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# Skyrim racemenu plugin

Published 08 August 2020 - 02:59 PM Dear STEP-Team, I recently (June) finished creating Skyrim with the current STEP guide in German and I am very pleased with the result. However, when I wanted to create my first character, I noticed that some sliders didn't seem to work while the next slider had the functionality of preceeding one and so on. It was especially easy to recognize all the sliders in the panel. Now Race Menu unfortunately does not have a German version, but I really do not know if other fashions can affect something like that. The modlist shows no evidence of something like the race menu. Do you have any other ideas? My modlist interface looks like this (from modlist.txt, so on the contrary: Yes in of course, Whose quest is somehow Learned faction Rangi Small vanilla cursors RaceMenu moreEUD SE German moreHUD Inventory Edition Lore-based Download screens Immers HUDIVE - i Special EditionHUD - German Immersive HUD - iHUD Special Edition Font Overhaul - Natural Fonts for Skyrim -- FONTS Best Communication Management Box Best Dialogue Management Best Container Management for SkyUI -Interface_separator PS A: I tried mod as a standalone in the copied Skyrim MO2 profile, and it seems to work. Edited by Tungdil2, 08 August 2020 - 03:00 PM. You can't do this at this time. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. RaceMenu is an overhaul of the character creation tool in The Elder Scrolls V: Skyrim. It adds many more options to the creation. The contents of the show FeaturesEdit offers a more complex choice of hair coloring and skin tone. Adding a high-rise scale, including body, arms, head and more Overlay plugin: offers the ability to layer different warpaints (including from other genders and races) Overlay warpaintsEdit By installing a plug-in overlay, the player can choose to layer multiple warpaints or tattoos over each other, creating new patterns with different colors. There are besides facial warpaints and tattoos, as well as various ones available for other parts of the body. Below are some of the compatible warpaints: RequirementsEdit Edit Eye Setting Overhaul Community Content available according to CC-BY-SA unless stated otherwise. WellGram Warpaints is a mod that adds more than 70 new Warpaints to The Elder Scrolls V: Skyrim. With the RaceMenu Overlays plug-in, they can be easily layered and combined with other Warpaints. Many of the Warpaints are designed to be used together and layered to make their desired design. The Warpaint package was inspired by many pop culture references such as: David Bowie Sandman's 80s Goth Makeup Egyptian Eyes Ra Sailor Moon Clockwork Orange Shin Megami Tensei Nocturne Princess Mononoke Tenichi Muyo Much more! Community content is available under CC-BY-SA, if otherwise REQUIREMENTSThe Skyrim Scenario Extender (SKSE), Version 1.7.2 (or new) is REQUIRED to run RaceMenu.If you don't know how, or can't install SKSE on your own, I recommend watching: RaceMenu-related SKSE Plugins: For ECE to RaceMenu Migration see: If you experience a glitch when opening the menu, please consider purchasing an additional download This is a SKSE plugin that disables the caching of Parts of FaceGen that can break up your game if you have a lot of hair/eye/eyebrow mods installed. PURPOSEThe RaceMenu has been redesigned to use SKSE to provide a more in-depth setting of your character. This mod doesn't fix the internal class problems in this menu; it just redesigns it and adds more features. Please make sure you have no problem opening ORIGINAL RaceMenu before blaming this mod. FEATURESRaceMenu.espNumeric display for all sliderCategorizes all vanilla variants for the SkyUI lookSearch filter by name (same as SkyUI)Color of any shade, including hair with AARRGGBB valueLoads/saves settings when re-opening menuLight On/Off (spawn white light directly in front of your character)Increase distances, adjusted, to be closer to the person when in and a little further, when outBasic plug-in interfaceController supportWorks with any race, including custom racesDoesn't change any vanilla assets (as opposed to my Advanced Slider Colors mod)Multi-warpaint supportWarpaint textures hotswapping (Custom warpaint) Displaying racial skills / hands / legs / face overlaysSave / Load colorChange overlay glow) Save/download pre-installed and from slot file (required CharGen v2.0.0 or more and replaces the clipboard save/download)Show HeadPart name and fashion source (requires CharGen v2.1.2 or more)Camera move up/down/left/right zoom in /outRaceMenuPlugin.esp (Optional) Adjust player heightAdjust player bicep the size of the player's buttocks (works only for mesh that support skeletal scaling, for example. TBBP Body MESHETIC)Adjust the player's breast size (only works for nets that support skeletal scaling, such as BBP body mesh)Adjust the size of the player's curved chest (only works for grids that support skeletal scaling, such as TBBP body mesh)RaceMenuMimic.esp (optional) is not recommended for cross-sex, cross-species. Copies of the target actor's face morph into playerCopies target actor face presets for playerCopies Target Actor Hair PlayerCopies Target Actor Hair PlayerCopies Target Actor Facial PlayerCopies Targeted Actor Scars for PlayerCopies Target Actor Eyebrows for PlayerMust be Equipped (e.g. help Face Copy player.equipspell XXXXXXXX left)RaceMenuOverlays.esp (optional) Adds 8 male body tattoos (Made krisjay)Adds 14 partial partials Body Tattoo (Made by TairenSoul)Adds 1 female UNP nail paint (Made by me, but it's pretty awful)BodyGen randomizeThere is now a new syntax to the previous location of all subjects of a certain gender. To customize the original BodyGen file you need to create two inlies by:meshes/actors/character/BodyGenData/%MOD_FILENAME_WITH_EXT%/morphs.iniemplates.ini Pattern file spells out BodyMorphs by nameHere is exe:Sevenbase.7B (email protected) 7B Bomb (email protected a) 7B Natural e-mail protected 7B Splitting (e-mail protected) 7B Bcup (protected email) E-mail protected, email protected, email protected: 1.0 File morphing determines which morphs should be available in order to ensure that ActorBases, Here's an example: Skyrim.esm F62F0-Sevenbase, BreastsFor new feature Everything, It will say: All Female-Sevenbase, BreastsMake is sure that you have an empty new string at the end of your ini files. If you have explicit overrides in other mods, they will rewrite the order load, so if you have everything in earlier fashion, then there is one explicit in later fashion, ActorBase will use a later setting. Equipment TransformsWhat Is Conversion Equipment? Essentially, this is additional data that can be attached to armor that will apply NiTransform internally to the skeleton. What would you use that for? Replacing high heels, of course! Conversion is also done in the native language, so it's almost instantaneous application. How do you use it? Simply, add a NiStringExtraData called SDTA without quotes (Skeleton Data) to your NiTriShape or NiTriStrips armor to which you want to apply it (You may have to apply it as No 0, So to No.1) String Data will be formatted line JSON, here is a sample: name: NPC L Breast,scale:2.0,pos:0.0,0.0,0.0,title:NPC R Breast,duration:0.02.0,pos:0.0.0 rot: 0.0.0 Name box is the name of the node you convertThe pos box is a relative translation of the node you convert the rot of the rotation field into a degress in the corners of the euler (headline, attitude, Bank) Here's a sample to replace the high heel name:NPC,pos: 0, 0, 5.0 You may need to customize the unit as I just eyeballed it for the specific boots I used. This triggers the existing Transform infrastructure that NiOverride provides, so any changes to specific nodes will fit with them, you can only have one internal equipped conversion node (i.e. two parts of the armor can't change the same node, rewrite will happen, and the behavior is likely to be last written or uncertain). Sculpt ModeHead ImportThis feature will import geometry nif file, Formatted for NPCs (you either exported it, or you copied the NPC to the catalog)SculptThis feature is complex, the tools you have inflate, Deflate, Smooth, Move, and Mask.RotatingDrag with ClickPanningHold Mouse Secondary Button and drag the right mouse to press to pan. Inflate/DeflateMoves hit vertices outdepending on the average adjacent face of normalsSmoothMoves hit vertices in the middle position of all adjacent vertices, CAUTION do not use near holes such as mouthMoveMoves vertices in the direction you move the cursor, orthogonal to the plane presentmaskExcludes vertices from the change, including if you import the head with another neck seam you have to add a mask around the neck area before importHistoryHistory will store all previous action tops, including Clear Sculpt, Import Geometry, and all the brushes actionsHead Parts This box is change the wiretapping preview including mesh locking (so it can't be edited), making the grid visible, or changing the color of the frameClear SculptThis will destroy all sculptural data from all parts of active (Edited must be verified) File based on PresetsPresets now stored on explicit names and changed as such will be saved as .slot files if you replace the existing file slot, refrain from replacing the .slot file by clicking on the selected file while saving will re-write the selected file, and the file extension will be for binary, but will try to download json and fail. Binary slot files can still be downloaded for outdated purposes, however this format is no longer saved by CharGen.There will be, and will never support the controller for the Sculpt function, sorry. THE CHANGE LOGSee Changes section Of Thehigh-Resolution WarpaintAn INI option has been added to SKSE to allow higher resolution warpaint to be applied to your character. The default resolution is 256, it's a terrible resolution if you want to make some really fancy warpaints. Find the Data DirectoryCreate SKSE folder if it doesn't exist yetCreate SKSE.ini, if it doesn't yet existAdd 'Display) categoryAdd iTintTextureResolution2048Your data/SKSE/SKSE.ini should look something like this: DisplayiTintTextureResolution=2048In addition to higher resolution should be possible, but I only tested it on 2048.Note: This can cause low resolution texture to look worse because of the boost, hopefully it will encourage high-resolution replacements. KeymappingKeyboard:Choose color/take - Activate (default E)Made - Finished Weapon (default R)Light - Sneak (Default Ctrl)Increase - Sprint (Default Shift)Search - Jump (Default Spacebar)Choose Texture - Wait (by Default R)Light - Boost - Sprint (Default Shift)Search - Jump (Default Spacebar)Choose Texture - Wait (by Default T) Load Preinstall - Fast DownloadSave Preset - FastExport Head - Shout (Default) Select Color/Take - Activate (Default A)Made - Ready Weapon (Default X)Light - Wait (default back) Zoom - (default RB)Search - NoneChoose Texture - Go (default Y) Load preinstalled - left StickSave preset - right StickExport Head - Scream (default LB)Changing subcategorite category - left/right triggerFA. How to change the number of available?A. Open data/SKSE/Plugins/NiOverride.ini in any text editor and change values here. Do I need to install a CharGen?A extension not for 2.7 versions and up, CharGen extension is fully enabled, you should remove it if you had it before installing 2.7 and up. I see dollar signs everywhere and many features seem to be missing what I do?A. Install SKSE, or if you have installed it, run your game using skse_loader.exe as you should be. Is this compatible with ECE?A. Partially, only a few features will work, usually I do not recommend using them together as presets will not work. As I can get more face/body/body/foot paint?A. Open Data/SKSE/Plug-in/NiOverride.ini in the text editor, you'll see a section for the amount of paint you can have in type, you can change this to 128, but it is highly recommended to just install what you're going to use as too much can lead to significant performance losses. PLUGINSMaking pluginIt is a short tutorial that suggests that you have SKSE 1.6.6 (or more) correctly installed, already have basic knowledge in writing scripts, using a set of creation, can solve compilation errors on your own, and assumes that you have already downloaded a batch of modders. Remove the modder package to the DataOpen Creation Kit folder (you don't need to download Skyrim.esm)Create a new questGvy quest unique idPress quest Aliases tabRight click on the list, New alias Alias Alias PlayerTick Specific ReferencePress Select Force ReferenceSelect Cell (anyone), Ref PlayerRef ('Player') click OKPress button Add in groupType RaceMenuLoad scripts to filter and click OKPress OK in reference alias windowGo to the script tab and AddClick (New Script), give the script a nameSuign the script in your editor's choice and the RaceMenu with altered weights (i.e. height, head, chest, biceps, or gluteal values other than 1). This is due to the NetImmerse update missed in SKSE 1.6.8, the current solution ensures that warpa To your scriptCompile your scriptCo package and distribute your plugin you only need to include:Data/Scripts/YourPlugin.pexData/YourPlugin.espCOMPATIBILITYEnhanced Character Editing is not directly compatible. RaceMenu has a compatibility code to accommodate some additional facial morphs, install ECE first, and then install RaceMenu to take advantage of this. There will be CharGen verison EEC sliders soon. The advanced color slider (My previous mod) is not incompatible, but it is highly recommended to remove it as it is no longer necessary. LOAD ORDERIrrelevant, place it anywhere you want, it won't matter. INSTALLATIONAutomatic Download with NMMClick Download with the manager button at the top of the file. RaceMenu will appear in NMM mods after it's downloaded. Double-click The RaceMenu entry to activate it. ORManual Download with NMMStart NMM and click Mods.In on the left icon click on Add Mod From File and select the downloaded file archive. RaceMenu will now appear on the list. Double-click to activate it. ORManual InstallationLocate data / folder in the Skyrim installation catalog. It is usually found in software files/Steam/steamapps/common/skyrim/Data/. Remove the contents of the downloaded archive file to the Data/folder folder. In Skyrim Launcher, select the data files and turn on RaceMenu.esp.KNOWN ISSUES 2.0.0 to the currentBoy/Hand/Foot paint may seem to have been rendered overtop some effects, this is a known problem. The reason this happens is because of the AlphaProperty flags on the overlay pattern grids, changing them to a different set of flags results in partial visualization on the skin. Oddly enough, the right scale of the biceps increases. It's a problem with the skeleton and the mesh associated with it, it can't be fixed on my part and probably won't be fixed by anyone else. The bug has spread to almost all armor ever made from base bodies, so it's probably too late to ever be fixed. KNOWN ISSUES from 1.4.0 to 1.4.3 May be some oddities regarding user scales. They don't disrupt games, but they can sometimes inadvertently reset yourself if you often enter RaceMenu with altered weights (i.e. height, head, chest, biceps, or gluteal values other than 1). This is due to the NetImmerse update missed in SKSE 1.6.8, the current solution ensures that when these weights are actually played it will support itself, but you may need to set the value again if you type RaceMenu again. KNOWN ISSUES 1.3.4 AND EARLIERVampires - Colors won't work properly for vampire characters because of head flag overlay, this flag usually only occurs on vampire races and interferes with not only parts of the head but shades as well, causing the colors you didn't expect, it happens with vanilla games as well. This flag can be removed, but it means you will lose the vampire's eyes. Hotkeys doesn't work - Zoom in and light won't work if you started a new game directly from the main menu. You will need to save and reboot the game, this is an error with SKSE 1.6.6 and has been fixed for the next version. Head, Chest, Glute, Biceps Settings reset to load - It's a problem with scaling skeletal nodes, if you save the file during game 3rd face grids have not been downloaded yet for the update, it is fixed for the next version of SKSE with the help of a new event to determine if you entered the third person. Invisible Weapon - This is caused by a feature used to visually update your face when your game starts, unfortunately this feature has some strange side effects that are not really associated with RaceMenu, downloading your game with your weapon drawn your weapon will appear as if it is a shell, redraw the weapon or saved with it shell until the next next flipout - Same reason as invisible weapon, the reason was removed for the next version so for next version so that doesn't save on the horse, or immediately dismount when you download your game. TROUBLESHOOTINGVersion 2.1.0 to 2.1.1 TroubleshootingIf you can't use the glow to remove 'Loose Basic Scenarios' completely, check the data folder/scenarios for any RaceMenu'.pex files and delete them. Then install Loose Basic Scripts, which is compatible for your version. If you're having trouble where the makeup, body/arm/foot paint category is completely empty, install Loose Base Scenarios Version 2.0.8 TroubleshootingIf you're having trouble where makeup, body/hand/foot paint categories are completely empty, install Loose Main Scripts'Version'0.0 TroubleshootingAreth category unavailable? If so, it means that you don't actually have the latest version of SKSE working. Many people misunderstand that the latest version at the end of DLL is not a version of SKSE. This is the version of the time running game that DLL will only work for this version of the game. If the last 3 categories are there, but you only have the default to choose from when you change the texture of the body: You missed Plugin Overlays, this plugin contains a number of textures of different authors and is not included in the main mod (just because they are great and I don't want to be downloading a few MB to update the mod every time; my download is awful). If there are categories, but you don't even have the default choice in the texture list: you have a RaceMenu plugin that distributes the old version of RaceMenuBase, download Loose Main Scripts to override scripts from outdated plugins, the new script is compatible back. If you experience an immediate failure when you open RaceMenu, you have too many HeadPart cache assets and overflows. I recommend downloading DisableFaceGenCache, it will disable caching when downloading the menu, causing you to briefly fall behind or stutter when changing hair, eyes, eyebrows or beards. A short lag is much better than a failure. If your problem is none of the above you probably have a lot more problems as SKSE doesn't even work with the loader (or not as an administrator). Or your just tapping the game engine is too hard (too many mods, too many textures with high levels of res, too much going on, etc.). The limitations of the game engine do not depend on your computer. If your computer is great keep yourself having trouble typing it as it probably doesn't matter. Please make sure your game doesn't crash the opening of the original RaceMenu before posting your problem. This mod doesn't fix the inner class in this menu, it just redesigns it and adds more features. If your head seems too small you don't see it try cleansaving and install the latest version. If If The game drops when you color too many warpaints, that's ok. Currently the game has a kind of tight limit on the number of shades you can have at one time and is being studied. If your zoom or light switch doesn't work it's because it's currently crashing into SKSE, which doesn't connect the key input system when you start a new game. You need to save your game and reboot then showracemenu in the console to fix it. This has been corrected for the next version of SKSE. If your game drops when you create a new game, it's probably because you have a SKSE 1.6.5 set rather than SKSE 1.6.6, which also means that you probably have some other problems in this section. If you see a ??? for button icons, it means that you either

don't have a SKSE installed, it's not updated until the appropriate version, or you're not working with SKSE in effect. If neither the color of the hair nor the color of the shade do anything, it means that your skSE scripts are not up to date. Note: It still requires that you actually eat and run SKSE. If you experience an accidental glitch while the menu is open. This is, unfortunately, normal behavior. The internal class for RaceMenu is not completely stable to start with, it is reworking the menu with some additional features using SKSE, I can't, and are not responsible for fixing these problems. If you experience a freeze when opening RaceMenu, this is due to your game downloading many assets all at once and you need to queue to drive requests, wait patiently for it to load. If it takes more than 3 minutes than there is a chance of internal problems usually caused by too many hair mods. This same freeze will happen no matter my mod. If you experience a glitch at the launch, you probably have a problem with another mod, please take these complaints elsewhere as this mod should never conflict. If there's anything off with the translation and you'd like to help fix it, see Google Table for RaceMenu.Page 2 FEATURES Over 700 new map markers to discover, 470 Skyrim 130 Dawnguard 80 Dragonborn 26 Blackreach! Shrines, Shops, Dungeon Exits, Innkeepers, Important Places, Ore Mines, Farms, Wildlife, Lost Books, Khajiit Caravans, Player Homes, Temples, Treasure Map Loot, Waterways, Markets, Timbers, Dragon Mounds, Easter Eggs, Secrets Of Page 3 videogame_asset My games when you log in. Sign in to see a list of your favorite games. View all games (1,081) Page 4 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see the list Games. View all games (1,081) Page 5 videogame_asset My Games When Logged, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of favorites View all games (1,081) Page 6 videogame_asset My Games When Logged In, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) Page 7 videogame_asset My Games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) Page 8 videogame_asset My Games When Logged In, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) Page 9 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) Page 10 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) Page 11 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,081) (1,081) skyrim racemenu plugin error. skyrim racemenu plugin xpmse. skyrim sos racemenu plugin. skyrim racemenu error invalid chargen plugin. skyrim se racemenu plugin. skyrim racemenu mimic plugin. skyrim the coenaculi - racemenu plugin for tattoos