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Skyrim se requiem install

After years away from Skyrim and Requiem, I had the cheer to play again, but as a Linux player and developer I realized That I would never play if I ever had to restart Windows. I was successful in this mission and managed to operate a successfully and stable Requiem installation. I guess this would also be useful for other mods involving running SkyProc patchers, such as SkyRe or PerMa. Here I record the steps I've taken and the victories I've had, so that those who come after me don't have to repeat all the mistakes I've made. Since the person most likely to need this will be myself in two years, this is pretty much a love letter to my future self. While this was originally a Requiem guide, I expanded it to cover BelmontBoy's Ultimate Skyrim as well. Skyrim under Linux with wine: What I worked on: Skyrim with all the DLCs. ModOrganizer. Requiem, including the Reqtificator and all dependencies. TES5Edit v3.1.3 FNIS RealShelter Automatic Variants Ultimate Skyrim LOOT ENB (not documented here) Numerous various mods and enhancements (not documented here). Everything is stable, solid and feature-complete, with only a couple of exceptions that I'll describe in detail below. I didn't try to make DynDOLOD or other tools work. I've heard that others have been successful with them, but I have no experience to share here. Vorgen guide If you didn't find it, the guide to /u/Vorgen was immensely helpful to me to make everything work. While this guide aims to be complete, you may also want to check Vorgen's guide in case of any issues. Skyrim I installed Skyrim using PlayOnLinux as my base. PlayOnLinux provides a solid Skyrim installation, but disables a number of libraries (such as Dwrite) that can make everything else more difficult later, but that's how I started and how I suspect many who will find this post will have started. If you just want to play Vanilla skyrim, then it works perfectly out of the box with Wine 1.7.45. However, I suggest using Wine 2.13, as previous versions of Wine may have difficulty running some of the programs needed for a modified installation. If you have unstable problems in Wine 2.x, try starting PoL with PULSE_LATENCY_MSEC=50 playonlinux. This environment variable solved all the problems for me. If you use 3.x wine and find that there is no music or voices, run winetricks xact and then set a library replacement for xaudio2_6 to native, embedded. The only thing Skyrim seems to be ruining is that it leaves a process suspended after going out on the desktop. Having a way to switch desktops will allow you to perform a KILLALL TESV.exe remove the sleep process. Keys If you find that your movement keys in Skyrim are sticky and your character keeps moving in one direction for a while, simply run wine -r. Turn off the key repeat that is the source of the problem. When playback is complete, xset r restores the key autopeat. Key. If you want the best performance, using wine staging with CSMT is the way to go. I achieved a significant increase in performance by using wine-staging 2.13, enabling CSMT under the Winecfg Staging tag, and adding a replacement for nvapi on the libraries tab, then using the edit button to change it to disabled. Newer versions of wine 3.x have CSMT enabled by default. ModOrganizer I'm really impressed with ModOrganizer, and was happy to make it work under Linux. It has some graphic hiccups when doing things like dragging mods around on the build order, but nothing that really affects the functionality. If you use the built-in LOOT-based sorting tool (which screws requiem's order, but can be useful in non-requiem games), ModOrganizer will sort, tell you it's Done, then leave the interface locked. The closure and reopening of ModOrganizer starts it with the re-ordered list. I almost certainly had to install extra libraries and tricks to make ModOrganizer work, scroll to the end to see what my set-up looks like. I've never had ModOrganizer to nxp:// links, but the download in MO's download folder worked great and speaks well with Nexus. TES5Edit Although TES5Edit is not required for Requiem, it is required for some derived mods such as Ultimate Skyrim. There are no special instructions for running TES5Edit. Just add it to the ModOrganiser execution menu as I would on any other system. Everything worked out of the box with Wine 2.13. FNIS FNIS was one of the most challenging tools for running. In the end I was successful: Installing FNIS via ModOrganiser. Opening a PlayOnLinux Shell Running winetricks dotnet40 Copying the contents of the FNIS Data/Tools directory from the downloaded store to the Skyrim Data directory. Data/tools now exist both on the actual file system .exe within MO. Performing FNIS through MO like any other tool. Having FNIS installed through MO means getting FNIS.esp and other files and can disable FNIS on profiles that you don't want. The reason I installed the tools on the real file system is that I would receive an ERROR(5): File not found when running FNIS via MO on an otherwise clean Skyrim installation. FNIS claimed that it could not find a legal installation of Skyrim, even though I had purchased and installed it through Steam and previously performed the vanilla game. This seems to be just a warning and can be safely ignored. This post is what allowed me to finally fix my FNIS issues. Although FNIS has operated, it can be a bit FNIS would sometimes fail on nothing but the first run. Removing all of its generated files ('overwrite') and running again when working with new mods has consistently solved this problem for me. Rarely when fnis would start there would be no visible text. Visible. FNIS (and choose 'Cancel' if the link dialog appeared) and restart would fix this for me. Sometimes you need some restarts. RealShelter RealShelter has a TES5Edit script that normally runs from a batch file, but this didn't work for me. To do this, I: Copied the contents of the R.S.Patcher directory to the TES5Edit/Edit Scripts directory. Started TES5Edit through ModOrganiser. He made a cup of tea while loading all the resources. Select all mods by clicking [00] skyrim.esm, then scrolling down and sliding the last mod With all mods selected, right-click, select Apply Script, and select RSPatcher from the drop-down list. LOOT Thanks to a comment by wyrde I successfully got LOOT v0.13.1 running from ModOrganizer. My set-up was: Override libcef (native, builtin) and dwrite (native, builtin). I had to manually add libcef. Start LOOT with --no-sandbox (it might work well without). Windows XP Wine 2.13 emulation. LOOT can give the output an error, but it can still download and sort mod lists, so that the error can be safely ignored. Note that overriding libcef may cause steam to no longer be able to render the store. Winetricks can't remember how many additional things I installed using, but it looked like some! Using PlayOnLinux to switch to Configure -> Misc -> Open at Shell made things much easier for me because I practically live on the command line. Winetricks is valuable for installing libraries and is updated frequently. However, in some cases it would hit the obstacles. I found that if the winee didn't work, sometimes I could just run the downloaded file directly from the ~/.cache/winetricks/ directory. See the album below for all the things I had installed. Imgur Album Here is an album with screenshots of various things I had to set up, so if you don't want to read the text wall above you can hopefully spot the only thing that will make your Requiem under Linux experience complete! License This entire guide is CC-BY-4.0 pjf. 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