



--- QUESTIONS OF CHOICE ---

Q: Is it worth the money?

A: Absolutely YES! Best game ever played in VR. But it needs some Tweaking, Modding and Supersampling to make it really enjoyable.

Q: Which Mod Manager should i use?

A: This depends on how far you want to get into modding and how experienced and familiar you are with modding. If you're new to it, i'd suggest Vortex as it's easy to handle and has an integrated auto sort function + a simple way of conflict solution. But if you really want to mod the shite out of this game, you have to go with MO2 as it offers plenty of features to merge mods, organizing mods and plugins separately, and all this by keeping your data folder untouched. It is not recommended to use NMM anymore, as it's outdated.

Q: How to install mods?

A: Our community has compiled guides, tutorials, videos and links over the last 2 years and these can be found in the [SkyrimVR Guide Compendium](#)

Q: Which mods are recommended/the best mods for category x/y?

A: Recommendations for mods are pretty much personal preference, so of course there are famous mods, appearing in many lists. But everyone wants a different cup of tea. So stick to the guides, or even compare them to see similarities.

Q: When should i install mods?

A: As the Intro scene is known to be very picky, it's recommended to start an unmodded game and play to the point after Helgen, before arriving at Riverwood. Then you create multiple saves and start modding from there.

Q: Which Resolution should i use for texture mods and replacers?

A: Pretty much depends on your hardware. but 2k stuff really does the job. 4k textures often appear to be flickery and noisy. The 4K mods that work and have little impact on performance can be found in several guides.

Q: Is it safe to add new mods?

A: Adding mods to an existing game can cause issues. Texture replacers are no problem, but mods with plugins, scripts and altered records might cause incompatibility or instability. It's always recommended to use an older save when testing new mods. The description page and the comment/bug section on Nexus have often plenty of information on compatibility and FAQ



Q: Should i use ENB?

A: ENB can improve the visual effects, but at the cost of performance. And the impact can be massive depending on the settings. It's personal preference, but using a good weather and lighting combo definitely keeps more headroom for other stuff.

Q: Should i use DynDOLOD?

A: If you have spare headroom, then the answer is definitely yes! This awesome feature creates a stunning look and detailed and better visuals. It improves the game a100%. Check the Guide Compendium for a tutorial.

--- QUESTIONS OF FUNCTIONALITY ---

Q: Does Skyrim work well in VR?

A: Yes this game works well in VR and compared to Fallout4VR it is running butter smooth. There haven't been many patches since launch as the game is pretty stable in its current state. The Hitbox is not that accurate, but that can be improved with mods. Controls are quite good and Combat is huge fun. Archery and Magic are a total blast, only thing which is in need of a couple of mods is melee, cause it is not that good out of the box.

Q: Can i play it with my hardware setup?

A: This game is already playable with a 970 OC, but don't expect to be modding a lot with this GPU. The recommended GPU starts with the 1070 if you really want to have a decent modded game.

Q: Which mods work with Skyrim VR?

A: Almost all SSE mods work. Most of the mods which don't work with Skyrim VR are SKSE mods that have custom .dlls, as these need to be recompiled for Skyrim VR. There are some SKSE mods (Custom Alchemy and Cooking Overhaul, for example) that have custom .dlls, but these have been recompiled for Skyrim VR. See various guides in the sticky post and threads in the Skyrim VR subreddit for SKSE, SkyUI. There you'll also find information about few exceptions that don't work.

Q: I downloaded and installed 100 mods, but only 40 plugins show up, how come?

A: The plugins list only shows mods that come with an esp file (plugin), so simple texture replacers and similar mods won't show up in that list.

Q: My game won't launch, what can i do?

A: In most cases this comes from installing a mod for classic Skyrim which wasn't made for the SSE version. Those plugins have the old FormID 43 instead of needed 44 for SSE and thus can cause issues. Another option could be a corrupted save due to removed, scripted mods. Just head back to an older save, or try a save game cleaner such as Fallrim Tools (found on Nexus). It is also possible that changes to the .ini file can cause the game not to start. A way to test this is by deleting the .ini and launching the game, it will recreate the .ini.. The other thing that can cause this is exceeding the 255 ESP limit. Skyrim(all versions) has



a hard limit of 255 esps. If you want to have more you need to use a program like merge plugins to merge mods together to keep your total count under 255.

Q: I constantly get small updates for Skyrim VR through Steam

A: This is normal and is related to Steam cache. So nothing to worry about.

Q: Do SKSE and SkyUI work with VR?

A: Yes and Yes :) SKSE has been supporting the VR version for months now and thanks to u/SuperOdie we got working SkyUI as well. Get SKSE VR from the official site <http://skse.silverlock.org/> and SkyUI VR from here <https://github.com/Odie/skyui-vr/releases>
[Here's a guide](#)

Q: How can i get animations added to my game?

A: For this you will need two things, FNIS and the XP32 maximum skeleton to work. You have to install both and then add GenerateFNISforUsers.exe as tool to your mod manager and run it with the first two patches ticked. Everytime you add or remove a new animation mod, you need to rerun FNIS or you could end up with the famous "T-pose" where all characters are stuck.

Q: I get pushed back when I get close to npcs. How can I prevent that?

A: Use this: <https://www.nexusmods.com/skyrim/mods/29742/>
You need to open it in creation kit and save it before using it.

--- QUESTIONS OF SETUP ---

Q: Can't find the SkyrimCustom.ini, where is it?

A: You have to create this file manually. Just go to Documents/MyGames/SkyrimVR, duplicate the SkyrimPrefs.ini and rename it to SkyrimCustom.ini then you can delete the entries and fill it with your custom tweaks.

Q: Why is this so blurry? Is there any fix?

A: First of all make sure to disable "dynamic resolution" in the in game options. Then check your Supersampling (SS) through either SteamVR, Oculus Tray Tool or Oculus Debug Tool (whichever you use). Be aware that increased SS means performance decrease! DynDOLOD helps a lot with blurriness. There's a guide available in the sticky, how to set it up. You can also disable temporal AA in the in-game options to reduce overall blur.

Q: TAA changes are not working when changed in the INI, how does it work?

A: To change the value for TAA you have to use console, as it doesn't work with Skyrim as it did with FO4VR. To do so, open console in game with the tilde key and



type "TAA HF 0.5" without the quotation marks (tweak the number to your liking, default is 0.8).

Q: Items are flying around, especially inside taverns and such, what's wrong?

A: this is most likely due to a change of the HAVOK (physics) in the INI to 0.02222. So if you are experiencing this, try changing the value to 0.01111 and you should be good to go.

The setting can be found in your **SkyrimCustom.ini** (just add these lines or change them as described)

[HAVOK]

fMaxTime=0.02222 (0.01111 with 90 fps, 0.02222 with 45) - changes 60FPS cap for weapon movement to 90/45

Update 13 Dec. 2019: For the complementary, specific HAVOK settings of most HMDs, check our [INI Megathread](#)

--- QUESTIONS OF LOAD ORDER ---

Q: Why do my NPCs have black faces?

A: This is most likely due to load order management. If you add various mods altering the same NPCs, some records in the .esp files could appear double and cause conflicts. If you run into this issue, check the mod page descriptions and comments for compatibility and load order information. If you loaded all correctly and still have the black faces, check the plugins with xEdit and delete the conflicting records of the mod you don't want to edit your NPCs.

Q: I only have half rendered trees, how come?

A: This often happens when you overwrite the LODs of a tree mod, or if you're using the wrong Billboards for your trees.