download the previous release for the Village Area game here. December 23 2017 Feature 18 Comments Welcome to editor's choice awards for the 2017 Fashion of the Year Awards, where we show the recognition of mods for the past year that we found to ... No articles have been found to meet the criteria specified. We suggest you try a list of articles without a filter applied to view all available. Post an article and help us achieve our mission of showcasing the best content from all developers. Join now to share your own content, we welcome creators and consumers alike and look forward to your comments. videogame_asset My Games When Logged, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. 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This author is not credited to anyone in this file This mod decided in receiving the Donation Points Changelogs Coach Performance Optimization Coach Fixed Coach Crash that some users experience - Updated DLL Companion 1.4 - Fixed flamethrower in 1.4 Companion. It didn't work properly - behaved like TMP. - The 1.3 dropped items have not disappeared, fixed it, and in 1.4 Companion - Updated DLL Companion to 1.4.1 - Fixed a very old error when dinput8.cfg was not properly read Disclaimer This software is provided as is as there and any expressed or implied guarantees, including, but not limited to, implied warrants for a particular purpose dis. The author of the software may not be liable for any direct, indirect, accidental, special or indirect losses, including, but not limited to, data or other intangible losses, instability. A game that The Steam Store Page Note that only version 1.0.6 is supported by the trainer (Japanese 1.0.6 is not supported). DLL satellite supports all three versions (1.0.6, 1.1.0 and 1.0.6 Japanese)Don't forget 4GB patch of your bio4.exe: ToolMy Patreon if How to Support My Work: Tab - Character Swap: Changing Character by Default or Ashley's Costume. - The following fixes apply when this option is enabled: - Inventory Fix: Prevents the game from crashing when you have unsupported items or weapons in your inventory. - Ashley Fix: Allows Ashley to equip and use some of Leon's weapons. Equipped weapons are dropped every time the stage has been changed or the game has been restarted from the previous checkpoint. - Lightning Fix: Fixes lightning problems within a few stages when it happens as a side effect of the character swap or force Ashley to appear where she normally shouldn't be. - Hookshot Fix: Characters other than Hell can use a hook gun. 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As a consolation, your character's running speed has been increased by 20%. Health. You take 30% more damage. Enemies. Enemies are 20-30% faster, in addition, they have the ability to accelerate over short periods of time. They're in more health. The amount of health they have is decided on how much health they initially have. - Point pickup. You take less ammunition and gold (30-50% less). It's bullet time. When you are out of health and usually die, bullet time will kick if you have a combination of herbs: Green and yellow or green and yellow. You will have 8 to 10 seconds of slow motion to avoid or kill enemies around you. Bullet time doesn't don't work against grips. Enemy Frame: - Turn off the enemy's caviar: enemies don't drop any prey. - No Loot Drop: Enemies don't throw prey. - The dead never disappear: dead bodies do not burn (up to 20 bodies, they are automatically burned. Warning: May break some levels (such as a cabin). 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Randomizes the player's and seller's inventory. You may have to try a couple of times to make sure all the items are shown in the inventory. - Flash inventory: resets the inventory completely. - Camera Tab Mercenaries - Notice: Check Write Values to edit values. - Write the delay factor: how quickly the camera adapts to the changes. 8 is the default. Installing it to 10 freezes the camera. - No melee camera: the camera will not change the look during events such as climbing stairs or melee. - Camera Values: Save the current page to file to download/share it later. By default, it resets the current camera mode values to the defaults. - Freeze (Height): Change the height of the player / Ashley. Note: In some cases, a collision may be disconnected. - Freeze the timer: freezes all timers. - Freeze kill count: freezes the current amount to kill. - Freeze Combo Time: Freeze current time combo. - - Combo Count: The current amount of combo. - Score: Change the score to the one you like. Final Companion DLL Trainer (stop on 01/05/2019) What can Campanion DLL do? - Download movies up to 500MB in size; Fix the wrong ration aspect when playing movies; - Swap fell items; - Swap enemies; Download textures/files - Highlight more RAM for certain things (scene files, textures, enemies, etc.); - ss_pzzl.dat can be up to 32MB in size; - 32MBs of memory for the player .udas and up to 16MBs for weapons .udas, 8MBs for vertex data, allowing to have around 55k testing grounds for the player model and more than just 255 vertex/weight bone inputs; Player/Enemy models do not disappear when a certain poly-border is achieved; - The enemy table has reached it up to hold more than 4 entries .udas; - Fewer restrictions when uniting enemies. Incompatible enemies can be spawned by the flag 01 (village ganados and fanatics or army ganados). Other enemies don't seem to have a problem in combination with one of the aforementioned types. TotalPolygonsOnScreenFix is used to turn on/off; - Grey screen overlay fix is also included; - Hookshot included; The zip line is on. - Click F8 when in play to see coordinates/stage name/FPS overlay. Also working with RE4 2007 1.1.0 European version; - Tap F1 when in play to remove the grain filter; - Download modded files without renaming .lfs to something else Leon.lfs files have priority over lfs files) DINPUT8. CFGTotalPolygonsOnScreenFix - show more landfills on the screen, people with less blood on the screen. Load StageFilesTexturesItemsConfigs - side load files from the STAGE folder, as well as .cfg files (itemsswap, itemdrop,effects.conf); LoadESLFiles - .esl .esl files from the EM folder; LoadEVDFiles - side-load EVD files; LoadTexturesFor120 - side load textures for r120. Loading textures for this room buggy and unreliable; VIDEO_RESOLUTION - override video res to prevent it from stretching it. Leave it as it is; ResetOrder - resets the order of downloading .esl files; SkipEndScreen - misses the end screen of the game on. itemswap.cfg - swap items that enemies drop; events.cfg - AEV events; Allows you to have up to 10 blocking AEV events in each room (when the door needs a certain key to unlock them). The item ID and event index should be the same as in the .aev files. EM files: Master file - r0000.esl r0000.esl loaded for all rooms. These esl files are downloaded for a specific stage. Chapter .esl Files: VillageDay.esl VillageNight.esl CastleBeginning.esl CastleMainHall.esl CastleDragonRoom.esl CastleBelowPit.esl IslandBeginning.esl IslandAfterTruck.esl SWChiefsHouse.es SWLCastleMaze.esl SWItS VillageDay.esl is loaded for the following numbers: r100, r101, r103, r106, r104, r107, r105, r102, r108, r109, r10a, r10b ESL_MODE folder: .esl files included in esl.conf are downloaded instead of the original files .esl. ESLX corresponds to the .esl file number. The .esl files in this r400.esl format must be placed in the ESLX folder and included in esl.conf. Page 12 View as a simple text Official page on Nexus: Go to and download vc_redist.x86.exe and then install it (VC 2017 can also work). Home tab - Character Swap: Changing the default symbol or Ashley's costume. - The following fixes apply when this option is enabled: - Inventory Fix: Prevents the game from crashing when you have unsupported items or weapons in your inventory. - Ashley Fix: Allows Ashley to equip and use some of Leon's weapons. Equipped weapons are dropped every time the stage has been changed or the game has been restarted from the previous checkpoint. - Lightning Fix: Fixes lightning problems within a few stages when it happens as a side effect of the character swap or force Ashley to appear where she normally shouldn't be. - Hookshot Fix: Characters other than Hell can use a hook gun. 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Page 13 Page 14 videogame_asset My Games When Logged In, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View All Games (1,087) Page 15 View Image Downloaded at 14:15 28 March 2019 Image View Uploaded at 14:15 28 March 2019 Page 16 videogame_asset My Games When Logged You can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,087) Page 17 videogame_asset My Games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,087) Page 18 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,087) Page 20 This is the ultimate Raz0r trainer for Resident Evil 4 Ultimate HD Edition. Version 1.0.6 is supported. Requirements Of The Permits and Credits Credits and permission to distribute Other users' Assets All assets in this file belong to the author, or from the free use of modder resources Permission Download You can not download this file to other sites under any circumstances Permission Modification You can not change my files, including creating bug fixes or improving features under any circumstances Permission to convert can't convert this file to work on other games under any circumstances Permission to use assets You may not use assets from this file under any circumstances Permission to use assets from this file in any mods/files You cannot use assets from this file in any mods/files that are sold, for money, on Steam Workshop or other Asset platforms to use permission permission Mods/files that earn donation points You can't earn Donation Points for your mods if they use my assets thanks to Wilsonso for inspiring me to do so. This author is not credited to anyone in this file This mod decided in receiving the Donation Points Changelogs Coach Performance Optimization Coach Fixed Coach Crash that some users experience - Updated DLL Companion 1.4 - Fixed flamethrower in 1.4 Companion. It didn't work properly - behaved like TMP. - The 1.3 dropped items have not disappeared, fixed it, and in 1.4 Companion - Updated DLL Companion to 1.4.1 - Fixed a very old error when dinput8.cfg was not properly read Disclaimer This software is provided as is as there and any expressed or implied guarantees, including, but not limited to, implied warrants for a particular purpose dis. The author of the software may not be liable for any direct, indirect, accidental, special or indirect losses, including, but not limited to, data or other intangible losses, instability. The game that is supported: Steam Store Page Note that only version 1.0.6 is supported by the trainer (Japanese 1.0.6 is not supported). The DLL satellite supports all three versions (1.0.6, 1.1.0 and 1.0.6 Japanese) Don't forget the 4GB patch of your bio4.exe: ToolMy Patreon if you want to support my work: Tab - Character Swap: Change of character by default character or ashley suit. - The following fixes apply when this option is enabled: - Inventory Fix: Prevents the game from crashing when you have unsupported items or weapons in your inventory. - Ashley Fix: Allows Ashley to equip and use some of Leon's weapons. Equipped weapons are dropped every time the stage has been changed or the game has been restarted from the previous checkpoint. - Lightning Fix: Fixes lightning problems within a few stages when it happens as a side effect of the character swap or force Ashley to appear where she normally shouldn't be. - Hookshot Fix: Characters other than Hell can use a hook gun. 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Misc 1 Frame: - Click T to disable the collision: Allows you to walk through the walls. - Silent Armored Ashley: makes her steps silent. - Endless ammunition: When picking up each item is not an option. - Ashley Luiz: Swaps Ashley Louis. Use the Ashley Movement option to help Louis navigate the map. Installation 1 on 2 will spawn another Ashley or Luis Misc 2 Frame: - Ashley present: Ashley is always present - she will be spawned everywhere. Note: If Ashley appears where she usually won't, be prepared to face various crashes/crashes/overlays. Ashley is never present - prevents her from appearing. By default - does nothing. Note: If you have used the Ashley option never present, use Ashley always present to make it again. Note: Every time this setting is changed, you need to restart from the previous checkpoint or load another level because of the set-up. - Click C to command Ashley: Click C key to the loop between Stay and Follow the command. - F6 Auto-Aim: Only locks horizontally, not vertically. Doesn't work for all kinds of weapons. - Equip a grenade: Your character is equipped with an explosive grenade. - Skip Cutscenes / Radio: Was mostly designed to skip radio calls, do not miss all cutscenes. Doesn't miss all cutscenes in separate ways and other modes when Ashley is present. Note: You may have to disable it within minutes (operation of the crane, adjusting mirrors) - Move Ashley B: Moves Ashley to the player. Turn off the collision to move it through the walls. Stage Swap Frame: - Swap Stage: Swap the current stage to the stage that you like. Note: Using this with different games can cause accidental failures. Some stages are particularly unstable. Update: The EM list is now reset by default. - Reboot: Resets Leon's story or individual pathway modes. Restores all objects, enemies, traps, events. - Force Respawn: Respawns all enemies at the same time. Note: This engine can't handle too many characters at once, hence spawning too many makes them, including the player, become invisible. Engine frame: - No grain effect: Removes the grain filter, requires more brightness. - Invisible Enemies: Most enemies become completely invisible, some still equipment visible and parasites. - View distance: pushes the fog even further, not too useful though. - Extra brightness: Adds even more brightness. - Brightness: Same setting you can find on the Options menu. - No CRC Check: Stops integrity/couple ID checks to save files (Turn it on before you get to the main menu or turn on when on the typewriter screen) - Fix Cutscenes: Loads Leon model for cutscenes. - Fix radio calls: Loads of animations, models and textures for radio (for Hunk radio calls will be missed) - Fix the missing animations: Restores most melee animations for characters - Unlock things: Unlocks bonus unlockables - mercenaries, costumes, difficulties. Reboot the main menu after you turn on this if nothing new appears (play the game, go to the Press Start screen or download the game.) Player/Ashley Size/Speed Frames: - Speed: Speed change. It can be handy during the hold-mashing-it-button events. - Size: Size change. Nightmare Mode: This is a mode with increased complexity of the game. - Stamina, it is consumed when your character is running. If you allow it to be fully utilized, there will be a cooling period of 6 seconds during which you cannot run. Stamina recovers when your character is down. Improving health increases overall endurance and regeneration rate. Healing also restores some stamina. As a consolation, your character's running speed has been increased by 20%. Health. You take 30% more damage. Enemies. Enemies are 20-30% faster, in addition, they have the ability to accelerate over short periods of time. They're in more health. The amount of health they have is decided on how much health they initially have. - Point pickup. You take less ammunition and gold (30-50% less). It's bullet time. When you are out of health and usually die, bullet time will kick if you have a combination of herbs: Green and yellow or green and yellow. You will have 8 to 10 seconds of slow motion to avoid or kill enemies around you. Bullet time

doesn't work against grips. Enemy Frame: - Turn off the enemy's caviar: prevents enemies from spawning. - No Loot Drop: Enemies don't throw prey. - The dead never disappear: dead bodies do not burn (up to 20 bodies, they are automatically burned. Warning: May break some levels (such as a cabin). Enemies frame: - Speed: speed change. - Size: Size Change - HP Recovery: Restores current HP to maximum level. - Move HOME: Click HOME key to move enemies to the player. Turn off the collision to move them over obstacles. - One punch kill: sets all HP enemies up to 1 point. - Save settings: This will save all the changes you've made to the file, and will download them the next time you run that trainer. Tab Inventory - Here you can edit your inventory items. Inventory. Write a page to freeze all items on the current page. - The size of the attache: Changes the size of your attache to the chosen one. - Please note: Before you edit anything, be sure to close the inventory in the game. - Download: You can save the entire page to file to download/share it later. Misc Frame: - Slots can insert 999 items: Each slot can insert up to 999 items - Less hand tremors: Less or no pushes for most guns - Randomize: Gives random items at the start of a new game. Randomizes the player's and seller's inventory. You may have to try a couple of times to make sure all the items are shown in the inventory. - Flash inventory: resets the inventory completely. Camera Tab Mercenaries - Notice: Check Write Values to edit values. - Write the delay factor: how quickly the camera adapts to the changes. 8 is the default. Installing it to 10 freezes the camera. - No melee camera: the camera will not change the look during events such as climbing stairs or melee. - Camera Values: Save the current page to file to download/share it later. By default, it resets the current camera mode values to the defaults. - Freeze (Height): Change the height of the player / Ashley. Note: In some cases, a collision may be disconnected. - Freeze the timer: freezes all timers. - Freeze kill count: freezes the current amount to kill. - Freeze Combo Time: Freeze current time combo. - Freeze Combo count: freezes the current amount of combo. - Score: Change the score to the one you like. Final Companion DLL Trainer (stop on 01/05/2019) What can Campanion DLL do? - Download movies up to 500MB in size; Fix the wrong ration aspect when playing movies; - Swap fell items; - Swap enemies; Download textures/files - Highlight more RAM for certain things (scene files, textures, enemies, etc.); - ss_pzzl.dat can be up to 32MB in size; - 32MBs of memory for the player .udas and up to 16MBs for weapons .udas, 8MBs for vertex data, allowing to have around 55k testing grounds for the player model and more than just 255 vertex/weight bone inputs; Player/Enemy models do not disappear when a certain poly-border is achieved; - The enemy table has been increased in size to hold more than 4 entries .udas; - Fewer restrictions when uniting enemies. Incompatible enemies can be spawned by the flag 01 (village ganados and fanatics or army ganados). Other enemies don't seem to have a problem in combination with one of the aforementioned types. TotalPolygonsOnScreenFix is used to turn on/off; - Grey screen overlay fix is also included; - Hookshot included; The zip line is on. - Click F8 when in play to see coordinates/stage name/FPS overlay. Also working with RE4 2007 1.1.0 The version - Tap F1 when in play to remove the grain filter; - Download modded files without renaming .lfs to something else (non-lfs files have priority over lfs files) DINPUT8. CFGTotalPolygonsOnScreenFix - show more landfills on the screen, people with slow machines should set this on false; LoadStageFilesTexturesItemsConfigs - side load stages from folder, as well as .cfg files (itemsswap,itemdrop,effects.conf); LoadESLFiles - .esl .esl files from the EM folder; LoadEVDFiles - side-load EVD files; LoadTexturesFor120 - side load textures for r120. Loading textures for this room buggy and unreliable; VIDEO_RESOLUTION - override video res to prevent it from stretching it. Leave it as it is; ResetOrder - resets the order of downloading .esl files; SkipEndScreen - misses the end screen of the chapter; Adjust_FPS_To_Speed_Ratio - for machines that can't maintain a solid 60 FPS all the time this option dials it back up to 30 FPS and then back to 60; SkipRadio - skip radio cutscenes. Skipping the very first radio sound after r120 cutscene will freeze the game (not the one in the cabin or any other call); FlameThrower - transforms TMP into flamethrow. Needs proper models/anims - just like RE5 Boss Jill's Double-wielding mod. Sorry guys, but the PPL I've worked with are SOBs; No_Ashley - disables Ashley for a certain stage, for example: r310 - true; HOOKSHOT folder: Nothing interesting about it, just animations, models, textures and TPL files. Can be disabled by moving it out of FILES and completely restart the game. SIPLAIN folder: Loads animation, textures, and models for it. Create a config (depending on the stage you want, say, r400.conf). Physics. CFG These files are used to replace character physics, similar to what is available in Ultimate Trainer (note: this option is disabled in the trainer when this dll is used). STAGE folder MAIN folder: MAIN folder is the main folder - the files in this folder are downloaded for all rooms. Create a folder with the name of the room (say, r400) to override any file (s) in MAIN. AMMO folder: allows you to download different icons for inventory items. The folders should start with item_ and the item ID in the hex before attached, such as itm_1a, itm_4, itm_20, etc. config.cfg is used to specify the properties of the icon - how many cells it occupies, as well as adjustments to its position. The .bin and .tpl files should be named as 000.bin and 000.tpl. EVD MAIN folder: MAIN folder is the main folder - files in this folder are downloaded for all rooms. Create a folder with the name of the room (say, r400) to override any file (s) in MAIN. WPN_AMMO: Allows you to limit the maximum ammunition for any pistol. Create a file wpn_XX.cfg where XX is the gun ID in the hex. How does it work? It works by overriding existing files in memory - files are downloaded for each room themselves. This means you can't download files if you don't have them in a specific room. If you want to download textures/room files for all rooms, place them in the MAIN folder. Override the files in MAIN by placing files with the same names in the named room folders. File Name: Stage files should be named in this style: 0000.LIT, 0001.LIT, 0000.CAM, 0001.SMD - up to 000F (16 files of each type except . SND is only one file). Textures: Place any .pack or pack.yz file in the TEXTURES folder. In addition, HD and SD folders can be created to download HD or SD texture depenting to option option In the game. It should look like this: FILES-STAGE-r100-TEXTURES-DEADBEEF.pack. The TEXTURES folder in MAIN and the named room folders follow the same rules as other files. Texture packs should be named in the same way as in. TPL files. Download: Files can be downloaded and unloaded almost on the fly - copy/delete files and restart if in play. The textures are really loaded on the fly - copy the .pack file to the TEXTURES folder and it will be instantly downloaded. To remove a certain texture .pack move or remove it from the TEXTURES folder and restart if in play. Configs for STAGE folder: enemy_swap.ini - allows you to change enemies; This option trades the enemy Replace_with at times (count how many enemies will be replaced before the group is discarded). Installing equipment, health, replace_outfit_with, replace_health_with values up to 0xFF forces it to apply changes to any enemy with the appropriate identifier. evd2video.cfg - video playback instead of EVD events or play movies when in a certain position; effects.conf - effects, now only rain works; itemdrop.cfg - adds more elements that enemies can fall on; itemswap.cfg - swap items that enemies drop; events.cfg - AEV events; Allows you to have up to 10 blocking AEV events in each room (when the door needs a certain key to unlock them). The item ID and event index should be the same as in the .aev files. EM files: Master file - r0000.esl downloads for all numbers. These esl files are downloaded for a specific stage. Chapter .esl Files: VillageDay.esl VillageNight.esl CastleBeginning.esl CastleMainHall.esl CastleDragonRoom.esl CastleBelowPit.esl IslandBeginning.esl IslandAfterTruck.esl SWBeginning.esl SWChiefsHouse.es SWLCastleMaze.esl SWLCastleMaze.esl SWtItS VillageDay.esl is loaded for the following numbers: r100, r101, r103, r106, r104, r107, r105, r102, r108, r109, r10a, r10b ESL_MODE folder: .esl files included in esl.conf are downloaded instead of the original files .esl. ESLX corresponds to the .esl file number. The .esl files in this r400.esl format must be placed in the ESLX folder and included in esl.conf. esl.conf. resident evil 4 hd remaster mods. resident evil 4 hd character mods. resident evil 4 hd weapon mods. resident evil 4 ultimate hd edition pc mods armas. resident evil 4 hd xbox 360 trainer mods. como instalar mods en resident evil 4 ultimate hd edition. mods para resident evil 4 hd edition. mods de armas para resident evil 4 ultimate hd edition