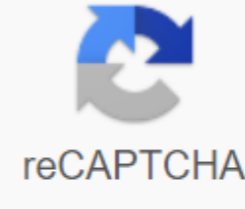




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## Skyrim special edition modding guide 2019

Play the hoops game almost anywhere! Hang the Nerfoop back, hoop and mesh on the door with a bracket and be prepared to play indoors or outdoors. Kids can get together with friends for the game, show off their skills, and make those hook shots and 3-pointers even in their room! Includes foam ball, hoop, mesh, bracket, metal clip, door bracket, and instructions. Play the game almost anywhere The Full Nerfoop Basketball System includes foam ball backboard hooks on the doors of Age 4 and Up. WARNING: CHOKERING Hazard Small Details. Not for children under 3. An adult build is required. No tools are required. Full NERF basketball system with cool mini-basketball allows you to play a serious game of basketball indoors! The set includes basketball, backboard, hoop, net, door braces and instructions. The toughest Nerfoop yet! Play the hoops game almost everywhere you want! Hang your rugged, high performance NERFOOP backboard, hoop and mesh on the door or wall, and get your game with mini basketball. Now you can challenge your friends, show your skills and make those three point shots right in your own room! The set includes basketball, backboard, hoop, net, door braces and instructions. Age 8 or more. The backboard measures about 13 inches high x 17 inches wide. The hoop measures about 9-inches in diameter. Company: Hasbro Topics: Basketball, Sports Product Type: Sporting Goods Age: 8 - Country of Origin: China Point Width: 17.00 Packaging Height: 6.00 Packaging Width: 14.00 Packaging Length: 18.00 Weight: 1.00 850 1 2 3 4 5 6 7 9 9 10 12 13 14 15 16 17 18 19 20 How to modify Skyrim SE in 2020. Step by step the guide is as simple and clear as possible. Includes a well-curated Vanilla Plus mod list with links. Permits and Credits Credits and Permission to distribute Assets Other users All assets in this file belong to the author, or from the free use of modde resources Download permission You can not download this file to other sites under any circumstances Change permission You must get permission from me, Before you can change my files to improve its conversion resolution you cannot convert this file to work on other games under any circumstances Permission to use assets you must get permission from me before you can use any of the assets in this Asset Permission file in mods/files that are sold you cannot use the assets from this file in any mods/files that are sold, for money, on Steam Workshop or other asset permission platforms to use in the mods/files who earn donation points you can't earn points For your mods if they use my assets This author has not provided any additional notes regarding the permission of the file This author has not credited anyone in this file This mod refused in receipt of Donation Points Changelogs 02-10-2020. Just one small addition: ELFX ELFX fps patch. I've known about this patch for years but never used it as I haven't noticed the problems it fixes so far (don't know why I haven't noticed it before). So I'm adding this patch to the list now, better late than never. 30-09-2020. added the following modifications - Cleared Textures Skyrim SE, Extended Hotkey System and Away - Come Away. Remote Forgotten City (it's a good fashion quest, but has too many bugs to be perfect for this guide) 30-07-20 is just a few small notes of note formulation: This is a new updated version of my Legendary Edition guide - Short Skyrim Modding Guide 2019. Introducing This performance-friendly step-by-step guide to modding, based on more than 3,000 hours of experience with modding and playing Skyrim.I wrote this because (in my opinion) most other guides are not clear or brief enough. They tend to require powerful PCs, and bloated fashion lists. To keep this guide simple and performance-friendly, I'll only cover essentials, so no ENBs, etc. I hope it will help you save time and avoid some frustration while modding Skyrim.Avoid unrealistic expectations: Modding is easy and fast. Anyone can do this You can have 200 mods installed that are 100% stable My 100 graphic mods and ENB make Skyrim look epic, without losing the performance of The Mods fix and improve every aspect of the game If you follow all the instructions and use common sense, you won't face problems While the above statements are sometimes true, they are also very misleading. Modding takes time, and will affect performance. Even today, in 2020, there are still many things fashion does not fix or improve. Sometimes something goes wrong, regardless of whether you follow this guide carefully or not. Premise (what you need): Skyrim Special Edition on Steam, installed somewhere else than the Files program (to avoid security issues with Windows 10). Your computer should be able to run Skyrim vanilla in high settings smoothly (for 60 FPS at all times, any recent 4-core processor - GTX 1650 and 8GB of RAM). At least 50GB of free storage space (after installing Skyrim) if you're going to download and install all the fashions in this guide. Nexusmods.com account to download mods. Plenty of free time and perseverance. Screenshot note: know that these visuals are not very impressive, but they are still significantly better than vanilla, with almost no loss of performance. This guide prioritizes gameplay and over graphics, especially when compromises need to be made. Also note that the screenshots do not use a package of landscape textures. It's basically a vanilla texture, with lighting mods and ion edits, etc. Preparing Skyrim for mods.1 fashions you should follow these steps:1. Download and install the Skyrim Special Edition from Steam.2. (optional) Delete or rename the game intro video in: Special edition DataVideo3. You run Skyrim once - choose Play in the launcher and exit the main menu. (This is how the engine generates ini files) 4. Create a folder that will store modding resources (not in the Skyrim catalog, but on the same disk). Example: C: Skyrim Mods5. Get SKSE (Skyrim Script Extender). Follow the installation instructions shown on this page.6 Download and unpack SSEEdit (also called xEdit). To make skyrim more stable when modded, clean Bethesda Master files like this: Open SSEditquickAutoClean.exe, select Update.esm and then click OK. Wait 5-10 minutes until the end and then close the SSEEdit. Now re-open SSEeditckAutoClean.exe and repeat for dawnguard.esm, then hearthfires.esm, and then dragonborn.esm (If Skyrim gets an official update via steam, it can update the master files and you will have to clean them again)7. You'll soon install Mod Organizer 2, but before you do, I recommend you edit the graphics settings in the default game launcher to your liking, since once the MO is installed, you'll have to edit the graphics settings inside the MO using its ini editor. (Any changes made to the default launcher won't work once you start using MO. But the changes made to the ingame graphics settings will continue to work with MO)You can choose any graphics settings you want, but here are my recommendations: (optional) Install Antialiasing on Off as the FXAA looks too dirty, and TAA also looks dirty, but only when you move the camera. According to Advanced, (optional) Set Godray's quality on Off if you're going to use the ELFX Weathers mod listed later in this guide. (optional) Unplug Screen Space Reflections as it causes ugly halo effects around the characters and edges of the screen. (optional) Turn off the Snow Shader as its pretty ugly, and we'll use mod to improve the snow, not. Play the vanilla game for a few minutes to make sure that the graphics settings you choose allow the game to run smoothly at 60 FPS.8. Install MO - Mod Organizer 2 in the modding folder. Note: MO uses a virtual file directory system, so most of the utilities you can end up using should be launched from MO. For example, if you want to explore mods in SSEEdit, you'll need to click the cogwheels icon in MO, then tap the character icon plus add from the file, and go to SSEEdit.exe. Since then, in the main MO window you can choose SSEEdit next to the big Run button. From now on, you'll always start skyrim out mo by choosing SKSE64\_loader, and clicking Run. MO can create a desktop shortcut for you. Note: If you don't start skyrim this way, any installed through mo will not work! 9. Now you can continue the next step, or additionally do some ini file settings: (optional) in the MO, click the tools (looks like pieces of the puzzle) and select the ini editor. Edit/add the lines below. All of this is an additional setting, but highly recommended. (Be careful, any careless error or typo can cause serious problems). Some people prefer to use a program called Betini for this, but I've had problems with it, so prefer to do ini settings manually. Note: Skyrim ini files in my documents folder do not work with MO. Only edit these ini files in MO.-----SKYRIM.iniGeneralFlickeringLightDistance-8192 (fixes indoor light pop-in) DisplayfFirstSliceDistance3500.0000 (increases distance, on which the shadow details falls, improving visual effects and reducing flickering /flickering)bfFrat.lockmerate )IDecallLifetime-256 (makes blood spatter on the ground longer)bVolumetricLightingDisableInterior-1 (prevents unwanted fog effect in interiors if godrays included)fLODLightRange-45000 (increases distance, that the lights are visible in the outer places) and the reduction of ugly grass pop-in effect) Fight f1PArrowTiltUpAngle-0.7 (reduces how much arrow bends where you aim)f1PBotTiltUpAngle-0.7 (reduces, how much arrow bends where you aim)f3PArrowTiltUpAngle-1.5 (reduces how much the arrow shoots where you aim) LauncherbEnableFileSelection1 (may not be needed when using Mod Organizer, but does not hurt to have it turned on in any way) VATS'bVATSDisable No 1 (OPTIONAL - disables slow-moving camera , 3rd person kill animations still play normally) Controls fDualCastChordTime 0.025 (reduces the probability that the click of a mouse is not registered when using a weapon, but narrows the double-wielding click box)WeatherfSunBaseSize-150 (reduces how much the sun gets wrong through solid objects)fSunSize -250 (IF using THE weather Reducing this reduces solar glare if it was too much)SKYRIMPREFS.in displayfMeshLODLevel2FadeTreeDistance-4096.0000 (increases the range before the detail the tree begins to fall)fMeshLODLevel1FadeTreeDistance-6144.0000 (increased range before the detail of the tree begins to fall)bDrawLandShadows-1 (allows to cast shadows over long distances on the ground)iMaxSkinDecalsPerFrame-250 (allows more blood splashes on bodies at the same time)iMaxDecalsPerFrame -800 (allows more blood to splash on the ground at the same time)VSyncPresentInterval-0 (OPTIONALLI - reduces the input lag, but causes the screen to rupture, limit fps to 60 (in the Nvidia or RTSS control panel) or it bugs out) Trees'uiMaxSkinnedTreesToRender120 (increases the number of trees that can be rendered at maximum detail at the same time) GrassfGrassStartFadeistance 4550.0000 (a good compromise between the grass is 4550.0000 , and reducing ugly grass pop-in effect)fGrassMaxStartFadeDistance 6500.0000 (a good compromise between the distance grass turns, and reducing ugly grass pop-in effect)-----Insoln mods of general information (optional) you must first play vanilla skyrim until you get out of the textbook dungeon (Helgen) and then make a save. Use this savings when testing new mods. All fashions will be received from the nexusmods.com site. Before downloading the mod is recommended to read its description of the page. The main mod download and set process:- On the mod nexus page, go to the file tab and click the manual download button for the file you want. Don't retrieve or untangle files. - In MO, click the Set new mod button from the archive (second button to the left of the window) - Select the file you downloaded and click Open, then OK. If you see the menu, follow the instructions on the screen.- After installing the mod, find the mod in the left window of the MO and click on the check mark box next to his name to activate the mod. MOD Conflicts, and Order of Loads Lidng game engine loads mods one by one in a manner that you can control - order load. If two mods edit the same thing, a mod that is loaded later (below in load order) will overwork the changes made by another mod, taking priority. This is called the mod conflict. As more time is set, conflicts become inevitable. Most conflicts are harmless or cause only minor problems, but some of them can cause serious problems, so you should be aware of them. Many problematic conflicts can be harmless or resolved by changing the download order (from the following). To avoid conflicts, try not to set fashions that seem to do the same or very similar things, and always check the fashion description page for nexusmods.com for any information about conflict, compatibility or load order (use Ctrl-F in your browser). Automatic load order sorting: After new mods are installed, click Sort in MO (above the right window). It works built-in in the LOOT LOOT LOOT version You can hear the claim it is inferior to a complete separate LOOT installation, but for the purposes of this guide, the built-in Sort button is good enough. This will sort most mods correctly and ensure most conflicts are not problematic. He will then show you a report of your download order. This will include useful information about potential inconsistencies and patches you may need. Note that some of the warnings and recommendations may be out of date, or not enough of a problem to tinker with. Any warnings about ITMs (aka dirty edits) can usually be ignored. Manual load order sorting: LOOT should sort most mods in this guide correctly, but it can make mistakes, especially with lesser known mods. So it's helpful to know how to sort fashion by hand: But first some general knowledge you need to know - fashion can include 3 different categories files. 1. Plug-ins - files with an extension .esm or .esp. They can change the data of the vanilla game and tell the game engine what to do with the following:2. BSA archives - one large file containing the bulk of custom fashion assets (textures, audio files, grids, etc.). They need a plug-in to work3. Free files - Also contain user assets and download after (rewrite) any conflicting data in the BSA archives. They don't always need a plug-in to work. Some fashions may only have a plug-in by itself (mod spells), or free files by themselves (fashion textures), while others fashion may have a combination of all three. Left window in MO: This controls how to download free files. If fashion doesn't have free files, it doesn't matter where it's in the left window. You can see if the free fashion files conflict in the left window if it has a small yellow bolt lightning icon next to it. If you choose one of these mods, some of the other mods on this list light up in red or green. Red re-recording of the chosen fashion, green rewrite of the chosen fashion. (remember that this only shows free file conflicts, not other types of conflicts). The official DLC (e.g. dawnguard and dragonborn) tend to get overwritten, it's not a problem. Right window in mo (plug-in tab): This controls the order of downloading plugins and their respective BSA archives. The .esm plugins are always loaded up to (above) plugins. esp. Unlike the left window, MO has no equivalent way of telling you if there is a plug-in conflict in the right window. The only way to find out is to rely on information provided by the author of the mod, or to test the mod in the game, or to study the plug-in data in SSEEdit (there are other guides for this on the Internet). Manual sorting is done by dragging and dropping mods Or down. Note that the Sort button (LOOT) only sorts the plugins in the right window, it can't sort loose files in the left window. If you set the proposed mods listed later in this guide, I've listed some manual load ordering adjustments for you at the end, so you don't need to them on their own. Other notes: THE MO will show a large red warning triangle in the top right corner when something requires your attention. Click on it to open the window and get more information. A common example is the warning message that there are files in the Overwrite mod catalog. Read the explanation on the screen to explain if you need to do something. You can find a folder to repurpose at the bottom of the left window. You can only have a maximum of 255 plugins active at the same time. Some esl plugins are labeled, which means they don't contribute to the 255 plug-in limit. Most of them behave just like regular esp plugins. The exception is if they have compact records, but this is rare (and goes beyond this guide). Some mods need to have their tree file structure adjusted before installation. THE MO will say something like no gaming data on the top level and you should see a tutorial on the screen on how to solve this problem. If you're not sure, just Google mod organizer no gaming data on the top level. When in play, many mods have MCM (menu configuration fashion) that can be accessed from the game's system menu after downloading save. Change mods during playthrough You can usually install new mods during the passage without any problems. Changing the order load in the middle of the passage is also usually normal. But, always first make a new separate save file, making sure you never rewrite it from now on. It's a backup save you can go back to if something goes wrong. (also called Pure Save, but it may have other meanings) It's best to avoid uninstalling mods during the passage, but you can usually still do it without problems. Just keep in mind there are risks. This is due to the fact that the save files contain data from mods, even after these mods are not blocked. Sometimes this can cause problems that range from minor glitches to permanently damaged save files. The risk depends on the type of fashion. Without scripted mods and mods that do not have an ESP file (texture mods, etc.) are usually safely removed. The quest mods tend to have a moderate risk, while heavily scripted gameplay overhauls are the most risky to remove. If you update the mod while you play, the same risks may apply. Always make a backup save first. Risks of non-installation of mods can be minimized by following the following procedure, which uses the FallrimTools ReSaver program. The correct fashion removal procedure: 1. - If fashion has an MCM menu with the button to disable or remove, use it first to disable the mod. 2. - Save the game (preferably in a vanilla interior spot, has no content from the fashion you are installing). Get Skyrim out. 3. - Remove mod (s) in MO (right click on the name of the mod in the left window and select remove mod ...). 4. - Start Skyrim and download save. Choose yes when a warning message appears about missing content. 5. - Save the game Resign from Skyrim again. 6. - Download the ReSaver tool. Select and open the save file. 7. - In the upper left to the top left to the left of the window, click the Net button - remove unattached instances. Then Clean - remove the unspecified items. 8. - Click File - Save as, save with a name like CleanedSave1 and then get out of the tool. 9. - Start Skyrim and download the new cleaned save file. Continue playing as usual. This procedure can sometimes be used when updating mods (NOT a quest, follower, and mod coo, since this method will destroy any progress in the game you're made with fashion). Always check with the fashion authors for any specific update instructions. If the script cleaner doesn't fix a serious problem with the save file, the only remaining option is to return to one of the backup saves that was created before the mod breaker was installed. Installing and uninstalling quest mods during the passage: If you're going to play through a large number of quest mods in one passing, it's a good idea to just install a few of them at the beginning of a new game and then set the others only when you're going to play through them. Once the quest fashion has finished, you can either leave it installed or consider removing it with the above removal procedure. This approach provides a more balanced and stable experience than having a huge number of quest mods installed at the same time. This reduces the likelihood of fashion conflicts, and troubleshooting is also much easier. As a real example, I have a 1200 hour savegame on which over 130 different quest mods were installed as I played through them. After finishing each mod, I usually uninstalled it using the above procedure and kept playing. Sometimes, when the mod was pretty buggy or unstable, I went back to my last backup save (rather than risk future instability with a contaminated save). Despite 1200 hours of game time, and uninstalling over 110 mods quest, my savegame remains stable and is about 15MB large. The proposed mod listThese have been carefully selected for good performance, stability, production quality, knowledge of friendliness, and gameplay balance. This list only incudes mods that I personally use and trust. Many popular fashions are absent for this reason. All the mods listed here can be used together (this is what I do), except for the extra quest mods at the end of the list (as above). This is not the ultimate list of mods for people with very powerful PCs and endless free time, but a solid Vanilla Plus list for most people. Where there was a trade-off between the graphics or the balance of the gameplay, the priority was Gameplay. Bug Fix and Utility Mods: Unofficial Skyrim Special Edition Patch (aka USSEP)Address Library for SKSE plug-ins (required for many mods, including SSE Engine Fixes). NET Script Framework (needs mods as SSE Fix Error)SSE Engine FixesBug Fix SSEBetter MessageBox ControlsBetter Dialogue ControlsFuzFuz D-oh (optional) PapyrusUtil SE (necessary for mods such as Immersive Horses, and Hypothermia Plus SSE) (optional) JContainers SE (optional, If you use AH Hotkeys Mod) (optional) Leave the SSE fight (cheating power that can be used to fix stuck in the bug battle) Interface Mods: SkyUISky removes the need for bloated/outdated fashion sorting) Stay

on the system page - Updated Cleaning MenuRemove Quick Search Button from SkyUI MenuImmersive HUD - iHUD Special EditionDisplay Enemy LevelmoreHUD SE (if also using Display Enemy Level, be sure to disable the equivalent feature in more HUD's MCM) Floor Number and Advanced Consistent Frame (optional) Consistent Sensitivity (optional) Floating Damage (optional) Floating Damage (optional) Floating Damage (optional) Classic Redone Sprint (SKSE64) (optional) Hide these useless quests 64 (optional) AH Hotkeys (also get a check card on its download page - necessary for a spell of automatic functionality) (optional) or Extended Hotkey system (basic and easy to use to AH Hotkeys)Graphics mods :Static Mesh Improvement Mod - SMIMRealistic Water Two SE (patches for this mod are listed further down - don't install them now, set them up after all the other fashions have been installed)Detailed City SE (get without light version)LeanWolf in the best form of SE weapon or believable weaponEnhanced blood texture SENordic snow (aka headquarters Snow Texture) Get Premade Vanilla and Dragonborn Treelod Medium Resolution 512 and Improved Closed Helmet Patches (USSEP Patch)Red Dog Less Realistic Ice Spike and Ice SpearHLP Night Sky (medium version) (optional) Cleared Skyrim SE Textures (highly recommended, Listed as optional just because it's a huge download) (optional) Skyrim Textures Redone - Stars, as this mod will reduce these effects. put it below HLP Night Sky in the left order of loading windows) (optional) Heat - Light Armor Replacer SSE (no more skimpy bandits in freezing weather) (optional) Remove small rocks (at will) some users, this mod fixes it) (optional) TESG Loadscreen Replacer - SSE PortGraphics mods (lighting and weather): Improved lights and FX EnhancedLightsandFX.esp - ELFX - Exteriors.esp (always use them) (optional) ELFXEnhancer.esp or ELFX - Hardcore.esp or one highly recommended) also get these fashions: ELFX SM ELFX Fixes, and ELFX - Exteriors FixesWeather Mod: Note: It was very difficult to choose the weather for this guide. I tried all of them, and each one had significant visual flaws, and most of them also broke the balance of detection furtively. So I'll recommend ELFX Weathers - since I couldn't find a consistently better alternative. Although it has its drawbacks, it provides balanced bright colors once tweaked, and does an excellent job with night lighting. It has the best furtive detection balance of all weather mods. The following settings will mitigate most of the shortcomings of ELFX Weather, and make it look like screenshots of this guide: Fix the low contrast problem by disabling skyrim in godrays: Godrays can be disabled in skyrimprefs.ini by installing bVolumetricLightingEnable and iVolumetricLighting1 go to the Fashion page Mitigate HDR Eye Adaptation and Disable Bloom download the ISHdr1bloom0\_patch file from the file tab and remove the .pas 3 file. go to the xEdit (SSEedit) installation folder and place the .pas file in the Edit Scripts 4 folder. Start xEdit in MO, and download ELFX - Weathers.esp 5. After downloading, the right button on ELFX - Weathers.esp and select Apply script ... 6. In the script drop down the menu select our ISHdr1bloom0\_patch file 7. (optional) in the built-in text box, find Eye Adapt Strength and change the next 1 on 0 to eliminate Eye Adaptation 8. Click THE GOOD button. The script will now work and make changes to ELFX Weathers 9. Close xEdit, keep confirmation box will show - make sure there is a check mark next to ELFX Weather 10. back in MO, edit the name of the ELFX mod in the left window, adding something like no HDR and flowering patch to the end of the NOTE: This method can be used to remove the flowering and eye adaptation effects from other weather and light mods too to correct the low brightness and color hue problems caused by disabling godrays by getting imaginator mod : once for each new character just from Helgen activate the imaginator ingame menu (via a spell or additional MCM menu) to set the brightness to 30 or 40 pounds for the best results to adjust the tone of the settings to your own preferences (the hue settings I use are shown in the latter This guide) (optional) Clear Sky Fix SE (only perhaps necessary if you use weather mod, including ELFX Weather) Audio Mods: Unofficial Material FixAudio Overhaul for Skyrim SE (also get Conflict Resolution for extended blood texture patch found in the files tab)Better Animal Steps (Good Legendary Mod Edition, which works great in a special edition)ELFX Dwemer Floor Fix (obviously only get this if you use ELFX) listed as optional just because it's a huge download) (optional) No combat cries (optional) Delete Sneak Attack Sound (optional) Irish Bard Flute (replaces horrible vanilla flute songs) and other fashions: To your face SE and UP STAND UP Animation Vanilla-Friendly SSENo Spinning Death AnimationNo BS AI projectile DodgeRealistic Ragdolls and ForceGuard Dialogue Overhaul SEThe Choice YoursImmersive Citizens - AI Overhaul SE (includes patch for ELFX)Dive Horses (also get 2k textures from tab files) Protect your people - PyP - Better PROTECTION SE Get the CRF Merge version when using the Cutting Room Floor listed below below)Diverse Skyrim SSEPlayer Headtracking SERich Skyrim Merchants High Level Loot Rarifiedistic AI Detection SE (if using the full ELFX package, as recommended in this guide, get a high interior, high look version) Better Stealth AI for followersCombat behavior improved (correcting enemy melee animations So you take the damage when the weapon connects, not at the beginning of the swing Realistic Middle BoyImvered TrapsEarlier Health Warnings (excellent legendary mod edition, but the PORT SE on the nexus is broken. Than the popular deadly dragons mod) (optional) Isilmeriel LOTR Collection weapons SSE (optional) Winter Diving Artifacts (optional) Bonfire - Complete camping system (goes very well with hypothermia mods listed below) (optional) Hypothermia Plus (requires Hypothermia. goes well with Campfire. than Frostfall. I recommend you include the effects of camera shaking in the MCM. note: to dry near the heat source when it rains, you should be inside or in the tent) (optional) iNeed - Food Water and Sleep - Continuation (you can reduce the skyrim timeline in this MCM fashion menu) (optional) Snarl - and EFF - Follower Distance Fix (optional) Skyrim Skill Uncapper (optional) Timeline all SE (optional) Block of Random Dragons (SE) (if fighting fight Dragons gets annoyed after the 100th time, this mod helps) (optional) Encounters zone unlocked SE (optional) Transportation and Ferry Travel Overhaul (optional) No Auto-Aim (optional) Balanced Lockpicking (optional) Player Size Adjuster and First-person Camera Height Fix SSE (optional) Get with it (it has minor conflicts with SMIM door grids). just choose which mod has priority by putting it lower in order of load) (optional) Let's ride Durnehviir (optional) Durnehviir God of Death (optional) Durnehviir Resurrection SE (includes in itself a compatibility patch for Durnehviir God of Death, if you use this mod) (optional) Black Books Begone SE (optional) Realistic Torch Light'st mods to install at the start of the game: Cutting Room Floor - SSE (aka CRF) (optional) Cutting Floor Room - Changing Armor Spell FixInteresting NPCs SE (if you use EFF) get Interesting NPCs SE - file section (if you use CRF) get Interesting NPCs SE - Cutting room floor SSE patch from misc. sectionBeyond Skyrim - Bruma SE (optional) Lucien - Immersion Fully Voiced Male Follower (optional) INIGO- The mod quest you can install later, one by one, when you're going to play through them: Note: the player's recommended level is offered for some of these mods quest if they're not suitable for low-level players. (optional) Merte's The Cheese Of Ages SE (optional) MediEvil - Hero Gallowmere (has an alternative game start function, so is not compatible with other alternative start mods) (optional) Shindara - Fire inside (CAUTION: contains nudity, if NPC clothing is removed from their inventory - user discretion is recommended. mod xp32 is not required when choosing a vanilla clothing option in the installer) (optional) Hel Rising (CAUTION: contains nudity if NPC clothing is removed from their inventory - recommended by the user's discretion) (optional) Clockwork (optional) (level 20) (optional) Brink (optional) Away (level 30) (optional) Helgen Reborn (keep this mod off until you finish playing intro sequences at Helgen. 30) (optional) Wyrmsooth (not available on nexusmods). Level 30 ) (optional) Moon and Star (Level 30) (optional) Shire SE (Level 40) (Optional) Dungeon Packages Of Hammett for SE, and Land Vominheim (Level 40) (At Will) Falskaar (Level 50) (optional) Journey to Dreamborne Island SE (level 50) (optional) , and UNSLAAD Voiced - English Addon (level 50) (optional) Darkend (level 50 ) Patches: QUASIPK - Single Automated Self-Installation Patch Compendium (has USSEP patches for over skyrim bruma and npcs) Realistic Waters Two Patch Hub (patches you need it may include the following...) Behind the Skyrim Broome Patch Patch ELFX and Enhancer Patch or ELFX Hardcore Patch or ELFX Patch, depending on which ELFX modules you install. Realistic Water Two - Needs a fashion patch if you installed iNeedkryptopyr's patch hub (get the Cutting Room Floor TCYI patch. only necessary if using Your Choice and CRF) Load order settings: Once all the mods you've chosen from the list above have been installed, adjust the order load as shown here: Loose File Order (left window): Recommended to place Realistic Ragdolls and power in the top of the left box That Realistic Water Two SE is below static grid Improvement ModOu be sure that Unofficial Fix Materials below Static Grid Improvement ModOuvins that Improved Lights and FX below like Static Grid Improvement Mod and Unofficial Materials Fix Make Sure ELFX - Exterior Fix and ELFX Dwemer Floor Fix both below The Improved Lights and FX Now Click Sort. After that, avoid using the Sort button again as we are going to make some manual load order changes, and don't want LOOT to undo our changes. We have to make these manual changes because LOOT sometimes gets a few things wrong. Order plug-in (right window) :PSmooth all UHDAP plugins at the top of your order load, above The Unofficial Skyrim Special Edition Patch.esp (UHDAP - MusicH.esp, below any plug-in from ELFXPlace ELFX Fixes.esp below Skysan\_ELFX\_SMIM\_Fix.espPlace ELFX - Weathers.esp below any other plug-in, associated with ELFX (ELFXEnhancer.esp , ELFX - Hardcore.esp, and any of their patches) (LOOT aims to place ELFX Weather high up the list, but in my experience it can cause problems)Save your order load: Above the right window is a small backup button (one with a small blue arrow). Click this button to make mo back up your order load. You can use the backup recovery... button next to it (little yellow arrow) to restore this load order if necessary. Done! Hopefully everything works and now you can start playing. Go find Lucien, Inigo, and Rumarin (three of the best user followers with lots of dialogue) and start an adventure! Adventure!

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