

# Increased renewable energy penetration tuvalu



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### [Mod to increase maximum cyberware capacity](#)

Is it possible to create a mod that increase the maximum cyberware capacity? At the moment it's capped to 256 (lv50, all perk that change it) and it will probably increase with Phantom

### Increased Population MOD

Can someone make a mod that increases the maximum number of survivors we can have in a community? 9 is too little, wish I could have like 20 atleast, if not more.



### [settlement: limit of the available objects](#)

My problem is the limited number of useable objects: for example, the warehouse walls are limited to a number of 125 (workshop dlc), and I want to increased this number, because now I

### [Mod that lets me repeat fixer Gigs and/or PL's Increased Criminal](#)

Just want to have a solution to the dreadful problem of this game, no re-playability, I already have a Mod that lets me re-do NCPD gigs, but I've been searching and couldnt find any mod



### [Tuvalu and renewable energies , Power and Energy](#)

Summary: Tuvalu, the world's second-smallest island nation, is highly vulnerable to climate change impacts. Tuvalu, therefore, has gradually

become a leader in the promotion of renewable energies as

### Increased/adjustable right-click/alt zoom?

My google-fu has failed me. Is there a simple mod that increases the amount of the zoom when you right-click/alt unarmed? Not to full-blown binoculars but more to be useful as a zoom. Cheers.



### [Environmental and Social Safeguards Monitoring Report](#)

A contributing factor is an expected reduction in the use of diesel fuel due to increased renewable energy penetration, which is expected to reduce and stabilise current generation costs.

### [MOD REQUEST] KCD2

As it is, when you switch over to photo mode your camera distance seems to be limited to about a 10-ish meter leash around Henry. It would be really nice to be able to crank that distance up



### Mod Request: Increased Stable Slots

I've found a few topics asking for the same thing, but none from 2021 (and all were just people saying "yea, I'd like this too!"), so, I just thought I'd put the idea back into the public

### Increased Bedroll Deadzone?

Is there a mod out there, or could someone possibly make a mod so that the area around where you place your bedroll that keeps enemies



from spawning is larger? I am playing single player



### **Increasing Outpost Build Area**

Outpost Beacon Override - Increased Build Radius That might be useful for other outpost stuff as well.

### **Increase amount of followers**

I want 2 or 3 followers to travel with me (vanilla's not standalone). Just that, no conflicting scripts in different follower's frameworks, no overpowered abilities of mine followers, no tons of AI



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