



NVSE

Run

Shortcut

Plugins Archives Data Saves Downloads

Active: 28

Name	Flags	Priority	Mod Ind.
<input checked="" type="checkbox"/> The Mod Configuration Menu.esp		17	0F
<input checked="" type="checkbox"/>		18	10
<input checked="" type="checkbox"/>		19	11
<input checked="" type="checkbox"/>		20	12
<input checked="" type="checkbox"/>		21	13
<input checked="" type="checkbox"/>		22	14
<input checked="" type="checkbox"/>		23	15
<input checked="" type="checkbox"/>		24	16
<input checked="" type="checkbox"/>		25	17
<input checked="" type="checkbox"/> DLNewVegas2DLC.esp		26	18
<input checked="" type="checkbox"/>		27	19
<input checked="" type="checkbox"/> ExampleMod.esp		28	1A
<input checked="" type="checkbox"/> DLNewVegas2InvisWhitelist.esp		29	1B

- Enable selected
- Disable selected
- Enable all
- Disable all
- Send to...
- Lock load order
- Open Origin in Explorer
- Open Origin Info...

Find wherever DLNewVegas2InvisWhitelist.esp and your armor mod's .esp was installed, this depends on how you set up your mod organizer "ExampleMod.esp" will be our armor mod in this demonstration

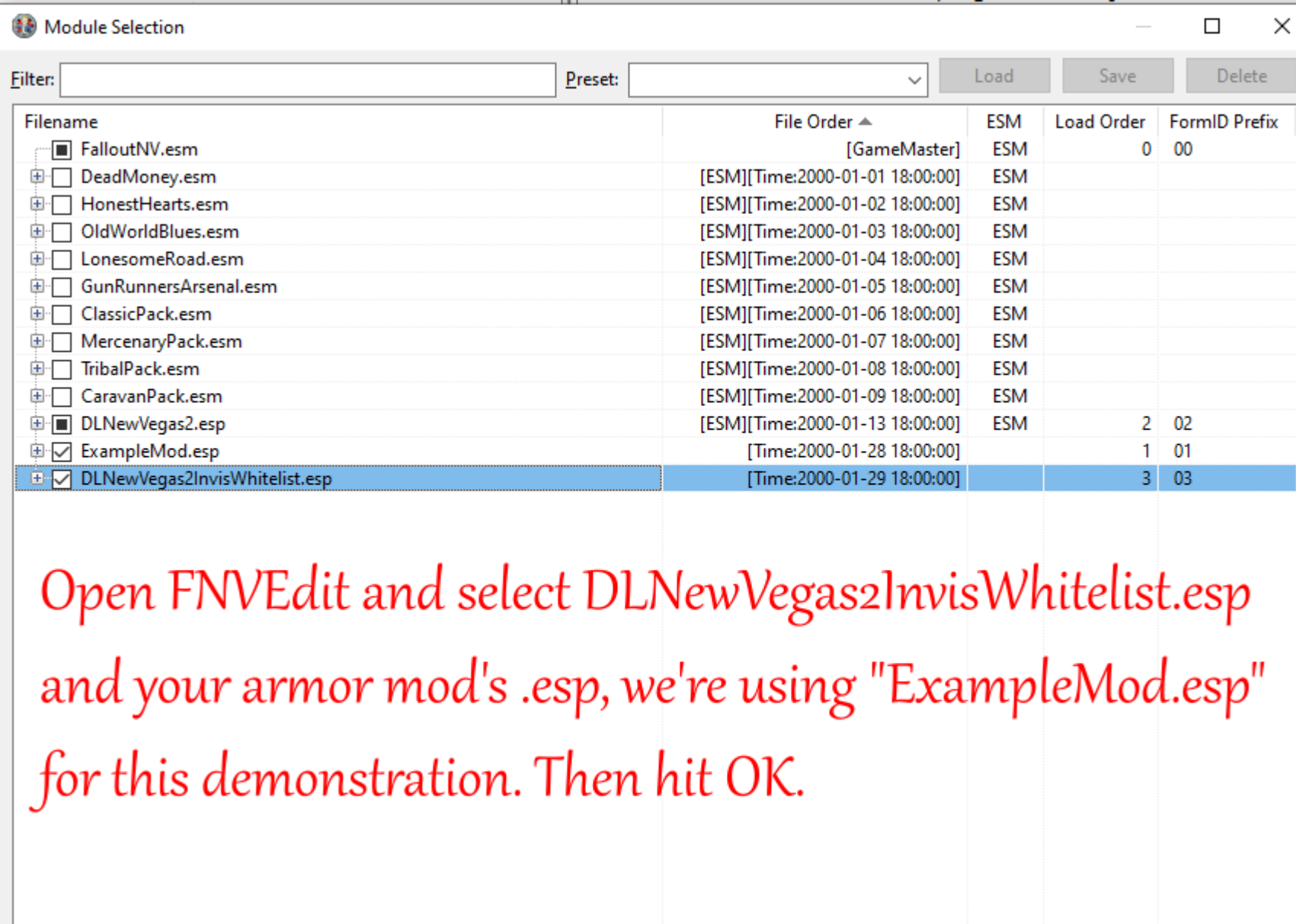
on/Fallout New Vegas

Name	Date modified	Type	Size
Backup	7/22/2025 2:41 PM	File folder	
FNVEdit Backups	7/29/2025 10:30 AM	File folder	
FNVEdit Cache	7/29/2025 10:27 AM	File folder	
menus	1/29/2022 7:21 AM	File folder	
meshes	7/28/2025 5:42 AM	File folder	
Music	7/15/2025 10:38 AM	File folder	
NVSE	7/15/2025 10:52 AM	File folder	
Shaders	7/15/2025 10:38 AM	File folder	
Sound	7/15/2025 10:38 AM	File folder	
textures	7/28/2025 1:41 AM	File folder	
Video	7/15/2025 10:38 AM	File folder	
CaravanPack - Main.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	4,137 KB
CaravanPack.esm	1/9/2000 6:00 PM	Bethesda Master ...	3 KB
CaravanPack.nam	7/15/2025 10:26 AM	NAM File	1 KB
ClassicPack - Main.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	8,248 KB
ClassicPack.esm	1/6/2000 6:00 PM	Bethesda Master ...	7 KB
ClassicPack.nam	7/15/2025 10:26 AM	NAM File	1 KB
Credits.txt	7/15/2025 10:33 AM	Text Document	52 KB
CreditsWacky.txt	7/15/2025 10:33 AM	Text Document	56 KB
DeadMoney - Main.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	350,477 KB
DeadMoney - Sounds.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	102,635 KB
DeadMoney.esm	1/1/2000 6:00 PM	Bethesda Master ...	6,128 KB
DEADMONEY.NAM	7/15/2025 10:36 AM	NAM File	1 KB
DLNewVegas2.esp	1/13/2000 6:00 PM	ESP File	441 KB
ExampleMod.esp	8/4/2025 11:06 AM	ESP File	2 KB
Fallout - Invalidation.bsa	7/15/2025 10:40 AM	Bethesda File Arch...	1 KB
Fallout - Meshes.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	1,036,743 KB
Fallout - Misc.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	1,861 KB
Fallout - Sound.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	831,041 KB
Fallout - Textures.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	1,168,718 KB
Fallout - Textures2.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	938,721 KB
Fallout - Voices1.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	1,564,778 KB
FalloutNV.esm	12/31/1999 6:00 PM	Bethesda Master ...	239,894 KB
GunRunnersArsenal - Main.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	119,700 KB
GunRunnersArsenal - Sounds.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	9,488 KB
GunRunnersArsenal.esm	1/5/2000 6:00 PM	Bethesda Master ...	247 KB
GUNRUNNERSARSENAL.NAM	7/15/2025 10:38 AM	NAM File	1 KB
HonestHearts - Main.bsa	7/15/2025 10:26 AM	Bethesda File Arch...	384,304 KB

Name	Date modified	Type	Size
meshes	7/19/2025 6:08 PM	File folder	
sound	7/19/2025 6:08 PM	File folder	
textures	7/19/2025 6:08 PM	File folder	
DLNewVegas2DLC.esp	1/26/2000 6:00 PM	ESP File	18 KB
DLNewVegas2InvisWhitelist.esp	1/13/2000 6:00 PM	ESP File	1 KB
meta.ini	7/19/2025 6:08 PM	Configuration sett...	1 KB



Move DLNewVegas2InvisWhitelist.esp  
and your armor mod's .esp to your  
Data folder



Filter:

Preset:

Filename	File Order ▲	ESM	Load Order	FormID Prefix
<input checked="" type="checkbox"/> FalloutNV.esm	[GameMaster]	ESM	0	00
<input type="checkbox"/> DeadMoney.esm	[ESM][Time:2000-01-01 18:00:00]	ESM		
<input type="checkbox"/> HonestHearts.esm	[ESM][Time:2000-01-02 18:00:00]	ESM		
<input type="checkbox"/> OldWorldBlues.esm	[ESM][Time:2000-01-03 18:00:00]	ESM		
<input type="checkbox"/> LonesomeRoad.esm	[ESM][Time:2000-01-04 18:00:00]	ESM		
<input type="checkbox"/> GunRunnersArsenal.esm	[ESM][Time:2000-01-05 18:00:00]	ESM		
<input type="checkbox"/> ClassicPack.esm	[ESM][Time:2000-01-06 18:00:00]	ESM		
<input type="checkbox"/> MercenaryPack.esm	[ESM][Time:2000-01-07 18:00:00]	ESM		
<input type="checkbox"/> TribalPack.esm	[ESM][Time:2000-01-08 18:00:00]	ESM		
<input type="checkbox"/> CaravanPack.esm	[ESM][Time:2000-01-09 18:00:00]	ESM		
<input checked="" type="checkbox"/> DLNewVegas2.esp	[ESM][Time:2000-01-13 18:00:00]	ESM	2	02
<input checked="" type="checkbox"/> ExampleMod.esp	[Time:2000-01-28 18:00:00]		1	01
<input checked="" type="checkbox"/> DLNewVegas2InvisWhitelist.esp	[Time:2000-01-29 18:00:00]		3	03

Open FNVEEdit and select DLNewVegas2InvisWhitelist.esp and your armor mod's .esp, we're using "ExampleMod.esp" for this demonstration. Then hit OK.

FormID	Editor ID	CRC32
[00] FalloutNV.esm		26D5B980
[00] FalloutNV.exe		
[01] DLNewVegas2.esp		2EAC6854
[02] ExampleMod.esp		B8C7E4EF
[03] DLNewVegas2InvisWhitelist.esp		

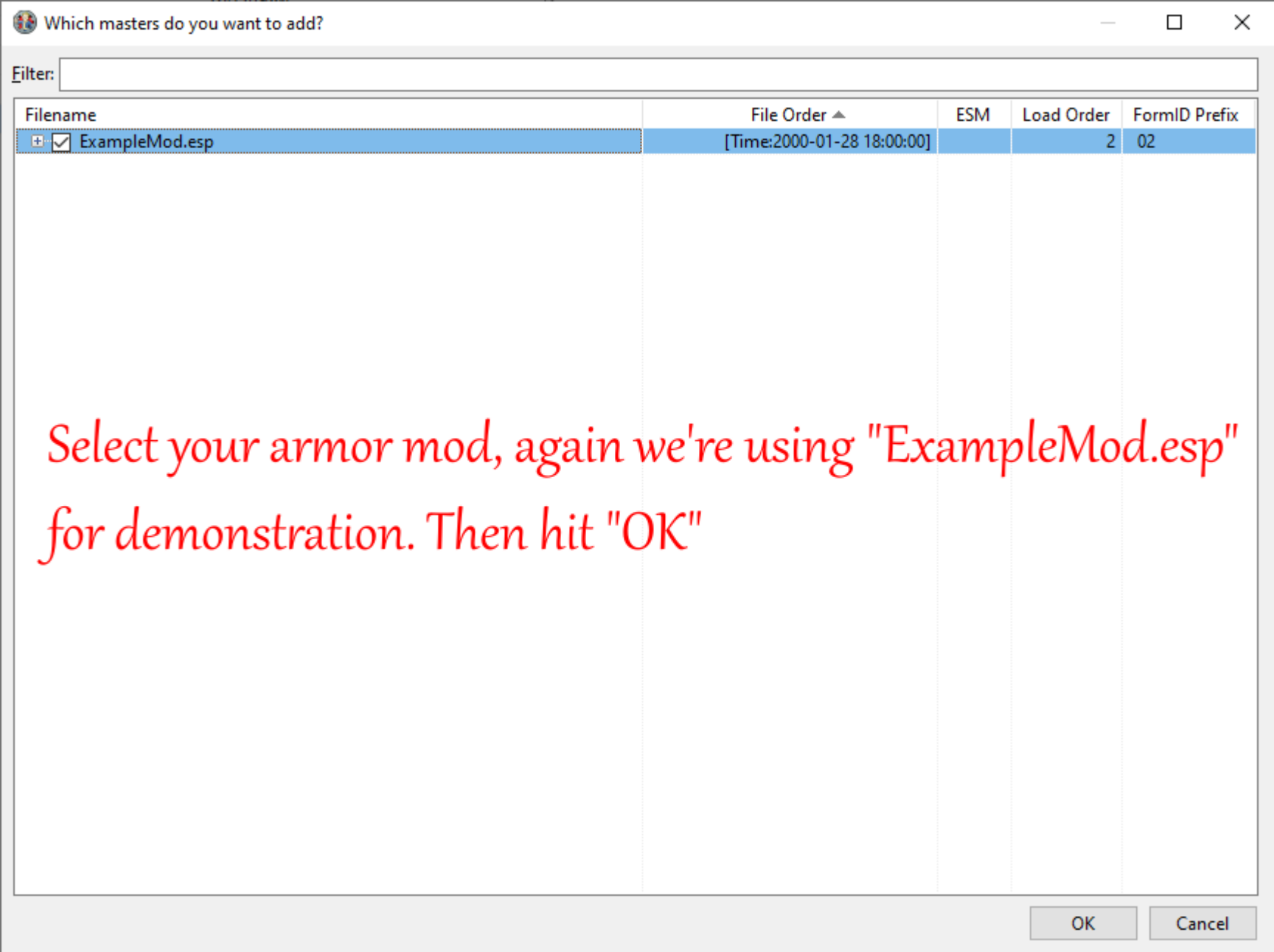
- Compare to...
- Create delta patch using...
- Remove Filter
- Apply Filter
- Apply Filter for Cleaning
- Apply Filter to show Conflicts
- Apply Filter (selected files only)
- Apply Filter for Cleaning (selected files only)
- Apply Filter to show Conflicts (selected files only)
- Check for Errors
- Check for Circular Leveled Lists
- Renumber FormIDs from...
- Inject Forms into master...
- Apply Script...
- Undelete and Disable References
- Remove "Identical to Master" records
- Create New File...
- Add >
- Mark Modified
- Add Masters...
- Sort Masters (to match current load order)
- Clean Masters (= Remove all unused Masters)
- Hidden
- Other >

Filter by Name:  and by Value:  Legend

Keep  children  siblings  parent's siblings

Record Header	[03] DLNewVegas2InvisWhitelist.esp
HEDR - Header	[v15] NULL
Version	1.340000
Number of Records	5
Next Object ID	00000800
CNAM - Author	
SNAM - Description	
Master Files	
Master File #0	
MAST - FileName	FalloutNV.esm
Master File #1	
MAST - FileName	DLNewVegas2.esp
SCRN - Screenshot	

Right-click on DLNewVegas2InvisWhitelist.esp and click "Add Masters..."



# Warning!

You are about to edit a module file.



If you have the slightest doubt about what the implications of your change are, you shouldn't be doing it.



Are you absolutely sure you want to continue?

**Hit Yes**



Hmm.. let me think about it some more



Yes I'm absolutely sure

FormID	EditorID	Name
[00] FalloutNV.esm		26D5B980
[00] FalloutNV.exe		
[01] DLNewVegas2.esp		2EAC6854
[02] ExampleMod.esp		B8C7E4EF
File Header		
Armor		
02000800	aaExampleArmor	Leather Armor
[03] DLNewVegas2InvisWhitelist.esp		C35616E8

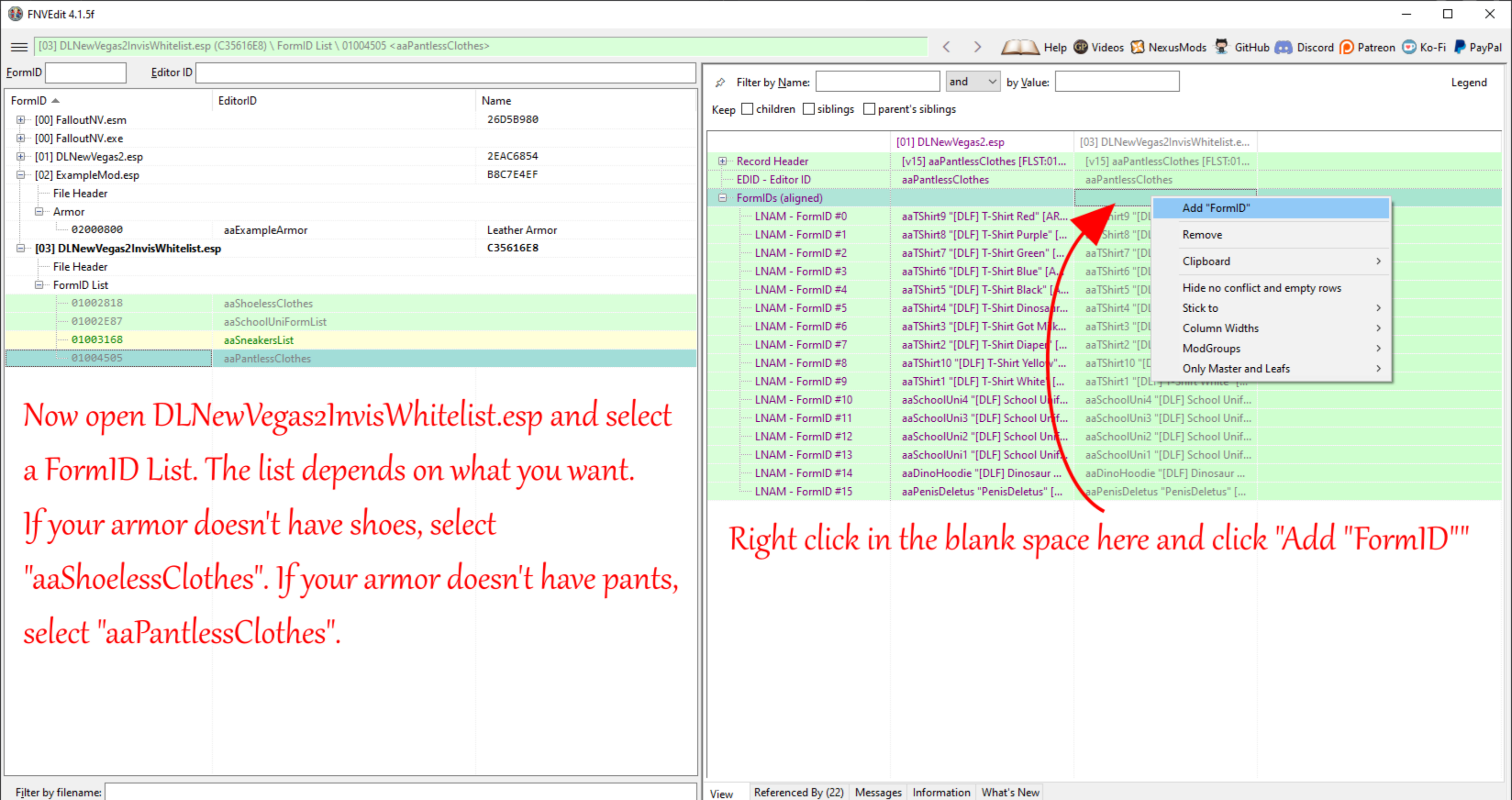
Now find your armor inside your armor mod and make note of it's FormID and EditorID

Filter by Name:  and by Value:  Legend

Keep  children  siblings  parent's siblings

Record Header	[02] ExampleMod.esp
EDID - Editor ID	[v15] aaExampleArmor [ARMO:02000800]
OBND - Object Bounds	aaExampleArmor
FULL - Name	(-20, -12, -1), (20, 17, 13)
SCRI - Script	Leather Armor
EITM - Object Effect	
BMDT - Biped Data	
Biped Flags (sorted)	
Upper Body	Upper Body
General Flags	
Male Biped Model	Armor\LeatherArmor\M\OutfitM.NIF
Male World Model	Armor\LeatherArmor\M\GO.NIF
ICON - Male Icon Filename	Interface\Icons\PipboyImages\Apparel\appearal_leather_armor.dds
MICO - Male Message Icon F...	Interface\Icons\PipboyImages_small\Apparel_small\glow_appearal_leather_armor.dds
Female Biped Model	Armor\LeatherArmor\F\OutfitF.NIF
Female World Model	
ICO2 - Female Icon Filename	
MIC2 - Female Message Icon...	
BMCT - Ragdoll Constraint T...	
Destructible	
REPL - Repair List	RepairLeatherArmor [FLST:00075211]
BIPL - Biped Model List	ArmorLeatherList [FLST:00020428]
ETYP - Equipment Type	Body Wear
YNAM - Sound - Pick Up	UIItemsClothingUp [SOUN:0001954D]
ZNAM - Sound - Drop	UIItemsClothingDown [SOUN:0001954E]
DATA - Data	
Value	160
Health	150
Weight	15.000000
DNAM - DNAM	
DR	0.000000
DT	6.000000
Flags	

View Messages Information What's New



Now open DLNewVegas2InvisWhitelist.esp and select a FormID List. The list depends on what you want. If your armor doesn't have shoes, select "aaShoelessClothes". If your armor doesn't have pants, select "aaPantlessClothes".

Right click in the blank space here and click "Add FormID"

FormID  Editor ID 

FormID	EditorID	Name
[00] FalloutNV.esm		26D5B980
[00] FalloutNV.exe		
[01] DLNewVegas2.esp		2EAC6854
[02] ExampleMod.esp		B8C7E4EF
File Header		
Armor		
02000800	aaExampleArmor	Leather Armor
[03] DLNewVegas2InvisWhitelist.esp		C35616E8
File Header		
FormID List		
01002818	aaShoelessClothes	
01002E87	aaSchoolUniFormList	
01003168	aaSneakersList	
01004505	aaPantlessClothes	

 Filter by Name:  and by Value:  Legend
Keep  children  siblings  parent's siblings

	[01] DLNewVegas2.esp	[03] DLNewVegas2InvisWhitelis...
Record Header	[v15] aaPantlessClothes [FLST:01...	[v15] aaPantlessClothes [FLST:01...
EDID - Editor ID	aaPantlessClothes	aaPantlessClothes
FormIDs (aligned)		
LNAM - FormID #0	aaTShirt9 "[DLE] T-Shirt Red" [AR...	aaTShirt9 "[DLE] T-Shirt Red" [AR...
LNAM - FormID #1	aaTShirt8 "[DLE] T-Shirt Purple" [...	aaTShirt8 "[DLE] T-Shirt Purple" [...
LNAM - FormID #2	aaTShirt7 "[DLE] T-Shirt Green" [...	aaTShirt7 "[DLE] T-Shirt Green" [...
LNAM - FormID #3	aaTShirt6 "[DLE] T-Shirt Blue" [A...	aaTShirt6 "[DLE] T-Shirt Blue" [A...
LNAM - FormID #4	aaTShirt5 "[DLE] T-Shirt Black" [A...	aaTShirt5 "[DLE] T-Shirt Black" [A...
LNAM - FormID #5	aaTShirt4 "[DLE] T-Shirt Dinosaur...	aaTShirt4 "[DLE] T-Shirt Dinosaur...
LNAM - FormID #6	aaTShirt3 "[DLE] T-Shirt Got Milk...	aaTShirt3 "[DLE] T-Shirt Got Milk...
LNAM - FormID #7	aaTShirt2 "[DLE] T-Shirt Diaper" [...	aaTShirt2 "[DLE] T-Shirt Diaper" [...
LNAM - FormID #8	aaTShirt10 "[DLE] T-Shirt Yellow"...	aaTShirt10 "[DLE] T-Shirt Yellow"...
LNAM - FormID #9	aaTShirt1 "[DLE] T-Shirt White" [...	aaTShirt1 "[DLE] T-Shirt White" [...
LNAM - FormID #10	aaSchoolUni4 "[DLE] School Unif...	aaSchoolUni4 "[DLE] School Unif...
LNAM - FormID #11	aaSchoolUni3 "[DLE] School Unif...	aaSchoolUni3 "[DLE] School Unif...
LNAM - FormID #12	aaSchoolUni2 "[DLE] School Unif...	aaSchoolUni2 "[DLE] School Unif...
LNAM - FormID #13	aaSchoolUni1 "[DLE] School Unif...	aaSchoolUni1 "[DLE] School Unif...
LNAM - FormID #14	aaDinoHoodie "[DLE] Dinosaur ...	aaDinoHoodie "[DLE] Dinosaur ...
LNAM - FormID #15	aaPenisDeletus "PenisDeletus" [...	aaPenisDeletus "PenisDeletus" [...
LNAM - FormID #16		aaExampleArmor "Leather Ar...

Double-click here, it'll say "NULL Reference" at first. Then type in the FormID of your intended armor. aaExampleArmor, in my case



Save changed files:



Search

DLNewVegas2InvisWhitelist.esp

Save (Ctrl + S)

Select

DLNewVegas2InvisWhitelist.esp

Hit OK

Close FNVEdit

Backup plugins

OK



NVSE



Run



Shortcut

Plugins

Archives

Data

Saves

Downloads



Active:

28

Name	Flags	Priority	Mod Ind.
<input checked="" type="checkbox"/> The Mod Configuration Menu.esp		17	0F
<input checked="" type="checkbox"/>		18	10
<input checked="" type="checkbox"/>		19	11
<input checked="" type="checkbox"/>		20	12
<input checked="" type="checkbox"/>		21	13
<input checked="" type="checkbox"/>		22	14
<input checked="" type="checkbox"/>		23	15
<input checked="" type="checkbox"/>		24	16
<input checked="" type="checkbox"/>		25	17
<input checked="" type="checkbox"/> DLNewVegas2DLC.esp		26	18
<input checked="" type="checkbox"/>		27	19
<input checked="" type="checkbox"/> ExampleMod.esp		28	1A
<input checked="" type="checkbox"/> DLNewVegas2InvisWhitelist.esp		29	1B

Enable selected

Disable selected

Enable all

Disable all

Send to...

Lock load order

Open Origin in Explorer

Open Origin Info...

Enable DLNewVegas2InvisWhitelist.esp in your mod organizer

on/Fallout New Vegas

API: Queued: 0 | Daily: 20000 | Hourly: 500