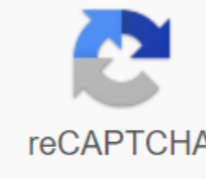




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Ultimate skyrim manual

It's kind of a walkthrough aimed especially at newer modders who are entering Ultimate Skyrim via Belmont Boy's excellent guide and have an interest in adding mods for (probably) more interesting or intense weather and some higher quality images. I would like to say before I start that Ultimate Skyrim, configured directly from the manual, is quite visually stunning given the FPS possibilities. But if you want to squeeze a little more eye candy from the installation — assuming your rig can handle it — here's your starter guide. Note: This is the work in progress and it can change. There will be flaws. I just post the changes I found to be stable. Below is a guide to help you more or less build the same mod configuration that I am currently playing. But if you don't want the extra texture weight, you can only swap Tamriel Climes out and put Vivid Weathers in for little performance loss. Quickstart: Copy the Mod Organizer (MO) profile to a new one for this build. Back up existing Endpoint Steps patches in case. Download (a) Vivid Weathers and the ENB from the first link you'll find below the second step, and also get (b) the real Storms and AOS patch provided by /u/SrGatonegro. Turn off Tamriel-V Climates, Remove large blurred snowflakes, and RealVision ENB from MO's left pane. Install Vivid Weathers (I recommend average resolution, extended rain effects - NO EXTENDED SNOW, this does not work with Real Shelter), and install only the patch for Falskaar. Install the True Storms and AOS patch. Place Vivid Weathers, followed by the patch, just below Tamriel's disabled climates in the left pane. Install the VW ENB and put it under the disabled RealVision ENB in the mo pane on the left. Swap ENB files in your Skyrim folder as setup tells you to do. (Details below if you need a little more driving there.) Install the Ultimate Skyrim compatibility patches again, removing the patch for Climates of Tamriel/True Storms. In the MO right pane, move Vivid Weathers.esp, VW - Falskaar, and VW - Extended Rain (if this was installed) after WetandCold - Ashes.esp and just before Holidays.esp. Then put the True Storms and AOS patch right after the other Ultimate Skyrim patches. Download the configuration files and replace skyrim.ini, skyrimprefs.ini, and enblocal.ini, making the necessary changes to the system. Rebuild (at least) these patches from the final steps — Real Shelter, iActivate, DynDOLOD, and Requiem for the Indifferent. Launch and profit. Of course, if you want to add some other visual improvements, feel free to read for Detailed. First, can your machine handle this? Help version: 0.3.2 The current version is certainly more system taxation than the default Ultimate build, but not much. I can perform this installation with with ENB on and most 2K textures (or normal 2K with 1K maps) at 40-60 FPS depending on location and circumstances. My specifications on the main test rig: Windows 10 Home 64-bit i5-6600 (3.3 GHz) 16 GB OF NVIDIA GeForce GTX 1060 6GB RAM If you run without ENB (or with ENBoost alone), or if you turn off a couple of ENB options (especially Occlusion Environment), you can increase FPS significantly without altering the configuration. The only situations where I notice things dragging (and when they get hard to smooth out with my default ENB configuration) are during heavy rains or snowstorms in heavy NPC areas. If this sounds workable for you, especially if you prefer Vivid Weathers to Tamriel's Climi, give it a go! Second: Download additional mods and textures before you get started: copy your existing Mod Organizer profile so you have a clean workspace to mess with this, and if you end up you don't like it, you can get back to your working installation right away. The following instructions should help you set up your system with the same configuration that I have. Start by downloading the following mods, and if you have texture size options, judge by the current hardware. With the specifications I have listed above, 2K textures or 2K textures with normal 1K maps are usually running if the modder has made that option available. Third: Disable a pair and install a deck Start by disabling these mods from the US installation (if you installed them) - that's random, clear the box in the left pane of Mod Organizer (MO): Tamriel-V XCE (Xenius Character Enhancement) Climes Unmasked Faces Unmasked Animals aMidianBorn (amb) Landscape with Terrain Parallax 2k Vivid Landscapes Rocking Stones (and ENB files if you added them) GrassOnSteroids Remove Blurr Bigy Snowflakes RealVision ENB (Use a different name if you want to keep the previous profile.) The only change to make here is not to install the Tamriel Climate - True Storms patch. I recommend installing mods in the download order I provided above. Many of them will have to be moved after installation - I will provide the upload order files and hand-holding guide here to get through that. We're going to need to rebuild our Real Shelter Patch after we're done. To do this, I reinstall Real Shelter with a different name in MO. For all installations that provide a texture size/quality option - that is, Vivid Weathers, Realistic Water ENB Textures - I recommend a 'Medium' or 'Moderate' choice, again depending on the hardware. For Vivid Weathers, I recommend extended rain additions, and you'll need Falskaar and Wymrstooh patches if one of these installed mods. DO NOT INSTALL EXTENDED SNOW for Vivid Weathers, like this conflict with Real Shelter and you will have problems. In addition, there are there is no need to install patches in Vivid Weathers for AOS or True Storms because the patch linked above as part of this build handles everything for us and prevents us from having to re-enable AOS.esp and TrueStorms.esp as masters. Finally, make sure you don't install any ELE patches as this lighting isn't used in the basic Ultimate build. For WICO (Windsong Immersive), I recommend you customize (choose the one you like) - I go with Less Flush Face Textures, Clean Body Textures, and the USLEEP patch only. For the USLEEP EEO patch, if you are compiling, leave the default option selected in fomod. For Embers HD I like to install the Forges add-on, the HD Fire Effects patch and the Realistic HD Blacksmith patch along with the fireplace and lava options. For farm chimneys, I recommend using parallax meshes; be sure to check out 'Live Another Life & Cutting Room Floor' and also select patches for ETaC, Falskaar, and Wymrstooh (assuming you have all of these in your build). Do not select any of the villages of Arthmoor. For RUSTIC Monuments and Tombstones, I use the ELFX patch option in FOMOD. Fourth: Mod Organizer Ordering, Left Pane I put Vivid Weathers right after Tamriel's Climi (which you should have disabled), just before Real Storms. The VW True Storms and AOS patch should go to the bottom, under ultimate skyrim compatibility patches. After DVA (Dynamic Vampire Appearance), fill placed the following in this order: WICO - Windsong Immersive Character Overhaul Ethereal Elven Overhaul Ethereal Elven Overhaul - DLC Patch Ethereal Elven Overhaul - USLEEP Update Beards (moved here, at your discretion) Brows (moved here, at your discretion) Realistic Water ENB Textures and Watercolor should go immediately after Realistic Water Two. After Ruins Clutter Improved (following SMIM), placed the following in this order: Skyrim Realistic Overhaul (Parts 1, 2, 3, 1.7 Update, then upgrade patch) HD Misc HQ Food and ingredients Farmhouse Chimneys Then you should have Vivid Landscapes Dungeons and Ruins and HD Terrain Enhanced Pro. Follow those with: Hybrids Hires Plant and Herb Textures Realistic HD Blacksmith Embers HD RUSTIC Monuments and Tombstones Skyrim Improved Puddles (I Use 2048) Vivid Landscapes Tundra HD Ivy Replacement Ivy The 418th Step RUSTIC Murals Enchanting Candles Improved HD Reworked Baskets HornCandles Realistic Instruments Retexture for Bread - Hearthfire RUSTIC Potions and Poisons Septim HD After these should come No Snow Under the Roof Etc. Going lower, place RUSTIC Windows after aMidianBorn (amb) Farmhouse Stonewall add-on. Much lower, place HQ Paper after Book Covers Skyrim - Lost Library. Near the bottom, just after the (now disabled) ENB, positionare quanto segue: Skyrim Modesty Mod Vivid Weathers ENB Installare Ultimate HD Fire Effects Verdant Edited Edited that should come Ultimate Skyrim and the patches. Fifth: Mod Organizer Ordering, Right Pane Place FarmhouseChimneys.esp and FarmhouseChimneysFalskaar.esp immediately after Dawn Of Series RS Patch.esp. Under WetandCold - Ashes.esp and before Holidays.esp, place these: Vivid Weathers.esp Vivid Weathers - Falskaar.esp Vivid Weathers - Extended Rain (if installed) Under Randomized Word Walls.esp. Place the following: WICO - Immersive Character Overhaul Ethereal Elven Overhaul Ethereal Elven Overhaul - USLEP Compatible Patch.esp ethereal_elven_overhaul.esp Moving down over halfway, place FarmhouseChimneysLAL Closer to finish, place Chesko_Step418_SN.esp and AK-Modesty Mod.esp after WWNightEye.esp. After RealisticWaterTwo - Falskaar.esp, you should have: Watercolor_for_ENB_RWT.esp Skyrim Patch particles for ENB - Flame Atronach SkyrimImprovedPuddles-DG-HF-DB.esp EmbersHD.esp Verdant - A Skyrim Grass Plugin.esp ... and after that comes Ultimate Skyrim and the patches. Finally, place the True Storms and AOS Patch (Ultimate Skyrim - Vivid Weathers - True Storms.esp) immediately after the other Ultimate Skyrim ESP compatibility patch. Sixth: ENB installation If you are going to use the Vivid Weathers ENB - which I recommend - jump into your Mod Organizer folder and go to mods/Vivid Weathers ENB Install. You will find the files you need to copy to your Skyrim folder in Vivid Weathers ENB Install Files. Before you do this, you must remove the RealVision ENB files. You can do this through the provided installer that Belmont Boy uses for installation in 'Final Steps', or you can use a tool like ENB and ReShade Manager, which I prefer. The Manager makes it easy to go back and forth between ENB configurations. Once you switch from RealVision to Vivid Weathers ENB files, you'll also need to edit your enblocal.ini file. I will come this way in the next section. Seventh: INI changes and other configuration changes I could walk through the small changes needed, but it would probably be easier for you just to pull over my configuration files and then make other changes as necessary for the system. Download my configuration files Assuming you have a new MO profile, you can simply overwrite your INI files in MO with mine, copy my enblocal.ini to your Skyrim folder and check your loaderorder.txt and plugins.txt against mine if you are paranoid. If you want to turn off depth of field (or other settings) by default in the ENB file, you can do so in the recently copied enbseries.ini file in the Skyrim folder. Important: WICO and EEO require the Rectifierator.ini file to be updated. I recommend reinstalling Ultimate Skyrim (3.4) under another name (if you want old profiles), because that installation contains the file that needs to be modified. Find the mod in the Mod Organizer/mods directory, go to [your USA folder]/SkyProc USA/SkyProc and overwrite Rectifierator.ini with the file version in my download archive. Eighth: Final steps (Again) At this point, you need to rebuild some of the patches in the 'Final Steps' segment of the Ultimate Skyrim build. To make sure I recommend you back up the old ones and rebuild all of them - FNIS, then Real Shelter (make a new executable in MO for your reinstalled plugin if you followed me on that previously), iActivate, Automatic Variants, DynDOLOD, and finally the Rectifierator. If you've come here, congratulations! I know this adds quite a bit of clock time to the already heavy Ultimate construction, but for me the visual thrust - and the change of time - is worth it. Note I check the Ultimate Skyrim subreddit frequently as /u/rodericktech. If you run in distress or find that this guide is missing a step or otherwise broken, please let me know, I don't have time, unfortunately, to accompany everyone through minor problems by hand, but if you follow these instructions carefully I think you should be fine. If the game has serious bugs/flaws that you think may be related to this setup, let me know. I owe thanks to /u/SrGatonegro, who improved this initial build by putting together a patch that eliminated the need to reasse AOS and True Storms as masters, making the Vivid Weathers addition cleaner. Many thanks to Belmont Boy for the work he did on Ultimate Skyrim in the first place. It turned Skyrim into a game I like to come back to again and again. I hope that this small contribution to the community will express at least part of my gratitude. See you around - unless you take an arrow in your knee, - rodericktech old configuration files/Mod List

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