**Devious devices 2.0 fixes:**

Fix by @ Elsidia

Added DD\_SmokinGun "The Smokin' Gun" to DD\_BondageMittensExclusionList

to allow equip it with tied hands.

Fix by @ Elsidia

After wear arm restraints, it correctly exit from battle pose.

Fix by @ Elsidia

Working more on Formlists and leveled lists for boots:

Added DD\_FL\_Boots\_All - in this list will be all RC8 and original boots.

Added DD\_FL\_Boots – there will be boots from original DD 2.0

Added DD\_FL\_Boots\_Addons – there will be boots addons (now there is catsuit socks added by RC9)

Added DD\_FL\_SlaveHeels – there will be new RC8 slave heels

Added DD\_LL\_Boots\_All – there will be all leveled list boots

Added DD\_LL\_Boots – there will be leveled list boots from original DD 2.0

Added DD\_LL\_Boots\_Addons – there will be boots addons leveled list (now there is catsuit socks added by RC9)

DD\_LL\_SlaveHeels was added to DD 2.0 RC8, so I just moved to DD\_LL\_Boots\_All – will contain all RC8 slave heels leveled lists.

Added to DD main library and script variables to allow use from scripts.

Note: Boots formlist still not added to all items formlist, so boots can’t be equipped by original random script function. If modders want use it, so need use before mentioned lists as formlist in random function EquipRandomDevice.

Note: Boots is added to main leveled list, so in theory those boots will appear in containers from mod DCW.

Same work on Belts lists:

Added DD\_LL\_ChastityBelts\_All – all belts leveled items

Added DD\_LL\_ChastityBelts\_Addons – all belts addon leveled lists

DD\_LL\_ChastityBelts moved to DD\_LL\_ChastityBelts\_All

Added to DD main library and script variables to allow use from scripts.

Fix by @Tron91

More DD database fixes and logical operands.

Fix by @ jbezorg

Rewrite PipboyDusty, PipboyVault81 into Devious Devices by adding keyword cc\_ma\_Pipboy to allow Devious Devices detect those as pipboys and add to exclusion list.

Fixed Locpikminigame not close pipboy before start. Added command to close pipboy. Idea by @lampuiho

**Devious devices 2.0 RC8 fixes:**

Fix by @Elsidia

Added spell Disarm to all restraints, what have spell TDNoFighting

Fix by @Elsidia

Added constructible objects and leveled lists to all new DD RC8 devices to allow craft it, buy it and change colors in armor workbench

Change match items names to be more understandable (connected, disconnected)

Fixed DD\_Straitjacket\_Boots\_Latex\_Inventory "Latex Straitjacket Boots" – modification objects Red and White – wrong modification keyword.

Fixed DD\_Straitjacket\_Boots\_Open\_Latex\_Inventory "Latex Straitjacket Boots (Open)" modification objects Black, Rd, White – wrong attachment slot keyword

Added DD\_TentacleMonster\_Inventory and DD\_TentacleMonster\_Rendered to Devious Devices Library for script use. Note: still only one chance to get it is spawn by console. Possibly i will add it as spawn trap in DCW.

Added DD\_Harness\_Leather, DD\_Collar\_Harness\_Leather inventory devices and rendered devices to DD Library for script uses.

Fix by @Elsidia

Added leveled items list DD\_LL\_SlaveHeels to DD main library and script variable.

Fixed DD\_Legcuffs\_Leather\_Hobble\_Inventory "Leather Leg Cuffs (Connected)" OMOD entries and colors keyword: it uses old keyword from disconnected version, but it leads in armor bench to duplicate color names as it shows all modifications (disconnected too)

Fixed DD\_Wristcuffs\_Leather\_Disconnected\_Inventory "Leather Wrist Cuffs (disconnected)" OMOD entries and colors keyword: it uses old keyword from connected version, but it leads in armor bench to duplicate color names as it shows all modifications (connected too)

DD\_ChastityBeltGold\_Corset\_BeltAddon\_Leather\_Inventory "Leather Corset Chastity Belt Addon (gold)" have wrong rendered device from original leather. Change property to gold version rendered device.

Fix by @vaultbait.

Now to remove tentacles need special cream, what is crafted in chemistry station utility page. Components are the same instead for immersion is added 1 steel.

I add, that tentacles now decrease 10 charisma.

Fix by @vaultbait

I added new list DD\_FL\_UsableWithMittensKeywords. There you can put inside keywords for exclusive pick up and equip, when your hands are tied. For other mods pipboy compatibility.

Fix by @feralbyte

Fixed inflatable plugs not deflate.

Fix by @ kziitd

Fixed armbinder animations for torture devices. You should apply fixes manually as I’m not torture devices author:

<https://www.loverslab.com/topic/68652-torturedevices/?do=findComment&comment=3765748>

Fix by @ edinburg

Grammar fixes in DD\_Library

**Devious devices 2.0 RC9 fixes:**

Fix by @ Dlinny\_Lag

Added fix to show warning after F4SE old version, for not to stuck into menu.

Added new vendor list DD\_VL\_All\_2 for new items for sale as no free space in old.

Fix by @Elsidia

Move Debug variable from Config to Library to avoid generate errors, when try report error.

Change MCM:

Move Display debug info to debug page as it more right place for that.

Added new informative menu Active plugins, where is stored info about active plugins.

Added Latex gas mask (colors match catsuits)

Added colors (same as catsuit) to DD\_Hood\_Latex\_Black\_Inventory "Black Latex Hood" – now it’s have name: "Latex Hood" and can be changed colors on armor bench.

Add extra remove of no ability to fight

While test version it will be as system message:

1) You cannot fight – if spell is detected \_TD\_NoFightingSpell (Torture Devices)

2) You get back your ability to fight – extra restore ability triggered

3) Something goes wrong, but you still get back your ability to fight – will something goes wrong will be nice to report with papyrus log. Ability to fight will be still restored

Help by @ Dlinny\_Lag - Removed linked call libs and config in quests DD\_Library and DD\_Config

For compatibility i double functions and variables from DD\_Library to DD\_Config (in table shows doubled functions):

|  |  |
| --- | --- |
| **DD\_Library** | **DD\_Config** |
| UpdateLegacyModSettings() | UpdateLegacyModSettings\_Config() |
| AutoHidePipboy() | AutoHidePipboy\_Config() |
| SetHidePipBoy(Bool Hide = true) | SetHidePipBoy\_Config(Bool Hide = true) |
| HidePipBoy() | HidePipBoy\_Config() |
| ShowPipBoy() | ShowPipBoy\_Config() |

Note: If you plan modding for CE9, better use functions from DD\_Config

Wish by @Kanlaon and help by @ Dlinny\_Lag

Added blindfold effect removing, when starts AAF sex scene (need AAF). Added MCM menu disable it.