

Mod Organizer 2 & Other tools

From zero to "Hey Sexlab is working!"

A guide written for



To get the most recent version of the guide head over to the [>>forum thread<<](#) and check the information in the first post

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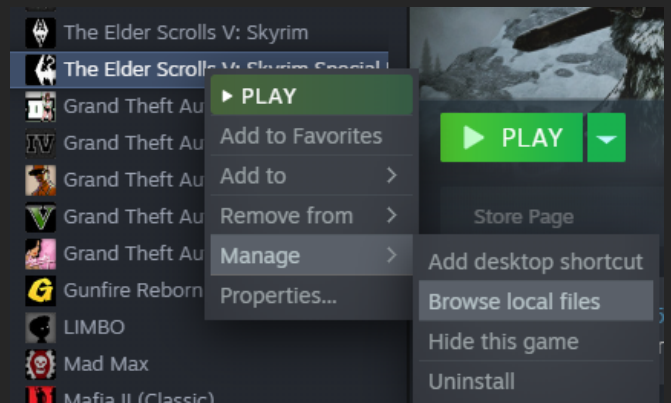
01. Steam settings and Skyrim SE installation

In this step you'll do five foundational tasks. Identify (and possibly move) your game's location, make a brand new Skyrim SE install, , prevent Steam updates, create a folder to store all your mod related files and programs and finally, check which version of the game you have and which one you want to mod.

01.1 Locating your Steam Library

If you don't have Skyrim SE installed yet, you can check where Steam installs your games by going to Steam>Settings>Downloads>STEAM LIBRARY FOLDERS. This will open the Storage Manager window.

If you do have Skyrim SE already installed you can check its location by going to your Steam Library, finding "The Elder Scrolls V: Skyrim Special Edition" and right clicking on it. Select Manage>Browse local files.



- Confirm your game is **not** installed in Program Files or similar folders protected by the system. Those folders have additional system permissions and it will cause issues in the future when trying to use certain mods or tools.
- If you have an SSD with enough space it's recommended to install your games in there. [Here](#) is an article about how to change your Steam library. Follow carefully, keep in mind this can alter other Steam related games and files. Remember this location (or better yet make a shortcut) since you'll need to place a few files in there in the next steps.

01.2 Getting a clean copy of the game

If you don't have Skyrim SE installed on your computer, install it now. Then do step **F** only. If you already have Skyrim SE installed on your computer and have attempted to install mods in the past:

- A. Uninstall Skyrim SE from Steam (find the game on your Steam Library, right click on it and select Manage>Uninstall).
- B. Go to `...\Steam\steamapps\common` and delete the `...\Skyrim Special Edition` folder in there.
- C. On your `...\Documents\My Games` there is another `...\Skyrim Special Edition` folder containing your old saves, configurations and other files. Old saves relying on your previous install will likely not work with this setup. Delete this folder too.

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- D. Check if you have Steam Cloud, OneDrive or other similar sync software enabled for any of the previous folders. Doing so may put back old files and interfere with your new install or modded files in general.
- E. Once you delete the aforementioned folders go back to Steam and install Skyrim SE again.
- F. After the install is done, launch the game once. If this is the first time you launch the game on your computer, Steam will also install the required VC redistributables and DirectX automatically. Then the Skyrim SE Launcher will detect your hardware and set a preset of configuration files (the `.ini` files in `...\Documents\My Games\Skyrim Special Edition`). It will also create other registry entries so your Operative System and other software knows where Skyrim SE is located.

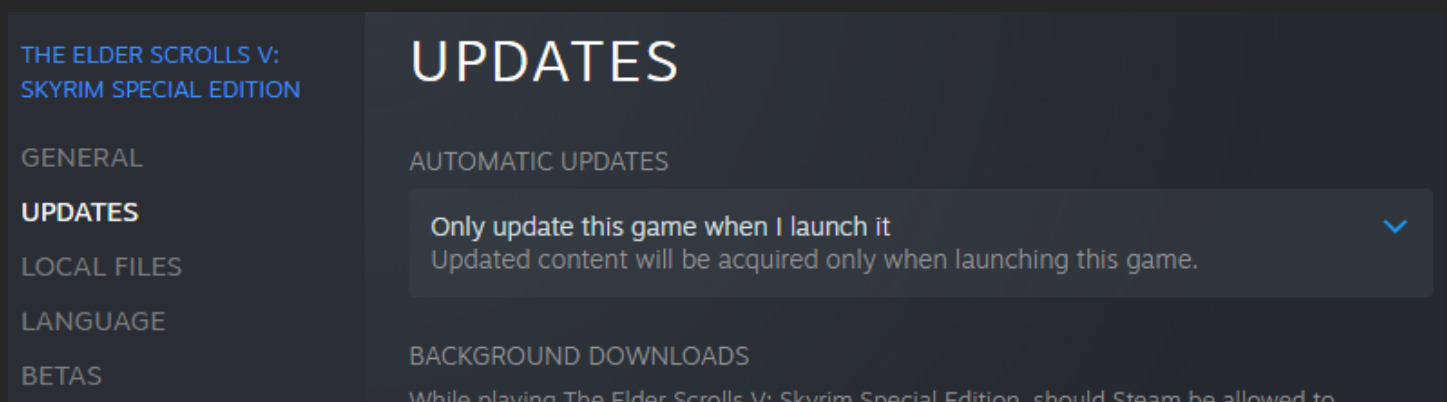
Once the launcher sets your video settings, close it. It's not recommended to use `SkyrimSELauncher.exe` again as it can revert changes you make to the `.ini` files.

01.3 Preventing automatic updates

Whenever an update is released on Steam it will be automatically applied to your game the next time your Steam client is connected. These updates break compatibility with certain mods. Thus you must ensure Steam nor any other program can make changes to your game without your express permission.

There are different methods to prevent an automatic update. The most common and easy to implement one is configuring Steam to only update your game when you launch it (using the default game executable or through Steam). Since you need to launch the game through the SKSE loader, any pending updates won't be started (you'll see them as unscheduled downloads).

- A. In Steam's game list find "The Elder Scrolls V: Skyrim Special Edition".
- B. Right click on it and select "Properties".
- C. Go to the "Updates" tab and set Automatic updates to "Only update this game when I launch it" and "Never allow background downloads".



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Another method is to set the appmanifest of the game to read-only. This is a more aggressive way of preventing Steam from applying changes to your game. Doing this will prevent you from launching the game without the SKSE loader when there's a pending update to be applied. This shouldn't be a problem because you need to start the game using the SKSE launcher anyways.

- A. Go to where your Steam is installed and find the `...\Steam\steamapps` folder.
- B. Find the `appmanifest_489830.acf` file, right click on it and select Properties.
- C. In the Properties window mark the Read-only checkbox, click Apply and Ok to close Properties.
- D. If and when you need to update your game (more on that later) you'll need to uncheck the Read-only setting from this file, then launch the game through Steam to update it.

There are other ways (more aggressive or involved) to prevent automatic updates. But doing either of the methods described above (even using both at the same time) should be enough to deal with this.

01.4 Creating a working folder

This folder should contain all the necessary files and programs to mod your game. The location and name is up to you, but some general recommendations are:

- Avoid folders like `...\Program Files`, `...\Program Files(x86)`, `...\Desktop` and `...\Documents`, also don't create it inside your game install (usually `...\Steam\steamapps\common\Skyrim Special Edition`).
- It's recommended to create this folder near the root of the partition (example `C:\Skyrim SE MODS` instead of `C:\very_long_folder_name\and_another_long_folder_name\yet_another_one\Amazing MODS for Skyrim Special Edition I can't wait to play this holy f`).
- Prefer an SSD to benefit from its increased speed.

If you have any antivirus software you should look into creating exclusions for your game install and working folder. Windows Defender has been reported to cause occasional problems even after creating said exclusion with programs like FNIS. As a last resort you can disable real-time protection before using FNIS or similar programs and enabling it right after you're done. Note that MO2 comes with an option in the installer (enabled by default) to automatically create exclusions for Windows Defender.

01.5 Executable versions and you

One of the core requirements for several Skyrim mods is the Script Extender (SKSE). By following this guide you will install it, and if you're successful you will use its loader to launch the game every time you want to play. To ensure everything works correctly you must be absolutely sure you have the correct version installed. This is because SKSE must be compiled for a specific version of the game executable (the `SkyrimSE.exe` you can find in your game install). On top of

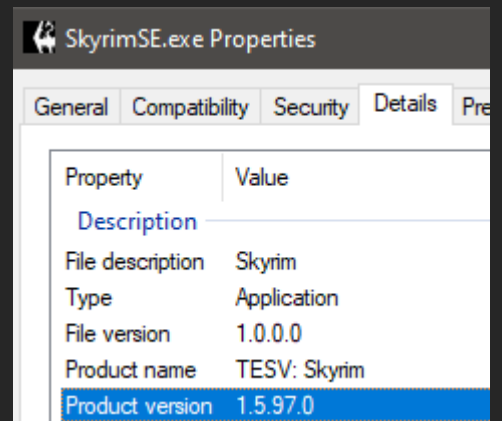
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that, mods with a .dll file (commonly referred as SKSE plugins) will usually require a specific version of SKSE. This means knowing your version of the game and the matching version of SKSE is a vital step if you want to install mods on your own and not worry about things not working or being incompatible. The procedure is very simple and mechanical, you need to get a hold of some numbers (your executable version and corresponding SKSE release) and keep it in mind whenever you're installing mods (more specifically the ones containing SKSE plugins).

To check the version of your executable

- A. Go to where your game is installed (by default ...[\Steam\steamapps\common\Skyrim Special Edition](#)).
- B. Find your [SkyrimSE.exe](#), right click on it and select Properties.
- C. Go to the Details tab and check the "Product version".

You need to know this version number going forward. And when referring to compatibility you must always confirm using the version number of your game/SKSE. Terms like SE or AE are not indicative of any specific version number and often lead users to confusion mixing mod files and versions.



02. Mod Organizer 2 - The first look

Mod Organizer (MO from now on) was a mod manager originally made by Tannin. The updated version (MO2) is maintained by a group of devs who release periodic updates with new features and fixes. Since the first iteration of MO ("MO1") is obsolete when people say "MO" it's implied that they're talking about MO2.

The usual way of installing Skyrim mods is to place mod files directly into your `...\Steam\steamapps\common\Skyrim Special Edition\Data` folder. That way the game can detect these files and use them. In time, you'll end up replacing original game files with the ones provided by different mods. A common occurrence is also replacing mod files with files from another mod. This can lead to some mods not working properly or your entire game failing to work.

MO changes this by using a virtual folder system. This allows MO to add your mods into the game without replacing the original game files. MO will install each mod into its own folder and then dynamically create a `...\Data` folder whenever you launch the game. So no matter how many mods you add or remove, your game will always be as good as new. Also, you'll be able to add or remove mods safely with a couple of clicks (given that you follow the mods instructions). For this reason, MO has its own folder structure to manage your downloads, installed mods and settings.

02.1 Installing MO

- A. Download the main file called ["Mod Organizer 2"](#).
- B. In the installer options point the install path so the `...\MO2` folder is inside the working folder you created in step 01.4.
- C. Recommended: In "Select Component" disable "Form 43 checker"* and "Tutorials".**.
- D. Optional: add shortcuts to your Start menu and desktop for easy access.

*: this checks for `.esp` and `.esm` files from Skyrim (not Skyrim SE). The official statement is that these files need to be ported to form 44 (SE format for plugins and master files). Thing is, most mods in form 43 work fine in SE. By not installing this component you avoid a probably permanent Notification that serves little to no purpose. Article with plenty of information about it [here](#).

** : these explain a couple of things also covered here and will appear the first time you try to do certain things. So it could help to clarify some things, but also get in the way of you using the program and follow this guide.

Once the install finishes you can launch MO for the first time. It will open the "Instance manager", for now click the "Create new instance" button. To keep things simple I recommend using a portable instance. This means all the MO files and your mods will be inside the `...\MO2` folder conveniently placed in your working folder.

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- A. Select "Create a portable instance".
- B. Select your current Skyrim SE install.
- C. Select the platform where you have the game (Steam most likely).
- D. Leave the profile settings as it is and press "Next".
- E. Press "Next" and "Finish" to complete the installation.

Creating a new instance

Select the type of instance to create.

→ Create a global instance

Global instances are stored in C:/Users/dfault/AppData/Local/ModOrganizer, but some paths can be changed to be on a different drive if necessary. A single installation of Mod Organizer can manage multiple global instances.

→ Create a portable instance

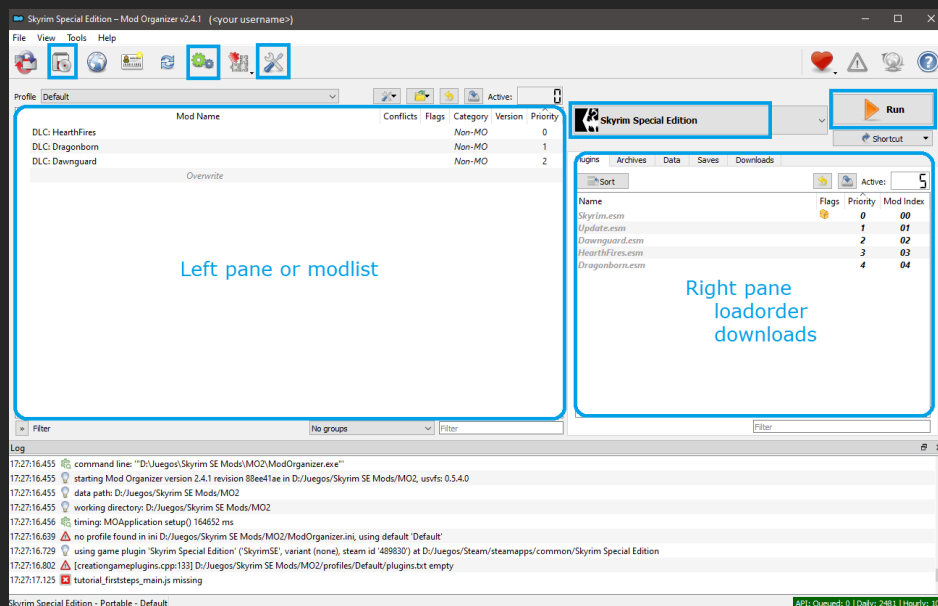
A portable instance stores everything in Mod Organizer's installation folder, currently D:/test/MO2. There can only be one portable instance per installation of Mod Organizer.

Start MO and if this is your first time it will likely ask you to link it to your nexusmods account:

- A. Press "Use Old Category Defaults".
- B. Select "Connect to Nexus", a new Nexus page will open in your browser.
- C. If you're already logged in you'll see the "AUTHORISE" button, press it. If not, log in to continue.
- D. The page will reload, saying the process is completed.
- E. You can close that page and go back to MO.
- F. You can connect your account again at any time by going to MO Settings> Nexus> "Connect to Nexus".

You should also see a message about associating nxm links to MO, select "Yes". This is useful to connect the "MOD MANAGER DOWNLOAD" button from nexusmods to your MO.

Upnext you'll find a reference image of the main MO interface with a quick explanation of some of the buttons and sections to be used.



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- **Install mod:** mods downloaded from nexusmods using the “mod manager download” button will be added automatically to MO. For other mods you need to manually download the mod files (as a zipped file) and then use this button to select the zipped file and install these mods into MO.
- **Executables:** Here you can add, remove and edit your executables. In later steps you’ll learn how to configure and use the most common executables.
- **Settings:** here you can access the Settings menu to change plenty of things to your liking. If you want to try a different color theme, change language or re-connect to your nexusmods account, here is where you need to look.

Near the top-right corner there is the **Run** button. You’ll use it to start any selected executable. You can access the list of executables in the field to the left of Run, which currently has the default Skyrim Special Edition executable selected.

And then there are the two panels, occupying most of the MO interface. These panels will show everything you need to know and see about the folder structure MO uses to store your mod files.

- The left pane contains a list of all your installed mods. At the moment it is almost empty, only listing the official DLC and CC files. As you add mods to MO, you’ll see them listed there. The left pane is often referred to as **modlist**. Each mod listed here is a folder containing all the files from that mod. You can find these folders if you go into your `...\MO2\mods` folder.
- The right pane can show different things. By default it shows your Plugins in what’s known as your **loadorder** (it determines in which order the different `.esp`, `.esi` and `.esm` files are loaded). The other tabs will display additional information about your game and mod files. For the most part, you’ll be using the **Plugins** and the **Downloads** ones.

02.2 Basic settings

Before continuing I like to resize the MO window and change some settings to my liking. As a reference, here is what I do:

- A. Close the “Log” at the bottom of the window.
- B. Remove the “Category” column of the left panel (right click on the part where it says “Mod Name” and check/uncheck the columns you want to see/disable).
- C. In Settings> General: enable “Show Meta Information” and “Compact List”.

03. Skyrim Script Extender

As stated before, the Script Extender (SKSE from now on) is a core component for several mods to work. This means installing it properly is crucial to get a working game ready for mods.

03.1 Downloading SKSE

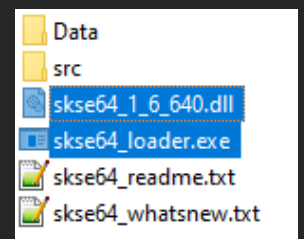
- Go to the [official SKSE website](#).
- Check the available releases and download the one that matches your [SkyrimSE.exe](#) product version.
- If for whatever reason you need an old SKSE version you can find them in the Archived builds (link available in the same official website). This is only relevant if you're trying to mod a downgraded or old version of the game.

Current classic build 1.7.3: [Install via steam](#) - [Download installer](#) - [7z archive](#) ([readme](#), [w](#))
Current Anniversary Edition build 2.2.3 (game version 1.6.640): [Download 7z File](#)
Current GOG Anniversary Edition build 2.2.3 (game version 1.6.659): [Download 7z File](#)
Current Special Edition build 2.0.20 (game version 1.5.97): [Download 7z File](#) - you prob
Current VR build 2.0.12 (game version 1.4.15): [Download 7z File](#)


03.2 Installing SKSE

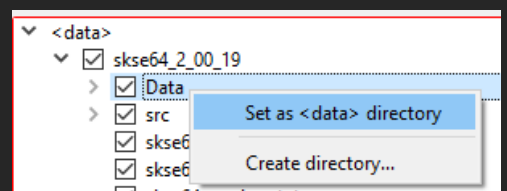
For this step you should keep MO closed until you need it to add the scripts files.

- Download the current 7z file for the corresponding game version from the [official SKSE website](#).
- Open the zipped file ([skse64_<version>.7z](#)) and find the following files:
 - [skse64_<version>.dll](#)
 - [skse64_loader.exe](#)
- Move these files into your Skyrim SE install ([...\Steam\steamapps\common\Skyrim Special Edition](#)).



Now you need to add the SKSE Scripts, which are still in the zipped file:

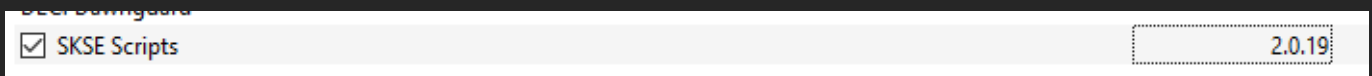
- Open MO and press the Install mod button .
- Navigate to the [skse64_<version>.7z](#) file and select it.
- A window will open and you'll see a warning in red saying the content of the mod doesn't seem to be valid.
- Expand the [skse64_<version>](#) folder and right click on the [Data](#) folder you see. Then select "Set as <data> directory".



- The message should turn to green now, press OK to complete the install.

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After doing this you should see your first entry in the left pane of MO. Enable it and to keep things in order, rename the mod and add the proper version number to it:



- To enable any mod just click in the to mark it like this .
- To quickly edit the name or version of any mod select the proper field and press F2.
- Most mods will come with a proper name and version, but for some cases where you manually add a mod you'll need to do it like this.

04.3 Installing SKSE.INI

Now to install a premade [.ini](#) file with some recommended settings.

- Go to the [download page](#) for the mod.
- Find the "SKSE64 INI PRE DOWNLOAD v1.2" file and press "MOD MANAGER DOWNLOAD".
- In MO go to the "Downloads" tab, you should see the mod downloaded there (if you don't, make sure your nexusmods account is linked to your MO and that MO can manage nxm links).
- Double click in "SKSE64 INI PRE DOWNLOAD..." to start the install.
 - If you get a message about Nexus categories while trying to install your first mod, select Stop and Configure, then Update, Merge and Ok. Nexus categories are totally irrelevant to the way MO handles files, but doing this now should stop those messages.

As this is a simple mod with a single file, MO will do a quick install. Simply press OK and it should be added to your left pane near the previous "SKSE Scripts" mod. As usual, enable the mod in your modlist.

04.4 Checking the SKSE install in game

This quick test will confirm if your SKSE has been properly installed. The first change you should note is a new executable in the MO list of executables. Expand the list which until now was showing the default game executable. There you'll find a "SKSE" listed. This is the SKSE loader and it's the one you need to use from now on to start the game.

- Select "SKSE" in the list and press "Run".
- Wait until you're in the main menu, then open the console and write:

getskseversion

- You should see a new line stating the SKSE64 version detected in the game.
- At this point you can close the game and proceed to the next step.

04. Minimal modlist

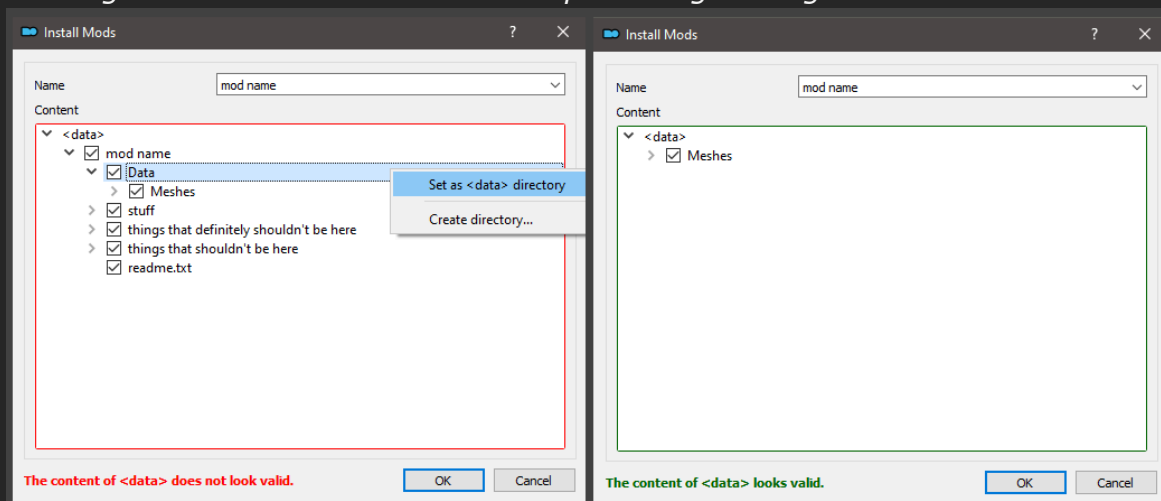
In this step you'll install a set of mods to cover the requirements, as well as some optional features, for Sexlab Framework. The list will mention the files you need to download, a short description and install instructions or settings if needed. Nonetheless, it's recommended to actually read the descriptions of the mods in question.

04.1 Installing mods in MO

When you install mods in MO you'll face two scenarios:

- **Installer:** some mods will come with an installer, which provides additional options and information. Selecting the proper options is enough to get a valid installation.
- **"Quick Install" window:** with [**Manual – Ok – Cancel**] options.
 - If a mod has the proper folder structure (most mods do), MO won't have troubles installing it. Like the SKSE INI previously installed. In this case, pressing OK will complete the install process correctly.
 - Some mods contain additional folders or are packed in an unusual folder structure. If this is the case, MO will let you know with a red warning (as you saw before when installing the SKSE Scripts). You'll need to fix the folder structure before proceeding with the install.

Left image showcases an invalid install path. Right image shows the fixed version



In this example, "mod name" has a duplicated `...mod name` folder inside the zipped file, as well as additional files outside of the expected `...Data` folder. You'll need to expand all the folders inside and check its content. Usually the files required for the mod will be inside the `...Data` folder (if it exists inside the zipped file), but it varies from mod to mod. In this example the valid files are the `...meshes` folder inside the `...Data`, so to fix this install I right click in the `Data` folder and select "Set as <data> directory". This leaves only the valid folders in the install. The message in red changes to green confirming the install is valid now. So pressing OK to finish the

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install is enough to complete the install now. Sounds complicated? maybe, but it's only a minor task you'll need to do once in a while.

04.2 Spotting SKSE plugins

The list below includes several mods with SKSE plugins in them (.dll files). Remember the deal with your executable version - SKSE version - SKSE plugins versions. Most SKSE plugins are compatible with certain SKSE versions or a range of versions (some .dll files are compatible regardless of versions). To know if a mod requires this extra care for compatibility you can preview the files (on the Files tab of any Nexus mod) or open the zipped files and search for any \SKSE\Plugins*.dll files. Then double check the description or the file information in search of any mention of executable or SKSE versions in particular, as well as terms like SE (Special Edition), AE (Anniversary Edition), CLIB-NG ("universal" plugins that work in pretty much every game version).

Other than this note on .dll compatibility, you should be fine installing the most recent version of any of the mods listed.

04.3 The mods

Install the mods in the order listed here.

- **(Required)** [Address Library for SKSE Plugins](#). Adds version references for other SKSE plugins so it's easier for authors to keep up with SKSE updates. Download the "All in one" file for your version of the game and install as usual.
- **(Optional)** [Backported Extended ESL Support](#). **Only needed if you're modding an older version of the game** (i.e. if you haven't updated your installed game in the last 2-3 or more years or if you downgraded your game to versions below 1.6.1130). Install and enable as usual in MO.
- **(Optional)** [MFG Fix](#) + [MFG Fix NG](#). Fixes some functions related to facial expressions. Download and install the latest main file (not the VR one though) from MFG Fix, then download and install the main file from MFG Fix NG and place it below MFG Fix in MO2's left pane. Yes, you need both and the NG files must overwrite the original Fix.
- **(Required)** [Fuz Ro Doh](#). Adds time to read unvoiced dialogue (subtitles only). As nearly every adult mod uses non voiced dialogue this is a must. Get the file matching your game version and install as usual.
- **(Optional)** [CBPC](#). Implements physics and collisions for the female body (bouncing boobs, butts and so on). Get the main file and pay attention to the installer to get the correct version for your game.
 - ◆ For the Body Shape you can pick whatever you like. This doesn't define the body shape, it's only a reference to calculate the physics and collisions.
 - ◆ The Gravity Config is optional and you may need to re-install this mod to test different body shapes as well as this setting enabled/disabled.

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- **(Optional)** [FSMP](#). Updated version of HDT-SMP, another framework for physics and collisions. This can be used in addition to CBPC (there are different choices in its installer for this). It's recommended that you use a body mod that allows you to enable SMP for individual actors (unless you really know how to use SMP and are comfortable writing your own config files for SMP). Below there is an option for such a body. Get the latest version from the Main files.
 - ◆ The installer should detect your game version automatically.
 - ◆ Pick "NO CUDA" and "AVX" (your CPU likely has support for AVX, if not pick "No AVX"). You can use a program such as CPU-Z to check if your CPU supports it or not (in the "CPU" tab, should be listed in "Instructions").
 - ◆ Keep any other settings as default or recommended and finish the install.
- **(Optional)** [Jcontainers](#). Extension for Papyrus, the scripting language used in the game. It's used by other mods like SL Anim Loader (which is also an optional mod a bit lower in this list). Install the main file matching your executable version and install as usual.
- **(Optional)** [Papyrus Extender](#). Another extension for the game scripting. And again, get the Main file and in the installer pick the corresponding version for your game/SKSE.
- **(Optional)** [Animation Limit Crash Fix SSE](#). This patch fixes an engine bug that causes a frequent crash while loading with too many animations. Get the latest version or the one that matches your executable version if needed.
- **(Optional)** [Unofficial Skyrim Special Edition Patch](#). You'll probably need it for other mods so it's strongly recommended. Get the main file. If for whatever reason you need older versions you'll need a direct link, Google is your best bet in this case.
- **(Required)** [SkyUI](#). Remake of the entire User Interface for PC and access to the Mod Configuration Menu (MCM). Get the main file and install it in MO as usual.
- **(Required)** [UIExtensions](#). Adds new UI elements to interact with certain mods (namely The New Gentleman which is the recommended male body replacer covered in this guide).
- **(Required)** [Racemenu](#). Enhances the character creation menu adding several sliders and options to create your character. It also adds other functionality required by plenty of mods. Get the proper version and install it as usual.
- **(Required)**. A tool to implement custom animations into the game. Nowadays there are different options for this:
 - ◆ [FNIS](#). Oldest of the bunch and no longer in development. Works fine for all Sexlab related features. Supports both humanoid and creature animations. Doesn't work for more modern combat or movement mods (those usually require Nemesis)
 - Get "FNIS Behavior SE 7.6 XXL" from the optional files. Get "FNIS Creature Pack SE 7.6" also from optional files, if you intend to use creature related mods in the future.
 - When installing FNIS Behavior SE you'll see the MO window telling you the install is not valid. Expand the folders, then set the "Data" folder in there as <data> directory as shown previously and complete the install once you see the message in green.
 - If you choose to install the Creature Pack, install as usual and MO will say "This mod seems to be installed already..". As both the FNIS XXL and

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Creature pack share the same mod name in MO, they'll end up in the same folder. As you want to preserve the files from FNIS XXL and add the Creature Pack on top of that, select "Merge".

- ◆ **Nemesis**. Open source program, in slow development. Supports humanoid animations and combat/movement mods. Does not support creature animations for the purposes of Sexlab.
 - Download the main file and install it as usual.
- ◆ In general you should only stick to 1 of these tools. If all you want to do is get a working Sexlab Framework, FNIS is the best pick. It's possible to run both FNIS and Nemesis in a particular order to retain both compatibility with creature animations as well as combat/movement behavior edits. But that's beyond the scope of this guide.
- **(Optional)** **BodySlide**. Tool used to generate new models for the bodies and outfits based on a Preset. Useful to make everything fits the same body shape, and even required for some mod you may want to install in the future. Get the main file and install as usual.
- **(Required)** A female body replacer. In order to get actual naked actors in the animations you need to install replacers for the vanilla bodies.
 - ◆ Recommended: **CBBE SE**. CBBE is the most famous one for females, so it should be an easy start. Get the main file and check the installer options:
 - Base Options: Body shape to your liking, it can be changed later with BodySlide. Underwear Options select "None". Installing "Vanilla Outfits" is optional (these are files for BodySlide). For the rest of the settings, pick what you want.
 - Optional Features: these are morph files used to further tweak the body shape with a combination of Racemenu and BodySlide features. I recommend you enable everything here, even if you don't think you'll use them it's better to have this installed just in case.
 - There could be additional files for CC outfits, download if you want the new CC items to have CBBE and BodySlide support.
 - ◆ Complement: On top of CBBE you could add **CBBE 3BA**, which adds additional sliders and physics shenanigans. This is specially recommended if you plan to use SMP.
 - CBBE 3BBB Advanced Main: keep "Pre-built body mesh" enabled, everything else disabled (these are alternate races and support for ECE which is not something covered here).
 - Base CBPC: Pick "Performance (Balanced)". You can also try Limited (if you struggle with performance?) or Improved (if you don't care about performance and don't want to see actors without physics near you).
 - Physics Selecting: SMP and CBPC either Heavy or Lite. The difference is which framework will do most of the work here, Heavy assigns more body areas to SMP (which has more impact on performance than CBPC), while Lite sets almost everything to CBPC.

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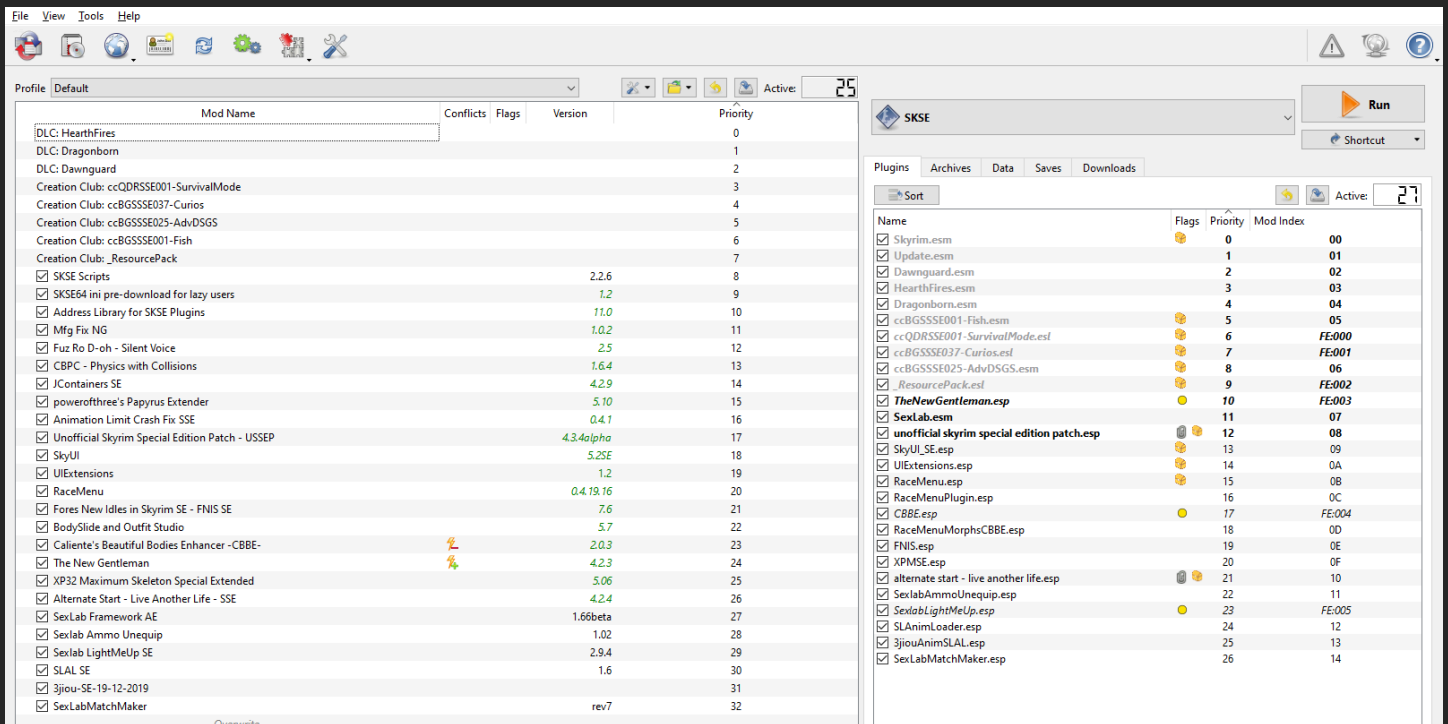
- Then you have plenty of options for levels of jiggliness and gravity. Pick your poison. When you see the CBPC-SOS option pick "CBPC - RegularSOS".
 - Extra Patches: verify "Replace CBBE... Morphs Sliders" is enabled and press "Install".
 - Once the install finishes, find the CBBE 3BA mod in the left side of MO, move it below CBBE SE and enable it.
 - You can repeat the CBBE 3BA install later with different settings to test what works best for you.
- **(Required)** a male body replacer. Same deal as the female one.
- ◆ Recommended: [The New Gentleman](#). TNG for short. More modern replacer for male bodies. The default recommendation used to be SOS, but it's no longer in development and with recent game updates you need to get updated .dll files from elsewhere. Nowadays TNG works out of the box as a replacer and fits in the SL Framework without additional work.
 - Download the main file and in the installer select Main Mesh (default option) for the Body Mesh. Leave other settings unselected and complete the installation.
- **(Required)** [XPMSSE](#). This skeleton is the most widely used for humanoid actors. Get the main file and in the installer pick "Basic" (yes, this is enough to get working animations).
- **(Optional)** [Alternate Start - LAL](#). It's highly recommended to use an alternate start mod. Not only does it help to skip the slow Helgen introduction, but it also allows you to set up some MCM settings before starting to play. If you're familiar with other alternate start mods (like Skyrim Unbound) you can use these, just make sure you're also installing any requirement.
- **(Required)** [Sexlab Framework SE](#). The reason for all of this. Get the matching files for your game version. Double check you meet any of the requirements.
- ◆ Since this is not Nexusmods download you must save the zipped file somewhere, then use the Install mod button to direct MO where you downloaded the file.
 - ◆ Edit the name/version fields to include relevant information.
- **(Optional)** [Ammo Unequip](#). Automatically removes equipped arrows/bolts from actors involved in a SL animation.
- **(Optional)** [Sexlab LightMeUp](#). Automatically adds light to animation scenes with poor illumination. Requires Papyrus Extender (mentioned above in this list). Get the latest version from the list of files available for download and install as usual.
- **(Optional)** [SL Anim Loader](#). Framework to easily add animation packs and register them in the Sexlab Framework. Requires Jcontainers (mentioned above in this list).
- ◆ To see the available packs go [here](#), scroll down and expand the "Animations" spoiler. The animation packs listed in green are ready to be used, the tags in the table will give you an idea of the type of animations that pack contains.
 - ◆ Always verify you're getting animations compatible with SE (converted or made for SE). Otherwise you'll have problems when you get to the part of using FNIS/Nemesis.

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- ◆ You can try one or two packs for now. You can add more or change the ones you already have at any time.
- (**Required**). Finally, you need a mod to trigger the Sexlab scenes. As this is just for a quick test and to keep things simple go ahead and pick [Sexlab Matchmaker](#). Install from archive as usual. You can remove this mod once you've explored the available LL mods and have chosen a different mod to trigger Sexlab scenes and events.
- ◆ SL Matchmaker will add two spells to your character. One is casted on NPCs, the other on your own character. Combine these to start animations between the actors affected by the spells. Once you cast any of the spells you need to wait a bit until the spell effect ends for the animations to properly start.

At this point, you should have several mods installed in MO. As mentioned previously, the mods installed through MO are stored in `...\MO2\mods`, inside this `...\mods` folder you'll find a folder named after each installed mods. These are the entries you see in the left pane of MO.

Reference image of MO after installing mods from step 4.3



05. LOOT

The Load Order Optimisation Tool. It optimizes your loadorder. A good thing if you don't want to deal with that manually. It's recommended for most users, as it can cover most loadorder changes you need. There are cases where manual tweaks and changes may be necessary for certain mods (and that means the mods in question will surely contain that information in the description or install instructions).

05.1 Download and Installation

For this install you should close MO (so the LOOT executable is automatically added to MO when you launch it later).

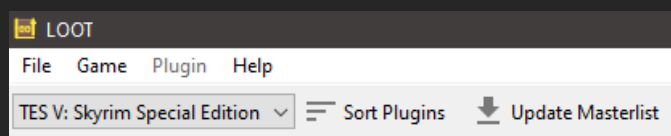
- A. Go to the [official LOOT website](#) and press "DOWNLOAD LOOT".
- B. Then find and download the latest [loot_<version>-win64.exe](#) file under Assets.
- C. Run the installer (default settings are fine, although I like to redirect the install path to be inside the working folder created for Skyrim SE mods).
- D. After it's done installing you can open it for the first time, read the "First time tips" and close that message.

As LOOT was open outside of MO it won't detect any of your mods. It will list the DLCs/CC only. That's a constant for programs trying to find your mods and the reason you need to launch these programs through MO.

You can close LOOT for now. Open MO again and check the executable list (to the left of the "Run" button), you should see a new LOOT executable in there.

05.2 Sorting your Loadorder

Select the LOOT executable and press "Run". This time you should see all your installed mods listed in LOOT. By default it should automatically detect your game, if not you can select it in the list on the top bar:



To sort your loadorder all you need to do is press the "Sort Plugins" button and wait for a few seconds. By default LOOT will automatically update the masterlist (set of sorting rules for known plugins). After it finishes you'll have two possible scenarios:

- LOOT sorted your loadorder, which means it changes your loadorder. If this is the case the "Sort Plugins" button changed to "Apply Sorted Loadorder", press it to save the changes and exit the program to go back to MO to see the results.

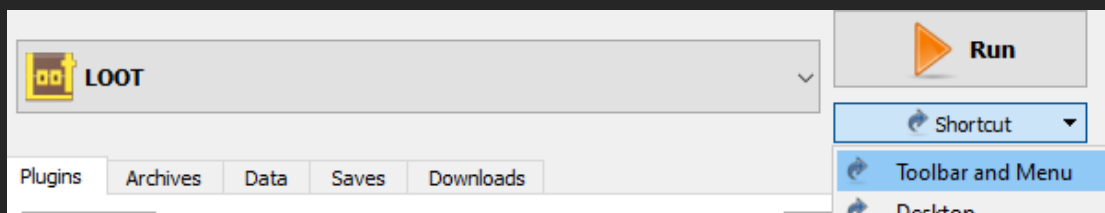
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- LOOT didn't find any changes to be made on your loadorder. In this case the "Sort Plugins" won't change and you'll see a message at the bottom of the screen stating "Sorting made no changes to the load order". This usually happens when you try to sort a loadorder without making any changes since the last time you used LOOT, or if the new mods you added don't have known sorting rules/don't need to change your loadorder.

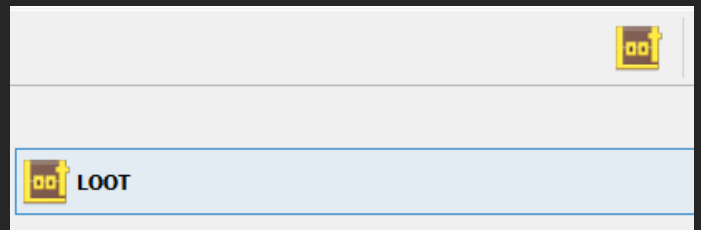
05.3 Adding Shortcut to MO toolbar

If searching for LOOT in the executable list and pressing Run isn't for you, you can add an icon above the executable list to quickly launch LOOT (any executable added to MO really, now we'll use LOOT as an example).

To do so simply keep LOOT selected in the list, press Shortcut and select "Toolbar and Menu".



That will add the LOOT icon at the top bar near the Run button. You can repeat this process for any executable added to MO. I recommend doing this for LOOT, FNIS and any other executable frequently used.



That's all about LOOT for now. You should use it whenever you add a mod that comes with plugin or master files ([.esp](#), [.esl](#), [.esm](#)).

Note that LOOT is not an all mighty tool that will solve your every problem. Its usefulness relies on lists of plugins and rules that dictate a general recommended order. In most cases (especially if you're using very few mods) it will get things right, or at least avoid the most common mistakes. But if you're serious about installing mods, or want to do a bigger project (think hundreds of mods with custom plugins and patches for a lot of them) you will need to learn a fair bit about conflict resolution and using [SSE Edit](#). But that is way out of the scope of this guide.

06. FNIS

FNIS is already installed, but to get the full benefits from it you need to use it. In this step you'll have to add an executable manually and run FNIS for the first time. Up next you'll find the basics about using FNIS and managing the files it generates.

06.1 (Optional) Please don't ask me to create desktop shortcuts, it's not gonna happen

By default FNIS will ask you if you want a desktop shortcut the first time you finish using it. In a regular setup that's a one time message and having a desktop shortcut is probably useful. For this case? Hell no. You won't use the shortcut (remember, executables must be used through MO) and it's very likely you'll see the message asking you this more than once.



In this completely optional step you'll create a `.txt` file in the install folder of FNIS to prevent this shortcut prompt and guarantee it'll be there forever (or at least until you feel like reinstalling FNIS).

- A. Find "Fores New Idles in Skyrim SE - FNIS SE" in your left pane.
- B. Right click on it and select "Open in Explorer".
- C. It will open the folder of your FNIS install, go to `..\tools\GenerateFNIS_for_Users`.
- D. In that folder right click in an empty space and select "New > Text Document".
- E. Name the new document: `DontAskAgainForLink.txt`

That's it, leave that empty text file in there. Just make sure you're naming it exactly like that (if you don't have the setting to see extensions it shouldn't have the `.txt` visible, and if you're using the setting to show extensions verify your file doesn't have a double `.txt.txt` extension). Close the folder and go back to MO. As long as that file is in there, FNIS won't ask you if you want to create desktop shortcuts you won't use.

06.2 Adding GeneratedFNISforUsers to MO

Here you'll manually add your first executable to MO. To do so:

- A. Press the Executables  button.
- B. In the "Modify Executables" window find the  button, press it and select "Add from file...".
- C. In the "Select Executable" window you'll need to navigate to your FNIS install, so go to your working folder, find `..\MO2\mods\Fores New Idles in Skyrim SE - FNIS SE\tools\GenerateFNIS_for_Users`.
- D. In that folder you'll find the `GenerateFNISforUsers.exe` file, select it.
- E. That's all you need to do there. MO saved the executable location (detailed in the *Binary* field) and gave it a name (in the *Title* field).

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F. Back to the "Modify Executables" window, press Apply/OK to save your changes and go back to MO.

06.3 Run, FNIS, run

You should have the GenerateFNISforUsers executable in the list now. As you did with LOOT you can add a shortcut above the executable list for easy access.

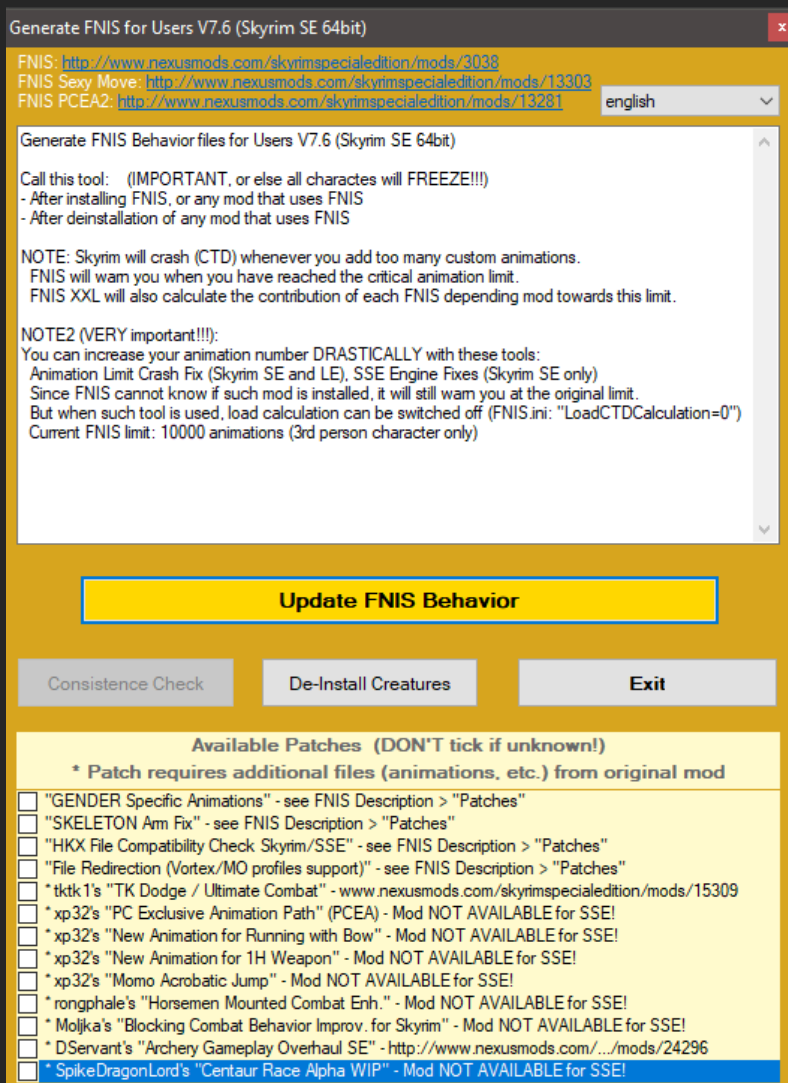
Start GenerateFNISforUsers through MO. You should be seeing this now:

The white part of the window is where you'll see all the information FNIS gives you after using it.

The "Update FNIS Behavior" is the button you want to press to use FNIS, but first you'll need to enable some patches.

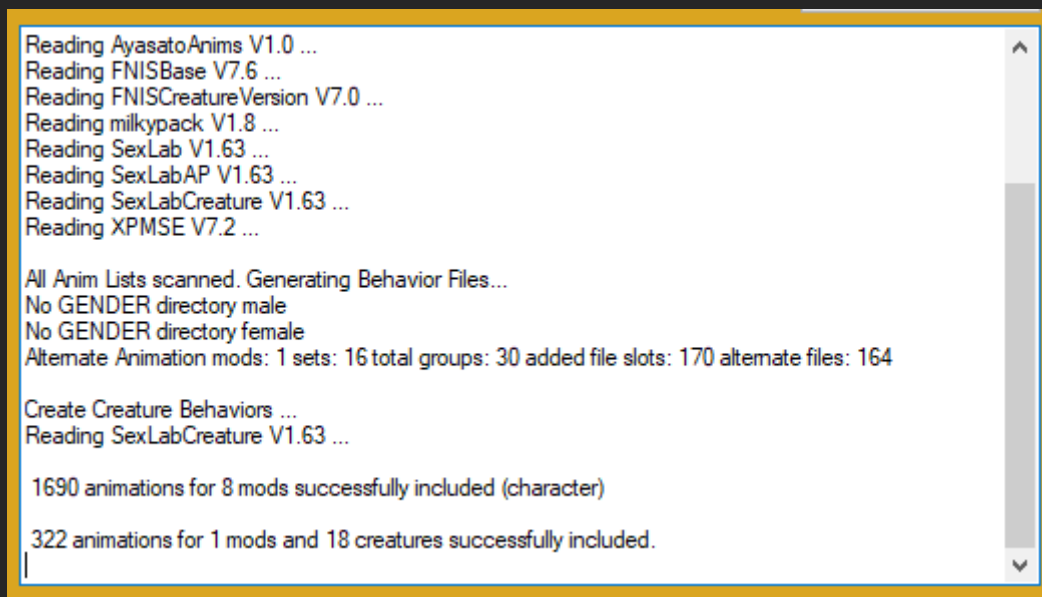
Below the buttons you'll see the patches FNIS has included. Here you'll need to check at least one, probably two:

- **GENDER Specific Animations:** some mods include variations of animations for females and males, this option is required to use these variations. Nothing bad happens if you keep it enabled (even if you don't use this feature), so I recommend enabling it always.
- **SKELETON Arm Fix:** fixes weird arm position in some animations when using custom skeletons. Required as you're using XMP SSE.
- **HKX File Compatibility:** this one is mostly optional, although it can be useful in certain situations. It scans all the available animations and checks if they're compatible or not with Skyrim SE. Having incompatible animations breaks the files FNIS is trying to generate, so the result is frozen characters, T-pose or other similar issues where the animations don't work in game. I recommend enabling it if you're trying different animation mods, as it can catch some issues before you get in the game and see the problems.



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After enabling the proper patches go ahead and press "Update FNIS Behavior". Give it a bit of time, when it finishes you'll see something like this:

A screenshot of a text-based log window with a yellow border. The text inside the window is as follows:

```
Reading AyasatoAnims V1.0 ...
Reading FNISBase V7.6 ...
Reading FNISCreatureVersion V7.0 ...
Reading milkypack V1.8 ...
Reading SexLab V1.63 ...
Reading SexLabAP V1.63 ...
Reading SexLabCreature V1.63 ...
Reading XPMSE V7.2 ...

All Anim Lists scanned. Generating Behavior Files...
No GENDER directory male
No GENDER directory female
Alternate Animation mods: 1 sets: 16 total groups: 30 added file slots: 170 alternate files: 164

Create Creature Behaviors ...
Reading SexLabCreature V1.63 ...

1690 animations for 8 mods successfully included (character)

322 animations for 1 mods and 18 creatures successfully included.
```


The total amount of included animations is detailed at the end. That number will vary depending on the amount of SLAL + animation packs you added during step 4. You'll have to pay special attention if there are any errors or warning lines in there. If you have any, FNIS should notify you at the bottom of the log. Nonetheless, it doesn't hurt to do a quick read of the whole thing.

If you do have errors or warnings you'll need to fix them before moving on:

- If you have warnings about incompatible animations take note of the mod names mentioned in these warnings, close FNIS and remove these mods from your modlist in MO (right click in the mods and select "Remove mod..."). You'll also need to delete the generated files as these won't be functional, to do this go to the Overwrite mod at the bottom of the left pane, right click and select "Clear Overwrite..." and confirm the message.
- If you have other warnings or errors it's likely due to an incorrect install or skipping any of the previous steps. You'll have to repeat the install + this step 6 entirely. If FNIS is complaining about not detecting a legal (Steam) install, try to launch the game from Steam instead of MO (this will launch a game without mods), close the game and try to run FNIS again (if you're using GOG or a non-standard install filepath you can ignore that warning since there is no way of removing it).

If you don't have errors or warnings you're good to go. Close the FNIS window using the "Exit" button and go back to MO.

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At this point you may have noticed MO has a Notification for you. You can click the  button to read about it. And you should do this whenever you see a Notification in there.

06.4 Managing your FNIS output

The only thing in there is a message about having files in your Overwrite directory. If that's the case, the files MO is referring to are the ones generated by FNIS when you used it just now. You can close the Notifications window for now and check your left pane in MO.

At the very bottom of your modlist you'll see an Overwrite entry. This is a folder located inside your MO install (...\`MO2\Overwrite` to be precise). The function of this folder is to catch any file generated by your mods or tools while you're using MO. By default these files would simply go into your actual game folder, but as you're using MO that's not going to happen.

To keep things in order, right click in Overwrite and select "Create Mod...". This will put the files from Overwrite in its own mod folder. Give it a descriptive name, like "FNIS Output" and you'll see a new mod in the left pane. Enable your "FNIS Output" and keep it near the bottom of your modlist.

The next time you want to use FNIS MO will replace the files in that "FNIS Output" mod with the newly generated ones by FNIS.

06.5 Nemesis

Note that more modern mods (in particular the ones related to combat or movement overhauls) rely on a different tool to generate behavior/animation files named **Nemesis**. The caveat is that Nemesis doesn't support Sexlab animations with creatures. In case you don't intend to use these types of mods and prefer to look into combat or movement overhauls requiring Nemesis, you can:

- A. Install Nemesis as any other mod into MO. Link is available in step 4.3
- B. Add the Nemesis executable (found in `\MO2\mods\Nemesis Unlimited Behavior Engine\Nemesis_Engine\Nemesis Unlimited Behavior Engine.exe`) and use this executable instead of FNIS for Users.
- C. Make sure to enable all the relevant patches for the mods you want to use.
- D. Press Update Engine, wait until it finishes then press Launch Nemesis Behavior Engine.
- E. Move the generated files into a dedicated Output folder as instructed for FNIS.



If you really want to use both Sexlab animations with creatures and mods requiring Nemesis you can mix the output of both programs in a functional way. Examples [1](#), [2](#), [3](#). I'm sure you can find more and you might need to try a couple of methods before finding the one that works just right for your setup.

07. BodySlide

You can skip this if you didn't install BodySlide during step 4. And you can come back here later if you need to set up BodySlide for other mods you want to use.

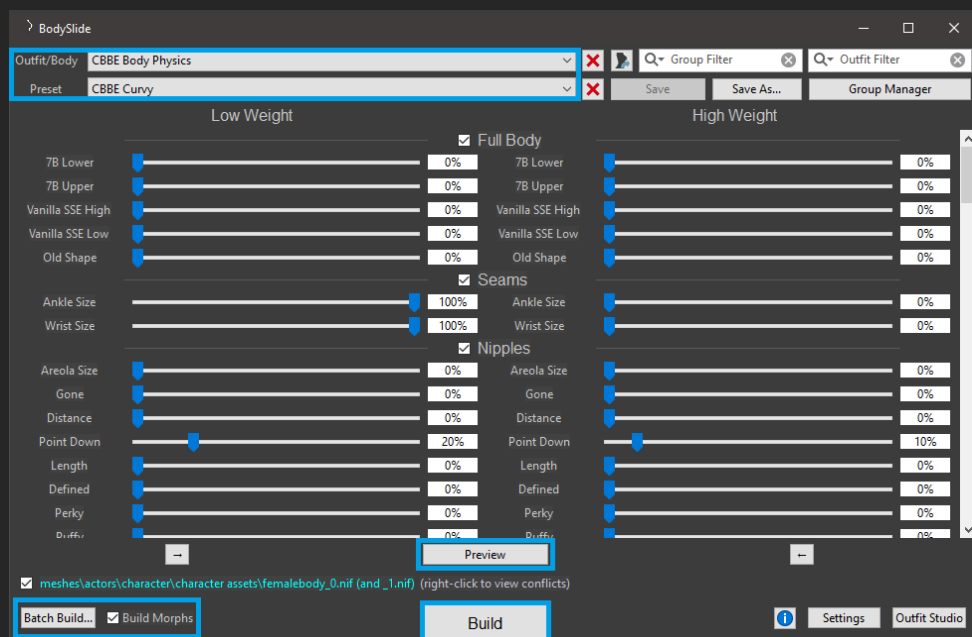
BodySlide is a very powerful tool to reshape (mainly) female bodies and outfits. A basic usage involves selecting a preset and building all the bodies and outfits sets available. This changes its shapes to match said preset. The end result should be a consistent look for naked and clothed bodies, using the chosen preset shape.

07.1 Adding BodySlide to MO

- Press the Executables button .
- In the "Modify Executables" window select the  button and "Add from file...".
- Navigate to your working folder, `...\\MO2\\mods\\BodySlide and Outfit Studio\\CalienteTools\\BodySlide`, in there you'll see the `BodySlide x64.exe` file.
- Select it, press Apply/OK and go back to MO.
- Your BodySlide executable is now available in the list.

07.2 Basic usage of BodySlide

Launch your newly added BodySlide executable through MO. As this is the first time you open this BodySlide install you'll be presented with a window to select the game to manage. You should see "Skyrim Special Edition" in the list with the install path already there. So press the "Choose Game" button corresponding to Skyrim SE in that list. Once BodySlide properly start you'll see the following window:



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The highlighted parts of the interface contain most of the features you'll be using.

- **Outfit/Body:** this field shows the currently selected set of body or outfit parts to build. If you click in there you'll see a list to switch to different sets. The amount and type of sets you get depends on the mods you have installed. For this guide you should at least have the CBBE sets (by default bodies and optionally the vanilla outfits).
- **Preset:** this field shows the Preset you have selected. This BodySlide Preset is what defines the body shape for females. CBBE comes with a few to choose from, but you can add others later on, or even create your own.
- **Preview:** opens a new window to preview the current set with the Preset applied. It has a single slider at the top which you can use to see the differences between low weight (0) and high weight (100).
- **Build:** if pressed, this button will generate the meshes (.nif files) for the current set (first field explained) to fit the selected Preset (second field explained here). Useful if you want to generate the meshes for a single outfit or body part.
- **Batch Build...:** this is the big cousin of the Build button. It allows you to build multiple sets at the same time, using the selected Preset. After pressing it you get a list of all the sets available and you can pick and choose which ones to build.
- **Build Morphs:** this is an additional feature provided by BodySlide. Morphs are used to dynamically alter the shape of the body and outfits. If enabled, every set built by BodySlide will also generate .tri files, which contains the necessary information for other mods to use this feature. I recommend always enabling it, even if you don't think you'll use this feature now, it could be required by a mod you add later on.

07.3 Managing your BodySlide output

As with other tools, the combination of BodySlide and MO will create files inside the MO folder structure. You'll have to choose how to manage said files. So here is a quick explanation of how things normally work. MO will do the following with the files BodySlide generates (.nif and .tri):

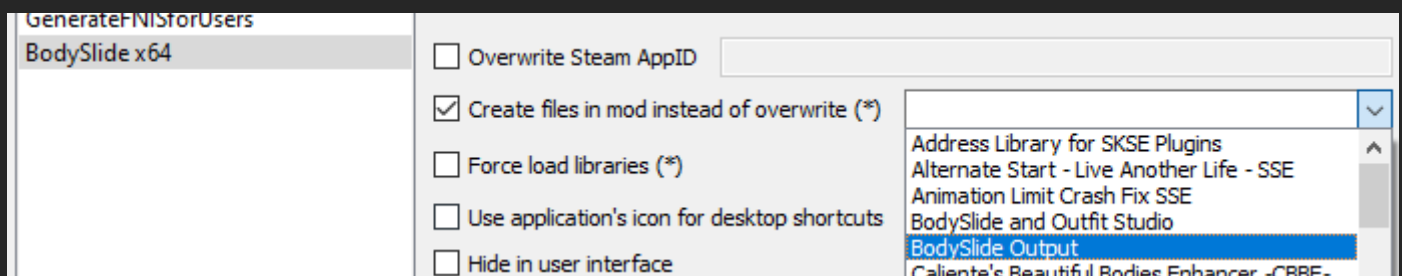
- If the files already exist within your MO install: MO will replace the old files in each mod folder (...\\MO2\\mods\\<mod name>) with the newer ones. For example CBBE has some pre-built files for the bodies and outfits, so MO will automatically replace these pre-built files with the ones you generate using BodySlide.
- If the files don't exist in your MO install: MO will place these new files in Overwrite. From this point you can manage them in a similar way to how you moved the FNIS files into a new mod. There is an additional setting you can enable (described below) to make this process automatic. It's also possible to manually move them from Overwrite into each mod folder.

No matter which method you choose, the goal here is to keep a clean Overwrite folder. Keeping files in Overwrite is fine if you know exactly what's in there. But as time goes on and you add, change and remove mods you'll likely get way more files than you can keep track of.


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07.3.A If you want to create a dedicated mod to catch new files generated by BodySlide, you need to:

- A. Right click in the left pane of MO.
- B. Select "All Mods">"Create empty mod" and give it a name (ex. "BodySlide Output").
- C. Place this new mod near the bottom and enable it.
- D. Open the "Executables" window.
- E. Find the BodySlide x64 executable in the list.
- F. Select it and enable the "Create files in mod instead of overwrite" setting.
- G. Select the empty mod you just created in the list besides this setting.
- H. Press Apply/OK to go back to MO.



With this, MO will replace existing BodySlide files in each mod folder, and new files will go into your BodySlide Output instead of Overwrite.

At the beginning this BodySlide Output will be empty (MO will even  flag it). This isn't an issue, it will stay empty until a new file is built in BodySlide. Then it will automatically go in that output. If it remains empty nothing bad will happen, it just means everything you're building is already in your installed mods. The only concern I would have is if BodySlide files appear in Overwrite instead of this output mod, in which case you'll need to verify if the steps above were properly applied.

07.3.B If you don't feel like creating a new output and prefer to move files manually, you'll have to open Overwrite and inspect its content, then choose where to move said files. This isn't so straightforward and may require a bit more familiarity with the names of files and mods you're using.

If you need to move files from Overwrite to a single mod, you can open Overwrite (double click), then drag and drop the folder (most likely named meshes) in the corresponding mod in the left pane of MO. If you need to move files from Overwrite to multiple mods you'll need to open them in the Explorer (right click in Overwrite and select "Open in Explorer") and inspect what's in there. Then move each file into your mods maintaining the folder structure you see (so don't simply move the `.nif` or `.tri` files into your `...\MO2\mods<mod name>` folder, you need to keep folders like `...\meshes\armor\...` etc.).

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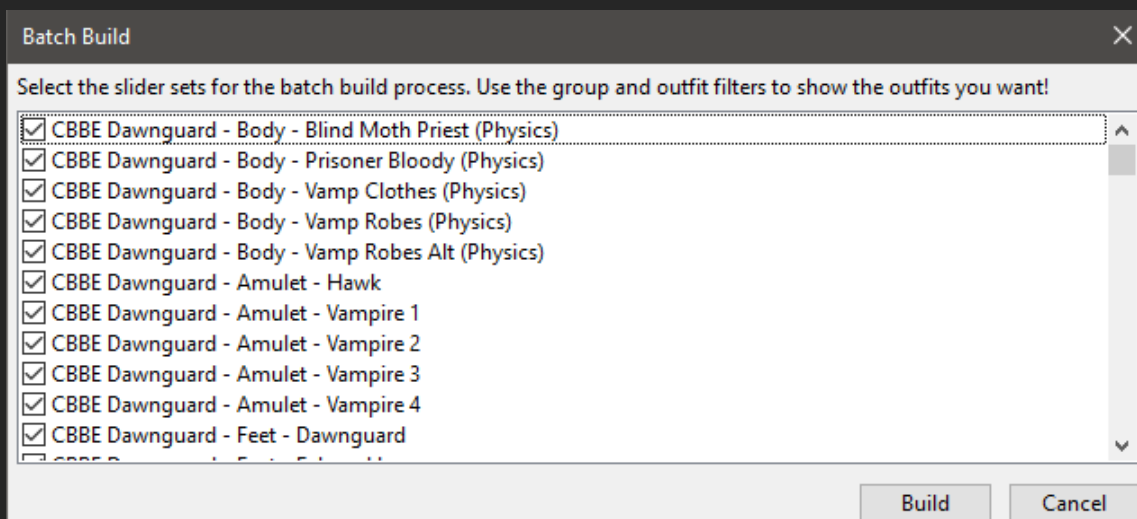
Like I said, not something I would recommend for someone new to mods. My recommendation is to do the previous method and let MO and BodySlide handle the files.

07.4 Building your body and outfits sets

Now that you know a bit about BodySlide and have an idea of where your files will end, you should be ready to use it. Launch the BodySlide executable as usual through MO.

- Your first task here will be to pick a Preset, for this select the "CBBE Body Special" or "CBBE 3BBB Body Amazing" (the later is available only if you installed CBBE 3BA previously) set in the first field, then press "Preview".
- Now you can select different Presets and see their differences. Once you choose one you like, close the Preview window.
- Back in the main BodySlide window enable "Build Morphs".
- Press "Batch Build...".

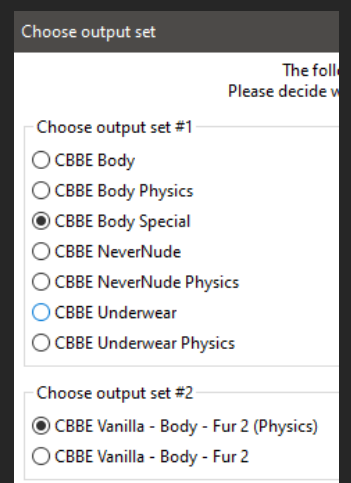
In the Batch Build window you'll see a list of available sets. I recommend leaving everything selected here:



Press Build and you may see a new window: "Choose output set".

This selection appears if there are more than one set for the same outfit or body part. You'll need to select the proper body set and perhaps choose between different sets for outfits (if you went for the optional CBBE install of vanilla outfits).

- You'll always get the body sets near the top of this list. For this guide I recommend picking "CBBE Body Special" if you went for the optional CBPC install during step 5. Or "CBBE 3BBB Body Amazing" if you installed CBBE 3BA. If you didn't install CBPC and don't want physics at all, pick "CBBE Body".



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- If you installed CBBE 3BA on top of CBBE, you need to build some additional sets, make sure you enable and pick these: *CBBE 3BBB Body Amazing, Feet, Arm (1st person), Hands (+ beast ones and 1st person), as well as all the SMP ON Objects (Player, then NPC cups A-D)*. Basically anything containing 3B in the name.
- The other sets in the list (if you have any) are likely outfit variations for the same in game item. In the above image there are several outfits with a Physics and non-physics variant. Pick whichever you want based on the mods you installed before.

Note that BodySlide will remember your selections here, so the next time you batch build the same sets you should see the picks you made previously. This is also reflected in the main BodySlide window when selecting individual sets as a checkmark and a file path near the bottom of the window:

- Example of a clothing item that has a single set (no conflicts):
 meshes\dlc01\clothes\blindmothpriest\blindmothpriestrobef_0.nif (and _1.nif)
- Example of a set that is not selected as the active one (wasn't built in BodySlide, won't be used in game):
 meshes\actors\character\character assets\femalebody_0.nif (and _1.nif)
- Example of a set that is selected (built in BodySlide, to be used in game):
 meshes\actors\character\character assets\femalebody_0.nif (and _1.nif)

So after using BodySlide a couple of times you should get most of the selections already done with the sets you actually want to use. If you need to build a different set you can do it in the second list you get when you batch build everything (the "Choose output set" shown above). Or to do it individually by selecting the set in the "Outfit/Body" field and manually ticking the checkmark beside the file path (which should turn the file path from yellow to light blue).

Once you're confident in your selections press OK and a new window will show you the progress of the building process.



When it finishes you'll get a message telling you "All sets were processed successfully". If BodySlide notifies of any errors at this point it means one of the mods you installed has broken BodySlide files. You would need to check the files/mods in question and find a fix. For the mods covered here, you shouldn't have any problems.

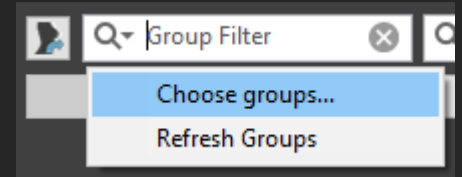
If everything went fine you can close BodySlide to go back to MO. It's likely that you won't notice any change, no files in Overwrite nor in the output (if you decided to create it). As all the

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files from CBBE should be already in your CBBE SE install. You'll have to wait a bit until you go into the game to check the results of this step.

That's it for now. You'll be using BodySlide in two scenarios:

- A. When you add mods with new outfits that require/support BodySlide. To know when a mod has BodySlide files there are two indicators: the description or title will likely mention BodySlide, and the files you install will contain a `...\CalienteTools\BodySlide` folder. In this case it's possible to build only the new sets. There are different ways to accomplish this, like selecting them one by one in the Outfit/Body field and then pressing Build, doing a Batch build and only selecting the sets from this new mod, or using the Group filters:
 - a. Go to the Group Filter field and press the Magnifier button, then select "Choose groups..."
 - b. A new window will appear with a list of all the groups you currently have. If the mod adding the outfits/body comes with a group you should see it in there.
 - c. Selecting any Group will make it so BodySlide only displays sets from the selected groups in the "Outfit/Body" field. The same goes for batch building sets, only sets from the groups enabled will be in the batch build list.
 - d. To go back to BodySlide showing you all the sets you can disable the selected groups, or press the X button in the "Group Filter" field.
- B. When you switch to a new body Preset. In this case you'll want to do a complete Batch build of all your sets and repeat the pick and choose of the different sets variations. That way you're ensuring all your body parts and outfits will fit the shape of your new Preset.



When looking for new body and outfit mods to add, you need to take into account the body type you're using (ex. CBBE). As different body types have not only different proportions and sizes, but also require different textures. Mixing types can lead to visual glitches.


And ideally you want all your outfits to have support for BodySlide. That way things will fit your selected Preset. If you add a new armor without BodySlide support you'll see a mismatch between the naked shape of the bodies and the shape of the outfits. So when your character or other NPCs use said outfit you'll lose your Preset shape. This can be more or less noticeable depending on the actual Preset you want to use, because some presets are closer to the default body shape. This is additional work, but it's definitely worth keeping an eye out for the sake of consistency.

08. Into the game

With SKSE selected in your executable list press "Run" and wait for the game to launch. MO will stay open in the background, don't try to close it or interact with it while the game is open.

You may see a command prompt for half a second, that's the SKSE loader starting along the game, that's normal. After a few seconds you should see the game and reach the main menu.

- If you do: good, things seem to be working as expected.
- If you don't: something went wrong. To pinpoint the "something" and fix it you'll need to look around. Do you see any error message or Notification telling you something failed or went wrong?
 - If you do, read it and verify the message. Take note of any mod or file names mentioned in it as you'll likely need to re-install or fix something related to it.
 - If you don't see any message at first you'll have to do some manual checks: verify you indeed started the game with the SKSE executable, check that all your mods are enabled in the left and right panels of MO, check if you have any pending MO

Notifications (). With the mods covered in this guide the amount of possible problems is very small and it should be easy to spot (if you need additional help, post in the thread where you found this guide).

08.1 A new game for a quick test

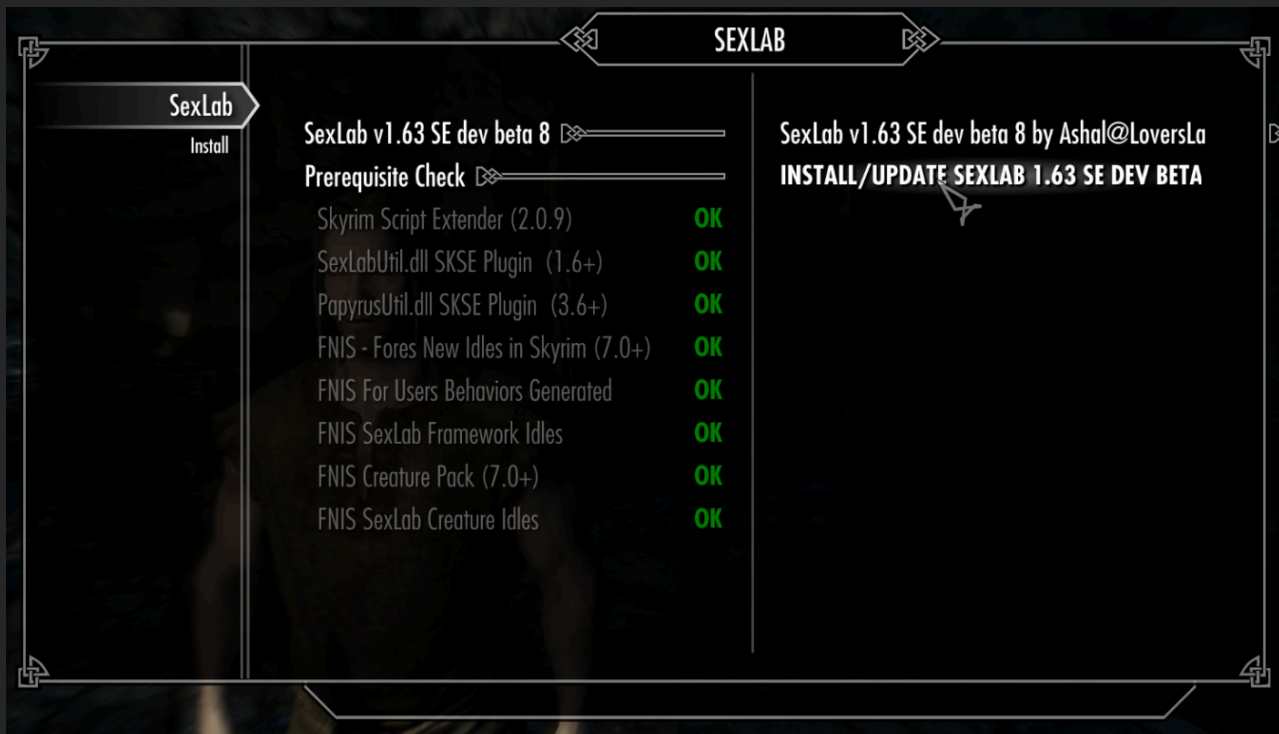
New game, it's mandatory. If you still keep old saves in there I recommend you to abstain from using them for this, you can try loading them later (but they'll likely fail to load or be very bad if you don't reinstall all the mods you were using while playing with these saves).

If you went for the alternate start mod you should be in the starting spot with the character creation menu open. For Alternate Start - LAL it's a cell with a statue and a bed. Create a character and then talk to the statue to choose your starting location. For a quick start I recommend something like "I'm a patron at a local inn". Before going into bed to start the game, go into the MCM to configure some settings.

08.2 Installing Sexlab Framework and (optionally) SLAL animations

- A. To get into the MCM you need to press "Esc", find the "SYSTEM" tab in the pause menu.
- B. There you'll find the "MOD CONFIGURATION" option.
- C. Press it and you'll see some mods listed in there (not every mod comes with an MCM).
- D. Select "Sexlab" and you should see something like this:

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The Prerequisite Checks should be all "OK". If you have "?" in the Idles you need to close the MCM, switch to 3rd person view and then open the Sexlab MCM again. You shouldn't attempt the in game installation with checks in "?". Depending on the method you use to start the game (vanilla start, Alternate Start - LAL, Skyrim Unbound or other mods, etc.) you'll need to wait until you can go into 3rd person view before starting the Sexlab install.

If your prerequisite list is empty (no "OK" nor "?") it likely means you're trying to use the wrong version of the framework for your game/SKSE. Go back to checking your [SkyrimSE.exe](#) product version, your SKSE and the SL Framework release. Remove all other installs of SL from MO and try to install the correct one and start from a new game.

To start the in-game installation of SL press the line where it says "INSTALL/UPDATE SEXLAB 1..." in the right pane of the MCM. Then close the menu and wait for this message to appear in the top-left corner of your screen:

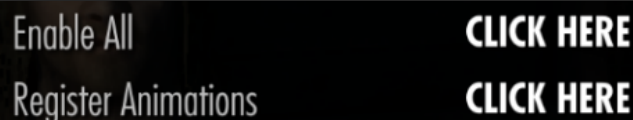
SexLab - SexLab v1.63 SE dev beta 8 - Ready!

Note that if you close the game without installing Sexlab manually, the next time you load that save Sexlab will start automatically. So to prevent any issues make sure you're installing Sexlab after completing your character creation, while on 3rd person view and before you close the game for the first time on that save.

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Once you see that ready message and if you installed SL Anim Loader, open the MCM again and this time go to the SL Anim Loader menu. This menu in particular can take a bit of time to load and do its thing, it depends on the amount of animation packs you have installed.

In the first tab (General Options) you'll see these settings:



- A. First press the "Enable All [CLICK HERE](#)" line.
- B. A message will tell you all the animations have been enabled and that you need to register them now.
- C. Now press "Register Animations [CLICK HERE](#)". This can take a while from a couple of seconds to about one or two minutes, depending on the amount of animations it needs to add.
- D. After a while you'll receive a new message telling you the amount of new animations registered.

That's all for now. If you later add new SLAL packs you'll have to repeat this process so Sexlab can detect these animations and use them when the time comes.

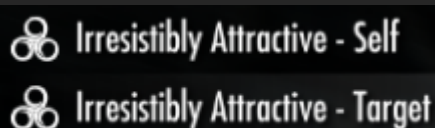
Before moving on, take this moment to tweak other MCM settings.

08.3 Other recommended MCM settings

- A. In Sexlab MCM – Animations Settings: You may want to enable:
 - a. Facial expressions.
 - b. Play Ending Orgasm Effects (and tweak related effects like screen shake to your liking).
- B. In Sexlab MCM – Voices & SFX: You can change the voice used by your character during Sexlab animations.
- C. In CBBE 3BA MCM: Check/rebind the hotkeys to switch between CBPC and SMP. Try to keep SMP enabled only on a few actors (or your character if playing as female).
- D. In T.N.G. MCM: - General: set a hotkey for the "Addon/Size Customization". Use said hotkey to change the shape and size of your character's penis.

09.4 Testing the waters

With all these configurations done you can go ahead and use the bed (or the equivalent of your chosen mod to start playing) to appear at your starting location. Once in there open your Magic menu and find the following spells from SL MatchMaker:



With both of these spells equipped, find a suitable actor for your tests. Cast the Target spell in the NPC, then cast the other (Self) to tag your own character. After a couple of seconds

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you'll see both actors will stop, undress and start a random animation from the ones you have currently installed.

The animations have different stages, and each stage has a certain duration. So after a while the animation should end on its own. Actors involved should automatically redress and resume normal activities. If that's what you saw: good. If you didn't see any animation but instead the characters were frozen or in T-pose you likely forgot to use FNIS, or you did but your FNIS had warnings that you ignored, or you forgot to enable the FNIS Output. Close the game and check these things.

Assuming things worked fine, you can keep trying the spells on different actors. You can try different combinations: two actors affected by the Target spell, or a single actor affected by the Target spell, casting only the Self spell on your character, etc. Sexlab offers some hotkeys to tweak and control -to a certain degree- the progression of the animations. This is specially useful since you'll likely need to adjust the animations so they fit your actors better.

To know which hotkeys are available consult the Sexlab MCM, there is a "Player Hotkeys" tab. There you can see the list of hotkeys, change and assign new hotkeys to your liking. As with most settings in an MCM, when you put your mouse over these hotkeys you'll see a description of what that element is at the bottom of the menu. There are several hotkeys, but in practice you'll only use a handful of them.

If you want to start realigning the animations with the hotkeys, note that you need to press them while the animation is happening. Any changes to the alignment will be saved in an external file, so you'll want to keep it in some place safe (see next step for this). Once you're done testing a couple of animations close the game and go back to MO for the next step.

You'll need to repeat the in game install process and most of the MCM settings whenever you start a new game. If you keep playing in the same save your settings should be preserved. Some mods offer ways to save your settings so the next time you start a new game instead of configuring everything manually you just load a preset. Other mods store that information in a file and next time you create a new save the mod will pull the necessary information from that file. That's something that varies from mod to mod so you'll need to check each mod description and MCM to find these features.

09. Mod Organizer 2 - A second look

So that was a quick test of the most basic features. After this you'll want to add new mods to enhance textures, fix bugs, improve gameplay, try different things and so on. But to do that without breaking your game you need to do it properly. So first things first, check your Overwrite in MO.

09.1 Managing files in Overwrite from now on

You'll see there are some files in there. I mentioned before that keeping a clean Overwrite is important, and that's a constant for using MO properly. You've done some steps to manage files in Overwrite. This is the same thing but from now on you'll need to judge what to do with these files. Up next there are two methods you can use to organize your files. You can even mix and match different methods. The key here is to keep a clean Overwrite, but also know where these files are (in case you need to remove/edit them later).

09.1A Make a new empty mod and store your files in there

Most files that go into your Overwrite at this point will be `.ini`, `.log`, `.txt`, `.json` and similar files for the different mods you add to your game. For example Fuz Ro Doh created its `.ini` in `...\Overwrite\SKSE\Plugins`, right? And if you did some animation alignments in Sexlab you may have a SL profile `.json` file in there. So what I recommend here is:

1. Create a new empty mod, as usual give it a descriptive name like "Config and log files".
2. Keep that mod enabled near the bottom of the modlist.
3. Whenever you see files in Overwrite (MO will give you a Notification about it) open Overwrite, check its content and if it makes sense move these files into your assigned mod.
4. The only caveat here is if some mod updates the way its files are named. In which case you'll probably see the config or log files for that mod in Overwrite again, and the previous version in your mod should be obsolete. This is a rare occurrence and it should be a quick task to move/remove files.





09.1B Move files from Overwrite into each mod folder




You can open Overwrite (ideally in Explorer) and check each file in there, then move them to the corresponding mod folders (maintaining the required folder structure). The drawback of this method is that if you choose to reinstall or update a mod and select Replace while installing it, any files you moved in there will be lost.

09.2 Handling MO conflicts

Since you'll be adding different mods in the future, it's wise to learn about file conflicts. In the particular case of MO, conflict of files can be easily solved by moving mods up or down in the left pane. As commented previously, this left side of MO lists all the mods you have installed and each mod listed represents a folder with all the mod files inside. This means if two mods are providing the same texture for a piece of clothing or the same chair model, you can decide at any time which mod will "win" the conflict and provide the files that you see in game.

MO will notify you when there are any conflicts using the following flags in the "Conflicts" column of your modlist:

-  : files from this mod are being overwritten by other mods.
-  : this mod is overwriting files from other mods.
-  : this mod is both overwriting other mods and being overwritten by other mods.
-  : there is another mod completely overwriting this mod.

If you check your modlist you'll see conflicts with ,  and  flags. In the modlist built in this guide, most of these conflicts appear between the body related mods. CBBE is being overwritten by The New Gentleman. If you check the specific conflict by double clicking any of the two mods you'll find out it's a single blank texture ([blankdetailmap.dds](#)), so the conflict is irrelevant. In other cases you're ensuring a mod is being fixed or updated by another mod, or you're simply choosing to use one mod's files over another because that's what gives you the result you want in game (a common example is picking textures from different mods, that's mostly personal preference or choosing what fits the rest of your mods).

You can inspect individual file conflicts by double clicking mods with any of the above Conflict flags and going to the "Conflicts" tab. This can help you to determine more accurately why two mods are conflicting and which mod should be the one winning the file conflict.

Each conflict you find will have its reason to be and a different solution. Perhaps you need to move one mod below another, move a mod you had near the top to the bottom and so on. That's something you'll have to judge and apply. There are no rules on how to do it easily or automatically.

The flags and other UI clues in MO will help you to spot conflicts, how to solve them is up to you. For example if you select a mod marked with a conflict flag you'll see other mods will be highlighted in green/red. These mods are the ones conflicting with the mod you selected. Inspect the individual files conflicting or find what each mod does, try different orders for these mods.

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For reference, here is a personal order I've developed for my modlist:

1. [SKSE related mods](#) (SKSE Scripts, SKSE INI pre-download, Fuz Ro D'oh, Better Jumping, etc.)
2. [Bug Fixes and Patches](#) (Unofficial Skyrim SE Patch and other mods whose sole aim is to fix a bug or inconvenience)
3. [Major meshes and textures replacers](#) (things like Static Mesh Improvement, Noble Skyrim textures, any major project that replaces several meshes or textures)
4. [Minor meshes and textures replacers](#) (minor projects that contain only a few meshes or textures to replace)
5. [ENB / Environment stuff](#) (ENB Helper, weather mods, lighting mods, also replacers for grass, water, mountains or other terrain that may not fit into the above)
6. [User Interface](#) (SkyUI, A Quality World Map, iActivate, Better Dialogue/Messagebox Controls, etc. anything related to the aspect or usage of the UI)
7. [Appearance and Animations mods](#) (Racemenu, CBBE, BodySlide, skin texture replacers, hair mods, NPC replacers, FNIS, vanilla animation replacers, XPMSSSE etc.)
8. [Gameplay / Overhauls mods](#) (mods that change races, perks, standing stones, combat, magic, mods that add or modify any mechanic that affects gameplay in general)
9. [LL mods](#) (Sexlab Framework, SL Anim Loader and its anim packs, other frameworks like DD, ZAZ, other mods like Defeat, Matchmaker, etc.)
10. [Custom patches](#) (Output mods for FNIS, BodySlide, xEdit patches, etc.)

But I repeat, the above list is not an universal rule to order your modlist. You'll need to check each conflict and adjust things accordingly.

09.3 Reminder your download files are still there

Unless you removed your downloads already, they're still in MO if you ever need to reinstall a mod. The files downloaded directly from nexusmods are located in `...\MO2\downloads` and you can view them if you switch to the "Downloads" tab in the right panel in MO. From there you can double click in the files to reinstall a mod.

If you want to remove these files to save space, simply right click anywhere in the right pane and select "Delete Installed Downloads..." or "Delete All Downloads..."

It's safe to remove these files as the required files are already installed within MO. The same applies to external downloads, like the `skse64<version>.7z` file, and other mods you had to download manually. You can keep these zipped files around if you think you'll need them later for a reinstall. But there is no other reason to keep them.


10. (Optional) Enhancing graphics - Post-processing effects

This section is optional as some people prefer to not use ENB or ReShade at all due to the performance impact it may have. If you feel confident about your system specifications, give it a try. If you later find you don't want to use ENB or ReShade the removal process is fairly easy to perform and it shouldn't pose any harm to your current save games.

- ENBSeries, or just ENB, is a library of post-process effects. Using ENB will alter the overall look of Skyrim, usually for the better. In terms of files, ENB composes of the following parts:
 - [d3d11.dll](#): this and the next [.dll](#) are the magic files that make it possible to inject these post-process effects in the game.
 - [d3dcompiler_46e.dll](#): ^
 - [enblocal.ini](#): configuration file containing settings like recommended fixes and hotkeys to use.
 - [enbseries.ini](#): another configuration file, this one contains the parameters for effects and settings that modify the look of the game.
 - [...\enbseries](#): contains all the files needed by the ENB preset to show the effects as configured in the [enbseries.ini](#) file.
- ReShade is another post-processing injector that uses a different set of shaders and configurations. The files you'll be using are the following:
 - [dxgi.dll](#): the [.dll](#) ReShade requires to apply its effects to Skyrim SE.
 - [ReShade.ini](#): configuration file for ReShade itself.
 - [<preset name>.ini](#): defines how to apply the installed shaders and textures from ReShade into the game, each preset has a different name and it's possible to switch between presets while playing (as long as you have the shaders and textures for all the presets you intend to use).
 - [...\reshade-shaders](#): folder containing all the required shaders and textures to show things as configured by the selected preset.


ENBSeries and ReShade can be used separately or combined. There are some ReShade presets made as an addition to a popular ENB preset, other times you'll find presets requiring both ENB and ReShade to properly work and so on. I'd recommend exploring each one on its own first, unless you find a preset using both and you're committed to trying it.

Both ENBSeries and ReShade files go directly in your game folder ([...\Steam\steamapps\common\Skyrim Special Edition](#)), not inside [...\Data](#). And this means you won't be using MO to install these. The only -rare- exception is when some presets come with [...\Data\Textures](#) or [...\Data\Meshes](#) folders, in which case you can pack these files in a zipped

file and install it with MO using the Install mod  button.

10.1 ENB install part one - from the official website


The two `.dll` files can only be downloaded directly from the official ENB Series website, while the `.ini` files and `...\enbseries` folder can be freely packed and distributed in what's known as an ENB preset. So first thing to do is get the `.dll` files and set them in place:

- A. Go to the [official ENB Series website](#) (this site is a bit weird to navigate, so the link should take you directly to the downloads for Skyrim SE).
- B. Click the latest version number from the list near the bottom of the page.
- C. In the next page scroll down and find the  button to download the file (click only in that icon, not the word "download").
- D. Once you have the zipped file open it and find the `...\WrapperVersion` folder.
- E. There you'll need to find the `d3d11.dll`, `d3dcompiler_46e.dll` and if you want the `enblocal.ini` files (most ENB presets also come with its own `enblocal.ini`, but it's fine to use the default one, the most noticeable difference is the hotkeys used which is something explained later).
- F. Move these files into your Skyrim SE install (`...\Steam\steamapps\common\Skyrim Special Edition`).

10.2 ENB install part two - pick your poison

That's it for the first part, now you can go to the nexusmods category for [ENB/ReShade presets](#) and check what's available.

When looking for an ENB preset keep in mind:

- The final look of the game is the result of several factors: from textures used, weather and lighting mods, to your display calibration and of course the ENB preset you intend to use.
- Usually, ENB presets work best with the same ENB version they were created with. This means in order to use the latest ENB versions you may prefer to use an ENB preset from the past months, and not a preset that has not been updated since 2016.
- Check the description of the ENB preset and pay attention to the requirements and instructions the author may mention.
 - Most presets are made for a specific combination of weather and lighting mods.
 - Some presets require certain edits to the `skyrim.ini` and `skyrimprefs.ini` files. For this you can manually edit the ones in your `...\Documents\My Games\Skyrim Special Edition` or with MO open use the "INI Editor" (it's an option if you press the  icon).
 - Some presets come with their own `enblocal.ini` file. If you want to keep your hotkeys and default settings it's better to not use the one from the preset. You can

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open both and compare the settings to see if the preset requires any particular change to the default settings.

- Most presets will require the [ENB Helper](#). Install it using MO as usual. Get the one for your game/SKSE version.
- Nearly every ENB Preset will reduce your overall performance. After all, you're adding effects. There are ways to get the most efficient implementation for some effects. But chances are you'll lose a couple of FPS with any preset, and probably a lot of FPS with some of the most intense ones.

Once you find a nice preset check the description and information available. See if there are any special install instructions, although for the most part the process is really simple. Don't use the "mod manager download" button even if it's available on the mod page, you want to manually download the files.

- A. After downloading the necessary files for the preset, unzip them somewhere to check its content.
- B. You should find the `...\enbseries` folder and `enbseries.ini` files, these are the main files you'll need to move into your Skyrim SE install (same as with the `.dll` files, this is your actual game folder in `...\Steam\steamapps\common\Skyrim Special Edition`).
- C. Make sure you're moving these files into the proper folder and that there are no additional folders or files in there.
- D. Verify you got the ENB Helper and any other mod the preset you choose requires.

Some presets contain additional folders with different versions of these `...\enbseries` and `enbseries.ini` files for different configurations. Others contain instructions or images and so on, you'll need to check each preset description to know what to do with these files.

With all the above already done you're ready to go into the game to check the new look, but before doing so you may want to know about the hotkeys you can use to control ENB.

10.3 ENB hotkeys

To check which buttons are used to access the in-game config menu or enable/disable certain features, take a look at the [INPUT] section in the `enblocal.ini` file. These are the default Hotkeys (if you want to change these, google the **javascript keycodes** and replace them in your `enblocal.ini`):

- `KeyCombination=16` ; [Shift]
- `KeyUseEffect=123` ; [F12]
- `KeyFPSLimit=36` ; [Home]
- `KeyShowFPS=106` ; [* in your numeric keyboard]
- `KeyScreenshot=45` ; [Insert]
- `KeyEditor=13` ; [Enter]
- `KeyDof=118` ; [F7]

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The most used keys would be:

- * : to show/hide the FPS counter, this is useful to verify how your game performs with all the mods and ENB effects you throw at it.
- **Shift + F12**: enables and disables the ENB effects so you can see how your game looks with and without ENB, also useful to check how much performance you lose with ENB enabled.
- **Shift + Enter**: this combination opens the ENB in the game Editor, which shows on top of your game. It's useful if you feel like tweaking a setting in particular, but for this you'll need to know which settings to edit. Some ENB presets contain short guides or more instructions to adjust certain settings, that would be a good start. But perhaps this is something you want to do later, not now that you're just starting with ENB.

If you feel like your game doesn't look as good as you want, your performance is way worse with ENB enabled or you simply don't want to use ENB at all the removal process is easy:

- A. Go into your `...\Steam\steamapps\common\Skyrim Special Edition` folder and delete the ENB files
 - a. `d3d11.dll`, `d3dcompiler_46e.dll`, `enblocal.ini`, `enbseries.ini` and the `...\enbseries` folder
 - b. There may be an `...\enbcache` folder in there too, which you can safely delete if you no longer want to use ENB (or that preset in specific, as changing presets will likely generate new files inside that folder).
- B. If you want to remove the preset part of ENB, keep the `d3d11.dll`, `d3dcompiler_46e.dll` and `enblocal.ini` files.
 - a. You can go back to the ENB presets category and look for a different preset to use. Just make sure you're also getting all the required or recommended mods and follow every bit of instruction.

10.4 Reshade install

As with ENB, you'll get files from the official website and then additional files from the preset you want to use. The main difference with the ENB install is that ReShade uses an executable to manage its files and during the installation you can select which components (shaders and textures) to install. So my recommendation is to first find a [ReShade preset](#) you want to use and check its description. Similar to ENB, some Reshade presets are made for a specific weather and lighting mods, or to accompany an ENB preset. Once you're set on a preset, manually download the file and inspect its content. In there you'll likely find a single `<preset name>.ini` file which you'll need to place in your Skyrim SE folder (`...\Steam\steamapps\common\Skyrim Special Edition`), not in `...\Data` or any other folder. After that's done:

- A. Download and install the [ReShade Helper](#) as a regular mod in MO.
- B. Go to <https://reshade.me/> and find the "Download Reshade <version> with full add-on support" button.

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- C. Launch the [ReShade_Setup_<version>_Addon](#). You don't need to install it through MO.
 - a. Press "Click here to select a game and manage its ReShade installation".
 - b. Find and select Skyrim ([SkyrimSE.exe](#)) from the list.
 - c. Select "Direct3D 10/11/12" and press "Next".
 - d. The following option will ask you to select a preset to install its shaders. Press "Browse" and go to your Skyrim SE install and select the [<preset name>.ini](#) file you previously placed in there.
- D. ReShade will download the required shaders ([...\reshade-shaders](#) folder), after that's done you can finish the install.
- E. Some presets come with their own [...\reshade-shaders](#) folder. If that's the case you'll want to move said folder into your Skyrim SE folder after installing ReShade. That way the files from the preset will overwrite the files from ReShade.

I recommend you to keep the [ReShade_Setup_<version>.exe](#) in a convenient place (like your working folder). You can use it to reinstall or remove ReShade from your game at any time.

That's it for the ReShade files, now you need to go into the game to confirm the installation was successful. When you reach the main menu you should see a message in a new window at the top of your screen. ReShade has a built-in tutorial which you can follow to get the gist of it. For the most part you only need to open the configuration overlay once, select your preset and close it.

To open and close the configuration overlay the default hotkey is Home. There you can use the mouse and keyboard to select the different options.

- In the "Home" tab you can switch between presets and enable/disable individual effects.
- In "Settings" you can configure the different hotkeys, enable an FPS counter and so on.

If you're happy with your chosen preset you don't need to do anything else at this point, ReShade will load along your game at launch and the preset you choose should be applied. If you want to tweak or change the effects your preset uses you can enable and disable individual effects in the list you see in the "Home" tab.

If you ever see a message about a new version of ReShade available you should head up the official ReShade site and get the new executable, then repeat the install process. Your preset files should stay intact (unless it has its own [...\reshade-shaders](#) folder, in which case you'll want to repeat the preset installation also).

To completely remove ReShade use the [ReShade_Setup_<version>.exe](#) file, select the game, "Direct3D 10/11/12" but this time select "Uninstall". The executable should remove all ReShade files, except the [<preset name>.ini](#) file which you can manually remove.

11. Updating Skyrim SE, SKSE and mods

You should know by now some mods are version sensitive and you need to account for this when installing and updating mods. And while the best practice is keeping your mods up to date (updates in this context usually mean new features, fixes and so on), there are times where you'll need to hold on that update or ignore new releases entirely.

The best way to know what to do is as always: check the mod description or available information (forum threads, readme files, descriptions, etc.) and the mod files you already have installed or downloaded. Up next you'll see a few tools to help you in this endeavor.

11.1 Checking for updates - from nexusmods

MO has an integrated update check for all the mods you get directly from nexusmods. With this you'll be able to check most of your mods with a couple of clicks.

A. Right click anywhere in the left panel of MO and select "Check for updates" (if it's in an empty space you'll get the general context menu immediately, if not you'll need to select "All Mods > Check for updates").

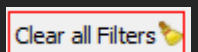
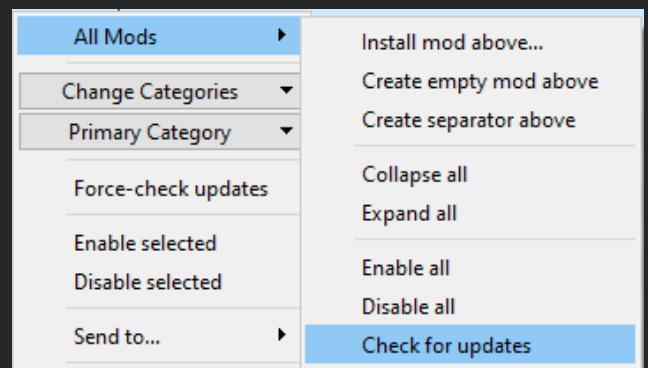
B. After a while you'll see your left panel has a red outline and is either empty or with only a few mods listed there.

C. Any mods listed in there have a new update available, to check it right click in each mod and select "Visit on Nexus", there you'll have to check the description/changelog, download the new file and install it as usual in MO.

D. As you'll be installing an already installed mod in MO, it will ask you what you want to do with the previous files. The best practice here is to pick "Replace", that way all the files from the previous version will be deleted before installing the new version. In some cases you'll want to select "Merge" (for example if you have other files you don't want to lose in the same mod folder). That's something you'll need to decide and apply as you see in each case.

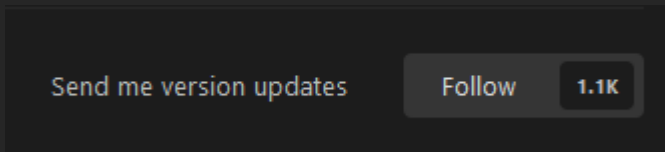
E. Sometimes mod authors don't use a correct version scheme and you get false-positives (ex. According to Nexusmods/MO there is a newer file than the one you have installed when in reality that's not true). If that's the case you can right click on the mod in question (in the left MO pane) and select "Ignore update".

F. To remove the red outline and return to your regular modlist press the



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13.2 Checking for updates - from other websites



For mods from other websites other than Nexus, you'll have to do this manually. If you want to know when a new update is done to LL mods press the "Send me version updates" button, alternatively you can "Follow" the mods you use.

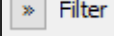
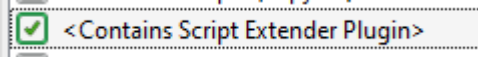


Whenever you get a notification check if there is a new file to download, then read the description/changelog in case there is additional information for installing or updating.

13.3 Other update tips

MO will check for updates whenever you launch it. If you see this  button in color () it means there is an update available. Installing MO updates is safe to do at any time. All your mods, downloads, settings and so on are preserved. Simply click that button and the installer will open, it'll get the necessary files automatically and you can repeat the install process (just verify it's installing in the same folder your MO is currently installed). My only advice here would be to disable "Form 43 checker" and "Tutorials" if you did it during your first install.

13.4 SKSE plugin filter

Another MO feature you may need is a filter to show you mods with a `.dll` file. These are the mods mentioning a specific game or SKSE versions as a requirement. So if the game ever updates again (or a new SKSE version is released) you'll need to keep an eye on these mods. To apply the filter:

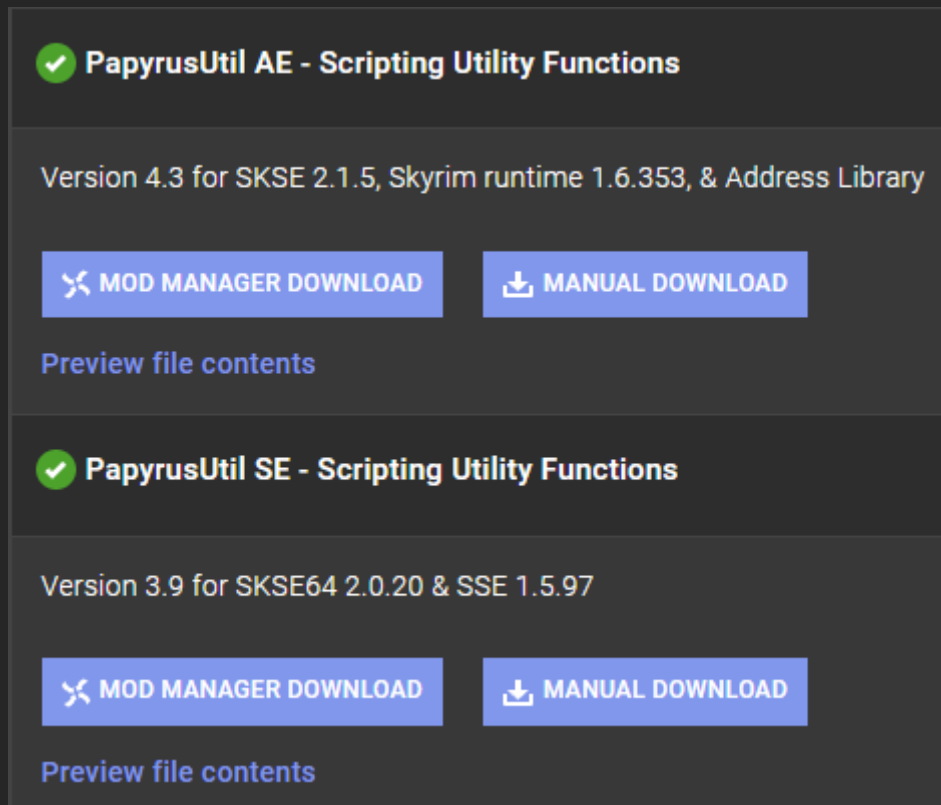
1. Press the  button near the bottom-left corner of MO.
2. A list will appear on the left side of MO, find the "<Contains Script Extender Plugin>" filter and enable it. 
3. As when checking for updates, your modlist has changed to show only a few mods. These are the ones containing a `.dll` file.
4. You can  and press the  button again to return to your usual MO interface.

Just keep in mind that if in the future the game or SKSE is updated, you'll need to update these mods too. My recommendation is that in the event of a game update (usually discussed [here](#)) you wait a few weeks to update your game, SKSE and mods (at least the ones listed with the previous filter). In the meantime you can keep playing (remember automatic Steam updates should be disabled). And once you're 100% sure SKSE and all your mods have been updated for the latest game version you can update everything at the same time.

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- A. To update the game launch Skyrim SE from Steam (not with MO), that will start the update download. Note that if you have the appmanifest as read-only you must undo this change (showcased in step 01.2)
- B. Then repeat the SKSE install (remove old `.exe` and `.dll` from SKSE in your game install, remove old SKSE scripts from MO).
- C. And finally update the rest of your mods, ensuring any SKSE plugin matches your executable/SKSE versions.

Example of a mod providing different files for two different game and SKSE versions



✓ PapyrusUtil AE - Scripting Utility Functions

Version 4.3 for SKSE 2.1.5, Skyrim runtime 1.6.353, & Address Library

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

✓ PapyrusUtil SE - Scripting Utility Functions

Version 3.9 for SKSE64 2.0.20 & SSE 1.5.97

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

To summarize:

1. Know which version of the game you have installed.
2. Prevent automatic updates in Steam.
3. Know which version of SKSE you have installed. It must match your game version.
4. Identify mods with a `.dll` file and always verify for compatibility with your game and SKSE versions whenever you install or update such mods.
5. In case there is a new game update you'll need to confirm SKSE and all your mods with an SKSE plugin (`.dll`) are compatible for this new game update. Only when you're sure everything has been updated for this latest game update can you update SKSE and your mods with a `.dll` file. All at the same time.

12. Locating your files + Quick tool recap

This is a list of frequently used folders and a recap of the tools previously covered.

12.1 Frequently used folders and files

Skyrim SE folder: Contains the original game files and a few additional files (like SKSE and ENB or ReShade files).

- `...\Steam\steamapps\common\Skyrim Special Edition`

Default save & ini files location: Located under your Documents folder by default. It contains your saves, log files (from the game itself and some mods) and the `skyrim.ini` and `skyrimprefs.ini` files generated with the `SkyrimSELauncher.exe`:

- `...\Documents\My Games\Skyrim Special Edition\`

Working folder: The folder created and used to store all things mod-related during this guide. The name and location is up to you, just remember: it must be outside of your game installation (`...\Steam\steamapps\common\Skyrim Special Edition`).

MO2: The folder where MO was installed. It should be inside your working folder and it contains the following notable elements:

- `...\MO2\downloads`: contains all the zipped files downloaded from Skyrim SE Nexus. Remember you can delete the files here after installing them.
- `...\MO2\mods`: contains all the mods you've installed in MO. Each folder will have the same name as the mods listed in your left panel in MO.
- `...\MO2\overwrite`: the actual folder of the Overwrite entry at the bottom of the left panel in MO.
- `...\MO2\profiles`: unless you used the profiles feature on your own, it should only contain a single folder named `...\Default`.
- `...\MO2\profiles\Default`: contains the following files:
 - `loadorder.txt`: contains the list of plugin and master files (`.esp`, `.esi`, `.esm`) in the order shown in the right panel of MO.
 - `modlist.txt`: contains the list of mods shown in your left panel of MO.
 - other `.txt` files that you may not use, but that must be kept here (if you use the Profile-specific ini files setting you'll also find the `skyrim.ini` and `skyrimprefs.ini` used by MO here).

12.2 Recap of previously mentioned tools

- **LOOT.exe**: sorts your loadorder with a given set of rules, should avoid most of the obvious conflicts and give you a functional loadorder. Manual tweaks might be needed in rare cases for some mods (should be specified in these mod descriptions).
 - **How**: use the LOOT executable that is automatically added to MO after installing LOOT during step 5.
 - **When**: whenever you add mods that come with a plugin or master files (**.esp**, **.esi**, **.esm**), as the newly added files will be placed at the bottom of your loadorder by default and that might conflict badly.
- **GenerateFNISforUsers.exe**: this executable will update the behavior files so all the custom animations from your various mods are used properly in game. Failing to generate valid behavior files will cause the common T-pose or frozen characters issue.
 - **How**: using the GenerateFNISforUsers executable that was added to MO during step 6.
 - **When**: whenever you add, change or remove a mod that comes with custom animations.
- **BodySlide x64.exe**: allows the use of body presets (these define the body shape) and generates new models for your body parts and compatible outfits, so everything fits nicely.
 - **How**: using the Bodyslide x64 executable added to MO in step 7.
 - **When**: When switching to a different Preset or after installing a mod that provides new outfits (armor, clothing and other wearable accessories) compatible with BodySlide (it should be specified in the mod description, also the mod will come with a **...\CalienteTools\BodySlide** folder).

13. Final words

If you've been following the steps up to this point you should be ready to delve into adding more mods or follow other guides to achieve a modded game fitting to your preferences. In this final step you'll find links to different sources to get your mods and information about SE compatibility. You'll also find general recommendations to avoid problems and also a very rough idea of how to troubleshoot problems if you ever find one.

13.1 Relevant resources to get your mods and information

- [SE Compatibility Tracking](#) - List of mods already ported to Skyrim SE and information about its updates.
- [Sexlab Index SE](#) - List of mods for Skyrim SE sorted by categories. Listed mods have a one line description so you can quickly get the gist of each mod.
- Remember there are two Nexus sites for Skyrim. Don't mix LE mods in your SE game, unless you totally know what you're doing.
 - Skyrim SE <https://www.nexusmods.com/skyrimse>
 - Skyrim LE <https://www.nexusmods.com/skyrim>
- There are also separate download sections for LL mods. But some LE mods have SE versions under the LE download section (that's where threads like the SE Compatibility Tracking and the Sexlab Index SE come into play, use them to get a general view of what is available for SE).
 - Skyrim SE <https://www.loverslab.com/files/category/163-skyrim-special-edition/>
 - Skyrim LE <https://www.loverslab.com/files/category/1-skyrim/>
- If you're interested in creature stuff (which isn't covered in this guide) I strongly recommend you to check the [MNC Install Guide](#). Download the latest version, extract the files and check the [Install Guide Notes 64bitSE.txt](#) file. It contains instructions and links for all the requirements to make MNC work. Add the required mods as usual to your MO and follow any additional advice about loadorder or settings.
- If you want to expand your mod list by a significant amount you should check the [Skyrim SE for Beginners](#). This is a solid modlist tested and tweaked by Aylis. If you're willing to give it a try make sure you follow every bit of instruction. Notable mentions:
 - This modlist doesn't make use of LOOT. Instead, the install order will dictate the loadorder. Make sure you're installing and enabling your mods in the same order as they're mentioned in the guide. Then follow other instructions to adjust your loadorder. Don't use LOOT.
 - Due to the above requirement, you'll have to disable or remove your already installed mods. If you choose to keep them, verify you place them in the proper order (both in your modlist and loadorder). Starting from a clean MO would be easier, although you'll need to repeat some downloads and installations.
- Don't stop there, check the other forum sections for other mods and interesting threads. Keep in mind you'll need to find mods compatible with SE. So try to stick to the SE forum

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sections and if you have doubts check the mod information or ask in the existing thread for the mod in question.


13.2 General advice on how to avoid problems

- Know the mods you're installing to a minimum extent (why you're installing them, what they do, what are its requirements, will it conflict or overlap with others mods you have installed, etc.).
- Make good use of your tools' features. In the case of MO you should:
 - Keep a clean Overwrite (moving any created file to where you see fit).
 - Keep the name and version fields of your mods with the actual information.
 - Place newly added mods in the proper place (in both your left and right panel), which means solving any active conflict and following the loadorder given by LOOT or by mod authors.
- If you're planning to install new mods, do it a few at a time. Install one, double-check its requirements, loadorder, re-run any tool if you need to. You should test the mod in game and confirm things are working as you'd expect. Rinse and repeat with every mod you want to add.
- If you ever need to update a mod in the middle of a game: remember to check the mod description/changelog in case there are additional instructions to perform before/after updating the mod. Remember there are some mods made for a specific game or SKSE version, so keep that in mind when updating your game/SKSE/mods.
- If for any reason you want to remove a mod, also check if there are specific instructions to do it.
 - Usually, removing a mod is a straightforward process where you uninstall it from MO and load your last save and keep playing.
 - There are other cases where you need to disable the mod in game and then remove it for good from your mod manager.
 - There are instances in which you'll also need to clean your saves after uninstalling a mod (for these cases there is [Fallrim Tools](#)). Make sure you follow the instructions to the letter and keep a copy of your save prior to any cleaning/uninstall procedure just for safe measure.
- Avoid the "Light" version of known mods (examples: Sexlab light, Matchmaker light). These "Light" versions were an early attempt to have a functional framework before we had SKSE and MCM. Nowadays these mods are simply too limited and even obsolete.

13.3 And in case of problems

- Don't try to add mods until it works. Adding more mods is never the solution, unless your issue is a missing requirement.
- Look around, do you see an error message? A Notification or similar clue that can tell you exactly what's wrong? If so, do a quick search in Google or your preferred searching engine.
 - Try to focus on keywords and include the exact error or message you get.

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- It's very likely your current problem has happened to others before, so after a quick search with the proper information you should find the solution.
- If you're unsure about what's the exact problem: try to isolate the issue.
 - Make a new game with just a few mods enabled at a time so you can pinpoint which mod or mod combination is the source of the problem.
 - Determine what triggers the issue. Does it happen when you go to a certain place, activate an item, use hotkey in particular, does it happen when you see enemy actors or when you use a bed, etc. Finding exactly when or where the problem happens is often a good lead to the solution.
- If you identify the mod causing the issue and are unsure of how to fix it: ask in the proper forum or website.
 - For nexusmods: visit the mod page, check the comments/bug section to see if it's a known issue or if others are experiencing similar problems. If so there might be workarounds or fixes you can try. If not you can leave a comment asking for help. Or if you're 100% sure the issue is the mod and not something else on your side, report the bug if possible.
 - For loverslab mods: use the Support Thread of the mod in question. You can access that post by pressing the "Get Support" button right under the green "Download" button in every LL mod page. It's recommended to always check the last comments in these threads to know the state of the mod.
- If you're having a recurring crash and no idea what to check you can try getting a crash log. Crash logs are implemented via SKSE plugins and are not something you can get from the game, MO or other programs you already have. Check this [crash logger](#) and this [crash log tool](#) to add labels.
 - Remember to also check and install their corresponding requirements and follow every bit of instruction you can find in their description.
 - Once you have one of them properly installed and configured, launch the game and try to replicate the crash a few times.
 - Then collect the log files and examine its content, or include them in a forum post if you're asking for help.
- Check the [Technical Support for Skyrim SE](#), that's the support section for issues if you're playing Skyrim SE. Take a look at the existing threads, you may find someone else with a similar issue. You can even find the solution in one of these posts. As a last resort, you can create a new thread there asking for help.
- When asking for help try to be as descriptive as possible. Include all the relevant information you can gather. If you're going to include multiple screenshots or large portions of text use spoilers (the  button in the bar above the space to write your post) to hide them. That's a little courtesy so people willing to go through your post can navigate it a bit easier.