

TECHNOLOGY OVERLOAD AMP THAT S**T UP!

Thanks for downloading my mod! It means a lot to me that you would like to use my work to increase your enjoyment of an already amazing game.

I know this type of mod isn't anything new and has been done before however, I have found that the same mods available are not kept up to date and with Hello Games constantly releasing updates it make sense to keep all mods up to date, this causes less disruption to your gameplay. At present this mod is compatible with the latest Crossplay patch V2.55 (as of 29th June 2020)

If this is your first time using a mod like this then please let me explain, the purpose is to allow MORE of the same class mods to be applied to the tech installed in your Exosuit, Starship, Multitool and Freighters, vanilla game only allows you to have 3 of the same class, my mod allows you to have up to 8 of the same class! That is right, 8!! So, if you want to have 8 S-Class Tech Mods installed to become the OP King then you go right ahead – Beast Mode Activated!!



Tech mods can be installed in a 3x3 grid

If you are unfamiliar with where you MODS folder is located:

(Your Drive Letter):\Steam\steamapps\common\No Man's Sky\GAMEDATA\PCBANKS

If there isn't a MODS folder there then just create one and make sure it is in uppercase, make sure you either delete OR rename the DISABLEMODS.TXT file otherwise your mods will not work in-game.

If you have any questions or issues please do feel free to leave a comment and I shall respond as soon as possible, I have a family to take care of with 2 demanding baby girls.

Thanks again for choosing a N3rdTech mod!

N3rdface

DISCLAIMER

All work is original and created by me, N3rdface/GeekyN3rdface/N3rdf4ace. I put a lot of time into my mods, time that my wife will be claiming back at some point so please do not steal my work. I am uploading exclusively to nexusmods.com, nowhere else. My mods are not to be uploaded/re-uploaded anywhere else and/or under any other user account other than my own unless express permission is given. If you would like to use my mods in a review video you are free to do so but please ensure I am credited, if you would like to include my mod in any packs you want to create then please contact me first, it's not that I have a problem with this I would just like to keep track of where my mods end up.