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## Skyrim se requiem install

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TESSEdit 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. Sticky 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 xset -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. 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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. 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However, I suspect that modern versions of wine will work with modern Java 1.8 runtimes when using the detailed adjustments below. My great advice is to grab .tar.gz original version of the java version rather than the installer, which I had trouble running. I made two changes to how the Reqiticator was called which made it much more stable on my system. The first was to skip the passage in which the Reqiticator starts a sub-process, choosing instead to do it directly. And the second was to turn off the D3D acceleration, which would cause it to fail and crash more than 50 percent of the time on my system. The command I use to run the Reqiticator on my system, as you enter in ModOrganizer: Binary: C:\path\to\jre1.8.0\_05\bin\java.exe Arguments: -Xmx1024m -Dsun.java2d.d3d=false -jar C:\path\to\ModOrganizer\mods\Automatic Variants\SkyProc Patchers\Automatic Variants\Automatic Variants.jar -REQMYMEMORY Again, replace \path\to\... with the path relevant to the system. Steam Skyrim requires Steam to be started already and I that letting ModOrganizer start steaming before running skse was giving me pain, so I did my PlayOnLinux shortcut on the same virtual disk to start Steam first. I'm running steam with -no-dwrite -no-cef-sandbox that works around bugs both in the Dwrite library (which I enabled for everything else) and in the chromium rendering engine (which (which in no disabled text anywhere), steamwebhelper.exe's not reliable with some steam and wine combinations, but unless you're going to browse the store, it can be safely ignored. LOOT Thanks to a comment by wyrdle 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 an error to the output, but it can still download and sort mod lists, so that the error can be safely ignored. 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You should feel like sharing, adapting, and editing this post under the terms of this license. This includes connecting in sidebars, even in larger works, adding to other guides, correcting, publishing, redistributing, or otherwise using it to make the world a better place. No additional authorization is required and attribution can only be done to pff. This guide is available on github. Patches and updates are welcome and I recommend checking out the github version as it tends to be the most up-to-date. Thank you for reading together, and that you can visit Tamriel using Linux today! Page 2 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. 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