

**download nexus mods faster**



Faster Getup.

Knocked down in combat? And get up like a sloth? No! Be a soldier!

Credits and distribution permission.

Other user's assets All the assets in this file belong to the author, or are from free-to-use modder's resources Upload permission You are not allowed to upload this file to other sites under any circumstances Modification permission You must get permission from me before you are allowed to modify my files to improve it Conversion permission You are not allowed to convert this file to work on other games under any circumstances Asset use permission You must get permission from me before you are allowed to use any of the assets in this file Asset use permission in mods/files that are being sold You are not allowed to use assets from this file in any mods/files that are being sold, for money, on Steam Workshop or other platforms Asset use permission in mods/files that earn donation points You are not allowed to earn Donation Points for your mods if they use my assets Console modding permission This mod will not be available on Bethesda.net for console users.

Author notes.

This author has not provided any additional notes regarding file permissions.

File credits.

This author has not credited anyone else in this file.

Donation Points system.

This mod is opted-in to receive Donation Points.

Vanilla get up animation is too slow. Let's double up the speed of get up animations.

Problems with download speed on the LA server.

I'm trying to download several mods and they all have speeds between 40 to 50kbps, I have a 300mb internet and free nexus plan, so the limit should be 2mbps, I did the download test for each nexus server and only the Los Angeles one is at that speed, the others are better for me, around 600 to 700kbps which is not yet the 2mbps limit but it is much better, but every download I make is apparently from the Los Angeles server, how do you fix it or download from another server?

Really slow download speeds on NMM.

I'm getting a download speed of around 14 kb using the nexus mod manager, previously this has been as low as 512/1024 KB but recently it's severely low. Does anybody know why? Or if there is some remedy? Keep in mind I have fiber optic internet capable of 87 Megabits a second, so I know it's not my internet.

Its happening with me as well. Must be a site problem atm. Happening with manual DL as well.

This has been happening to me for a couple days now.. speed is generally at 5mbps so I should be at least close to the 1mbps cap, but I can't get above 14 or so kbps. Never had this problem with nexus before.

You need to report download problems in this thread rather than the game forums.

Saying "I have a fast internet connection" is simplistic and misleading. The internet is a series of connections ("legs") among various devices between your location and that of the destination, that changes from session to session. Anyone of these "legs" of the chain may suddenly encounter a problem, and each leg may be at a different speed of connection. The "internet" attempts to re-route slow connections, but various "Internet Service Provider" (ISP) carriers have agreements with other ISPs and "preferred routes" to reduce costs. As a result, any given ISP tends to re-use the same "legs" of the route. Re-routing may therefore take manual intervention. As you might imagine, they try to avoid this.

There is a network tool included in Windows called "tracert" (trace route) which will show you how long it takes for a packet of information to travel between each device along this route from your computer to the destination. There are also "online" web versions of this tool. Posting such a "tracert" result log is a major help to those trying to resolve such problems.

site slow/downloads not working?

I just got back to this site to get me back into skyrim, but I cant seem to be able to download anything.

Are there still problems with servers and that stuff, of is it just the site in general thats being uncooperative?

inb4 they're trying to patch out the script to bypass the premium shit.

But yeah it seems to be really slow right now, I thought it was a problem on my end because I was watching a video on 1080p (even tho I have 100mb internet, so it shouldn't be a problem), closed everything, still happening, and MO2 can't even connect to download any mods. Also, I had to retry to log in 3 times.

Same. Trying to download some RE2R mods but with how the speeds are going, it just ain't happening

lol the site is down now.

so is this going to be the 9th year skyrim going on sale is to blame for the slow speeds?

Same problems. Doesn't matter which mods, or if I try to download through vortex or manually. It just starts the countdown and then refreshes the page. Been like this for a few days now.

Probably doesn't help that the new website design downloads ALL the author-added screenshots when you visit a mod page, whether you're there for the 100 or so skimpy screenshots or just there for the 10kB bugfix.

My downloads are hit-and-miss at the moment. I've noticed the website seeming a bit slower than usual recently, but only today have I been reuploading a load of mods.

Repeated periods of download timeouts in mod manager followed by brief bursts of downloads actually working. Sometimes the download couldn't even be sent to the mod manager and the timeout message was on the website itself. This is on premium servers and the regular server by the way.

Repeated ping tests yielded results where all of them worked, results where all of them failed, etc. Varied with each test. When they do actually work, it's blazing fast like I'd expect. It just fails about 80% of the time.

Please log in or register.

Galactic Federation spies have sabotaged the Rebellion Flagship, and it has been sent hurtling through space and time. The rebels can no longer chase you throughout endless space, -- however -- they will be waiting for you in the final sector. Prepare Yourself, and Don't Let The Rebels Escape!

FTL: Faster Than Light files By Malacos.

2KB 957 --

Slipstream Mod Manager v1.4 (2013-09-20) by Vhati.

Slipstream is a mod manager for FTL, making it easy to install multiple mods at the same time and, later, revert to vanilla gameplay.

Utilities By brothershogo.

2.3MB 884 --

FTL Homeworld - Savegame Manager.

FTL Homeworld lets you manage save files and trade items between saves.

Utilities By iceburg.

2.7MB 724 --

Adds the Mass Effect Normandy SR2 Ship to the game.

Ships By Yossarian22.

1.9MB 366 --

Future Armada FTL Mod.

This mod is 5 starships from the Future Armada series, produced by Ryan Wolfe at O-Hour Art & Technology <http://0-hr.com/> When appropriate, I attempted to keep with the original design theme by Ryan in so far as the ships purpose, and make them each unique without seriously altering game balance.

Ships By Silveressa.

8.0MB 281 --

A heavyweight assault cruiser of Crystal origin. Replaces the Engi-B "Vortex"

Ships By Kieve.

10.2MB 272 --

Adds the Spaceship Serenity from TV Show Firefly.

Ships By Yossarian22.

1.2MB 176 --

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More mods.

New today 0 New this week 0 Latest Popular (30 days) Popular (all time) More Trending Random Updated.

Planet and Background replacer and lots of new ones. version 1.2.1 with 21 new backgrounds and 14 new planets. Version 1.3.1 adds 62 new HUBBLE backgrounds and new stuff and color fixes.

138.9MB 0 --

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The mighty Klingon D7, feared by its enemies during the 23rd century.

457KB 4 --

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The Expanse in FTL. 6 versions of the Rocinante from The Expanse added to FTL. Every name of every character from the show or books added as well. Compatible with Advanced Edition.

1.2MB 7 --

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An expansive mod for the game FTL: Faster Than Light. Adds over 500 new enemies, over 100 new weapons and 100 new drones! Also expands heavily on the lore, with new factions, sectors, and races included in an immersive new galaxy and story.

417.4MB 19 --

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This mod is built upon FTL Supremacy. It replaces the FTL- Federation ships with Starfleet vessels from Star Trek and also adds weapons and sounds from the Star Trek Universe.

19.1MB 8 --

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This mod slows down the rebel pursuit by 100000 turns.

1KB 51 --

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Normandy for your Mass Effect needs.

383KB 9 --

Normandy for your Mass Effect needs.

Replaces the first ship with a completely new one.

277KB 8 --

Replaces the first ship with a completely new one.

Ever wanted to see what sort of ship you could put together using only the equipment found on vanilla starting ships? Well I did, so I made this.

352KB 84 --

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This Is a Modified Rebel Assault Ship, Also My First Nexus Mod  
Shields: 2 (one layer)Engines: 4Medbay: 1 (Can Buy Clonebay To Replace)  
Weapons: 3Pilot: 1Manned By 3 Lanius35 Hull, 8 Core PowerAugments: Scrap Recovery Arm Fire, Suppression, Weapon Pre-Igniter  
Weapons: Dual-Shot Laser, Hull Bea.

445KB 0 --

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978KB 18 --

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1.1MB 38 --

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Have you ever felt that FTL wasn't annoying enough? Do you find yourself appreciating all the hard work the developers put into making it sound nice? Well say no more, with the PewDiePie Sounds mod you'll find many of the default sounds (the music hasn't been changed) will be replaced with overused PewDiePie memes and random quotes.

6.4MB 6 --

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Adds a new ship that replaces the Rock Cruiser A and adds a few new interactions with random events.

3.2MB 6 --

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External autosave functionality for FTL. Creates backups of the save files every time they change while playing and allows for easy restoring so you can jump back to any save in time. Usually FTL updates its save files at least once per location, so you get a pretty coherent history with this tool. Needs Java 8 or higher to run.

1.6MB 11 --

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Mass Effect Terminus is an overhaul mod to rewrite FTL into the Mass Effect universe, just before Mass Effect: Andromeda.

6.3MB 49 --

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small. fast. deadly. the spike. <br /> <br />made of a crystal ship gib.

187KB 22 --

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The white star cruiser from the sci-fi show Babylon 5. My first ever mod! All feedback appreciated!

346KB 15 --

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89KB 3 --

Adds full Windows touchscreen support to the game. Fixes the cursor in fullscreen, improves the game's reaction to touchscreen input and adds gestures.

109KB 15 --

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Media.

New today 0 New this week 0 Latest Popular (30 days) Popular (all time) Trending Random

News & Updates.

All news Features Site news Game news Competition news Mod news Interviews Mod updates.

TL;DR: It is our core belief that making modding easier is a noble goal, so more people can enjoy our joint hobby. We are convinced that our collections system, a project we have spent almost 2 years and many work-hours on, is the way to achieve this goal. For the benefit of this system we have to implement a change to how mod file deletions work. The change was announced to mod authors recently, and basically means that mod files are no longer deleted, but rather archived - which will make them.

2219 Comments.

Siege Survival: Gloria Victis released on Steam last month and the good people at Koch Media have partnered with us to give away 35 copies of the game to the Nexus Mods community!

Siege Survival is a new resource management survival game set in the medieval world of Gloria Victis. You play as a small group of civilians trapped in the only remaining stronghold of your city which is under a brutal siege by an invading army.

The gameplay loop is split between a day and n.

536 Comments.

It's that time of year again! The Morrowind May Modathon 2021 starts today celebrating 19 years of modding for The Elder Scrolls III. Upload a mod for Morrowind during the month for your chance to win prizes and unlock some special achievements.

As usual, here are the full details from darkelfguy:

Celebrating Morrowind's 19th anniversary, today I'm announcing the seventh annual Morrowind May Modathon Month Modding Competition, one of the biggest annual modding competit.

24 Comments.

Today we are talking to randyknapp, the author of many UI and quality of life mods for both Valheim and Subnautica, as well as the popular, ARPG inspired Valheim mod: Epic Loot.

BigBizkit: Thank you for joining us today. First of all could you tell us a little bit about yourself?

randyknapp: Thanks for having me! I'm Randy, I'm 33, I live in Seattle with my wife and kids. I'm a professional video game developer with 10 years of industry experience.

If Morrowind modding sounds like your jam, we have something special for you brought to you by organizer Danae123 - please take it away!

The third edition of the Morrowind modding competition "MODJAM" is upon us and it's back with a revenge.

Come April 3rd (yes, this weekend!!), modders have 48 hours to make a mod based on a theme announced minutes before the jam begins. Simple enough, right?

Modders can work alone or in te.

12 Comments.

Update on 2021-04-12 - Applications are now closed. Thank you to everyone who has applied. We are currently going through all applications and hope to have our new community manager soon!

With Nexus Mods getting bigger and better every year, we're looking to bolster our ranks once again by recruiting a Junior Community Manager to work with our existing team to help us better serve our community.

This position is based in our offices in Exeter in the UK an.

36 Comments.

Your notifications are getting a facelift! Starting on 22nd March 2021 all users will be upgraded to the shiny new system featuring easy access to their preferences, an improved design and more control directly in the notifications panel. We need to permanently remove all existing notifications with this change, so please use this time to check the ones you currently have if you care about them. There are a few things you need to know before the switch-over happens, so read on for more informati.

777 Comments.

Two weeks ago we launched our Nexus Mods Trivia Quiz as a first of many community events for this year marking the 20 year anniversary of Nexus Mods. We all hope you enjoyed the quiz and if you weren't one of the lucky winners - don't worry. We're planning to do plenty of events like these spread throughout the year, building up to our site's birthday in August.

And with that said, keep on reading to see all the correct answers and to learn who the lucky winners are.

33 Comments.

Vortex 1.4 is here - fresh out the oven! A lot has happened since our last Vortex related news update in September. Our devs have been working through many of your feature suggestions and implemented some very handy new improvements that will make your modding lives a bit easier. Keep on reading if you'd like to know more about what's new in 1.4.

Vortex 1.4. has been released on the beta branch on 10th February 2021. Go to your "Settings > Vortex > Update" and select "Beta" to .

72 Comments.

We all love games, that's one of the things everyone in this community has in common, so when our friends over at GOG.com asked us if we'd like to give away some game keys to you guys as part of their "We Love Games" celebration, we could hardly say no!

We have 5 copies of Lichtspeer, Sword of the Necromancer, Bonkies, Gods Will Fall and Project Wingman to give out to the 25 randomly chosen winners.

There are a few rules you should be aware of b.

427 Comments.

I think I speak for pretty much everyone when I say we've got high hopes this year will be much better for everyone around the globe than 2020 was. With that said, it might come as a bit of a surprise to some of you, but did you know that we're actually going to celebrate the 20 year anniversary of Nexus Mods come August 2021? That's right, Nexus Mods (and its predecessors going by other names) has now been around for almost two decades! Just to give you an idea of what that means: back then whe.

66 Comments.

We have recently enabled a new download location for Premium Members that can potentially increase download speeds for any users who might have slower speeds than expected with their Premium Membership. If you're a Premium Member and you think you should be getting faster speeds then please try the "CDN" download location, which now defaults to this new provider.

The long version.

If you've had the (mis)fortune of taking the time to read my year i.

48 Comments.

In this feature, we're chatting with Aragas (aka Aragasas), one of our top Bannerlord mod authors. While you might not have heard of him, if you've played Mount & Blade II with mods there's a good chance you've used at least one of the mods he and the other members of the Bannerlord Unofficial Tools & Resources (BUTR) team have worked on.

Thank you for taking the time to talk with us Aragas. To start off, can you tell us a bit about yourself?

10 Comments.

Happy new year everyone.

It has been a couple of years since I last updated you all on the more internal goings on at Nexus Mods so I've decided to drum up enough enthusiasm to write another of my long-winded, banal "blog posts" on the matter. I wasn't able to get around to doing one last year and I am aware that some of you actually like to punish yourselves, but if you're like me and just like to skim read, here's the TL;DR:

Statistically we're doing better than ever. E.

51 Comments.

Today we are talking to CloudedTruth - author of the very popular Relationship Dialogue Overhaul for both Skyrim and Skyrim Special Edition as well as various amazing follower mods.

Thank you for joining us today, it's truly appreciated. We like to start these interviews off with a bit of a personal introduction, so could you please tell us a bit about yourself?

I'm 28 years old from the United States and currently work in manufacturing dealing with parts and.