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Xbox one skyrim mods list

After countless hours of research and countless failures through trial and error, I finally found ultimate stable Mod List and load order. The tests were incredibly extensive. There is nothing more frustrating than someone advising you on an order for mod load only to crash it on your first visit to riften, your first attempt at a quick trip, or my personal favorite moment of CTD horror - Dragon Bridge after 35 hours invested in a modified game ... NO MORE. This thread will not only show the order of my mod load - but also describe the reasons for some choices (surreal lighting/peak storms instead of bins or bright ones) and selected gaps (project hippie/larger trees). My goal was to create the best possible graphical improvements without sacrificing footage. I tried very hard to crash the game in multiple npc-populated or heavy terrains while fighting / sprint / spell and Xbox not budge ... i will not lie I kissed system after I found this mod load combo ... Anyway, I really hope you'll enjoy this new skyrim look and feel as much as I do. Please leave comments and criticize me ... This is the first time I've done anything like this. I do this because I found only another thread like this and I did not like most mods that were in its version of a stable modification list. I think more people will appreciate that. All notes that describe skipping are exactly where the missed mod will go in the load order. Anyway, here we go: (Top to bottom, obviously) 1. Unofficial Skyrim Special Edition Patch -- It's super obvious PATCHES AND BUG FIXES 2. Hearthfire Display Case Fix - Makes the display function as a rack, very useful. 3. Hearthfire Patch: All cells, like no reset zone -- I hated when garbage reappeared in my house. 4. College of Winterhold Shop Fixes - Seamlessly merges into vanilla game because it is designed to be in vanilla game lol... offers more things to buy. 5. Dragon blacksmith -- Just fix that everyone should have. (If I ignore a good solution or patch, please let me know!) LARGE MODULES AND REPAIR 6. Static network improvement Mod SE -- will not play without it 7. Skyrim Graphic Overhaul - You must have it (I know the second is now, but do not know enough about it and still do not trust) 8. Skyland -- Tied to my favorite mod on this list and these repairs are on top with sky-rewriting everything to maximize performance and [censor] awesomeness. Note - I didn't include any of the birds on skyrim mods because I noticed some problems with the clippings... Feel free to test them here. Note: - Im my experience, racial mods that change scripts can cause bloated saves and crashes. But maybe another combination can help. I'm still testing... Note - Vampire and werewolf repair modules can be rotated I didn't test them in this boot order 9. Vanilla Skyrim licks garbage in comparison... I really hope that some of these talented modifications will find work in Beseda and learn something. 10. Apocalypse - much more organic and balanced than phenderix pack IMO, but everyone has a preference of 11. Apocalypse-Ordinator Compatibility Patch 12. Wild cat - fighting desperately had to be tweaked in this game. I recommend changing some of the settings to make difficulty as well as 13. Better Fighting AI -Combined with Wildcat, changes the entire fighting dynamics of the game. It was supposed to be like this all the time. Note - I left immersive sounds because it seems to cause more sound studders and skip from vanilla. There may be compatibility issues. I'm still testing... QUESTS Note - I have not included any of the additional modified quests for this game, nor have I tested any of them with this mod combination. There's a lot of vanilla searches to keep me busy for years. Please feel free to try a few outside and tell me how compatibility works. ENVIRONMENTAL REPAIRS / WEATHER 14. Sharper Looking Dungeons - AMAZING Note - I strongly recommend never using Vivid, cot, real storms or dolomite with this load order. Bright and children's beds are amazing, but are incredibly demanding and script-heavy. They will cause problems with frames per second and eat file recording when used with mod-heavy boot order. They will also cause random from the so-called 15. Peak storms - absolutely no frames per second during rain and snowstorms and no thunderstorms 16. Surreal Lighting - A small file size that does a LOT to make the environment feel like velvet syrup... Yes, this analogy is just money. 17. Darkness falls (brighter) - I hate the word immersion... but seriously it's one of the more immersive mods out there. Now it actually feels like a night instead of [censoring] an eclipse. 18. Supreme and Voluminous Fog - This looks amazing with unreal lighting. The combination of these climatic changes is great and besides raining everywhere and the saturation/flowering settings of living, is just as good and sometimes better with surreal (simply put). Also no heavy scripts and all have very small file sizes to allow for more modifications. 19. CLARALUX SSE --I know it's still relatively new to Xbox, but seriously how is this not a way more downloads and favorites? Six stars. 20. Point the way - you don't have to watch your card every 30 seconds is super cool. Note - Does not place wooden bridges or bridges or bridges on Skyrim due to compatibility issues. Note - Fire HD is optional if you like and can go here 21. Hold Banner Grants - nice little addition Note - Man This Borders caused a festival disaster in this order of Many people seem to have problems with this fashion regime, which we hope will be fixed because is a nice BIG ADDITION OF (CITIES/CITIES/LAND MASSES) Note - Many of them are really great - I just noticed that too many bugs and strange things in other playthroughs to guarantee them a place in this order of load. Note - Whiterum, riffy or loneliness supreme! all seem to be buggy and cause footage dips. I also had trouble getting stuck in Keto's Riverwood. I've seen other reports on that. BUILDING ADDITIONS OR CITY/CITY/LOCATION MODIFIERS Note - Many modders spent a lot of time creating some beautiful digital structures for this section. However, many of them did not behave with the other mods here, and since it did not feel like testing all of them, I just decided to completely miss them. 22. Dragon nail stands - I like to show evidence of my hard work. 23. Mannequin Stoyan - Obvious necessity... awesome and underrated mod! PLANTS AND LEAF NOTE - Project Hippie and larger trees are two of the best modifications available. I wish I could put them here. But I've always had a problem with the fact that there's either one in the heavy load order. 24. Greenery - yes. For me, this is the best mod for the console. The textures are amazing and I think that makes a bigger difference in my experience than any other mod. It took me so long to find a way to turn on this model without taking so long. But I'm so happy I can enjoy it!!!! 25. Lush Overhaul - Believe it or not, it does not cause fps drops. Another great mod that most people struggle with putting loads on and experiencing problems ... put it here and it'il be fine. Trust. 26. Tundra Quagmire -- these environmental modifications are siiick and completely change the landscape when combined for a much better experience (no fps drops and ctds!!!) Note - (optional) Skyrim is windy... I didn't like the effect on the trees... the branches do strange things... But on the grass, it looks great. Note - Fallen trees will probably break your game at some point if used with other mods here. Don't be stubborn, just trust me. I know it's sad, because as hippies and bigger trees, it's a great mod. Note -Wood 23 affects the frame per second... Very... Don't let them tell you anything else. GAME CHANGES/CHANGES IN THEATO/ADD- 27. Monsters Reborn: Special Edition -- includes so much for such a small price just 1.27 MB 28. Critical Fix - This should be included in any modification list ever. I'm just ashamed and it had to be part of the game all the time. 29. 50 pcs. Now I feel like that's how the game should be designed all the time. 29. 50 pcs. Now I feel like that's how the game should be designed all the time. 29. 50 pcs. Now I feel like that's how the game should be designed all the time. 29. 50 pcs. Now I feel like that's how the game all the time. 29. 50 pcs. 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Hearthfire attacks disabled - Type of laid above, except for animals and bandits instead of vampires. Note: - Do not use mods that change the time scale in this boot order. Realistic water 2 depends on the default time schedule setting for the speed at which water moves, for example. 33. Recalculated zones and reconciled actors - Obvious need... just read the mod description and you will know that this should be here. CHANGES / ADD A NOTE ON NPC - Xbox seems to struggle with many of them, so I turned on as little as possible. Note - Captivating citizens is a good idea, but I had too many problems trying to implement it here. Note - Absorbing Venchly and immersive patrols can go here if you want... These notes have not been tested - Populated _____ mods cause many random ctds if used with mod-heavy load orders. The Xbox may not like generating a lot of extra npc note - The diverse Dragons is great and works great with other modifications here. Unfortunately, the file size was too large and I wanted everything else in this list more. But it's optional if you have to have it. Note - I don't care about horse mods. I hate riding the horses, and they caused a lot of vanilla problems. Modified horses seem to cause only more problems. You walk, take a carriage or a guick ride if you're lazy like me. But this is where horse mods go. Note - (optional) Either real giants or real giants or real giants or real giants works well with these mods. I don't like that I have to aim low when I attack, 34. (Finally) Frost Giants - ves. they're cool, you've said enough. 35. Realistic behavior of wild animals - another fashion, which is a necessity for obvious reasons. It makes the foot less stupid. 36. Rich traders of Skyrim - this is not a scam. The fact that Betesda made me wait about 7,000,000,000 times in the vanilla to sell a few skins and potions made me want to cut my wrists vertically throughout the bedroom. Note - Better docks are creative mod, but are likely to cause crashes due to NPC collection in heaps, especially during quick trips and waiting. Note: - Realistic conversations can catch fire sometimes in this load order. Note - This is where followers follow, and I wish I could turn on more and test more. I strongly encourage you to play with followers and tell me if there are any problems. 37. Sofia – loan, in which credit is due. This mod is special. Creator amazing work here and the voice is huge... Sometimes she's funny, too, and I'm picky about comedy. EDIT: This modification may result in a decline and ctds when used with in this list. VISUAL/TEXTURAL/ATMOSPHERIC CHANGES NOTE -- DO NOT DOWNLOAD RS CHILDREN OVERHAUL. THIS IS ONE OF SEVERAL MODIFICATIONS THAT WILL CAUSE YOUR GAME TO CRASH NEAR DRAGON BRIDGE. I hope this gets better because I like this mod. There's no snow under the roof - there should have been this... always hated rain and snow, passing through roofs... I'm on my way to that. 39. Transparent and reflective vigues - Frost atronachs looks really cool (pun designed) ... 40. Covers of Skyrim books (desaturated) - I like to collect things and the books look amazing now 41. See Byzantine inslades - This needs more favorites. So sick when combined with another mod down... 42. Improved blood textures - A MUST HAVE... Who doesn't like to make a bloody mess out of everyone and everything in a video game?! 43. Glowing Ore Veins - not only useful, but actually looks really nice at night. 44. Better Whiterun Tree - Here Kato shines. It's just fantastic and makes a huge difference to the city and buildings around it. 45. Better farm wood - one of the best modifications that not enough people use ... this applies to all farm houses wooden textures in the game, which are very common ... Thanks again Kato! 46. Overhaul of ELE's interior lighting -- This is one of the riskiest inclusions in this charging order. However, I think placement is important and is the main reason that so many others experience a problem with this mod. I've been to a few dungeons, and I haven't had any problems yet. I just took advantage of the modification because it's worth so much, 47. Quality map of the world alive w / Stone Roads -- Duh, who does not yet have one of the many awesome appearance mods are coming! 50. Realistic male faces - makes a surprisingly noticeable impact on male faces. 51. Adorable females - mmmmm all these hot ignorant chicks look much better 52. Ashara followers Faces (130.81 MB) -- I don't think it would be worth it with the large file size ... I was totally wrong. Note - if you want to use Wet and Cold, it can go here for optimal performance. SOUND/AUDIO/FX CHANGES Note - I've had problems in several playoffs with music add-ons that skipped or stopped playing. Can be compatibility, will test more ... SORT, MENU AND INVENTORY OF PLAYER/NPC 53. Font Repair -- the same reason as the book covers CHEAT ITEMS Note -- uses some crooks for testing, but there's no reason to put them in a special playthrough, but if you want them (e cheat) LOL just put them here. REPLACE CHARACTER MODEL 54. Seraphim replaces the TBBP Edition - ves. I like TNA even in a video game. I'm a dude what you expect?! 55. Natural eves -- self-breaking 56. The bumper and TBBP for CT77 -- It's still friendly... who cares that it's great! Great! Yes, it looks good, and it's worth having 58. BBP n_0 , n_0 , that already had to include the features of this mod. 63. Soul Gem Redux -- Awesome mod, which often goes unnoticed, but should be in any row of load. 64. Lanterns that have never had it before?! Do not use in the same slot as banlonieri. Your game can be ticked off if you do. Restoring gems - another non-script mod that makes Skyrim better 66. GET: Sound Gem Mining and Crafts -- WEAPON/ARMOR/APPAREL CHANGES Note - better shaped weapons and unique are great modifications that can go here... I just didn't have room 67. Frozen heel burn - This is the mod with which SeeEnchantments goes so well. This mod is DOPE. Watch as the bodies burn and turn to crunchy, freeze them, shock or poison. That's a must. SPECIFIC MODS, WHICH SHOULD BE AT THE BOTTOM OF 68. Xp32 Maximum skeleton+ Realistic early and strength - there must be this for seraphim. 69. Crawl on the four BBP Edition - I did not put it on purpose at 69, but it's really funny. 70. Bbp Animations - necessary for bouncing TNA 71. It's got to be there. 72. Realistic water Two - to keep this one low in the order of load for reasons of performance. It's a great mod, and probably everyone already has it. Keep in mind that performance enhancers – All these modifications are combined to offer a much more stable experience and prevent frames per second and CTDs. 73. Better representation of rift 74. There's no radial stain 75. No blood count 76. Less grass and such - It is essential for use in the spread with ours. Without it, you will experience dips and possible random CTDs. 77. - You'il still see the atmospheric light rays... I don't know how that haha works, but I guess it helps. 78. FPS Boost 79. Minor Object Remove Object END OF LOAD ORDER This order was built in and a very specific method with performance in mind. Use the same line for good results. If you also have dry questions about placing the cargo order, Me. I used hundreds of different modification seems to conflict with something else. As stated, I have not tested Very. Very.

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