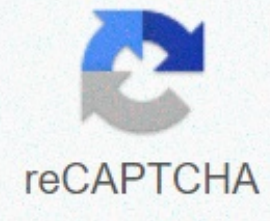




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Skyrim reputation mod oldrim

Edit Shared Community content is available under CC-BY-SA unless otherwise stated. From STEP Modding WikiSkyrim Roleplay Enhancement Mod Guide for Special Edition Final Steps Current Version: 1.3.0 Created and managed by DrPharmDawg Last Updated: 13:52:59 27 November 2020 (GMT) SkyRem Home Guide Page: Information on SkyRem Guides. Step One: Start here to make sure the right installation, settings, and Tools are set up. How to Tos: Reference guide to using the tool. Core Guide: This section focuses on stability, performance, mechanics, and content mods. Extended Guides: This section contains optional mods built into the SkyRem core. Visual Guide: This section focuses on aesthetic mods. Final Step: The last steps to complete, including in-game MCM Setup before starting your journey. Changelog: Check here for updates. Guide Support Discord: Discord Channel for all things Skyrem (Guide and Mods), Patreon: Support skyrem development through Patreon. PayPal: Support with a one-time donation through PayPal. Trello: See progress development guide at Trello. SORT Before creating a patch or creating any LOD, use JAROT to complete your Load Order. Instead of just running loot this time, some additional steps need to be taken to make sure the mod is where they need to work properly (and patched more easily). 1. Launch loot in MO2. 2. Find SkyRem - Lora.esp in the right pane and click[...] on the right and select [Edit Metadata]. 3. In the window that appears, click [Main] and in the drop-down box on the right select [High Priority Overrides], then [Save]. Customizing Metadata with JARR in this way can help keep the mod in the right place. Using Load After is good especially to make sure certain mods load after certain other mods, when using mod groups (High Priority Overrides) it is good to store mods in more common locations than your Load Order. After you finish making adjustments to the Metadata,[Sort] as usual,[Apply], and [Exit] LOOT. PATCHES This process will fix the problem with the Oldrim mod which utilizes the original animated water flow so that it works properly with special edition simulation water flow. In MO2, launch SSEedit, make sure all mods are selected, and click [OK]. In the left pane, select all mods with the exception of the main master file (Skyrim.esm and master DLC). Right-click on any mod you just highlighted and select [Apply Script]. In the [Script] drop-down box, select _make patch file for the water flow for the Oldrim mod and click [OK]. Give it a name Patch. Click [Yes] to the Confirm message pop-up. Exit SSEsedit when done, save the Waterflow Patch plugin. Back in MO2, right-click[Overwrite], right[Overwrite], Mod...], and name it Waterflow Patch, and turn on the mod. FNIS Patch Always restart the following Patcher FNIS if a mod is added/removed that contains animations of any kind. FNIS is installed as part of Step 10 >> Part A of the Core Guide, so you already have the file. Add FNIS Patcher to your MO executable and run the patcher as a follower: In MO2, right-click on the last active mod and select [All Mods] and [Create an empty mod]. Name the FNIS Output mod blank and turn it on. Click[Configure executable that can be started through Mod Organizer] (icon with two gears). Enter the Patcher FNIS in the title field and locate GenerateFNISforUsers.exe for the Binary field. Check[Create File in Mod instead] and select the FNIS Output mod you just created and click [Add]. Now that you have the executable and the mod settings are empty, run FNIS: Run[FNIS Patcher] from executables. Check the options [GENDER Specific Animation],[SKELETON Arm Fix], and [*tktk1 TK Dodge / Ultimate Combat]. Click[Update FNIS Behavior]. Once the patcher is complete, click [Consistency Check] to make sure there are no problems. Get out of FNIS Patcher. Smashed Patch The Smashed Patch will help resolve many conflicts between mods. Launch Mator Smash: Repeat the process of creating an empty mod called Smashed Patch, activate it, and add it to the executable Mator Smash. Run [Mator Smash] from executables. In the pop-up window, select the [Skyrim SE] icon and click [OK]. Make sure all mods are selected in the next window, and click [OK]. Create a patch and tell Mator Smash how to make it: Under the [Plugins] tab, highlight each mod with the exception of Skyrim.esm at the top. Right-click any mod when everything is highlighted, and select [Add to patch] and[<New patch=>]. Change the NewPatch in both fields to Smashed Patch and click [OK]. With all the mods still highlighted, right-click again and select [Smash Settings] >>[Smash] >>[Smash.All]. Locate and select ESP below. Right-click and select[Smash Settings] >>[Smash] >>[Smash.OverrideAll] SkyRem - Lora.esp This will resolve most conflicts, but there are some mods that require more specific instructions. These are RealisticWaterTwo.esp Waterflow Patch.esp Locate and select ESP below. Right-click and select [Smash Settings] >>[Smash] >>[Smash.OverrideAll] SkyRem - Lora.esp This will resolve most conflicts, but there are some mods that require more specific instructions. These are invaluable tools and methods for proper patching and can save you a lot of time from manual patching in SSEedit. Create a TAG for Special Edition Followers (Core): Click[Manage Smash Settings] (wrenching and driver icon). Right-click in the left pane and select [New Settings]. Name the new setting Bash.Custom-SEF. Right-click in the tree box and select [Build from plugins]. Find and and click [OK]. Expand record tree and then NPC_ - </New> </New> Character (Actor) tree. Select only the options listed below. ACBS - Configuration Actor Effect Attacking PRKZ - Perk Count Perks CNAM - Class DNAM - ZNAM Player Skills - Right-click Combat Style[ACBS] and[DNAM] and select[Toggle] >>[Toggle force values] and[Toggle treat as single entity]. Click [Save] and exit Settings Manager. Find[specialeditionfollowers.esp] in the left pane, right-click and select [Smash Setting] >>[Bash] >>[bash. Custom-SEF]. Create a TAG for a Merged NPC (Expanded): Click[Manage Smash Settings] (wrenching and driver icons). Right-click in the left pane and select [New Settings]. Name the new setting Bash.Custom-NPCs. Right-click in the tree box and select [Build from plugins]. Locate and select[AlchemyAdjustments.esp] and click [OK]. Expand the tree recording and then ALCH – Ingestible and INGR – Tree material. Select only the options listed below. DATA - Weight for ALCH and Data - for ENIT INGR - Data Effects Right-click each of the above record types and select [Toggle] >>[Stylistic values toggle] and[Redirect deletion] and[Redirect override] Click[Save] and exit Settings Manager. If prompted to [Trim] your settings, you can select [Yes]. Find [AlchemyAdjustments.esp] in the left pane, right-click and select [Smash Setting] >>[Bash] >>[bash. Custom APFA]. With all the tags set, complete the patch. Click [Build patch] (hammer icon). When you're done, exit Mator Smash, and activate your new Smashed Patch plugin. SKYREM PATCH SkyRem Patch Author: DrPharmDawg Version: 1.2.0 MAIN FILE UPDATE: SkyRem Patch - Extended About: Skyrim Roleplay Enhancement Mod Guide. zEdit Patch Create zEdit Patch: Run[zSedit] from executables. You may be familiar with selecting zMerge at this point, but for this step make sure[zSedit] is selected and [Start Session]. Let your entire Load Order be included and click [OK]. Click[Manage Patcher] (puzzle icon top right). In the left pane, select [Know Your Enemy's Armor Patcher]. Change the description of patch armor? to [false]. In the left pane, select[Curse select[Curse Firmament Patches]. Change Set blessings with... to [class]. In the left pane, select [Build Patches]. Uncheck ALL. We'll run one patcher at a time. Perform the following steps for each patcher in this sequence: Know your Armor Patcher, Know Your Enemy Patcher, the Curse of Patcher Firmament, and finally zPatch.esp with all the options selected. Check the patcher you want to create. Click [Build] next to the patcher name (don't click the Build All button at the bottom of the window). Wait for it to finish and make sure the new ESP is located at the bottom of your Load Order in the left pane. Repeat the process for each patcher. Exit zSedit, save the patch (there will be 4 plugins). At the bottom of the left pane in MO2, right-click [Overwrite] and select [Create a mod...]. Name the new zEdit Patch mod and activate it. Relinker Patch Run Relinker: Run[zSedit] from executables, select[zMerge] and[Start Session]. Click the [Relink Scripts] button at the bottom of the window. When you're done, exit zSedit and [Refresh] MO2. Find the newly added Output Relinker mod at the bottom of the left pane and activate it. LODS Creating a LOD (Level Of Detail) will be a three-step process, focusing on three different aspects using three different tools. xLODGen note: This process can take a while. Anywhere from 30 minutes to a few hours. Enable Tamriel Terrain in the let panel, and move the ESM file to the top of the right pane. Run[xLODGen] from executables. In the left pane, right-click and [Select All]. In the right pane, select only [Terrain LOD] (Objects and Trees will be handled by other tools). In the Terrain Creation Place box, use the following settings: LOD4: Quality 5, Build Diffuse Size 512, Build Normal Size 256, Format BC7 Quick, Check Border Protection (leave other settings by default). LOD8: Quality 10, Build Diffuse Size 256, Build Normal Size 128, Format BC7 Quick, Set Optimize Unseen to On (let other settings default). LOD16: Quality 10, Build Diffuse Size 256, Build Normal Size 128, Format BC7 Quick, Set Optimize Unseen to 550 (let other settings default). Set[Default size: Diffuse] and [Normal] both to 128. Check[Bake normal map] Click [Generate]. When you receive lod generator: done, close xLODGen. Setting the argument fields as detailed in Step One places the file directly into the Output xLODGen mod. Refresh MO2 and find it at the bottom of the left pane. Activate now. TexGen Disables Tamriel Terrain. Run [TexGen] from executables. In the pop-up, change {ui} Select Output Path) to X:\Tools\Mod Organizer\Mods\TexGen Output. [Choose LOD Texture Size] (I use 256 - Default). Leave four boxes below (BC7 Hurry). Click {ui}. When you're done,[Exit] TexGen and refresh MO2 to see Your TexGen Output Mod now has texture. DynDOLOD Note: Make sure your DynDOLOD Resources version and Standalone version match before moving forward. Run[DynDOLOD] from executables. In the pop-up click[Advanced>>]. In the next window, right-click in the upper-left box and select [Select all]. Change {ui} Output Path) to X:\Tools\Mod Organizer\Mods\DynDOLOD Output. At the top right: Click [Medium] and check both [Candle] and [FXGlow]. In the bottom box: Check all options EXCEPT[False lights selected world],[Use original LOD tasks], and[Upgrade NearGrid Large Refs]. Still in the bottom box: Change[Max tile size] to 256 (to match TexGen). Click [OK]. MCM SETUP Page Header Settings Display Symbols 1 Scale 18% Transparency 50% Horizontal Offset -125 Vertical Offset -28 In-Game Clock Scale 85% Left Horizontal Anchor Top Vertical Anchor Horizontal Offset 38 Vertical Offset 32 In Date Scale Game 85% Left Horizontal Anchor Top Horizontal Offset 135 Vertical Offset 33 Control Symbol 1. Clock In Game, In-Game Date Control Mode Always Hotkey X Settings Header Options Settings Settings Settings Prevent fortify Alchemy / Dazzling loop [X] Header Page Options Border Arrow Settings 48 Bolt Limit 72 Page Header Options Compass Options Options Maximum Distance 10000 Page Header Options Gameplay Settings Hotkeys Build Campfire >. Wood Harvest <, &Learning Page Header Options Settings; XP Formula Alternative Experience Use Alternative XP Formula [X] Smithing Experience Tanning Rack [0.5] Smelter [0.5] Mining [15] Mining & Preset Mining Materials Mining Faster Mining and More Ore Smelting Production Ingots Per Perk Enable Mods Display Crafting Recipes Bandoliers Bags and Pouches [X] Skyrim Robes [X] Options Header Settings Options CORI Options Options Page Headers: Beginner Arch Level Skills 15 Internship Class 30 Adept Class 45 Specialization Experts 6 0 Settings Header Master Options 75 Pages Join Dark Fraternity Members Dark Fraternity Members Can Join [] Requirements Advance Before Combat Skills Total Your Trials 70 Player Levels 10 Days Have Passed Since Joining 15 Requirements Before Joining combat Skills Total Circle 100 Level 20 Radians Perform Quests For Each Member Circle [X] Days Have Passed Since Joining 15 Requirements Before Kodlak Requests Total Combat Skills 120 Player Level 30 Days Passed Since Joining 10 Quest Tweaks Radiant Quest Settings Before Skjor & Vilkas Gives Quests 6 Radiant Quest Reward Gold Use Default Gold Reward [] Gold per Guild Rank 25 Gold per Player Level 0 Gold per Quest Difficulty Level 25 Page Header Option Setting Stats Menu Hide Legendary UI [X] Show attribute modifier [X] Show skill modifier [X] Sandboxing Only Sandboxing Activation Settings Page Header Options in Town [X] Mounts Mounts Mounts Gameplay Spending Gold Followers Weekly Costs 250 Expendables Cost 500 Wealth Sharing On Minimum Share 500 Actions Disable Weapon Draw [X] Regarding 10% Reward Odds Quest System &amp; Dialogue Dialogue Show Dismiss Steward [X] Optional Companions Winterhold Mages [X] Thief Guild Members [X] Header Options Page Setting Player Exposure Level Gameplay 0.5x Fast Travel &amp; Waiting Disable Fast Travel [X] Disable Waiting while Outdoors [X] General Meter Layout Settings Top Right Exposure Settings Preset Show Advanced Settings [X] Y Position 0.0 Wet Meters Show Advanced Settings [X] Position Y 36.0 Header Options Main Notification Settings PAGE ALL [] Align Enable Alignment System [X] Soul Capturing Show messages when leveling is insufficient [] Settings Page Header Options Armor Crafting Options &amp; Distribution of Einherjar Brigadier Armor [] E Armor Platinherjar [] Header Options Page Settings Of Goblin Creatures Back and Forth [] Riekling Solstheim Only Spawns Additional Types of Ore Guardians [] Options Header Page Setting New Events Alternating Events WE Event New Event Opportunities WE 1 20 WI New WI Event Opportunity 50 Tavern Brawl Enable Tavern Brawl [] Options Header Page Activation Activation Activation Activation Settings Press button [X] Option Hide shout meter with compass [X] Enable quick fade xxxxx [X] for all Header Options 3 Player Level Settings Page Hunger 1 Thirst Level 3 Fatigue Level 2 Follower NPC Advanced Buy Food [X] Difficulty World Food Spoils Words Indulge Raw Indulgence Level 2.0 Light Days 7.0 Day Medium 5.0 Day Weight 3.0 Day Gameplay Unknown Water [X] Death [X] Notification Perspective Text Widget Style First Person Alpha / Color-Based X Offset XXXXX Y Offset YYYYY Track Disease [X] Setting Page Header Settings Duration Setting before getting Dirty 24 Duration before being Very Dirty 48 Toggle Start Keeping Clean [X] Page Header Settings Duration before it becomes Dirty 24 Duration before it becomes Very Dirty 48 Toggle Start Keeping Clean [X] General Settings Page Header Options Settings Allows skill enhancement [X] Enable sound effects [X] Enable crime [X] Allow Auto Unlock When Opened [] Lock Key Requirements Beginner Requirements 1 Internship 20 Proficient 40 Expert 60 Master 80 Smash Keys Smash Novice Locks 15 Apprentices 30 Proficient 45 Experts 60 Masters 75 Permitted Weapons Two + One Hand Unlocked with Magic Unlock Spell Novice 10 Apprentice 30 Proficient 50 Expert 70 Master 90 Allowed Spell Changes Only Settings Settings Header Options MIA Options Northern Options Remember [X] A Girl Has No Name [X] Settings Options Header Page Setting Frequency Settings Health Settings Options / / Stamina Reducer Level 750 Takes Weight Loss Level 1500 Page Header Options Minimum Day Setting Before Expedition Events Saarthal 7 Psijic Monk Visit 7 Brelyna's Practice 3 J'Zargo's Experiment 3 Onmund's Request 3 Page Header Option Setting Minimum Days Before Events First Dragon Sighting 10 Note from Delphine 5 Other Balgruuf's Reward Always Always Main Settings Options Direct Poisoning Poison Prompt Never Clean Prompt Never Right-hand weapon [] Left hand weapon [] Header Options Game Settings Settings Other Options NPC Distance Greeting 75 NPC Distance Tracking Head 200 NPC Switch NC Allows Terek [] Settings Page Header Options Basic Success Rate Setting Setting 25% Welcome Duration 24 Hours Failure TimeOut 24 Hours Friends Always Allow Entries [X] SWF Version Advanced Page Header Options Settings Check All Options [] Settings Settings Settings All Configuration Options Unique item notifications [] Ownership immersion [] Immersive ownership [] Immersive ownership [X] Lore friendly items only

[X] Option Header Page Settings DLC Quests Dawnguard Vampire Attack 50 Dawnguard Recruitment 45 Min Days Between Attacks 5 Dragonborn >>> gt:After A Blade In The Dark Minimum Level 60 Extra Options Dragon Attacks Min Days Between Attacks 5 Pages Header Option Setting Merchant Inventory Variable Trader Gold Variability Low [X] Cost to Invest 2500 Gold Increase after 1000 Master Investment Trader 1500 Page Header Option Melee Settings & Ranged Melee Camera View Smart Player Killmove Immunity [X] Stealth & Triggers Stealth Seated Killmoves [X] Page Header Option Setting Position Gold Counter [X] Horizontal-Anchor Right Left/Right-Position 1349 Up/Down-Position 675 Weight Counter [X] Horizontal-Anchor Right Left/Right-Position 1290 Up/Down-Position 720 720

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