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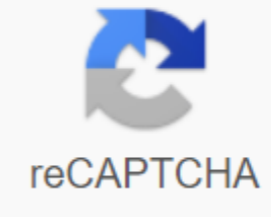**Continue**

Familiar faces sse

Could someone please port the mod Known faces from Oldrim to sse? I would do it myself, but I have no idea how, here is the link Thank you <3 Be patient. The project is still in progress! I'm waiting, too. Source: I hope the creator makes it ok to progress. I'm very excited. and impatient. But I can relax for this Editing by VikingrUldr, June 30, 2019 - 11:09 PM. I just can't wait for it to come out. since I saw MXR review ive been interested in it. im glad to see that it's not lost and people are still talking about it. gives me hope that one day, I'll be able to play it I've given up watching it I think its abandoned, since the author hasn't made any announcement in 10 months or so. its unfortunate I played this mod for oldrim and it was a lot of fun. A quick guide on how to port yourself Extract the original mod to a new desktop folder Unzip the BSA with BSA unziped, found in nexus extract files on the same desktop new folder Now all files from BSA should be along with the rest of what was originally in the folder delete the original BSA tool Use Nif optimizer, found in Nexus, Output tool when finished Using 7zip or perfered zip / repacker to repackage the upload folder in the mod manager of choice, Done There are additional steps required for mods that have animation, but this mod has none. 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Our programme will focus on lifelong journey and how we can all remain relevant in an ever-changing and evolving world. Join us for special event that includes an image for SSE in 2020, mingle, dinner, and an after-party with your fellow alumni! Don't miss the biggest and best alumni event of the year! Seats are limited, so get your ticket today! Add support for the .jslot files used by future versions of Racemenu. Fixed a version check error that gave the wrong error message if SKSE was outdated. Fixed characters sometimes cannot be recruited after they are called. The wrong version of JContainers was corrected in the compatibility check error message. Fixed repeated error messages from the EFF compatibility module. Special thanks to drakan_csn for testing it out before release! Version 1.1.0 requires JContainers 3.1.0 or later! Install it before upgrading, or you'll risk losing character data! Upgrade from 1.0.x Make sure you have JContainers 3.1.0 or later installed. You will also want to have RaceMenu 2.9.1 or higher. Simply install the new Familiar Faces above the current one (if you are using Mod Organizer, it should be safe to use Merge instead of Replace). The first time you load a game saved with 1.0.x installed, your Shrine will shut down and restart. This can take up to a minute if you have 12 characters loaded. The characters you have with you may disappear. If this happens, you can bring them back by visiting the Sanctuary or using the Sanctuary page of the MCM to call them back. Their old custom post may be lost as well, so be sure to assign them a Hangout! Once JContainers has been upgraded you need to upgrade FF as the older version will not work with the new version of JContainers. New features in Hangout Manager 1.1.0 This replaces the old, unfinished custom site with a customizable Hangout system to control the position of your characters when they are imported. A character will have the location where they used the Gate Stone stored in its character file and will appear there by default when inserted into another game. All imported Hangouts are for viewing via MCM. Any character can be assigned to any Hangout, and in most cases multiple characters can be assigned to a Hangout Only. In other words, those of you who want to build an army of blades or comrades or wizards will now be able to do so. Additional custom Hangouts can be created by simply traveling to the site and using the gate stone a second time. You will have the add the current site as Hangout. The characters can also be set to wander from city to city, rather than live in a single place. Your Hangouts are stored in their own file and are permanent in all your saved games. Better NPC behavior Characters will now use IdleMarkers (wall-leaning, etc.) and show the most appropriate behavior based on where their hangout is. Cities or towns The character will wander from shop to shop, visit people in open houses, visit an Inn or Temple if any, and sleep asleep

can find a free bed. Guild Characters houses assigned to Hangouts in or near Guild locations will behave mostly as members of this guild's faction, eating and sleeping there if there are seats available for them. Note that they will try to do this even if the Guild is not open or friendly to you in your current playthrough. Dungeons Characters who are friendly to you will be waiting right inside the entrance to Dungeon Hangouts. They may also try to enter deeper into dungeon if they were originally stored there, but they won't go ahead if the road is blocked by doors that can't be opened or unlocked, such as Puzzle or Dragon Claw Doors. Wanderers Instead of living in a single place, a character can be set to wander from city to city. Characters called into the world without being assigned a hangout will do so by default. Default locations Some preset Hangouts have customized AI packages that will give the imported character additional behaviors suitable for this location. For example, a character introduced to Winterhold College will spend some time practicing magic in the Hall of Evidence, or reading at Arcaneum. However, these custom behaviors will only apply to the first character assigned to a preset Hangout. additional characters will use the general AI packages described above. Since these are quite time consuming to create, there aren't many of them. Armor dyes Dyeable armor from the newer versions of RaceMenu/NIOverride is now fully supported. RaceMenu 2.9.1 or higher is required for this! Character features Automatic leveling can now be disabled. This allows your character to maintain exactly the same statistics with which they were saved, regardless of your level. It is now possible to be hired. To do this, simply check the Call box next to your character's name on the Shrine page of the MCM. You can now impose the character's original armor, so that they never equip any other tool than what they were stored with, or have them use their original equipment to complement any missing grooves in their current setting. Spells ALL spells are now saved with character data. Spelling filtering is now done at the time of loading. A universal option can always allow characters to use self-healing and armor spells, if they know them, regardless of whether they are allowed to use other magic. There are now MCM options to load Spells that from mods. Select mods will load some mods with predefined compatibility, or use spells explicitly listed as compatible by the mod author (see Spell Compatibility section below). All mods will try to load all the spells a character had when they were saved. This option is NOT recommended for general use, as many spells provided by mod are search-related utilities and features designed for player-only use. The Shouts Global option has been added to automatically turn off screams when when He's in a city. This really helps by keeping the guards out of your hair. You can now limit your characters only by using shouts your character has unlocked. Call Storm and Dragon Aspect screams can now be permanently disabled for all imported characters. MCM A report on what mods are required to properly recreate a character can be viewed from that character's MCM page. The Sanctuary of Heroes page now allows you to call your character from the Sanctuary without visiting him. This can also be used to call your character as a doppelgänger, a much-demanded feature! The Shrine of Heroes page can now be used to restore individual Alcoves by scrolling to the bottom of the character list. This can be used to clean a locked Alcove. Tracking can now be turned on or off for all characters at once. Hangouts, global options, and debugging pages were added to the MCM. Various Config, Shrine, and Hangout files are now stored in the My Games/Skyrim folder and not in Data/vMYC. Faster initial loading of character files. Spells, Privileges, Screams, and unevolved tools are now postponed until after the character is actually called into the world. This significantly reduces the initial loading time and reduces display problems at the Sanctuary. Character files now include a list of mods needed for their appearance and armor to be recreated correctly. Any missing mods will appear in the character's MCM panel. If the required mods are installed later, the character's appearance will be updated. The mod now checks for write access to the data folder/vMYC before trying to start. Notify the Player if the .slot, .dds, or .nif of a character is missing (if you use external heads), and optionally delete the character automatically. Character tracking should now be turned off automatically when hired as a follower. Reduced duration of character glow in the Sanctuary to bring it more in line with trophies. FF compatibility should now work better with AFT. Note: This is achieved by disabling almost all stat, spell, and perk assignments provided by familiar faces instead of handling the AFT of these options. AFT* should * be used to manage these if installed! FF now works with the latest beta of ETA and you need to update the names to the UI panels much faster. Mods that add spells to the game can now tell FF if it is safe to load on imported NPCs. See Lists spelling below. Corrections to 1.1.0 Tons. The following list is not exhaustive. Pretty much every part of the mod got at least some revisions, and several sections were completely rewritten. Character Management Fixed several thread-related issues during initial character startup and loading. This should speed up the initial load and prevent strange problems, such as multi-character data assigned to a single agent. Characters now disconnect before applying their appearance, should prevent physical errors. When the actor of a character is deleted or otherwise removed, the corresponding DDS and NIF facegen are also deleted. This is necessary when using Racemenu External Head/ECE support. Stable actors sometimes appear naked. Sanctuary of Heroes Complete rewrite of the Sacred / Alcove code. New system is much faster, more stable, much harder to get into an invalid configuration, and tries to self-correct if it does. Deleting the Shrine file now correctly empties all Alcoves into the next load and restores the Sanctuary to its default state. Validation is now done for things like lighting status, open/closed state of the book, etc. An Alcove that crashes into an invalid state for a long time will generate a warning message so that it can be cleared via MCM if necessary. *Note:* Individual alcoves can be reset without resetting the entire sanctuary! To do this, go to the Shrine MCM page, scroll to the bottom of the character list for malfunctioning Alcove, and select *RESET*. Exit the MCM and wait for Alcove to clean up, then you can assign it as usual. Portal Stone is now given to the character only when the initial character loading process is complete. This can take up to two minutes for the first load. Alcoves who are evacuated via MCM now banish their characters to the void, where the character's actor will be erased after 15 seconds of being unclaimed. Alcoves deleted using Destroy book now delete the actors and their respective FormID-based DDS and NIF immediately. Characters with an invalid match (due to the new two-wheelers) no longer hang the loading process. Fixed book names do not always appear after saving. Added an option to escape the Storage process after 60 seconds, and every 30 seconds then only in case the Save crashes (which should never happen, of course!) GOpher's MCM Fixed Bug, where making a follower an enemy will break their fan ai permanently. Today's fans now cannot become enemies ;) Multiple instances of options that are not updated or disabled correctly have been corrected. Most options apply now only after mcm is closed, and not immediately. This should fix the problem with MCM locking from time to time. Various Frozen giant versions of your characters will no longer be displayed at your wedding, although other imported characters may. Boot FF is now postponed until MQ101 (Unbound) is completed. This can be bypassed by "definition in 0" What Familiar Faces Makes Familiar Faces allows you to permanently create copies of your character that exist regardless of saved games. You can then visit these characters from any of your saved games. Send them into the world to interact with, recruit as followers, marry or kill. What the character's appearance is stored for. The imported character must look exactly like their original selves. All forms, forms, and racemenu-supported replacements are supported by familiar faces because they use the same system. This includes custom colors, body tattoos, shiny marks and other overlay features. Imported characters will retain all equipped armor, including names and customizations, if any, as well as all custom weapons both equipped and in inventory. This includes weapons and armor provided by other mods. Items that cannot be deposited because of the existence of Quest objects may not be copied. All ammunition in the inventory, including crossbow bolts and ammunition supplied by other mods. Imported characters will have most of their list spells available, provided the spells are from the vanilla game or official DLC. The spell list can be restricted from school via MCM. Imported characters retain and will use all the screams they learned, although the list is slightly cut for compatibility reasons. New: Call Storm and Dragon Fold can now be disabled via the Global MCM Options page. Imported characters retain all the privileges they have learned. Some privileges may have their results disabled for compatibility reasons, but most will work as intended. Support for storing/loading NINode-scale data. This allows for things like RaceMenu plugins for biceps, gun and size quips to be transferred. Characters must be re-saved to transfer this data. Privileges from missing mods will no longer generate Perks from being loaded. Missing race forms no longer crashes the loading process. If a character's race is missing, it is set to the default Nord race and its appearance will not be updated. This error will be logged. Race, armor, weapons, perk, and spelling dependencies are now written in the character storage file. Files without dependency information will be automatically upgraded to include them the next time they are loaded. Dependency data hasn't been read yet, but this will support f If a character's race is missing, it is set to the default Nord race and its appearance will not be updated. This error will be logged. Race, armor, weapons, perk, and spelling dependencies are now written in the character storage file. Files without dependency information will be automatically upgraded to include them the next time they are loaded. Dependency data hasn't been read yet, but this will support f If a Hangout is used, you'll now receive a message telling you who's using it. Hangouts will receive a review in the first feature version. Improved character editing now has experimental support, thanks to some magic from expired. This requires RaceMenu 2.8.3 or later to be installed together with ECE. If the ECE is found in the current load order, the ch character elements, armor, and weapons will now be updated correctly if their Sanctuary save is updated. This can flicker when loaded, but it should be fine differently. The items you have given to your imported characters should remain unchanged. Fix to stick floating in the air while saving. Destroying The Volume now actually frees the Sanctuary. If you delete the last character in Alcove, the volume will still have its name, but you can still use it. On the previous one, fixed each Volume saying You've already written your story. Gracefully handle deleting the _shrineofheroes.json file. If your Sanctuary has deleting the data file will cause it to be completely evacuated without deleting your character data. You can then use MCM to refill it without having to re-fasten a bug where the gate stone would strand you in the sanctuary forever if used there. Thanks to an update to RaceMenu (2.8.2), Vampire characters will now be saved without a gray face, although you should update their Tome to correct their appearance. Fixed trophies that remain in the sanctuary after the removal of the character. Fixed the problem that caused imported characters to paste as ElderRace if it took a long time to load. If you are still getting this bug, either your system is [i]very slow to load or you don't have the correct RaceMenu/Charlen.dll version installed. Fixed Character Tracking option does not work in MCM. Fixed VoiceTypes restored after a storage/load. A ton of debugging messages that were spamming the Papyrus file was removed. Fixed a dynamic (but unlikely) CDD that could happen when applying privileges or screams. Shouting.