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Skyrim xbox one load order guide

(Big thanks @thefirebirdman @honorsbastion13 and @Poisd2Strike – These guys are knowledgeable and ardent gentlemen who have given many excellent advice to many people on this thread. Think of them as moderators of the load order and take their advice seriously.) Skyrim SE brought incomprehensible performance mods to consoles and players couldn't be more excited. However, many console players have very little experience (or none at all) when it comes to downloading mods. In these circumstances, the number of players who are (relatively) new to downloading mods has encountered errors, errors, glitches and crashes that can be caused by a bad and disorganized order of the mod load ... and if you are reading this how, then there is a high probability that you are one of those players. But don't worry, in this thread I'll give a quick explanation of what the load order is, how it works, and a general/optimal way to organize your load command. (If you just hear for organization load order, just scroll down just a little bit) What is load order?: If you thought it wasn't just the order in which your mods are loaded, then you were right... because that's exactly what the load order is... it's just the order that the game loads your mods. Every time you start/continue playing Skyrim loads all your mods into this saved/new file. The loading order determines the order in which your mods are loaded into the game file. How does your load order work?: Your game loads your mods from top to bottom in terms of load order. I'll use a quick example to illustrate what it means and why it's important. Let's say you have 3 mods: mod 1 (mod that is at the top of your load-order) is a weather mod, mod 2 is a mod that changes visuals for forsworn armor, and mod 3 (mod that is on the bottom of your load-order) is another mod that changes visuals for forsworn armor. Using this example your game loads mod 1 first, then mod 2, and finally mod 3. Now keep in mind that the mods are considered incompatible if they affect and try to change the same thing. So with this scenario, your weather mod will load and will work perfectly fine, but mod 2 and mod 3 will clash and be incompatible. Your game will rewrite mod 2 with mod 3, which means that only forsworn armor from mod 3 will be used. This was a tough example with the best outcome of the scenario. In fact, it can be much more difficult to determine whether two mods will affect the same thing and will be incompatible, there is also a good chance that many mods will cause errors, errors and crashes instead of simply overwriting the previous mod if they are incompatible. Just keep in mind that if two mods affect the same exact thing in a similar way, then the mod, which is lower on the load order, will take precedence over the mod, which is higher on the load order. What is a good general organization when coming to load orders?:O No general rule is to organize your mods into categories and place larger mods that affect more assets/aspects of the game ABOVE smaller mods in the same category that affect fewer assets/aspects of the game. Keep in mind that here is a general guideline to organize your mod load-order.) Bug fixes and fixes) Great mods and overhauls that affect the whole game) Quest mods (large or small) Environment(weather overhauls) Large add-ons that add cities/land masses) Adds buildings to current cities/cities) Plants and leaves mods for the whole game) Changes in match/enhancements/additions, such as combat/magic/perks/etc) Changes/additions to nPC Visual/textural/atmospheric changes) Changes to sound/sound/FX) Sort, menu, and player & NPC inventory) Cheat items) Character model replacements) Weapons/armor/clothing add-ons/additions) Crafting related mods) Miscellaneous. items as well as small sheets) Weapon/armor/clothing changes) Specific mods that need to be loaded at the bottom according to the author's mod instructions) Mods that remove graphic effects, such as disabling godrays, to improve performance – this is the last one to ensure that all mod added effects get disabled too. (Thanks @honorsbastion13 for adding 19 and 20) @thefirebirdman @honorsbastion13 @Poisd2Strike and I'm proud to introduce a comprehensive housing library where you'd be able to find a suitable category for all the mod we discuss in this thread. Keep in mind that this is a work in process and will grow as we slowly (and manually) add more mods: 20Recommended%20Mod%20Load%20Order%20-%20Master.docx?dl=OPRO-TIPS.Just remember to keep in mind how your load order works when organizing mods. Also, some mods must go to the specific area of your load-order regardless of the category to which they belong, but usually the mod authors mention this in their mod description if necessary. Those order loads is a fic game that can get unorganized beyond belief very quickly if you don't regularly stay on top of it. This includes reorganizing mods when updating... because for some abandoned reason, the mod is automatically placed at the bottom of your load order when you download an update for it. (According @Poisd2Strike) - The OP should probably be updated to include a small section focused primarily on console players (like me). I'm not sure if the problem is also relevant to the PC. Basically, a recommendation should be added to make a hard reset (full shutdown) of the console at any time added or removed larger mods or mods that have a big impact. This could potentially help with problems not being able to download the mod as it has colored face/body or pixelation and does not see changes in the game, even though the new mod has been technically installed. Also, if you have two mods (Mod A and Mod B) and Mod depends on Mod A and both have updates available. Mod A should be updated first followed by Mod B. For example, last night I noticed an update was available for the two mods I have (USSEP and cutting room floor). Cutting room floor requires USSEP. So USSEP should be updated before cutting the floor of the room. Although it is generally not advisable to delete mods during a playthrough because the data may be left in the saved game file (which could lead to problems), some mods are safe to delete. However, before deleting (a.e. deleting) the mod considered 'safe to remove' the following process should ideally be followed: Disable mod (do not delete it). Load the game without mod enabled. Do some testing to make sure that the game is stable, if stable then create a new save file (do not save over an existing save), finally Delete mod. Finally, some information about possible errors or known problems. I can give 4 examples that will probably have an impact on many people that I wasn't initially aware of: myable mod: ----1.) Help!! I'm still randomly attacked by guards, and I don't have a reward! - Deadly civil wars are known to cause this issue.---2.) Help!! The face of my female pc vampire doesn't look good! - Eyeliner is known to cause this problem. Move the slider all the way to the ---3.) Help!! I can sell goods to merchants, but I don't get any gold! - A trader who has more than 30,000 gold is known to cause the problem. ---4.) Help!! I've got these weird seams in the water! - While this may not be obvious, Project Hippie is known to be one of the causes of this. If you have any questions about this list/guide, or what category specific mod falls into, ask and I or (hopefully) any other players/modders that know the answer will help you out. DOG: BE POLITE TO THOSE WHO OFFER YOU HELP. THIS THREAD IS NOT DESIGNED FOR PEOPLE TO DUMP THEIR ENTIRE LOAD-ORDER AND EXPECT OTHERS TO ORGANIZE FOR THEM TO DO LITTLE TO NO WORK AT ALL. THE NUMBER OF MODS WITH WHICH YOU CAN ASK FOR HELP IS A LIMIT OF 5-10. ANY POST THAT IS CONTRARY TO THIS IDEAL AND THE GOAL OF THIS DISCUSSION WILL BE MARKED FOR MODERATORS TO REMOVE. (I've seen many players who yearn to bring their consoles to their knees. Consoles are only strong enough to have a limit. If you download a lot of script hard mods and a million graphics fixes your console will suffer terrible FPS and crashes! No guide can help players who just do it.) Thanks for creating this thread! I play Skyrim SE on Xbox One and understand the logic of how the load order works. However, the biggest problem I have is deciding which category a particular mod would fall into. I'll give a few examples. SMIM that retextures many static objects - Category 2, Category 4, or Category 10? - My estimate would be category 2Nordic Snow - retextures all snow - Category 2, Category 4 or Category 10? - My guess would be Water two - category 2, category 4 or category 10? - My estimate would be category 10Ordinator - perk overhaul - Category 2 or Category 8? - My estimate would be category 2C0th Skyrim traders - increase trading money - Category 2, Category 9 or Category 12? My guess would be category 12Anything it might be obvious what category some mods fall under (Vivid Weathers, for example), many of which are somewhat ambiguous. Also, there does not appear to be a category that would apply to Mods/Follower or Player House mods. You are absolutely right, some mods are quite ambiguous and it can be difficult to find out where they belong, but I have my back-Due to the description of the realistic water mode, I personally place it at the very bottom of category 6. (However, if the mod description did not mention anything specific about the order of the load, I would place it in category 4, because water mods fall into the category of environmental mods.) • Due to the description and general size/nature of the SMIM I place it quite high on my mod order: at the bottom of category 2-Nordic snow is a change in the environment (all snow mods are organic), so it goes to category 4. Due to the relatively large nature of most ecological/weather mods, nordic snow is quite small. I'd keep it on/near the bottom of the 4-Although Ordinator feels like an extremely big mod and seems compelling to place in category 2, you'll want to put it at the top of category 8-Wealthy marketers is really a category 12 mod. This affects their stocks by adjusting the amount of gold/septim they carry. Follower mods go to 9 because followers are still just NPC. Home mods go to 4 because I think it applies to let me know if there's anything else I can do to help. No problem bud. I just thought that this thread could help a lot of people. I agree that placing them in categories sometimes feels a bit confusing due to perceived 'overlap'. There are also conflicting reports about where certain mods belong. I just posted, for a long time, (but hopefully a 'clean') thread about my load order: the thing that made me think was RDO. (Relationships Dialog Overhaul) as people who add NPC add their own dialogue, and maybe RDO should be under this, even if with Sofia, I made sure it was under RDO so it shouldn't affect her. Mods that have citizens running from 'it' and 'it' made me wonder as well. Do mods like Immersive Citizens who make people run-away from danger/conflict, the same as: Run for your lives &np; when vampires attack? (same mod author for the last two) Would they rewrite each other, or are they even necessary? Wet &np; Cold didn't help even with the above question! Then magic... It seems that the elementary destruction of magic still works with the explosion of the Earth, etc. The coordinator, from the same author, has a compatibility fix that helps them work together! Also housing mods ... that add people - this mess with RDO? Armor that goes to all the Imperials in Skyrim, and for themselves - Imperial Outfits - it contradicts the Civil War equipment Organized.And this conflict with diverse guards! Cha! I'm almost done modding – I'd love to have RS kids, and some good face reworking, it's not 'plastic'... but these authors are not posting, for PC, their mods on Bethesda.net.Maybe I can download it from Nexus and put it in a folder where are my other mods and load it through Bethesda mod manager? (I really only want one place to manage mods.) Thanks for your post! If you can, check out my list, related above... Thank you Okay, I understand what I'm reading... Sorta. I'm kind of lost in this. Who could have known that mods can be so complicated when it comes to loading order? This or I should start thinking about bleaching my hair (no offense to all the natural blondes out there). Anywaif, if anyone could please help me with my load order, it would be greatly appreciated. So I'll just post my mods down here and hope someone can help me with this thing. Then I can return to happily killing dragons and Imperials.Opening Scene OverhaulImmersive CitizensWet and ColdHolidaysKarthwastenDarkwater CrossingWhistling MineInvarSteadShor's SinkholeDragonborn Crafting Hall Special EdItionSkyfall EstateVampire Sucks: No Attacks in TownsBecome and Bar DPhendrix Magic EvolvedRdnator - Delights SkyrimR0tmulaga - Meditation on Words PowerSuper Simple BathingRS Kids OverhaulLore and Gender HeightsRelationship Dialogue OverhaulUndying LoyaltyRich Traders SkyrimRing Elevated Car WeightUnlimited Rings and AmuletsPhendrix Demigod ArtifactPhendrix Archmage ArtifactPerk Point BookKs Hairdo LiteAshara followed faceseraphim body replacerSeraphim body replacer extra'sNatural EyesSeraphim Vanilla Armor and ClothesLady Justice and Lady TemplarKasai Eisen ArmorSiren RiterNorthorn Fur HoodAshara Dimensionized DressAshara Princess of the WoodsCirclet under Hood'sNocturnal's ClothesGreenhouse+Shezrie Winstad Hearthfire KitchenShezrie is Winstad GreenhouseShezrie lakeview fireplace KitchenShezrie's Hejlarchen Fireplace KitchenHearthfire Building MaterialsDiamond SmithingAmber Armor and weaponsGildergreen RegrownLampposts skyrimNoble dress help would be very welcome – This is a really good list but in my opinion, you are missing two categories.19) Specific mods, which need to be loaded at the bottom according to the author's instructions mod20) Mods that remove graphic effects, such as disabling godrays, to improve performance - it takes the last to ensure that all mod added effects get disabled too.@Poisd2Strike SMIM: 10Nordic Snow: 10Ordinator: 2Richad: 2Richinal in general, it will be in 8 or 9 due to the fact that it modifies the NPC data value and you do not want it to be overwritten by another mod. For SMIM, go and check the original mod page and check the installation box. There are some specific mods that are named and where they should be installed before or after SMIM to get the best look. Most importantly, you want to pay attention to what these mods generally do, so you can get an idea of where other similar mods will load when it comes to SMIM. An example of this is the realistic water two loaded SMIM.@Poisd2StrikeListen on honorsbastion13, its designs are solid, and I wrote a name when I was half asleep last night. Only 1, which is a little more dynamic, is SMIM, because its location largely depends on the other mods you use. And to make @honorsbastion13, I'm sure I'll add 19 and 20 to the list. But just out of curiosity, why are you put the sooder so high on the list? At its core is still just a perk mod that adds a few powers and spells. I always placed mine on top among other fight/magic/perk mods and never encountered a problem with it. The coordinator is suited to category 2 or 8. I think its just the power of habit of what I do, keeping it grouped with other overhaul type mods. The coordinator is quite flexible by doing so, so it works well in both slots from experience. Even after all these lists and posts on the loading order I can't get my game into the feature when I have more than a few mods active, and I don't even have most of those people are often saying cause problems they guys, in a mod fanatic, is so, I have many mods. Although many guides exist on how to organize, I cant wrap my mind around it, although it sounds simple because of all the categories that can intersect each other and what not, so it just makes me give up lol. Im going to leave my order below, and I hope someone here help please! Please! and the conflict, along with parts of mod not working etc, is really frustrating. Taká a sáčky Knight of Mo lag Ball Armr Death Knight z Tarniel Soul Eater Armr Face Masky SkyrimAuroran Zbrojnice Alternativní Start-Live Další LifeRoman Imperial Armor ReplacerHorse Textura ReplacelImmersive Zvuky - Compendium Reverb a Ambiance OverhaulNatural EyesAdorable FemalesLantern Světla SkyrimTorch ExpandedSpell Light Dynamic ShadowsKlima TarnielProjekt HippieRdich obchodnici skyrimdawnngard mapa markerůsars MetalicaYOU DONT KNOW ME - No NPC GreetingsSpinning Hlavni wem EmblemAurora - Stojící kameny SkyrimHunters Odměna Lepší CenyApocalyps e - Kouzlo SkyrimImperious - Závody Skyrim Thunderchild - Epic ShoutsMormon - Volumetrická mlha C. Spinning Death AnimationOrdinator - Vyhody SkyrimGOLD na SEPTIMHQ Septim'sWhiterun Obchodnici Remastered Lore a Gender HeightsTransparent a Refracting Rampouchy Phendrix Magic OverhaulApocalyps - Zpracovatelská srnovateléNordic SnowRemove Ice Floe DecalsFriends v SkyrimDead Body Collision FixSollihem Creatures in SkyrimEnhanced Blood TexturesSkyrim Scroll CraftingWildcat - Fighting skyrim snow under the roofBetter Entrances to the cityThe greatest film killsDiverse Dragons Collections Blue Eyes for ElvesBetter DocksChest RoomPhendrix Magic Sounds for Sky rangers SkyrimRS Children Overhaul Seekers Sight Realistic Retexture Pilgrims Delight: High HrothgarFallen TreesPoint The WayMagical College of WintehrdKs SkyrimDaggerCraftPacksSMIMNo Edge GlowBreezehome SkeletonsHardcore DifficultyTrue StormsWet a ColdMorrowloofFur Armor SetImmersive Citizens: AI Overhaul Skyrim Graphic OverhaulAnimated Weapon Enchants Magic Hand FX Bdo Shudad Armr v2Real Mountains Apachi Sky Hair SSE MainBeautiful Ms. Dremora Overhaul and Playable Better LootArrior's AbysswalkerTundra Quagmire Dwemer Glasses and ScouterRealistic Water TwoDiamond Smitng Completekissing – Immersive Lovers CommunicationColored Map MarkersArmor Corruption LeanWolfs Better Shaped Weapons @Dhaylen said : Mods that have citizens running from 'it' and 'it' interested me as well. Do mods like Immersive Citizens who make people run-away from danger/conflict, the same as: Run for your lives &np; when vampires attack? (same mod author for the last two) Would they rewrite each other, or are they even necessary? Wet &np; Cold did not help with the above question If you have Immersive Citizens, you probably don't need 'Run for Your Lives or When Vampires Attack. However, you can use Immersive Citizens with Wet and Cold, but you should probably disable the Go Home feature in Wet and Cold.@LukeKB said: Follower mods go to 9 because followers are still just NPC. Home mods are coming to the bottom of 6.Thanks! Would you consider updating your OP to include after category 6 (Player Homes) and after category 9 (Followers)?@honorsbastion13 said: @Poisd2Strike SMIM: 10Nordic Snow: 10Realistic Water: 10Render: 2Rich Merchants: in general, it will be in 8 or 9 due to the fact that it adjusts the value of NPC data and you do not want it to be overwritten by another mod. Thanks, I really wasn't sure about Rich Traders in particular. I haven't played Skyrim since patch 1.1 was released on Xbox One, due to issues I've read about (Crashes, still missing NPC). I don't have the band-aid myself. My character is only level 3, and I will most likely start a new game once a more stable patch is available. So for now at least I'm in the process of creating an MS Excel spreadsheet, exploring mods and coming up with a list of mods that I plan to use. The table will eventually include mod name, category (or loading order), version, last update, author, file size, Bethesda URL, network, dependencies, known conflicts, etc. I look into a few other mods and would appreciate some help in correctly categorizing. Some of them are as follows:Half-Breeds of Tarniel (- Category 2 or Category 8? - My Estimate Category 2Better Blessings (- My Estimate Category 8Better Horses (- My Estimate Category 9Merchant Death Prevention Project (- My Estimate Category 9BIG: More Kill Moves! (- My Estimate of Category 8Perk Points and Other Gold for Bounty Quests (- My Estimate of Category 8Circlets Under The Hood (- My Estimate Category 18Acknowledgeable Tomes - Belt-Worn Books (- Cat 16 or Cat 18 - My Estimate Cat 16The Paarthurnax Dilemma (- My Estimate of Category 3Opening Scene Overhaul (- My Estimate of Category 3They'll let me know if I put anything in the wrong category, when you have some time. Thanks! @vfrnchy: There seems to be virtually no order to your mods at all... You should at least match them so as you can to list then people will be a lot likely and able to actually help you..... I write in hope, that someone can help me with my mod order-!XB1] Ashara paragon jewelry -Better vanilla delights for Xbox • reverse shout cooldown - Dawnngard(XB1)-reverse shout cooldown - Dragonborn(XB1)-reverse shout cooldown(XB1)-apachii sky Hair SS Main XB 1+Sukuba Armr/increased follower limit(XB1) simple version 100 followers-better horses [Xbox one]skyrim sizes Lore-Hateful wenches-!XB1]Ashara skyrim characters as presets-Deadly Wenches-!mmers citizens - AI Overhaul -!XB1] Ashara followers faces-Sofia - funny fully expressed follower-!XB1] ashara enir and sienna followers • adorable women • natural Eyes • cheat room (xb1)-ks hairdos !ie-immersive wenches-seraphim female body replacer extras-seraphim female body replacer • relationship dialogue reworking - RDO •(xb1) !replacel building materials god chests -!forgotten city -!unofficial skyrim special edition patch-shezrie old town -Marco's integrated flattened lists (xb1)!It's not as I ordered them, I will do my best to organize them myself until I get help @Tenshi_1998 and say, I write in hope, someone will help me with my mod order-!apachii sky Hair SSE main XB1+Hateful wenches-!XB1] Ashara followers faces -cute females-natural Eyes-ks hairdo lite -!immersive wenches-seraphim female body replacer extras-seraphim female body replacer -!forgotten city-!unofficial skyrim special edition patch-shezrie's old town!It is not as I ordered them,I will, what will be in my power to organize them myself until I get help For mods that I left in the list immediately above, the order should probably be as follows: Unofficial PatchThe Forgotten CityShezrie old Hrodran TownImmersive WenchesDeadly WenchesHateful WenchesApachii Sky HairS Hairdos LiteAdorable FemalesAshara's FollowersSeraphim Female Body Replacer Seraphim Female Body Replacer ExtrasRod Eyes Okay... this thread was not intended for people to simply dump their entire load order and expect others to sort through the mess for them... No, this thread should teach people why they need to organize the order of loading and how they should organize themselves. Additional help is offered for people with a few specific mods that they may feel are a little ambiguous and difficult to find the right location for, NOT for people who have not even tried to organize their mods on their own, who have given up on it themselves, nor for people who are simply lazy at it. You've been given the tools to learn how to organize your cost schedule... Just try to learn. The community and I will be eager to help those who show effort and have no sense of entitlement. Sorry for the rant... But I bet some other members of the community were hoping someone would go say something @Poisd2Strike and @Dhaylen! to get to your questions soon because these are actually reasonable requests/questions lol. However I'm probably going to have some shut-eye tonight. I'll try to find some time tomorrow to go through those mod-descriptions to make sure that I inform you of the correct categories that belong to and what doesn't. @LukeKB said: @Poisd2Strike and @Dhaylen! be getting to your questions soon because these are actually reasonable requests/questions lol. However I'm probably going to have some shut-eye tonight. I'll try to find some time tomorrow to go through those mod-descriptions to make sure that I inform you about the right category that belongs to and what doesn't. Okay, whenever you have any free time, it's okay. I'm hoping to gradually become more adult in determining the right category. By the way, I installed the 1.1 patch (for Xbox One last night) and was able to play fine for 2 - 3 hours without hiccups / freezes or CTD. Then I went to bed. I avoided updating mods that would force me to reorganize them because I think this is where some people have experienced problems. As soon as I start getting more familiar with the location of the mod in the loading order, I download 1 or 2 new mods at once and, if necessary, do a hard reset (for example: SMIM, Forgotten City, Vvi Weathers, Nordic Snow, etc.). I will also keep a list of my LKs (Last Known Good) load order. Thanks again for your help! I think modders should give what it would categorize as in their description. SOme may think its useless, but some modders ask if we can give compatibility feedback, how do we do that if we don't know if its compatability or load order? @Poisd2Strike Half-Breeds - 2, it looks like a major race overhaul, so cat 2 makes more sense cat 8.Better Blessing - 8Better Horses - 8 or 9, it depends whether you have other mods that affect horses, because this one needs to load the last of all them to workMerchant Death Prevention Project - 9BIG: More Kill Moves - 8Perk Points and More Gold for Bounty Quests - 8Circlets under hoods under hoods - 18Equippable Tomes - 16 The Paarthurnax Dilemma - 3Opening Scene - 19 according to the instructions of the author of the mod. However, if you use an alternate run, this mod is incompatible with it. It.