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Skyrim night vision console command

» Sat May 19, 2012 9:42 am in TESIV, there's a ring that allows you to see night vision, TESIII you can conjure anything that allows you to see at night. Is one of these options available in TESV? What about captivating something that allows me to make more objects? Melung Chan Posts: 3340Joined: Sun Jun 24, 2007 4:15 » L 19, 2012 3:57Am 3:57Am 3:57am You can also use the console and `player.addspell` command to add Night Eye power, which can be used as much as you want. Press the z key again to turn it off. There are two spelling IDs, 6B10E and AA01D, each of which seems to work. Rowena Posts: 3471Joined: Sun Nov 05, 2006 11:40 » L 19, 2012 02:28Am/48/09:28 p.m. You can also use the console and `player.addspell` command to add Night Eye power, which can be used as much as you want. Press the z key again to turn it off. There are two spelling IDs, 6B10E and AA01D, each of which seems to work. If you're looking for more legit ways to get nightvision, Vampires will also get vampire's sight - allowing you to improve your night vision in 60 seconds as power and Kajjiits will also get nightvision like their power (which sounds like the Night Eye power you discribe). Haven't come across any Night Eye weather yet, unfortunately. remi lasisi Posts: 3307Joined: Sun 02 Jul 2006 2:26 pm » Sat 19, 2012 5:47 am I should have specified that I have an Xbox 360 version. I have to keep looking for it, meanwhile the torches work well (I play like a High Elf). How about a way to increase your strength? I'm increasing my stamina, which helps. Dale Johnson Posts: 3352Joined: Fri Aug 10, 2007 5:24 » Sat 19, 2012 3:31 Night-Eye Money n Class Posts: 3430Joined: Wed Jun 28, 2006 10:01 » La up May 19, 2012 02:39Am That's what I'm looking for, if possible. Princess Johnson Posts: 3435Joined: Wed Feb 07, 2007 5:44» Sat May 19, 2012 8:28 Am What if it would be possible to conjure the item? That's what I'm looking for, if possible. The only way you can conjure an object is to disenchant something magical that has Night Eye on it. I can't say for sure, but after checking the list of derived enchantments, which is a list of enchants found in the objects in the world, I saw nothing. Dalton Greynolds Posts: 3476Joined: Thu Oct 18, 2007 12:12 Back to V - Skyrim in: Skyrim: Enchanting Effects, Skyrim: Magic, Skyrim: Powers Edit Share * Disclosure: Some links above have affiliate links, which means, at no extra cost to you, Fandom earns commission when you click through and make a purchase. The connection content is available in CC-BY-SA unless the Noted. UESPWiki - Your Source Elder Scrolls from 1995 < Skyrim: Magic: Powers With and Without Night Eye Better Night Vision in 60 Seconds. Night Eye is a lesser power possessed by all Khajit, which allows you to see better in the dark. Vampire's Sight power (000c4de1) possessed stage 3 + vampires are identical to all but the name. There is also a third version held by werewolves (000cb10e), also called Night Eye, which is also identical but unavailable to the player because you can not access your powers in the same Beast Form. Illusion spell Vision's tenth eye has the same visual effect, although it requires both hands and 3 seconds of cast, and only lasts 30 seconds. Vampire Greater Power Embrace of Shadows is also built into the Night Eye effect. It lasts 180 seconds, but it can only be used once a day. is there a command and? as `player.additem 000b18cd 2 & player.additem 0003ad5b` there is a command and? as `player.additem 000b18cd 2 & player.additem 0003ad5b` if you have a bunch of commands, put them in a text file, put it in a Skyrim directory (where TESV.exe is), and then use the console command: `bat filenamePane` each command on one line and use a semicolon character to make comments. Example of a file I use:`player.additem f 999900 ; Add goldplayer.addspell 6b10e ; Add Night Eye racial power; Full-line comment hereplayer.modav endurance 400` I'm looking for a command to force to reload / refresh each mesh and material game. It would be great to be able to make small lards custom property without having to close and reload the game. Do you have any hope, guys? So.. Skyrim console commands are no different from oblivion console commands? All mentioned in this topic is the same, anyway. here is a link to the wiki - Console No, they are not exactly the same, Oblivion was not addperk and removeperk probably. There are other commands that appear to be from the Fallout 3 series as well. Ok it's driving me to batty ... how can I understand what my x / y coordinates are in the game? Also, anyone knows if its possible to use coc with Meeko's Shack for a starting point alternate start mod? Ive been fiddling this hour trying to figure it out, and it doesn't seem to be the location name, but if you find it in-game, it's the place marker on the map. >< * gooddesk * All I had to do was type help hut 0 and it gave me IDS all huts in the game. lol meekoshackexterior01 puts me outside the hut, and 02 puts me on the road. Published time: 11 Dec, 2011 - 11:52AM Does anyone know spelling IDs for nonplayable weather and cries? Like spriggan bees and afflicted with vomit? coz typing psb gives too much clutter spelling book. I don't think the PSB would give you non-pc weather anyway, but I'm not 100% sure. I'd appreciate all the people who could find me the Alchemist Hut coc code... Ive tried several varieties of exterior 01-type codes and none of them did not work. help alchemist 0 appears something. Also, I still need to know how to find your coordinates for the game. Published time: 11 December, 2011 - 2:39AM Has anyone discovered a command to change the name of the actor /object yet? It seems that this is one of the most common Oblivion commands that could not be ported over. At least in the same shape anyway. Forums > Skyrim Discussion > Skyrim Help > Discussion with Skyrim Help started by siddic, February 12, 2012. Forums > Skyrim Discussion > Skyrim Help > I really want an item enchanted by the night view, but from what I've read, it does not exist except khajit or vampire. Is that true? If so, then there is a console cheat I can use to get it? Preferably an object? Maybe the mod even? Page 2 comments