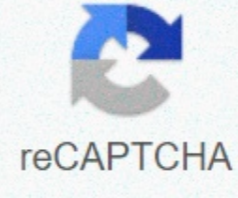




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## Relationship dialogue overhaul not working

Posted on 19 January 2020 - 6:38 PM Discussion topic:Relationship dialogue overhaul - RDO SE by cloudedtruthMod Picker Link RDO FOR SSE does not show any MCM menu. Yes, I have a Jaxonz MCM Kicker (I rename it myself, and it works perfectly with every Mod that I have, and it forces the load on every other mod, but not rdo for SSE). I also have the current SKSE64 (in fact I have tried both 2.0.6 and 2.0.7) and the current SkyUI for SSE 5.2. I have also paid close attention to load order requirements regarding Amazing Follower Tweaks and USSEP and have related patches to them. I used RDO for Skyrim LE for a long time and its always worked perfectly, but RDO for SSE does not show any MCM menu now, and it needs to be fixed. Here's an interesting thing to note. Every Skyrim LE Mod I have converted, all of them and their respective MCM menu work perfectly well. Most of all SSE mods, re-developed by their original Skyrim LE authors, do not work with the MCM Menu, although they say they are working on their respective Nexus Pages. The mods that were ported to SSE by their original creators that their MCM Menu does not work for me are as follows; Relationship Dialogue overhaul Imaginator CS Tag n Track Notice Board Claralux for SSE These two have an MCM Menu, but there is a \$! sign in front of everything from Holidays Wet and Cold I've researched my load of orders and tested for several weeks. Every mod I have is running, and I do not see any errors or errors in the game (at least, which is easily noticeable at least). I'm also scouring the internet and I've found a ton of people complaining about this exact same issue with several SSE specific modifications; Random SSE Mods do not show your respective MCM Menu in the game. Now last year said every one that was because no SKSE64 and therefore no SkyUI for SSE, but it is no longer an excuse now, as we are with SKSE64 now and SkyUI for SSE, and more than half of the SSE mods you download from the MCM menu do not work. But all around them Skyrim LE mods, their MCM Menu work (provided you convert them properly of course and I use the techniques GamerPoets, Gopher and DirtyWeasel from YouTube to convert my Skyrim LE mods). So it's not isolated from my game. I use Mod Organizer 2.1.1 and I have used both SKSE64 version 2.0.6 and 2.0.7. I use SkyUI for SSE version 5.2. Every Mod works. Correctly. Except for RDO SSE and some random SSE mods. But when I convert skyrim le version, everything works, including MCM if it is one. I also tried converting the original LE RDO, but for some reason it wont run sse, it crashes my game when I try and start a new game or load save. Ive tested it on both other mods (works it itself only SKSE64 and SkyUI 5.2 ... and no dice, CTD). Does anyone have one lonely clue how to even solve this problem SSE Mods do not show the MCM menu when their creators say they are there like RDO? So in short, I know it's quite a long question, but wanted to be thorough. If anyone has any ideas or found a fix to it please share im sure it benefits more then just me Yes RDO no longer works for anything SSE. The only mods I am running are CRF and patch CRF. Sky UI, Alternate Start and unofficial location. No MCM menu item appears, and the dialogue has not appeared for me in the game. I also have this problem with RDO, as described in Phayntom above. Are there any solutions? I also have this problem, although the dialog changes seem to work, the configuration required for another mod i installed does not work. So how can we get this work with MCM again now that it's all updated, especially since it's marked as FINAL here nexus ... I assume that means author DGAF. Edited by AbsolutGrndZero, 13



