Mod organizer 2 profiles

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Posted on March 31, 2017 - 10:32am HI there, I have a question about using MO profiles that kind of reflects my misunderstanding at the moment. 1. How to make another profile allow you to play Skyrim without disrupting the game, how to keep the game progress? 2. In other words, is it possible to create different profiles as the game progresses by adding mods and deselecting mods, followed by selecting and deselecting mods to create different profiles and essentially being able to try different mod builds and different fashions? 3. How do people safely check out all kinds of mods as their game progresses without disrupting their game? Thank you! Published March 31, 2017 - 10:52AM I suggest you give Gamerpoets tutorials a watch published On 31 Mar 2017 - 11:11AM How to make another profile allows you to play Skyrim without disrupting the game, how to keep the game progressing? This is done by using the MO Virtual File System (VFS) rather than placing the files directly into the game's data folder, like other mod managers. VFS allows you to create several different profiles with different mods installed in each profile without messing with anything in the actual structure of the game folder. The VFS is presented to the game at the start and only the winning files are represented. Therefore, if you have two mods that both provide the xyz.dds file, only a higher priority file (below in the list of mods in the left glass) will be submitted to the game during the run. 2. In other words, is it possible to create different profiles as the game progresses by adding mods and deselecting mods, followed by selecting and deselecting mods to create different profiles and essentially being able to try different mod builds and different fashions? Yes, but doing it on the same save will still pose a problem just as it would with any other fashion manager or manual setup. Each MO profile should have its own, separate save (you can prevent cross-contamination saves by turning on local savegames, so you'll only see saves for that profile). However, one way to get around this is to create a vanilla save. This vanilla save can be used in all profiles (keep local savegames for this). For example, start a new game only with stalled mods that will be basic to all your profiles that you will never delete (such as SKSE, USLEEP, UHRP, etc.). Then play through the Intro Helgen and save after leaving the cave. This savings can be used on all profiles. 3. How do people safely check out all kinds of mods as their game progresses without disrupting their game? I think this is becoming the root of what you ask. When testing a new fashion to play through, you will create a new save before installing fashion. Then get out of the game and install a new mod for testing. Once installed, download the game and play some time to test the new mod. I wouldn't recommend doing anything you'll regret and forcing you to play through the area again because if you decide you you Want to use mod, then you will lose all this work. If you decide you don't want to save the mod, remove it and reboot the save you created before installing a new mod. This keeps your saves clean, so you can continue to play as normal (it will be like you've never set a mod). Keep in mind, this is only necessary for mods that have plugins and scripts. Fashions containing only mesh and/or textures can be installed and not installed at any time without causing any harm to your saves. Published march 31, 2017 - 12:27PM That makes a lot of sense. I'm about 1/3 way through the game through, setting all mods with MO. I want to remove some random fashion with scripts and make my game less buggy and prettier. I only have CTD once in a while and a frozen load once in a while. Things really aren't all that bad at the moment and I can work around these little glitches just fine. My current game keep moderately stable. 1. I've seen links to safe preservation or clean save, from which to change fashion. Could you tell me a little more about what is in the context of using MO to add and remove my fashion? In other words, should I make a safe or clean save and from there then start installing fashions in mo and select and cull them and check them out? 2. And how can I make such a save? Posted march 31, 2017 - 12:40 -- 12:40 A.M. Cleaning fashion from saving or clean saving is done, doing the following: Go to an interior that mod doesn't affect and save the game (any interior that mod is removed doesn't affect it well). For example, if the mod is an overhaul for Breezehome, you won't go to Breezehome to save. Get out of the game and remove mod If Mod has scripts, run Save the Game Scenario Cleaner to remove these scripts from save. Restart the game and download the save from Step 1; responding yes to any missing plug-in warnings. After downloading, make another new save and quit the game again. Your new save is cleared of remote fashion. From now on, use a new save from Step 5 to continue the passage. Keep in mind that this is not a proof of failure method. There's always a change to break or damage save by removing plugins and scripts mid-game, but there's information you've asked for. Use at your own risk. :: Published: March 31, 2017 - 12:53PM This is the information I was looking for... and so clearly stated, too. Wonderful. So I see all these youTube videos people are doing all kinds of mod reviews and testing and ENB testing. 1. Do they do it all from a simple basic MO profile, which is stable, so the risk of hacking the game is minimal? 2. Or can it be made from a more complex load profile? And the risk of breaking the game, therefore, is greater? 2. Or they do another, and what is the protocol for that? Published march 31, 2017 - 01:14PM Thank you so much for the walk to the end. It's This. I was looking for... and so clearly stated, too. Wonderful. So I see all these youTube videos people are doing all kinds of mod reviews and testing and ENB testing. 1. Do they do it all from a simple basic MO profile, which is stable, so the risk of hacking the game is minimal? 2. Or can it be made from a more complex load profile? And the risk of breaking the game, therefore, is greater? 2. Or are they doing something different, and what is the protocol for that? Most people who do testing and reviews don't use saves from which they also play the game. Take STEP, for example. When I do all the tests for new mods for STEP, I do it from a completed STEP installation using a separate STEP Extended profile. This profile has all the fashions of the guide installed; however, everything retains vanilla (as described above) and stays separate from my other saves. However, this is not the profile from which I actually play the game with. Profile from which I play the game is a separate profile, completely with its own saves (you can easily create duplicate profiles in MO by copying them in the management menu). The saves from my testing profile and my gaming profile don't intersect because I don't want to spoil my good saves from which I do all my actual play. I hope that makes sense. Published march 31, 2017 - 01:34 PM Yes that makes sense and I think I understand it now. You have a basic game that is your STEP setup. All fashion testing is done with this profile and saves dedicated to it. Then you have a separate MO game profile game that you won't change at all during the game until the end. Right? Other people may have their own basic games that may be STEP or may just be some stable mod configurations they have come up with that may be MO based or not. (MO just so easy to change profiles and saves). But they have a baseline except to go back to after each test. Right? Edited by jbsheridan, 31 March 2017 - 1:34PM Published time: 31 Mar 2017 - 01:35PM Published time: 31 Mar 2017 - 01:40 PM WOW... Clarity and nirvhana at last. Thank you so much for your patience. Putting all this information into context and connecting the dots is exactly what I need. Published time: 31 Mar, 2017 13:41 :: Mod Organizer 2 Profiles makes it easy to switch between different fashion configurations. At this point, we will establish the test profile and the main profile. The default profile will remain completely intact and will act as a backup. The test profile will be configured just like the main profile for the guide, but will have all the mods unimpeded, allowing you to activate only certain mods for easy testing/troubleshooting. And finally, the main profile is where we install and incorporate all our fashions. Profiles can be selected using a drop menu Left Glass Setting Tools in Mod Organizer 2 In order for the program to recognize MO2 in the virtual file system, the program must be ran directly through Programs can be selected through the drop menu in the top right right, but first we have to add them. IMPORTANT: Mod Installation Tips in Mod Organizer 2 This is a general tip to follow when installing mods in Mod Organizer 2 If the guide says Set is ok, go to the Files tab on the Nexus page and install only the main mod file using the Mod Manager Download button to download it through MO2 When downloading multiple files from the same page, you will be offered with a box in Mod Organizer 2 with options for mergers, replacements and This will combine fashion files together in one mod in MO2 If mod has several basic files, select Rename. Calling it something else will cause MO2 to set it up as its own fashion. For additional files, different files and patches, select Rename. Calling it something else will cause MO2 to set it up as its own fashion. When updated from the previous version of the mod, select Replace. This will remove all the files from the old version of the mod and just install those from the new version If the guide says Hide the following: Do the following: Do the following: After installing the mod, double tap it in the left glass MO2 Go to the Filetree tab Right click on the listed file and select Hide If MO2 gives you no gaming data on the top level message when installing the mod: Expand the main folder right click on it, and select the data set directory If there is no folder called Data, find a folder that contains fashion data (textures, grids, and/or .esp) and follow the same instructions as above, If there is No Mod Manager button Download file, or if the file is not placed on the Nexus, click the Manual Download button (or whatever the download button for the relevant site) Click on the MO2 toolbar from the pop-up Go to where the file is installed and double click it to finish set as you would any other mod mod organizer 2 profiles location. fallout 4 mod organizer 2 profiles. mod organizer 2 failed to create profiles