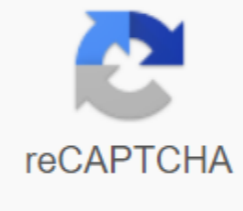I'm not robot

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Mod configuration menu skyrim se

Posted 15 February 2014 - 01:19 Hello to all :D, I started playing skyrim now. During the installation of some mods I realized this acronym on detailed instructions: MCM which is mentioned a few times. The problem is that I don't know if I should install or access it via Mod Organizer. Thank you! Posted 15 February 2014 - 01:21 MCM is part of the SkyUI mod. You can access it in-game by taking a break and selecting the Mod Configuration option from the menu. Posted 15 February 2014 - 01:31 Ok, thank you! The mod configuration menu (or MCM) included in SkyUI is amazing, but it resets all the mods back to the default settings every time I start a new character. I have a lot of mods and I'm forced to spend maybe even an hour per character to set things up again in the MCM because of the 104 mods I have, most of which are quite large. Is there a way I could copy all my mod settings from my previous character to my new game? Note: This is only to report spam, advertising and problematic messages (harassment, brawl or rudeness). Note: This is only to report spam, advertising and problematic messages (harassment, brawl or rudeness). videogame_asset My games When checking in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. See all the games (1,113) Page 2 FEATURES More than 700 new card markers to discover, 470 Skyrim -130 Dawnguard - 80 Dragonborn - 26 Blackreach! Shrines, shops, dungeon exits, innkeepers, important places, ore mines, farms, wild nature, lost books, Khajiit caravans, players' houses, temples, treasure map loot, waterways, markets, wood mills, dragon mills, Easter eggs, secrets page 3 videogame_asset my games Once connected, you can choose up to 12 games that will be displayed as in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 4 videogame_asset My games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 5 videogame_asset My games When checking in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 6 videogame_asset My games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page videogame_asset My Games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 8 videogame_asset My games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 9 videogame_asset My games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. See all the games (1,113) Page 9 videogame_asset My Games When In, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 10 videogame_asset My games Once connected, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 11 videogame_asset My games When checking in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. See all the games (1113) Besides the SkyUI team itself, there are other people as well who have contributed significantly to making this mod a reality. In the following, they are listed by name, including a list of their contributions. Kratos:Was a core member of the SkyUI team until version 2.1 and as such contributed significantly to the project in various areas.ianpatt:Added many new functions to the Skyrim Script Extension, which helped us greatly during development and allowed new features that would otherwise behippo.behippo:Helped improve/advance plugin interface extensions by decoding game classes and giving us access to them through SKSE. Gibbed: Creating the SKSE plugin 'gibbed interface', which makes more game data available for display in inventory. We also allowed us to group its container categorization plugin. From version 2.1, these two plugins were included in SKSEitself.Indie:Created our trailer and help with QA and user support. GreatClone: Created an amazing set of alternative category icons. Gopher: Did he work most of the NMM installer, created an installation tutorial video and promoted SkyUI on his YouTube channel. Lojack: Creating a BCF (including an installation assistant) for SkyUI to enhance the installation experience for Wyre Bash users. Also added an automatic conversion feature to Wyre Bash itself so that this BCF is automatically applied. Ismelda: Configurations provided for very high resolutions used with multi-monitor configurations. Wakeupbrandon: Its model inspired the overall layout of the new inventory. MisterPete: Implemented new types of columns for better sorting. Psychoseve: Created our new primary icon theme for version 3.0.He also created the Active Effect icons that were added in version 3.2.Pelinor:The creator of MCM for Fallout: New Vegas. Allowed us to use its original logo. SkyUI uses TweenLite, a high-performance tweening library (. Thanks to Jack Doyle and his team for and allow us to use it under their No Charge license. Thanks to all the testers, who have helped a lot to improve the overall quality of this mod:ToJKa, HellKnight, xporc, MadCat221, Ismelda, Gribbles, freesta, Cartrodus, TheCastle, NewRaven, T-qb, V4N0, Noritep, claudekennilol, dj2005, Ilfbandit, webrunner, 352, Erelde, tejon, Sagittarius22 (in random order)Thanks random)Thank you all translators who helped locate SkyUI in different languages, among them: Sagittarius22, LLFBandit, xporc (French)xlwarrior, aloot (Spanish)Starfis (Czech)Rhaegal, aloot (Italian)patryk110 (Polish)vova2112 (Russian)but not least, thanks to the whole SKSE team, because without their Scripter Extender creation of this mod would not have been possible. Page 2 Switch HUD elements on or off, scale sizes, change position and exchange items with an alternative version. Crosshair point features, thin compass, alternative ammunition display, detached compass markers and built-in support for font mods. videogame_asset My games When checking in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to view your list of favorite games. View all games (1,113) Page 2 Switch HUD elements on or off, scale sizes, change positions and exchange items with an alternative version. Crosshair point features, thin compass, alternative ammunition display, detached compass markers and built-in support for font mods. Is MCM still at work? I've seen a lot of reference SSE mods, but don't see it listed as an independent mod. Page 2 10 comments