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Skyrim realistic water 2 lod fix

Posted 04 Apr 2014 - 05:37 AM I have quite a lot of modding experience and usually find a bug solution myself. But now we have to ask for help. My Skyrim water surface in some places looks like this: know, some had a similar problem and fix it to put real water two lower. But I don't use RWT, im using pure water. And this bug has nothing to do with mods -- when I check out all the mods, hers is still there. It's also not related to ini files - I tried to use default files, its still there. It has nothing to do with textures or Meshes - renaming the two folders, still there. Even when I turn off the ENB in the game by pressing F12, its still there. Turning off EnableWater in enb GUI made the bug less visible, but didn't completely correct it. I can't figure out what could cause this. But I think it has something to do with the Luddim. This line is not static. As you approach, it jumps further just as distant trees turn from lod to normal view. I really appreciate someone helping me with this. Posted 05 Apr 2014 - 05:14 AM Does anyone even have any easy ideas about this? Btw this line is pushed further if I raise ugrids = parameter. Ugrids=7: ?noht=1Ugrids=11: ?noht=1 Edited by mindw0rk, 05 Apr 2014 - 05:15 AM. Posted 05 Apr 2014 - 09:25 AM not sure about the line in the water, but the last two images show a ship floating in the air. Posted 05 Apr 2014 - 09:33 AM Best report this to the author of Pure Water. STEP uses RWTT which has no problem so it must be related to pure water. In a side note pure water is notorious for having these kinds of problems, especially in some weather combined with certain weather fads. Posted 05 Apr 2014 - 23:22 Isn't there enough reflection on water close to LOD water? Reflectivity should suit both. Does it use two types of water for the sea? I also had this problem when I streamlined the water network, but I guess it's not H. Posted 06 April 2014 - 06:05 AM where I can tweak the reflectivity of lod water and water? Posted 06 April 2014 - 10:35 AM Even after forgetting that PW has no edits in the world it cannot be this. I've looked, too, and there's no problem with the problem with this area. The one with a clean installation I did two days ago and only a handful of mods. Posted 08 April 2014 - 06:44 AM One more thing I discovered. When I turn on the AA on the Skyrim menu for every entry, I get this glitch: line where water is normal is exactly where it limits when the AA is off. Edited by mindw0rk, 08 April 2014 - 06:44. Published 11 April 2014 - 22:26 PM It is simply a Lod network theme that is more noticeable in certain lighting/enb situations. It cannot be fully revoked, only for provision through HQ LOD network repairs or cover-ups. This problem is much more common for people who do not take advantage Well-built ENB Prest or DoF or fog elements in their Skyrim girls. Out of the running at uGrids higher than the default, I don't think the Lod mesh seam will ever go for you. Some textures /lighting/ENB/etc. will make the seam much more or less noticeable. The Hi-Res Mesh replacement that Ethatron makes will make the line less noticeable but it has yet to erase it because the game engine has to deal with switching between LOD network/textures at some point... And it's never perfect. The jidding of uGrids brings a slew of other challenges, but it will move Lod's transition further into the distance... That's why much less has been observed. The exact same problem occurs with the sky grid but there is no one perfect solution to this either because it depends entirely on lighting other factors. The Sky Horizon Network fix actually makes it worse in my system, so I don't use it. For others, it helps ease the sore eye of the skyline break. Edited by Kuldebar, 11 April 2014 - 22:38 PM. Published 11 April 2014 - 22:40 One more thing I discovered. When I turn on the AA on the Skyrim menu for every entry, I get this glitch: line where water is normal is exactly where it limits when the AA is off. Don't run any AA with ENB running... Transparency issues are but one of many issues that will occur. Posted April 14, 2014 - 04:16 AM Replacement Hi-Res Mesh that Ethatron makes will make the line less noticeable but it has yet to delete it because the game engine has to deal with switching between LOD network/textures at some point... And it's never perfect. Where can I download the HRM Changer? Published 14 April 2014 - 12:44 PM LOD Water Sheet:High Quality Lodgings by Ethatron from Nexus... It has the download split into grid, normal and color textures... Related post in the forum of this mod here. Nice screen illustration problem: The lod sky problem:ENB many presets have it packed but you can download the network from the ENBDev forums. I don't use the network myself, I just use fog and/or DOF effects to mask the ugliness of skyline fracturing. Fixing the Internet works for most people, but not everyone. amp;t=1930&p=43226 As the waterfront, it's really never completely erased just adjusted or masked. My experience with network:without network: change: Your results will vary depending on ENB's presets and quality... The above screens were only bare bones and a preset ENB type facility I was running. Edited by Kuldebar, 14 April 2014 - 01:19 PM. Published 27 January 2015 - 02:12 Water LOD Issue: High Quality Lodim by Ethatron from Nexus... It has the download split into grid, normal and color textures... Related post in the forum of this mod here. Nice screens illustration sheet: Hey, I'm the original creator of this screenshot. I Post where I found a solution to bug line LOD water. I had to post here that the original thread describing this problem was lost when the Prod80 removed its ENB presets from Neexusmods. This is now the only AFAIK thread left on the Internet that describes this issue in detail. The problem will occur in wether you use water mod as PW or not, as long as you use ENB and maybe far from land LOD replaces meshes or textures. In the ENBSeries .ini (or in-game menu), scroll all the way down to [WATER]. I found that ani settings have the most immediate effect on this line, reflection and ingestion. Other settings may have less impact on this. Try different settings, the results will vary depending on the ENB presets you use. I use Prod80's serene ENB and was for the first time ever able to get rid of this line completely. Then I installed pure water and managed to get rid of it again, completely. Edited by Tricky, January 27, 2015 - 4:37 AM. Posted 03 February 2015 - 04:10 AM Sky Lod Issue: ENB many presets have it packed, but you can download the network from the ENBDev forums. I don't use the network myself, I just use fog and/or DOF effects to mask the ugliness of skyline fracturing. Network repair works for most people, but not all. amp;amp;=1930&p=43226 like the waterfront, it's really never completely erased just adapted or masked. I just wanted to point out that this link is obsolete. If you use it with certain presets and the latest ENB, it will break the sky lighting. An updated network can be found here: Note: It's just to be used to report spam, advertising, and problematic posts (harassment, fighting, or obscenity). = = Among them: - Improved water effects and volume trope.- Updated volcanic watercolors to blend better.- Restored some fog to old wooden camp water.- Small changes in water fracturing to better fit the textures.- Cleaned the shallow water for all the water a little more, which means shallows will be a little clearer. =Waterfalls, and large streams.- Fixed bug where water surface textures were missing their ENB parallax effect.- Brightness tweaks were made to divide gradual textures and custom water effect.- Fixed fxrapidsrocks01.nif animation timing issues. The foam animation now loops properly.- The dirt stains on the surface of volume trope water now anime to simulate buoyancy.- Wriggling water, found mainly in Bottom cascades, is now more visible and turbulent.- Fixed vanilla transparency issues on fxsplashtsmallparticleslong.nif, so it no longer looks like there is a completely sharp hole cut into the foam. Also picked up the splash so they're not a clip below the surface of the water. =An additional 50 wave locations along the solstheim coast.- Fixed the theme of DynDOLOD re-enabling the water wheel at Heartwood Mill (DynDOLOD regeneration required).- Updated all disabled referrals at ESM to ensure DynDOLOD picks up the changes.- Past missed solstheim occlusion data from ESP to ESM. = RWT_Blend_RiverToCalm - It is used to merge the river and caim the types of water combined with editing of the flow map. It was implemented for the small roadside pool just before the Old Hroldan Inn (area reach). Two updated flow maps were included as loose files for this fix. They'll be re-packed into the texture archive later. fxwaterile0X_n.dds =And foam made to look more dynamic and linger around longer.- Fog has been lifted over rain ripples, as it is hardly visible and reportedly cause minor flashing.- Fixed the transparency of the foam for thin waterfalls by adding more clarity and reducing contrast on the texture 'fxfluidtile01.dds' and adjusting the transports. So a problem solves the problem at Whiterun Falls so that they seem to reach the ground. =Soulmancer's music merge Leave them at the center of the correction: Major version CHANGES General = For this fix, a new master (flagged with an ESL) is included that replaces edits with large references from the main plug-in. These edits from the main plug-in were then replaced with new references, when necessary. As part of this repair, the small animated glaciers were removed. This feature was barely noticeable and had more of an asset ice than water. Removing them helped control the mod back into its scope, as well. Another major change is a patch to the River Tarba that runs between Lake Geyer and Lake Hunrich (between Iberstead and Lake Hunrich) You see, according to the Torah, Lake Hunrich is being emptied by the River Tarba, and Tanva Tarba is feeding Lake Geyer. However, in Skyrim they have it upside down. The information that's hidden for Skyrim means there's a natural spring under Lake Geyer that feeds it, it's 3 waterfalls, the Treva River, and Lake Honrich. Really? Spring does all this? There's no way. It doesn't even make sense. Therefore, we went with the Torah and turned the flow of the River Tarba. With this, we also extended the river back to the bridge before Hellwood Mill (formerly lake water). Finally, we handled obvious things like reversing current markers and turning the wheel on the mill at Heartwood.The last big general change is that we fixed the river in/out flowing passageways from the lakes (yes, Lake Ilinalta too). Before that, we made edits to cell water or found natural incisions (Treva River) to hide the change in water. With SE water currents, we just made them move nicely from lake to river water. This fix includes waterType.Other new repairs:- Added troin missing water to Severin's home (Dragonborn DLC).- Added missing pool water outside Thirk Mead Hall (Dragonborn DLC).- A completely new wave location along the Skyrim coastline. More will be added in the future.- Permanent stream water outside the stop stream camp.- Hasin vanilla data is restored to records that lacked such data. Users need to create this data using xLODGen.- Removed some remaining edits from when RWT edited sounds, ice blocks, and rowboats.- Removed some wild edits from ITMs.- He was summoned... = (The stains are supposed to be there, it's disgusting voyeurs and water volume!) = I know some users won't be happy about it. The fact is that these options create too much overhead of maintenance. Any changes made should be replicated to these theos. This means every patch, every patch, every color change and every new waterType has to be reproduced over and over again. It's a lot of work and usually results in more updates because things are missing. Another problem is that the waterfalls are themed to match the color of the water. Changing the color of the water means the waterfalls no longer fit! It's always been a problem, but we're not going to provide grids for any watercolour option. So, we take these off later. For now, the old plugins are included in different files for users to update themselves. Edits to change the color of the water are quite simple to make. Therefore, we Eventually provide a short tutorial for users who simply can't live without their alternate colors. = We won't have much time to keep the patches here. You can now find all of our fixes on our Main Fix page here: New patch available for ELE.- Updated fixes for the latest changes. = SparrowPrince has almost completely overhauled the networks, again, for your viewing pleasure. The main change here is that the effects are now dominated by gradual textures! This means that users (and writers) can easily adjust the brightness, saturation, hue, and transparency of the effects by adjusting the gradients with an image editor. No need to edit the networks! See the new article for more information. Other specific changes to meshes are:- Updated big cascade changes grid, again! Now they provide foam and much better effects.- Thin waterfalls have more splash density.- Waves refurbishment is placed by hand along the shores of Skyrim and Solstheim.- The Creek Network has a visual upgrade. They no longer have too large waves, now have a breaking effect, and have improved lighting overall. - Fixed a bug on fxcreekflatlarge.nif where most water currents were accidentally neutralized.- Other small fixes and changes to improve visual fidelity. As for the textures the tracking happened with this release:- New gradual textures for meshes.- Updated the flow maps to the cells where they repaired the in/out currents out of lakes and became the Treva River.- Updated the texture of the river again! This change smoothes the texture roughness, which brings the appearance closer to that of earlier versions of RWT. In short, it looks a little more like a river. Changing main version.LOGVersions 2.X.XRealistic Water Two has been around for years, however, it has been quite some time since the mod was really in-depth repair and refurbishment. Which brings us to this upside down, version 2.0.0. For this release, there have been so many changes that we have decided to include a what's new document. Users are advised to read this document (installed with mod) to get a detailed overview of any changes made for version 2. This change log is provided as a quick reference to changes, but not all and lacks any details. = No need to move it anymore.- Mizg a number of optionals into core files and removed their options from the mod.- Created MCM to support mod features such as water and volume to fake and waves.- New.- New Available to repair some stitches caused by the landscape.- McM is updated with correct version testing.- Incorporated the patch for data culling, which repairs some water cells at a distance not processing. Credit to Hexaae/rollLG for the original patch.- Fixed a small puddle/pool of water across the bridge near old Roldran. Thanks to DimeSerene for locating it.- Changed the area in cell 10,-1 (near Whiterun) to remove one water pane causing problems with ENBs. (REPORTING IN ENB FORUMS)- Fixed an area of the egg that probably no one visits because it's been a problem since the forting, and might even be a problem in LE. Thank you to Sparro Prince and Dim-Major for noticing him. ^_^ Restores the removal of occlusion data from culling data correction with new occlusion data created from xLODGen. This process also added some missing occlusion data to a number of vanilla cells, including all solstheim. This is a better fix than before. Thanks to LeanWolf for the tip! See the description for more information.- Updated landscape plugin using the same method as stated above for occlusion data.- Integrated Winterhold Bridge Culling Repair, which repairs water cell not processing. Repaired using re-storage data versus removing it. Credit to Aurora555 for the original patch.- All sound files were converted from WAV to XWM.- Fixed waterType in cell 32,-25, near Heartwood Mill.- Updated Occlusion data for changes below and included cell -18,23 to repair missing water in the distance.- Removed animated ice references and cell location from the plugin due to them no longer being used. Once upon a time they were dropped in animated versions, however, these references pointed to vanilla, not animated floes for a very long time. We decided we would directly replace the vanilla nets, if we ever decided to animate them again.- Removed cell -18, 22 landscape edits as they were not needed.- Fixed a small problem of water plane clipping in the pool along the river in front of Battleborn Farm.- Repainting most of the scenery around the water in front of Solitude Docks. This is done in an effort to clean the weeds in the egg water for mod grass users. It allows for the... Pretty... Water to look better. The tip of the river has also been converted from FrozenMarshDirtSlopes to the riverEdge texture. This is done because some grassy fads add weeds to the DirtSlopes texture, but rarely to the RiverEdge texture. = The result was a little greener and a larger amount of blue mixed. This color is used for rivers, lakes and oceans. Many other waterTypes, which were never previously included in the RWT.- included 3 watercolor options: turquoise, blue, blue and fantasy- updated RiffenWater to match lake water and repair stitches while inside the city looking at the lake.- Created a new waterType for the Eastern Empire warehouse called, RWT_EastEmpireWarehouseWater. It was something that was missed during update v2.0. Since this world uses pool water and now we have custom colors for pools, it was the wrong color. The new paint now matches that of the rivers and oceans outside its doors. A new WaterType stays out of watercolor options on purpose. These are dark spaces and the light water will probably look out of place.- Changed the waterType for frostmere depths to the same water as above for the same reasons.- Removed custom waterType that are not present, _WRTL0DWaterNE.- added 'RWT_EastEmpireWarehouseWater' to watercolor options with custom edits, if necessary, for each option.- Updated classic Teal watercolors. They're brighter and the colors have blended better now.- An updated shallow color on a blue watercolor option for better blending and clearer water at the edge.- Shallow primary water and deep colors were pinched slightly for better blending and clearer water at the edge.- The creek water was pinched a little better for better visual.- Returned most of the port of solitude and its entrance back to LE State. This change pushes ocean waters into the harbour to feel more natural. This affects many external cells around the Port of Solitude to cancel the upgrade of Skyrim SE to this area. The passage from river to sea is pushed back just before the mill so the water in the plant is still flowing. This process included changing the water type, editing the default water type, And editing flow maps with workarounds for each of the returned cells.- Elevated water for small pools that in the following places to try to combat the tessellation of ENB from cutting through:--- pool across the bridge near old Roldran----- Pool in front of Battleborn Farm along the river.--- Marsh facing solitude docks--- ClearInteriorWaterAnkleHeightStill WaterType Colors Stream Water.- Changed water outside the creek camp stopped new waterType , RWT_CreekWaterFlow (there was river water). It also corrected the speed direction of the water so that dropped items would flow in the right direction.- Update DefaultCreekWater to use a normal pool map. It creates calmer water for this static water. = The changes in the landscape to better support the various waters along the coast in front of the solitude docks simply outstuned the small concerns we had. Additionally, more of this area has been modified to reduce further This update expands on the initial editing to several additional areas. The landscape was built along cell boundaries to provide a better experience between the swamp and the river water. = They accidentally berteed nifSkope, causing them to break. It blurs the fast water lines in the falls and adds some nice eye candy!- The Emissive values and light intensity have been adjusted to match the new effects.- The distance for new effects has been customized. They'll become pretty far away from the player, but eventually switch off. This is done to minimize on processed particles, thus, preventing performance issues for users of lower end systems, and ultimately console users.- Fixed effects too bright at night with certain mod combinations.- Fixed some mesh effects that seemed too dark at night with certain weather fads.- Integrated volcanic tundra - heat wave effect. Fadingsignal credits.- Fixed fxwaterfallskirtslope.nif causes the viewer to model an overload creation kit with errors and force close.- [Vanilla Patch] Spawning the fxwaterfallbodslope.nif splash particle has been translated. This increased the amount of visible splash particles.- [Vanilla patch] spawning fxsplashtsmallparticles.nif splash particles has been translated. This made the splash particles actually visible.- Permanent LOD editing on some grids.- Alpha reduced on the volcanic ventilation grid so that the smoke plume would not be pure white. = Fixed some small problems with the following textures:--- fxwaterdroptripplitle.dds--- fxwaterdroptripplitle_less.dds--- fxwaterdroptripplitlebrt.dds--- waterrainripples.dds- Re-added missing flow textures that were accidentally undone.- Integrated ENB Textures Into the main file.- Alpha textured layers and smaller water droplets have been updated with a better gradient for better gradations for a primary file.- Alpha textured layers and smaller water droplets have been updated with better gradient for better gradient for a main file.- Alpha textured layers and smaller water droplets have been updated with a better gradient for gradations Better effect.- New rain texture option for ENB users. Don't use it without ENB! It won't work.- ENB textures have been merged with the main mod. They will work for both ENB and non-ENB users.- Remastered many of the textures by cleaning them (removed noise, removed items, sharpened, etc.) - optimizing the option textures and small droplets. Fixed missing rain ripples in Riffen and in Clearspring Tarn (it should be compatible with all weather

fads)Fixing this issue involves setting up a game to start available in search and some light scripts. Users do not Rain ripples on a saved game may need to start the search manually (WTR!st!tRaining). This journey assigns a hidden ability to a player who checks to see if it rains on the player and, if so, there is an effect. This effect allows hidden rain and meshes ripples through a script (WTR!st!tRaining).*** Shout out to Alex_ about the Dark Fox Guild controversy for assistance with initial scripts.*** Huge shout to Candoran2 about the same controversy to come up with the final solution and follow me through the process of setting it up! If any areas are found to benefit from this fix, please report them. Convert the following fixes to ESPFE plugins using the ESL record flag (these plugins will no longer take an ESP slot).* beyond reach * Beyond Skyrim Bruma * Falskaar * Need a mods patch * Open cities * Skyrim people * Water season (both) added initial support beyond reach (. I didn't play this mod; Therefore, the changes have not been checked. The underlying water has been set to replicate the colors of the RWT and other settings for consistency. Other custom water, such as the vacuum's blood water, was not included as it would likely require a more personalized touch. Please report any quirks. Initial support was added for Beyond Skyrim: Bruma (. Again, I didn't play this mod; Therefore, the changes have not been checked. The underlying water has been set to replicate RWT's settings for consistency. Please report any quirks. Additionally there is no bash tag merge for repair should mods. This is to ensure that users do not overwrite the changes when performing a Bashed patch. Advanced users can turn this off, but will need to verify that the changes have been made correctly. - Revised FOMOD installer to select the Falskaar patch, if Falskaar is active in the load order- correctly port 'RealisticWaterTwo - Falskaar.esp' (no more WB error)- Color updates transfer plugin Falskaar- additional missing water-sounding environment Falskaar Plugin- Removed Waves Wyrmsooth Main Plugin- Re-updated fomod installer to be clearer about what options and how things are installed.- Wizard for WB users is out of action until I can get it updated. Sorry, these things are just pain to mess with. Mod is still BAIN compliant.- Added a new river texture option for Skyrim VR users. It hasn't been tested since we don't have the VR version of the game. Feedback recommended!- Additional support for Falskaar. It hasn't been tested. (Thanks sirjesto!) - Additional wave support for Falskaar. It hasn't been tested. (Thanks sirjesto!) - Additional wave support for Falskaar. It hasn't been tested. (Thanks sirjesto!) Hotfix - Update = Thanks Sansum for Rain tides are fixed so they no longer fade into large circles in some weather. Thanks Cakeof honor for the report.- Added RealisticWaterTwo - Textures.bsa. This option contains the 600+ flow textures that were originally loose files in earlier versions. These have been archived because you don't have to hide or remove these files at all. Are an integral part of RWT's V1.8.1 changes.> included:--> Thanks to SparrowPrince for the properties M!--More ...- Splash sizes are contracted on all waterfalls.-- Adding a new texture to improve character splash transparency.-- Fast rocks have now improved further splashing.-- Adding a new texture for new splashes around fast rocks.-- Long streams have now added splashing. Thanks to LoD7995 for the offer.-- Droplet and rain redness no longer need to be as bright.-- Some waterfalls in the city now have the right animation timings for foam.-- Other misc. changes and property updates. Minor version update information does not need to be updated to this version unless you need compatibility with mods that add waves to coastlines, like GKB waves (). Since this update changes the way that RWT offers one of its features, it warranted a minor version jump. =====Main plugin =>= ==>= This new plugin can be merged. * Created and added a new plugin in CQ. * Added C.Water Tag Bash to the title. * I copied all wave records from the main plugin to this new plugin. * Cleaned with xEdit. * Moving wave sounds to install only with the new Waves option. * Updated fomod for the new Waves option, verified * Updated wizard for new option Waves=. Changes that occurred in version 7=----- >= I think The Smash Meteor already knows. ----- what it does is to ensure the RWT's water record edits are passed, when necessary. * Removed cascade record that are not in everything * Added missing data from any static mobile (thanks to Saqr for the detailed report) ----- I hope it will correct all DynDOLOD errors. * Added missing GNAM records to some custom sounds. ----- it makes fixing Skyrim audio overhaul for RWT, provided by AOS, completely unnecessary. Users can remove this fix. ----- credits to AOS holders for providing corrections to custom sounds all this time! Patch ==> RealisticWaterTwo - Open Cities.esp * Fixed LOD water in the world space to match the rest of the plugins > RealisticWaterTwo - Wyrmsooth.esp * Fixed LOD water in the world space to match the rest of the plugins * Cleaned with xEdit. > RealisticWaterTwo - iNeed.esp* Converting this patch to: RealisticWaterTwo - Needs Mod Patch.esp ----- This is done to reflect this supplement to be compatible with both iNeed and RND. ----- It will scope the ability to fill more water-type skins for iNeed, since RND supports more water sources. * Updated noise layers to match the main plug-in for Lake Water type.> RealisticWaterTwo - Needs Mod Patch.esp * Fixed version errors form on water records> RealisticWaterTwo - Watercolor.esp (for 'need mods' users) * Updated to the latest versions of iNeed and RND. ----- Again, iNeed users will be able to fill out their containers in more places with this patch installed. =====>= * A residion network that could not have been ----- updated the amount of waves and more chaotic behavior for ripple textures in the rain was added. * New thin cascade nets have ----- small thin areas have a volume of their theses growing (not sound, Visually). * Removing the DLC01 cascade asset that caused CTDs.= Updated description for paper world map (thanks sirjesto) * Updated options to reflect the new mod fix needs * Updated some of the images ----- This is done to better represent their respective mods to better match with the default size of the MO2 image window. * Fixed wizard for the wizard for a new ripple option. ==>= * Improved formatting throughout the description for better reading * Expanded and improved feature list * Better configured version set * Update of compatibility section * Update of bug reports section with more rounded information for common issues ----- All users should read this section before publishing a bug report.. - Screw all > previous animated glaciers back into swinging glaciers. - Changes are coming back to Mercaret Falls. That was no longer necessary with the updated assets. -- Updated the fix for the pool at NightgateInnExterior03 from v1.4.4 to use pool water rather than default water. -- Removed vanilla sound descriptors from mod because I felt sound edits to vanilla properties were outside the scope of this mod as these kind of changes should stay up to audio mods. This makes RWT more coordinated with each audio overhaul. ==>=). ==>= -- Two new wobbly glacier networks with custom animation were added. -- Updated all large waterfalls with repairs to fix collision and forance problems. -- Added splash particles to all major waterfalls with gravity and drag physics. -- Increased distance at which splash particles can be viewed on all large waterfalls. -- Removed fake reflections (cube maps/ambient maps) on any larger waterfalls, as this may cause lighting problems. -- Increased steam cloud particle size on fxwaterfallbodyslope.nif. -- Increased splash particle size on hand-placed animated waves. -- Increased steam cloud particle size on hand-placed animated waves. -- Increased distance at which splash particles can be viewed on all animated waves placed by hand. -- Removed fake reflections (cube maps/ambient maps) on any hand-placed animated waves, as this may cause lighting problems -- added fxrapidsrockss01.nif splash particles. -- A new collision has been created and 3D geometry has been incorporated on fxrapidsrocks01.nif to improve performance (above vanilla and SMIM). -- Changed droplet particles become a neutral white/clear color instead of light blue in some effect files. -- Fixed splash effect player emits an area of black under your figure. -- Fixed streams are not functioning on fxcreekflatlarge.nif, as the characters required in the file have been changed by NIF streamlining. -- Most effect files have been tested to try and reduce luminous properties that resemble ENB particle repair. ==Installers== Changes that occurred in version 5=>= This restores coastal transparency in brighter weather. (Thanks to LoD7995 on offer) ----- DLC1FrostreachWaterFlowSE, DLC1FrostreachWaterFlowNE and DLC1FrostreachWaterNoFlow * Multiple water types were conducted in preparation for the LOD patch. * Fixed error in the main plugin, which was caused by a possible feature I'm testing * Tweaked One Wave * Updated water in 'Clearspring Tarn' to use pool water from RWT.---- it was using the default stream water, but it doesn't make sense that it's a natural spring without an (above ground) water source that provides it. It calms the waves on the water. * Permanent missing water at Clearspring Tarn. Not all editing has reached the latest plugin. ^_^ the following changes were made to greatly improve LOD issues. I really debated whether to make this change or not because it would make the ocean and lake water no longer clear. I've come to the conclusion that a real fix is better than leaving it broken, so I made the change. Now you can enjoy a more beautiful far view with water in them Lod's seam consistently destroys them. It didn't 100% fix all of Lod's seam problems, but it's probably the best he's going to get. There will be no options included to return to this change! This is a trivial task for users to do themselves in xEdit. A special shout-out to Lod7995 who offered it to Dragonborn's world space... I just extended it to Tamariel. * Change the default water used for Tamariel_WTRLakeWaterNE. * Change the default water used for DLC2SolstheimWorld_WTRLakeWaterNE. * Changed the lod water type used in DLC2SolstheimWorld_WTRLODWaterNE. ----- it incorporates the LOD patch into Dragonborn. =----- >=>= It has already moved properly from Skyrim LE using CK and merged with the Waves option. It has also been completely cleaned and updated with all current fixes from RWT and Wyrmsooth. Finally, I expanded the use of Flo Ice Animation and regained the use of the animated glacier, since they are buggy in SE. Remember this patch has not been tested. Please report any of the problems found with this.> RealisticWaterTwo - FlowingLakes.esp I want to re-say that this is not a recommended option for the best experience. This is provided for those who still want lakes flowing regardless of any problems. * Lake linalta has been re-added to the supplement. It somehow missed or was lost along the way. It's back now. * Added the worldspace tamariel editing for the new LOD patch. ----- it's still not perfect and will never be with this option (there will always be a LOD stich), but it's a little improved with this patch added in. = . (= - Updated water types near the Solitude Lighthouse to repair the seams in the water. - Removed a wave in Bujold's retreat to prevent it from being cut over the pier/boat. -Permanent location of water in the Northern Guard. Thank you ZeinzuDebisu for bug report!- Changing the water type in cells 19,11 and nightgateinexterior03 to DefaultWater from MurkyWater to fix a very bad surface lighting transition. translated and synchronized by Pippo Thanks to everyone who reported it. - I decided to keep this patch. - New patch for 'Skyrim People Complete SSE' = The Waterfall Adjustments have been made so that the green panes no longer need to be visible. If anyone notices additional assets with these problems, please report them so that they can be fixed: meshes\effects\fxwaterfallslope.nif meshes\effects\fxwaterfallbodytall.nif meshes\effects\fx waterfallbodytall02.nif meshes\water\tundrastramtransition01.nif wtrvindow1waterfall01.nifThe following networks have their water current mesh components combined and made only process the creation kit. This should hopefully alleviate/fix the rare vanilla bug reportedly causing them to process as green squares in the game itself.fxwaterfallbodyslope.niffxwaterfallbodytall.niffxwaterfallbodytall02.nif - defaultwaterripples.nif has its fog transparency growing to try and ease a very minor flicker when activating the camera. There doesn't seem to be a way to fully fix this problem as it still occurs with Bethesda's default settings. Thanks to ossumpossum.- Removed the Whiterun water network down the stairs (wrstairswater01river01.nif) to restore the slower water. Thank you to everyone who reported it. - Rwt_wave_sky_e.dds were removed because it was not used. SparrowPrince note: It has been defunct since adding my new RWT animation waves.= This is likely to break them. . Many files from Sparrow Prince's mode, WATER, were included. SparrowPrince gave most of his files to isoku to integrate into RWT. Some textures that have not reached the core files are available as new options in the installer. The only thing that hasn't been included, so far, are the new waves of WATER. These will come later in the core files or as an option. We'd like to take a moment to thank Sparro Prince for his hard work and generosity. Mod remains unloaded from its BSA format. The first reason for this is that the original archiving was done incorrectly for SE. It likely was some of the problems people experienced. The second reason is for better compatibility. - Cleared the Nexus description and added some more information. - Pruning the bug reports. ==Installers= If you have mods installed for the patches and are active in your load order, the installer will recognize them and make recommended choices for you. - The folder structure is becoming more informative for Wrye Bash users. - A magician rule for Weir Bash users. Thanks to March for the magician. ====== - Fixed a folder for flow maps left over from the test. > New Skyrim SE water currents. They allow water to flow around corners and react more naturally in certain situations, like where two different water currents AI flows have been updated with custom streams provided by SparrowPrince. That should fix most of the weirdness in the vanilla flow. > New volume troy textures troy and animated water! Mod, 'Blacksmithforge Water Repair' was combined with RWT with several edits of Sparrow. Credits to Rugualji and The Sparrow. > Foam foam foam from water has become the default textures. If you want the original textures, they are available as an option in the installer. > Fountains and ventilation ducts New textures and effects for fountains and volcanic tundra canals were included in the core files. Credit to Sparro Prince. > New waterfalls and textures for the falls are included in the core files. Now they're faster, smoother, and re-colored so they don't have an mismatched hue. > New water and textures for theses were included in the core files. Credit to Sparro Prince. There have been many updates to the meshes. Many of the RWT meshes had meshes older than water. I've included all the updated networks from SparrowPrince that come with many optimizations and updates. ==Mode options=> Flows have made the Flowing Lakes Plugin added. Users will have another plugin with this option. This was because of the ease of maintenance and troubleshooting. Please report problems with this option since I didn't have time to check it fully. > More parts the texture of river flow from water is added as an option in the installer under the name 'Smoother Rivers'. Installing this option will create a calmer/smoothier river surface effect. =Mod Patches Patch=> New Patch for Open Cities This patch changes the canal water at Riften to suit the lake water to eliminate the seams at the canal gates. =====>= I am aware that there is a mode by mfcfbro which does something similar. If you like his solution more, feel free to use it. Thanks to oskwar1 for the initial report. The flowing lakes option will still be the LOD seam. That's how the engine works for LOD and there's not much you can do for it. Vanilla has the same problem. However, it is more hidden due to the high, chopped/crappy waters of vanilla. As of this time, for the best experience, the Flowing Lakes option is not recommended. > All Supplements - Water LOD changes transfer addon plugins. (Thankns to Astakos) - Updated descriptions for the plugins to remove the version number from them. - Cleaned with SSEEdit > RealisticWaterTwo.esp - Carried forward some missed USSEP records (thanks astakos) - Fixed water in fennel stones (thanks metalsaber and rbartmoss) - Changed water for cell <39,14>: to DefaultWaterFlowBlend. (Thanks to LoD7995) ----- still be stitched here due to the merger <39,14>;These two normals aren't smooth. - Incorrect water type constant <39,14>in cell. (Thanks to LoD7995) - Updated water record for cell <5,-13>: to match surrounding water. (Thanks to LoD7995) - Adding a sound category to crashing waves and guring ice so they don't play while underwater. - I passed some changes from the unofficial amendment. > RealisticWaterTwo - FlowingLakes.esp - fixed an error found in the plugin during cleaning. - Removed mole record from new flowing lakes supplement (thanks imatpiesub). A pool outside Stony Creek Cave now uses the pool instead of lake water. - Rowboats at the solitude docks will shatter now. - Permanent seams in marine water. - New option, Watercolor: Makes the water a more vibrant color, like fantasy, yellowish. - New option, flowing lakes: Returning lake water back to river water, visually and auditorily. The lake water will flow strongly in one direction again instead of being made up of slow, scaly waves. - Rain ripples are now more visible. - Improved the appearance of the waves. - Disable the sound effects of lazy water near the rowboats at Morthal to match the similar waters. - The green reflections emitted by certain meshes when viewed at a particular angle is a bug presented with a Skyrim special edition. This bug has now been fixed. - Change Lod's back. - Improved LOD water passage. - Improved waterfall mesh has been restored and other water nets are clean. - Wobbly ice has been removed until further notice. - Ice is being deducted because of CTD. - Troubled waterfall nets have been removed. --- above will be re-added in a future update. - Supplement mainly redesigned due to changes in water and cell in SSE. - Many cell edits have been removed due to a new flow system. -- All DLC and wave add-ons have already been merged into the main plugin. - The waters of the lake, the river and the sea have improved. The river sound effect has been replaced. Page 2 Special Edition of Real Storms is a complete overhaul of the storm systems at Skyrim SE, including new heavy and unique weather, lots of new intense sound effects, internal sounds, particle effects, new rain, snow, and dust textures, heavy fog, new weather for Solstheim including dust storms, and much more! More! </-5,-13><39,14>

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