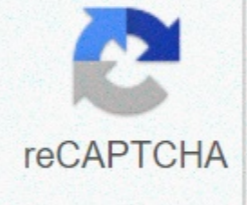




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Skyrim load order tips

There are quite a handful of skyrim load order guides around the net, but you have to cherry-pick them through which many may be outdated, or may be comprehensive enough. That's why this guide aims to be the most comprehensive Skyrim load ordering guide with a lot of examples, screenshots, and recommended tools. Using the correct load order ensures that the Skyrim gaming experience does not crash completely - the only reason skyrim's should crash is because of RAM issues or bad mode. Using the correct Skyrim mode load order reduces crashes and crashes significantly, and if Skyrim continues to crash, you can isolate the problem in cumbersome mode. Nexus Mode ManagerROOTNotepad ++Before you start, you should see a list of dangerous and outdated Skyrim mods - this is a comprehensive list of mods known to introduce crashes or other problems to Skyrim. If this list has a mode, you must remove it and use an alternative (the list will make recommendations). Initial mode spell sorting (NMM + Loot) then runs NMM and points to your loot installation path – or if loot is already installed, go ahead and start looting through NMM. Note: Within loot you need to set up nexus mode manager properly to work with Skyrim.Launch LOT from NMM, click the sort plugin button in the upper right corner - this is the best practical load order that should automatically sort your MOD list, but it's a good place to follow the load order of loot correctly. We just use it as a kind of guideline. After sorting the ROOT plug-in, LOT orders a list of modes, scroll through the mods list to see if ROOT reports a mode crash or error - in some cases, cleaning up the mod with TESSEEDIT is recommended. The only reason you should ever clean anything with TESSEEDIT is that you don't want to start a new game, but remove all traces of the mod's script from the saved game. We recommend that you clean the mode with the TESSEEDIT recommended by the MOD author. Aside from those two situations, it is much better to start a new game after just installing or removing a lot of mods. Anyway, if you sort the loot mode list, go ahead and close the loot. Nexus Mode Manager – The load order is out to the text file. Now, when you click the button Export current load order in Nexus Mode Manager, the mode load order is stored somewhere on .txt a file. Fine-tuning skyrim mode orders in Notepad ++ open text editors and load orders.txt files - we highly recommend Notepad++, as it will make it easier to do this, rather than at the top of the regular Notepad.Now load order.txt pasting this before file, any modifications;;; Patching and bug fixes;; Huge renovations and overhauls; Quest mode;; Environmental and weather overhaul (not plants or plants) ;; New cities, cities, land; New buildings in existing gaming areas;; Plant and grass renovation;; Gameplay tweaks (battles, perks, etc.); NPC tweaks and add-ons;; Texture and visual modes;; Sound and FX mods;; Adjust menus and inventory;; Cheat items;; Replacing character models and models;; Weapons, armor and clothing add-ons;; Craft mods;; Miss. Renovations;; Twisting weapons, armor and clothing (texture replacement, etc.); The mode last specified to load;; To quickly explain the mode (godrays deactivator, etc.) to remove graphic effects - the reason that starts with everything in the line is because // they comment out, skipping those lines and the mode is not interpreted as part of the load order. We will organize the renovation into sections along all those lines. So now here you need to do your diligent research - this will be very time-consuming if you do a lot of mods, but the reward will be a much smoother gameplay experience, with far fewer crashes. We recommend that you go to nexus mode manager, open web pages in each mode one by one, read the mode instructions for the recommended load order, and load the mode last or initially. Now start copying the mode line from the load order .txt section of the section list you created above. When finished, the .txt file is as follows: Skyrim mode load order. Now go ahead and save it, click the Import Load Order button in Nexus Mode Manager and select the load order .txt file you just saved. Testing the Skyrim mode load order for crashes Some people recommend starting a new game and playing for a while to test specific areas where Skyrim can crash. This is a good idea, but it's very time-consuming when you're actually running and generally playing games waiting for a crash to happen. With many modifications, there is a much faster and easier way to quickly test Skyrim stability. First, run Skyrim, but don't load the game or start a new one. All you have to do is press tilde – on the keyboard to open the Developer Console. In the developer console, Type.coc RiverwoodRiverwood is a well-known crash zone for a few different reasons, so if your game loads well in Riverwood, it's good so far. Next, reopen the developer console and enter these commands: player.forceav stamina 9999 player.forceav speedmult 1200 tcl tgm, which can fly around skyrim at super speed and clip through objects. What we basically want to do is fly around the game while staying near the ground, so all textures and objects are loaded into memory as quickly as possible. This will stress-test the stability of the skyrim and its ability to load at super speed without crashing the engine. Think of it as benchmarking a list of mod load orders. Sooner or later, Skyrim will probably crash. It was used to crash much more frequently when texture memory was low, but in 2018, all updates to texture memory patches and Skyrim over the years won't actually happen. But your game will crash after a while of flying at Superman speed and loading the entire game world as fast as you can to fly through it. The trick here is to figure out what gaming area you were flying around for before you crashed and if you've been flying for a long time before it crashed, it probably lacked engine texture memory or similar. However, if you crash as soon as you enter a particular area, that area can become the culprit. You should do this experiment and perform a number of stability tests to determine if a particular area is causing the conflict, go back to the mode list and carefully check, especially the description of the mode page. Is there a mode in that area that adds spawn points (such as NPC patrols) or adds other scripts? If so, disable that mode until you find the culprit and add it back one by one. (@thefirebirdman @honorsbastion13 @Poisd2Strike great thanks - these guys are knowledgeable and dedicated gentlemen who have provided a lot of great advice to a lot of people on this thread, think of them as road order operators and take their advice seriously.) Skyrim SE has brought the immeasurable power of mods to the console, and players couldn't be more excited. However, many console players have very little experience (or at all) when it comes to downloading mods. In this case, a plethora of new players downloading (relatively) mods have encountered bugs, errors, glitches, and crashes that can be caused by poor untested mode load order... And if you read this method, it's likely that you're one of those players. But there is no fear, in this thread I will provide a quick explanation of what the load order is, how it works, and the general optimal way to configure your load order. (If you heard about the load order organization, all you had to do was scroll down a little bit, what is the load order?: If you thought the mods weren't just the order in which they were loaded, you were right... Because that's exactly what the load order is... It's just the order in which the game loads mods. Each time you start/continue the game, Skyrim loads all modes into a saved/new file. The load order is determined by the order in which the modes are loaded into the game file. How does a load order work?: The game loads the mode from top to bottom with respect to the load order. Let's use a quick example to explain what this means and why it's important. Let's say you have 3 mods: Mode 1 (the mode at the top of the load order) is the weather mode, and Mode 2 is the mode that changes the visual. Single-tier armor and mode 3 (the mode at the bottom of the load order) are another modes that change the visuals of single-layered armor. With this example, the game first loads mode 1, then mode 2 and finally enters mode 3. Now, when a mod affects you and you try to change the same one, it is considered incompatible. So our scenarios are in weather mode and work perfectly well, but Mod 2 and Mode 3 crash and are not compatible. The game overwrites Mode 2 with Mode 3, so only the armor that is at the end of Mode 3 is used. This was a crude example with best-case scenario results. In reality, it can be much more difficult whether the two mods will affect the same thing and are not compatible, there is also a good chance that many mods will cause bugs, errors, and crashes instead of overwriting the old mode if they are not compatible. If two modes affect the same same in a similar way, modes with a lower load order are prioritized over higher modes in the load order. What is a good general organization when loading orders?:O Ne general rule of thumb is to organize mods into categories and place larger mods that affect more assets/aspects above the game above a smaller mode within the same category that affects fewer assets/aspects of the game. With this in mind, here's a general guide/list of how to configure the mode load order.) Patches and bug fixes) quest modifications (large or small) environment/weather overhaul) adding city/village/land mass) adding buildings to the current city/village) for the entire plant and foliage renovation game) gameplay changes/adjustments/add-ons battle/magic/perks/etc.) changes to NPC/add-ons sound/audio/FX changes) alignment, Menu, and player and NPC inventory) cheat items) character model replacement) weapons/armor/clothing add-ons/additions) crafting-related mods) items, as well as small scale foliage) weapons/armor/clothing changes) mode dictated by the mod author that must be loaded on the floor as directed by the author) Mods to remove mod effects, to improve performance, to improve performance - this goes last so that all mod add-ons can get too disabled. (Thanks to the @honorsbastion13 19 and 20) @thefirebirdman @honorsbastion13 @Poisd2Strike proud to introduce a comprehensive living library where you can find the right category for all the modes discussed in this thread. This is a work in progress and will grow as you slowly (and manually) add more mods: 20Recommended%20Mod%20Load%20Order%20-%20Master.docx?dl=OPRO-TIPS:Just keep in mind when and how load orders work. Your renovation. In addition, some mods must be this East Sea the load order, regardless of which category they belong to, but the mode author typically mentions this in the mode description if necessary. If you don't stay on top of it regularly people are fickle to get the load order not organized very quickly beyond belief. This includes reordering the mods when updating... This is because for some forced reasons, the mode is automatically placed at the bottom of the load order when downloading updates. (@Poisd2Strike) - Op should probably be updated to include a small section that mainly directs the console player (like me). I'm not sure if the problem is also related to pc. By default, we recommend that you perform a hard reset (full shutdown) of your console each time you add or remove a large mod or mode that has a significant impact. This can potentially help with problems that can't be downloaded mode, getting a discolored face/body or pixelation and the new mode is technically installed but you won't see any changes in the game. In addition, if there are two modes (Mode A and Mode and Mode B depend on Mode A, and if there are both available updates, Mode A must be updated first; for example, last night I found an update for the two mods I had available (USSEP and cut room floor). Some mods are safe to remove because you can leave the data in a save game file (which can lead to problems); however, the uninstall (aka delete) mode should ideally follow; disable the mode (do not delete), load the game without activating the mode, perform some tests to make sure the game is stable, if stable (do not save through existing saves), finally delete the mode. , I didn't recognize myself at first: ---1.) Help!! I keep being attacked randomly by security guards and I don't have a bounty! - A deadly civil war is known to cause this problem.---2.) Help!! My female PC vampire's face doesn't look right! - Eyeliner is known to cause this problem. Move the slider to the left.---3.) Help!! I can sell items to traders, but do not make any gold! - 30,000 gold is known to cause problems for more traders. ---4.) Help!! I get this weird 'seam' in the water! - It may not be obvious, but Project Hippie is known as one of these causes. If you have any questions about categories belonging to this list/guide or specific mode, just ask me or other players/modders who know the answer (hopefully) will help you. P.S.A: To courteous people provide assistance. This thread is not intended to expect people to dump the entire load order and configure it for them while others do little or no work. There is a 5-10 limit on the number of modes in which you can request help. Posts that don't match this above and the goals of this discussion are flagged for moderators to delete. (I've seen a lot of players who want to get on their knees, consoles are very powerful, so there are limitations; if you download a lot of script-heavy tweaks and download a million graphics overhauls, your console will suffer from terrible F.P.S and crashes!) any guide can simply help the player overcome it.) Thank you for creating this thread! Play Skyrim SE on Xbox One and understand the logic of how the load order works. However, the biggest problem is deciding which category a particular mode falls into. I will give some examples. Category 2, Category 4 or Category 10 - Many static objects retext SMIM? - My guess category 2Nordic eyes - re-all eyes - Category 2, Category 4 or Category 10? - My Guess Category 10 Fact 2 - Category 2, Category 4 or Category 10? - My guess is that the category will be 10Ordinator - Privileged Overhaul - Category 2 or Category 8? - My guess is that Skyrim's Category 2 Will Be a Rich Trader - Increase Trader Money - Category 2, Category 9 or Category 12? While my guess is that category 12 will be some category belonging to some mods may be obscured (for example vivid weather), many are somewhat ambiguous. In addition, there does not show any categories that apply to follower mods or player house mods. You are absolutely right, some mods are very vague and can be difficult to figure out where they belong, but due to the realistic water mode description I have your back • I personally place it at the bottom of Category 6. (However, if the mod description didn't mention the courtesy of load order, you would have placed it in Category 4 because water retrofits fall into the environmental retrofit category.) • Due to SMIM's description and general size/characteristics I place it very highly in my mod order: Category 2. • Nordic eyes are environmentally changing (all eye mods are environmental) so go to Category 4. Given the rather large nature of most environmental/weather modes, Nordic snow is relatively small. I think 4. • Ordinator feels like a very large mode, but it seems attractive to place it in Category 2, but you'll want to keep it at the top of Category 8. • Rich Trader is actually a Category 12 mode. It affects their inventory by adjusting the amount of gold/sebim they carry. Followers are still just NPCs. Home Mod 6. Follower mods go to 9 because I think it tells me if there is anything else I can do to go near the bottom of the No problem buds. I just thought this thread could help a lot of people. I agree to put it in a category that is sometimes a bit confusing due to 'duplicate'. There is also a 'conflict' message about where a particular mod belongs. I just posted, long, (but hopefully 'clean') a thread about my load order: the thing I was pondering was RDO, (relationship dialogue overhaul), people adding NPCs to their own conversations, perhaps the RDO should be under this, though, with Sophia, I made sure she was getting an RDO so it wouldn't potentially affect her. I wondered if the renovations that citizens were playing in 'this' and 'it'. Do mods like Immersive Citizen do the following to help people get away from danger/conflict: when running for your life and attacking vampires? Does one overwrite or even need the other (the same mode author for the last two)? The wet cold didn't help with the above question either! Then the magic ... It seems that elemental destruction magic still works with earth explosions, etc. - does not conflict with the apocalypse. In addition, home renovations ... Add some people - do you mess with RDO? Skyrim's armor goes to all empires, and to yourself - imperial costumes - it doesn't conflict with organized Civil War equipment. Lol! I'm almost modded - I want to have RS kids, and a good face overhaul, it's not 'plastic'... But these authors do not publish, for PC, Bethesda.net.Perhaps I can download from Nexus and load it through Bethesda's Mod Manager to put it in a folder with my other mods? (I only want one place that actually manages renovations.) Thanks for your post! If you can, the link above has my list at a glance... Thanks, I understand what I'm reading.... Waiting. I lost a bit on it. Who knew renovations could be complicated when ordered? He or I should start thinking about bleaching my hair (there's no attack on all natural blondes). Anyway, if anyone can help me with my load order, it will be greatly appreciated. So I just posted my mod here and hope someone can help me with this. Then you can happily return to killing dragons and empires.Opening scene maintenanceWet and Cold Holidays Wasten DarkWater CrossingMinenivasteador's Stonekinesgrove Soljund Sinkhole Dragon Bon Cutting Hall Special EditionScypole Estate Er sucks: What an attack in town BardHendarix Magic EvolutionOrdinator - The Privilege of Skyrimrotmulag - As a Power Super Simple BathRS Meditation on Children's Words as Truglestrotter, and Gender Height Relationship Dialogue Overhaul Skyrimling's LoyaltyRich Merchant Weight Unlimited Rings and Talisman Crusade Performs Anti-Semite Relic Phendrix Anti-American ArtifactsPerk Point BookKS Hairdo LiteAshara Next FacesSeraphim Body Replacement Seraphim Body Replacement Extra's Natural Aizcerarim Vanilla Armor and Clothes Raidy Justice and Lady Templarkasa Eisen Armoratoma Lira Armor Siren Lier ArmorBookHorn Fur HoodSasara Dimoniz Dreshudnokton's Clothes Conservatory + Win of Prince Ashara Rizri of Uzsuclket Under Her Helzarhen Hasfire Kitchen Haspier Building Materials Diamond Smear Armor and Weapon Length Green Regnrid Re-Growth Lam Post SkyrimNo at Lakeview Hasfire Kitchen Sheezri lie DressAny help would be most welcome - That's a really good list, but in my opinion, you're missing two categories.19) Certain mods that need to be loaded at the bottom as directed by the mode author20) mode to remove graphic effects. This goes last so that all mods can get disabled too. @Poisd2Strike for SMIM : 10Nordic Snow - like disabling the high line :10Realistic Water: 10Ordinator: 2Rich Trader: Generally, it'll be at 8 or 9 due to editing NPC data values and you don't want to be overrided by other modes. For SMIM, check the original mode page and check the installation column. There are several specific modes that need to be named and installed before or after STIM to get the best look. You want to pay attention to what those mods usually do so you get an idea of where you will get loaded mainly for other similar modsSSSSSSs. 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Wentch • Seraphim Female Body Replacer •Seraphim Female Body Replacer •Forgotten City• Unofficial Skyrim Special Edition Patch•Old Town in shezrie is not the way I order them,I will do my best to organize them on my own until I can get help with the mods left on the list just above. The order should probably be as follows: the unofficial patch of the forgotten city of Shezrie's old Town Mercev Wenchessi's Name Wenchesapachi Sky Hair SSEKS Hairstyle Light Lovely Female Asahara FollowersSerafim Women Body Replacer Female Body Replacement Extra Natural Eye... This thread was not intended to make people simply dump full load orders and expect others to sort through the mess for them... No, this thread was designed to teach people why they need to configure the load order and how to configure it on their own. Additional help is being offered for those with some specific mods that they can feel are a little vague and hard to find the right placement, even for those who have not tried to organize their mods, for those who have given themselves up, or simply for those who are lazy to do it. Tools were provided to learn how to configure load orders... Just trying to learn. The community and I will be eager to show our efforts and help those who don't have a sense of entitlement. Sorry for the rant... But I was hoping that some of the other members of the community here would say something.@Poisd2Strike, and @DhaylenI could get to your question soon, because that's actually a reasonable request/question roll. But I'm probably going to get some snow tonight. I will try to find time tomorrow through the mod description of those modes to see if they inform you of the appropriate categories and what they belong to @LukeKB: @Poisd2Strike and @DhaylenI will get to your question soon, because that is actually a reasonable request/question roll. But I'm probably going to get some snow tonight. I'm trying to find time tomorrow to go through the mod description of those modes to make sure they inform you of the appropriate categories they belong to and what they don't. Ok, you're fine whenever you have a bit of free time. I hope to gradually become more adept at determining the appropriate categories. Incidentally, I installed patch 1.1 (last night for Xbox One) and was able to play well for 2-3 hours without any hiccups/freezes or CTDs. After that, I went to bed. I avoided updating mods that would force them to rearrange, because I think that's where some people have experienced problems. Once you start getting used to mode placement in load order, download 1 or 2 new mods at a time and do a hard reset when needed (e.g. SMIM, forgotten cities, baboon weather, Nordic snow, etc.). It also keep a list of last known good (LKG) load orders. Thanks again for all the help! I think modders should put what ir do catalyze as in their ian. Some may think it's pointless, but some tanders ask if they can provide compatibility feedback. @Poisd2Strike-2, it looks like a major race overhaul to help the Cats make 2 more Cat 8.Better Blessing - 8 Better Horses - 8 or 9, this depends on if there are other mods that affect what one needs to load the last of them all for a working trader death prevention project - 9BIG: Go Kill More - 8Perk points and more gold for bounty quests - 8Circlets under the hood - 18Equippable tomes - 16 Paarthurs but this mode is not compatible with this mode. That's.

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