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Climates of tamriel elfx

Description The main goal of FX enhanced lights is to create more impressive and realistic lighting in the game. This is achieved by re-refining the lighting system as a whole: all simulated lighting has been removed, any remaining lighting will always be sourced. In addition, added a number of visual effects (smoke, droplets, surround beams, etc.) and slightly changed the design of certain places. To achieve an even more spectacular result, it is recommended to use improved FX lights with any mod (or ENB), making the interior darker. I strongly recommend using mods combined with realistic lighting (patterns on screenshots), Tamriel's climate or realistic colours and real nights. The main features of all the lights now really emit light, even windows inside. Added a new visual effect of smoke from the candle. Added a new visual effect of reflections on the surface of the water. The game will have more shadows (in some places). Each tavern has its own unique lighting settings based on weather parameters in the current area. Each city has its own unique lighting settings based on weather parameters in the current area. The difference in interior lighting between daytime and nighttime is getting stronger. The taverns are darker and smokier. It has little or no impact on performance! ELFX Enhancer: Dark Interior. Dark mazes. The darker color of the fog and the distances would vary from its processing. Dropping flowers on light sources weakens, so there is no longer a white glow. Dynamic change of lighting patterns; Slightly increased contrast ELFX Exteriors Saturation: Changes in the position and effects of light sources for the exterior. Lighting errors in Riffen have been corrected. The flag to illuminate the landscape from many light sources created in the world has been removed. Added the flag does not fade to almost all external lights so that they will be visible at a much greater distance (depending on inl settings). Several new light sources have been added to places where they fit well. Manual installation: Remove the contents of the 00 kernel files folder from your main archive to your Skyrim/Data folder. If necessary, install 01 ELFXEnhancer and 02 ELFXExteriors (see above). If necessary, use the optional files you need: 03 NoBreezehome - a version without changing the ELFX values in the House of Warm Winds for compatibility with mods affecting this location; 03 NoTaverns - version without changing ELFX records in taverns, for compatibility with improved realistic room rental and similar modes; 03 Moonpath - a version without changing the ELFX locations of a dead honey location, for compatibility with Moonpath to Elswire; If you want to remove the smoke from the visual effect candle, copy the contents of the 04 NoCandleSmoke folder from the skyrim/data archive. If you are using static mesh enhancement Mod, copy the contents of the 04 SMIM Meshes folder from the Skyrim Archive/Data. If Dawnguard or Dragonborn is available, download and install additional archives. Connect ELFX files to your plug-in administrator. It is recommended that you install using Wrye Bash using a master installer. Compatibility is compatible with any mods that do not affect lighting and visual effects from it. There are some problems with a number of light sources from realistic lighting, at the moment работаю над патчем. Мов совместим с: Remove ambient facial fog; Climate of Tamriel; Skyers' lanterns; Ultra-realistic world lighting; Realistic colors and real nights иви ввалими врлиими монами, меняющими лалвон освещения иви вововл, в.к. в Enhanced lights FX ивменен вовлко испускающие свен исновники ил вивввввне эффекты. Совместим с лл*быми настройками ENB. Скорее всего, мод совместим с Clarlalux, но это не тестировалось. Возможны конжликты с Relighting Skyrim, но только в интерьерах. Вылетов игры может и не будет, но возможно появление слишком яркого освещения. Мов несовместним с Perseids Inns & Taverns - Improved realistic room rental, иивн ралон нан ванем совместнимосни. Правовая информация Запрещается выкладывать этот мод где-либо еще без получения предварительного согласия. Вы можете использовать модифицированные модели из мода в своих проектах, только укажите мое авторство. Влалонарносни - Bethesda на Skyrim и Creative Kit -skyfox69 ва NiUtiils -Niftools Team ва Nifskope -Autodesk Веревов: Вроники Тамриэля » Monday May 27, 2013 23:20 Just a quick word of advice for everyone, I don't know that, and I'm sure some other people don't know it, but when you use NMM and these two mods, for God's sake improved FX lighting directly after the climate of the Tamriel ESP files, otherwise CoT will replace your lighting mod and caves won't get the proper light FX. I just did it and there's a world of difference. The caves are still darker than CoT, but the torches are not emied by any filter applied to them. There's still the problem of things being dark out there, but I'm not quite sure how to fix it yet. Mashystar Posts: 3460Gedd: Monday July 16, 2007 06:35 » Tuesday May 28, 2013 11:38 am just to give you an idea of how much difference there is. This image is with Esp CoT files going after improved lights FX is with EL and FX going after CoT as a rule of thumb I follow the boss's load order, but in this case they are very wrong. Jesus Sanchez Posts: 3455Get up: Sunday October 21, 2007 11:15 am » Tuesday May 28, 2013 4:55 am You think this is an error in the main list, go to report it in the BOSS thread. It can only be a matter of preference as to what effect the user wants, so a boss puts them roughly in the right area but allows you to decide their relative location yourself. There may be other changes when replacing this order, it may fix interiors but knock water/transparency, for example. It's good practice to understand how clutter will affect mods rather than blind trust boss. When you look at your screens, I'd say it crosses the line from a preference for a bug. Lights that give away basically no light are probably not aimed at Christian Perez Posts: 3365Connect. Thu Aug 23, 2007 3:03 am » Tuesday May 28, 2013 10:15 I'm not sure you know, but yours shouldn't use face/dungeon lighting plugins from CoT with EL and FX. Callum Campbell Posts: 3574 Enlisted: Tuesday July 10, 2007 7:55 am » Tuesday May 28, 2013 1:47 a.m. So the dungeons are waaaaaaaay to bright though. It works well as long as you place it after CoT, very good actually. The only problem now is out at night, it kind of dims the light sources. Is improved lighting and volleys darkied too labyrations? I know about faces like inns and what's not. It also happens outside at night, the lights become very dim at night, and I still haven't found a solution to it, other than maintaining default night settings, which is unacceptable. But yes, I obviously discovered the right load order from another mod lighting shelf, I tried it, boom, much better..... Alyssa Argabright Posts: 3403 Volunteer: Monday August 20, 2007 8:11 PM » Tuesday May 28, 2013 Her 12:22 am not ELFX's goal of darkening the dungeon (afaik) or other face for herself but it changes lighting in many of them. Also remember that the mod is still WIP and not all the faces have been finished. Marina Lee Posts: 3339Join: Wed June 21, 2006 19:59 Back V - Skyrim Skyrim