

Ultimate VR Hybrid List
IS RETIRED For Now
PLEASE USE THE
Ultimate VR Essentials List



The Ultimate VR Hybrid List

REQUIRES NEXUSMODS.COM PREMIUM ACCOUNT

» SYSTEM SPECS

This Modlist Was Constructed On A PC With The Following Specs

- ❖ CPU - i7-7700K Overclocked @ 5Ghz
- ❖ GPU - EVGA GTX1080 8GB GDDR5X VRAM Overclocked @ +100Mhz
- ❖ RAM - 32GB GSkill DDR4 @ 3000 Mhz
- ❖ SSD - Western Digital Black 500GB NVMe M.2 8 Gb/s R/W

It has been tuned to perform well on less powerful systems, but be aware that for the best experience a machine with at least these specs or better is recommended.

» GETTING STARTED

This automated modlist installer will not give you a working game out of the box, please follow all steps in this guide before attempting to play. This process requires **~180GB of free space (110GB Install + 70GB Downloads)** and takes a few hours to install depending on your internet and computer speed. Installing on an SSD is highly recommended. Due to its size and complexity this modlist may not even run properly off a HDD.

» FIRST THINGS FIRST

You'll need to get the files you require and your system prepped for install.

First Join the Wabbajack Discord. Click [HERE](#) for an Invite

- You must accept the Discord agreement in #welcome to access the rest of the WJ Discord
- After agreeing to the server rules choose and accept the "Skyrim SE" role to access the #ultimate-vr-hybrid and #ultimate-vr-support channels

Second Download Wabbajack itself

- Goto Github to obtain the currently supported version of Wabbajack.exe
<https://github.com/wabbajack-tools/wabbajack/releases/>

Third Download the modlist file

- The newest released version is always located in this Google Drive folder
<http://bit.ly/2tAIBYg>

» SETTING UP YOUR SYSTEM

Next, we're going to delete any files you may have still lingering from old installations or previous mod packs or mod lists. Cleaning your system of any Skyrim VR related files ensures that Wabbajack will run into as few problems as possible during installation.

Please delete the following directories if they exist:

- C:\Program Files (x86)\Steam\steamapps\common\SkyrimVR
- C:\Program Files (x86)\Steam\steamapps\common\Skyrim VR Mods
- %UserProfile%\AppData\Local\LOOT
- %UserProfile%\AppData\Local\Skyrim VR
- %UserProfile%\AppData\Local\Mod Organizer
- %UserProfile%\AppData\Roaming\Mod Organizer

Next Reinstall Skyrim VR making sure it **IS NOT** installed into a "Program Files" directory but in a Steam Library folder. See [HERE](#) for instructions on how to set-up a Steam Library folder.

Create an Empty Folder on the root of the same drive you installed Skyrim VR on

- Example Name "X:/Skyrim VR MO2/"

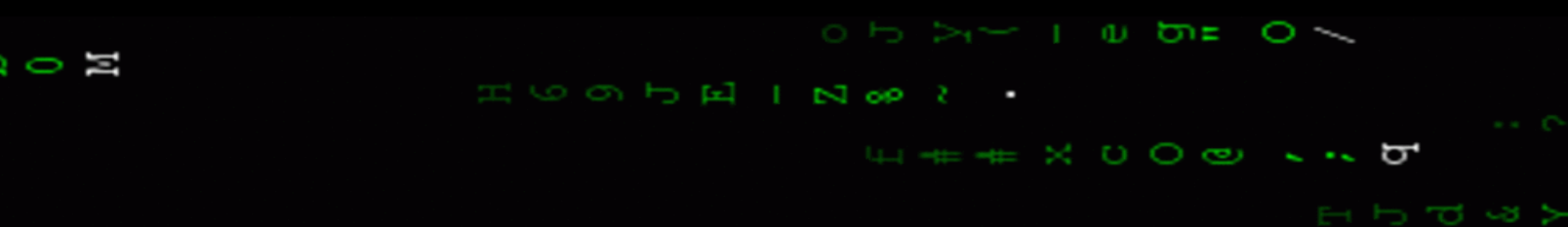
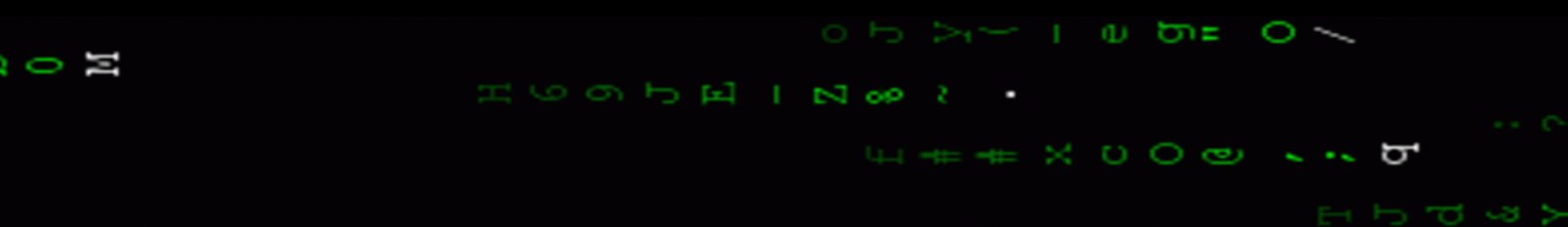
This is where you will point the Wabbajack Installer's "Installation Location"

- Make sure the drive has at least 110GB free for the MO2 setup

Additionally you may want to create a "MO2 VR Downloads" folder on another drive (like a storage HDD) if your main game drive is an SSD. That drive needs at least 70GB free. If both the Install and Downloads folder share a drive, you need at least 180 GB free in total.

DO NOT Put the "The Ultimate VR Hybrid List - #.#.#.Wabbajack" file or the Wabbajack.exe file into your install folder.

Instead place both of them somewhere else on your computer where you can easily find and access them.



» STEP #1 – SETTING UP SKYRIM VR

Now you need to launch Skyrim VR directly from Steam at least once before moving any further in this Read Me. This will decrypt your newly installed game files, create the registry entries needed for Wabbajack to locate your game install, and allow you to set some initial settings that are not handled by the INI tweaks included with this list.

Once loaded into Skyrim VR open the menu and go to System > Settings > VR Performance and adjust the following settings listed below as instructed.

VR Performance

- Disable Dynamic Resolution
- Disable Foliage Shadows
- Set the Supersampling slider to all the way to the left
- Make sure BOTH "Disable LOD" options are UNCHECKED
- Set the "Tree Lod" slider all the way to the right
- Set the Distance sliders for Items & Actors to About 1/5th to the right
- Set the Distance sliders for Objects Half-Way to the right
- Set the Distance sliders for Grass all the way to the right
(Adjust to the left as needed if you have framerate problems)

VR

- Adjust "FOV Filter while Turning" and "FOV Filter while Moving" to taste
- (Tweaks black border vignetting help to combat motion sickness)
- Activate Realistic Bow Aiming
- Disable Physical Sneak (This is handled by the "Auto Sneak & Jump VR" mod)
- Disable Realistic Swimming

» STEP #2 – RENAMING BINK64W.DLL

Now you need to go into your freshly installed and configured SkyrimVR install folder and find a file named **"binkw64.dll"**.

Right Click this file, choose "Rename" and then change its name to **"binkw64_.dll"**

IF YOU FORGET TO DO THIS SKYRIM VR WILL NOT BOOT
**DOUBLE CHECK THAT YOU HAVE COMPLETED THIS STEP
CORRECTLY BEFORE CONTINUING**

» STEP #3 - BEGINNING WABBAJACK INSTALLATION

We're finally ready to start installing the modlist. Open the **Wabbajack.exe** file you downloaded earlier. Near the bottom of the window you can now either click **Install from Disk** then browse to and select the modlist file you previously downloaded or you can click **Browse Modlists** to open the built in Modlist Catalog, choose **Ultimate VR Hybrid** then **Download and Install** it.



After loading your modlist file the following screen should be displayed. At the bottom left of the new screen, set the **Installation Location** to the empty folder you were instructed to create earlier then (optionally) set the **Download Location** to the second folder you created on another storage drive (or leave it as it is). After you have completed these steps, click the **Play** button on the bottom right.



Shortly after starting the installation, Wabbajack will switch to its internal browser and ask if you'd like to authorize it to use your Nexus Mods account. **Click Authorize**. Wabbajack will now install most of the modlist for you. This can take anywhere from 2-12 hours depending on your computer's specifications and internet speed. Be patient and let it do its work to completion!



Once Wabbajack has finished installing, the screen will look similar to the screenshot to the left (the slideshow may still be running and cycling through mods) and the Log section of the screen to the bottom left will say:

Installation complete! You may exit the program.

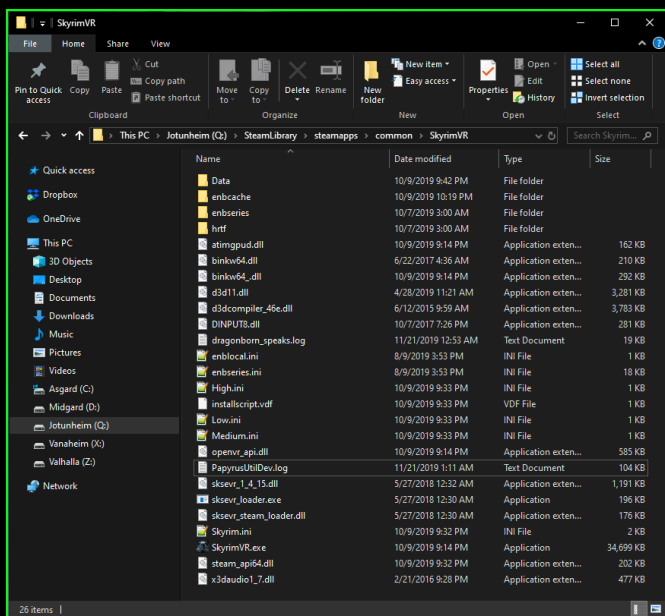
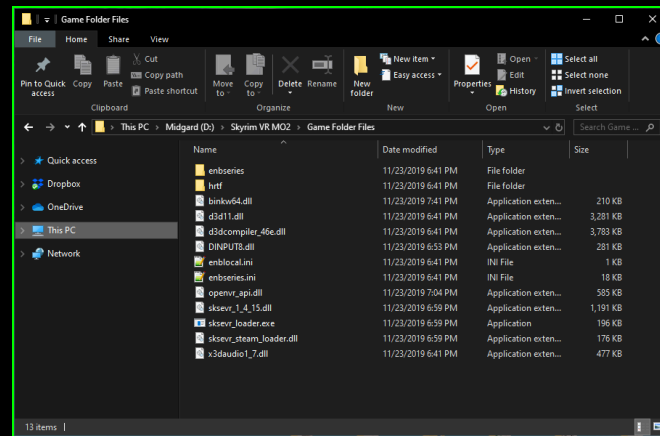
You can safely close Wabbajack and move onto the remaining manual steps of the install.



» STEP #4 - COPYING OVER GAME FOLDER FILES

After Wabbajack has completed its full installation you must now do some manual file copying to make sure that SKSE, DLL Plugin Loaders, 3D Audio Fixes & the included ENB are properly setup in your Skyrim VR Install Folder. Navigate to **X:\Skyrim VR MO2** (Or whatever your decided to name your install folder) then into the **\Game Folder Files** folder.

Copy all of these files into over into your Skyrim VR install folder, if you set up a Steam Library for your fresh install like you were earlier instructed to it should be located in a folder named similarly to **X:\SteamLibrary\steamapps\common\SkyrimVR**



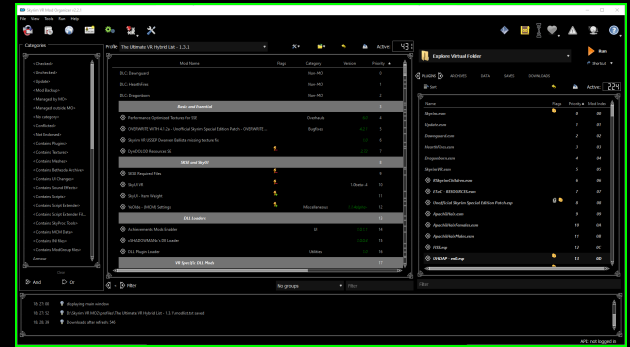
Once all the files have been copied over your Skyrim VR install directory should look similar to the screenshot shown to the left. If asked to overwrite any files when copying things over, choose YES. Additionally, make sure that both **BINKW64.DLL & BINKW64_.DLL** are present in this folder after you have copied everything over.

Binkw64.dll should be 210KB
Binkw64_.dll should be 292KB

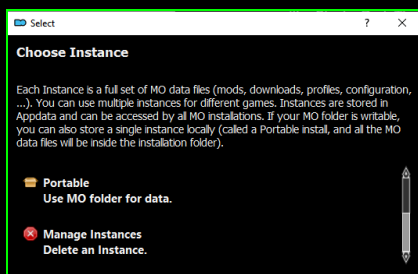
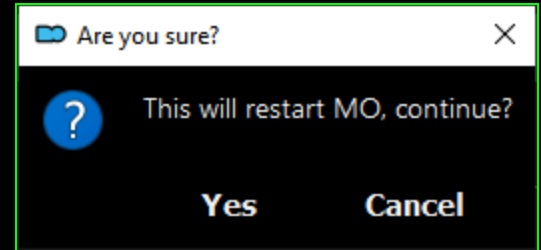
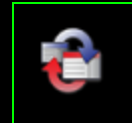
If these sizes do not match on your system then you likely did not do Step 2 correctly and you may have to reinstall Skyrim VR again and repeat **Steps 1 & 2** in order to fix this error.

» STEP #5 - LAUNCHING & CONFIGURING MOD ORGANIZER 2

Now it's time to open Mod Organizer 2. Navigate to X:\Skyrim VR MO2\ (Or wherever you choose as your install location) and open ModOrganizer.exe. Your Mod Organizer window should look like the screenshot to the right (the Skyrim Dark Theme will be automatically selected)

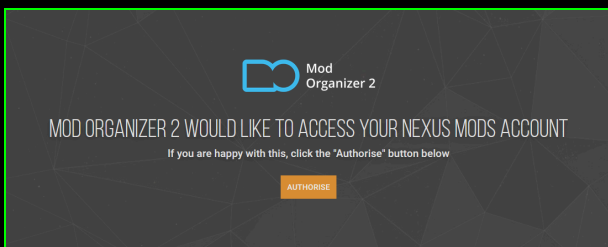
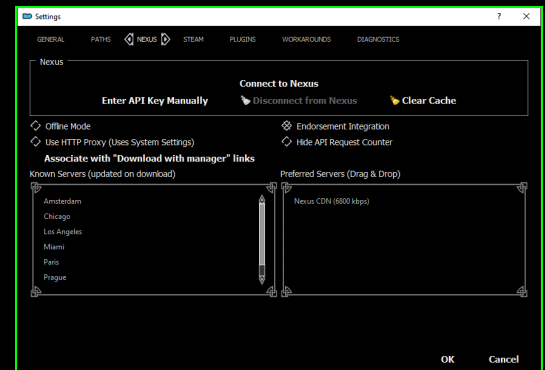


If it does not look like that, then click the top left icon in MO2 then click **Yes** in the dialogue box that pops up next asking if you want to restart Mod Organizer.

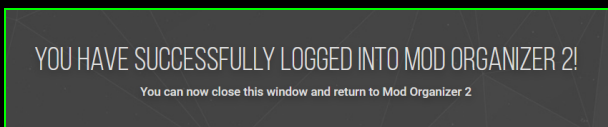


Give it a couple seconds and a new window will pop up as shown to the left. Scroll down and click the **Portable** option in the list. This will force Mod Organizer to use all the local folder data that Wabbajack has just set up for you and ignore any prior non-portable installs that may remain on your computer.

Next click the **Wrench and Screwdriver** icon on the top toolbar of Mod Organizer in order to open the settings window. Once this window is open the Nexus tab along the top of the window. Then click **Connect to Nexus** button on the top middle of the screen.



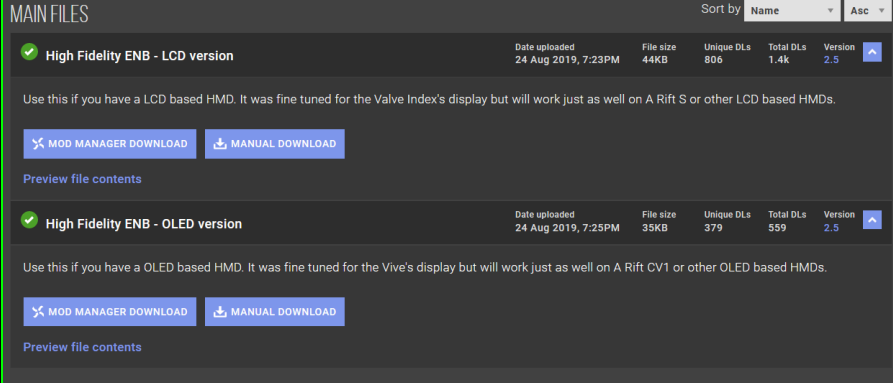
Shortly after clicking, a window will open in your internet browser asking if you'd like to authorize Mod Organizer 2 to use your Nexus Mods account. **Click Authorize**. It will then show that it has successfully logged into MO2 and instead of Connect to Nexus MO2 will now say **Nexus API Key Stored**. Click OK, MO2 will now restart again just like before, if it asks you to choose an Instance choose **Portable** again.



» STEP #6 – SELECTING THE CORRECT ENB FOR YOUR VR HEADSET

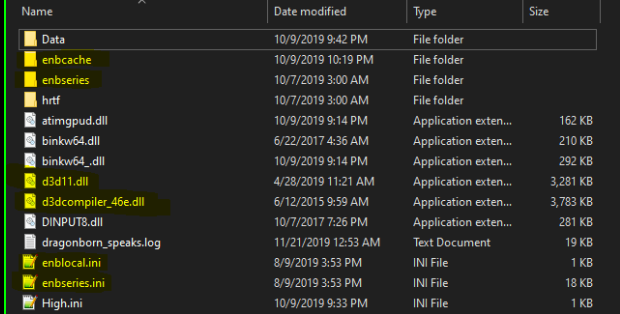
"The Ultimate VR Hybrid List" comes with the LCD version of "High Fidelity ENB" pre-configured, if your VR headset does not have an LCD screen though you are going to want to instead use a different version of this ENB.

- If you have an OLED VR Headset then goto <https://www.nexusmods.com/skyrimspcialedition/mods/27308?tab=files>
- Manually download the OLED version and overwrite the files in you placed in your Skyrim VR install folder in **Step 4** with the new OLED versions



The screenshot shows the 'MAIN FILES' section of a Nexus Mods page. It lists two versions of the 'High Fidelity ENB' mod. The first is the 'LCD version' (44KB, 806 Unique DLs, 1.4K Total DLs, Version 2.5) and the second is the 'OLED version' (35KB, 379 Unique DLs, 559 Total DLs, Version 2.5). Both versions include 'MOD MANAGER DOWNLOAD' and 'MANUAL DOWNLOAD' buttons, and a 'Preview file contents' link. The text below each version explains that the LCD version is fine-tuned for the Valve Index and the OLED version is fine-tuned for the Vive.

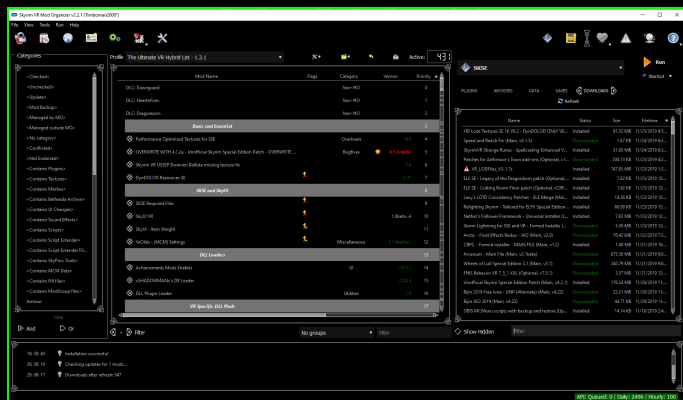
If you do not want to use an ENB, delete the **d3d11.dll**, **d3dcompiler_46e.dll**, **enblocal.ini**, **enbseries.ini** files, plus the **enbseries** & possibly **enbcache** folders as highlighted in the screenshot to the right.



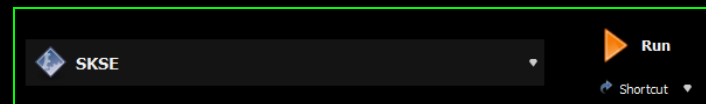
The screenshot shows a file explorer window with a list of files and folders. The following items are highlighted in yellow, indicating they should be deleted:

Name	Date modified	Type	Size
Data	10/9/2019 9:42 PM	File folder	
enbcache	10/9/2019 10:19 PM	File folder	
enbseries	10/7/2019 3:00 AM	File folder	
hrtf	10/7/2019 3:00 AM	File folder	
atimggud.dll	10/9/2019 9:14 PM	Application exten...	162 KB
binkw64.dll	6/22/2017 4:36 AM	Application exten...	210 KB
binkw64_dll	10/9/2019 9:14 PM	Application exten...	292 KB
d3d11.dll	4/28/2019 11:21 AM	Application exten...	3,281 KB
d3dcompiler_46e.dll	6/12/2015 9:59 AM	Application exten...	3,783 KB
DINPUT8.dll	10/7/2017 7:26 PM	Application exten...	281 KB
dragonborn_speaks.log	11/21/2019 12:53 AM	Text Document	19 KB
enblocal.ini	8/9/2019 3:53 PM	INI File	1 KB
enbseries.ini	8/9/2019 3:53 PM	INI File	18 KB
High.ini	10/9/2019 9:33 PM	INI File	1 KB

» STEP #7 - BOOTING INTO MODDED SKYRIM VR

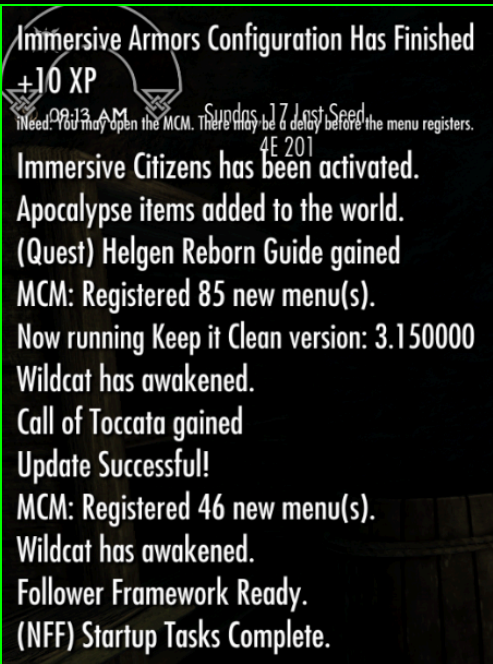


You are now ready to experience your new fully modded Skyrim VR setup! First make sure MO2 is open. In order to play with mods you **MUST** launch SKSE through MO2. If you launch Skyrim VR directly through Steam it will still be 100% Vanilla. Make sure that your MO2 window looks like the screenshot to the left.



Next you're going to want to Start Up Steam VR the same as you always do and wait until you load into either your Steam VR Home or into an Empty Loading environment, however you have it already set up. Then take your Headset off, make sure that SKSE is selected in MO2 and click the **Run** button to have it start loading it's Virtual File System and launch SKSE & Skyrim VR. Don't click your mouse again after this initial launch or it will take Skyrim VR out of Fullscreen mode and you will occasionally get semi-random keypresses on any active desktop windows. This is from **Dragonborn Speaks Naturally** and **Auto Sneak & Jump VR**. Both of these mods automated game features based upon what you say into your microphone or how you're physically positioned and do so by inputting keypresses to trigger selections. This requires Skyrim VR to be your **Current ACTIVE Window**, so leave your keyboard and mouse alone while playing.

It may take a while for Skyrim VR to load for the first time, this is because the included ENB is building a shader cache that will allow it to apply post-processing effects to your visuals. It's possible that Skyrim VR may even freeze and crash during this initial boot, don't worry, this is fairly normal due to the stress that building this cache puts on most computers. Just start it again from MO2 and continue as normal!



Once you've booted to the Skyrim VR Main Menu you can start a "New Game" and wait for the "Live Another Life" prison cell to load in. Design your character as you'd prefer and then name yourself as usual.

Once you've finalized your choices you'll see a bunch of messages start popping up to the top left of your Field of View. These are the various Mods and MCM menus initializing and it may look somewhat similar to the screenshot to the left from Skyrim SE.

You **MUST WAIT** until all of these messages stop popping up before you can continue onto your final MCM setup in the next step. The last message to appear is usually "Immersive Armors Configuration Has Finished".

DO NOT PAUSE OR OPEN THE MENU DURING THIS WAITING PERIOD.

Doing so can cause some mods to not initialize correctly.

» STEP #8 - MCM SETTINGS

After the last mod has initialized pause the game, goto the System menu, and then choose Mod Configuration Menu. Then make sure that all the following settings are entered and altered as shown:

- OBIS Bandits & OBIS Patrols - ENABLE Both
- Expanded Towns - DISABLE all "Fortification Walls"
- FNIS PCEA2
 - "VRIK_VR" - ENABLE
- Follower Framework:
 - Activity
 - Sandbox Style
 - ENABLE "Allow & Autobox in Town"
- Timing is Everything
 - Extra options
 - Presets
 - Load Preset. Overwrite if asked.
- Not So Fast Main Quest - Recommended Timing (Optional - Set all to 0 For Vanilla):
 - First Dragon Sighting - 2
 - Note From Delphine - 4
 - No Negotiations - **ENABLED (Important DO NOT SKIP THIS)**
- Not So Fast Mage Guild Quest - Recommended Timing (Optional - Set all to 0 For Vanilla):
 - Saarthal Expedition - 3
 - Psijic Monk Vist - 4
 - Brelyna's Practice - 2
 - J'Zargo's Experiment - 2
 - Onmund's Request - 2
- Skyrim Unique Treasures
 - Lore friendly items Only - ENABLED
- Immersive Creatures
 - General
 - Version Preset - Purist - No Spiders
 - Creature Toggles
 - Goblin - DISABLED
 - Additional Spawns
 - Animal Spawns - DISABLED
 - Ore Guardian Spawns - DISABLED
 - Night Spawns
 - Start - 19PM
 - Finish - 6AM
 - Difficulty Adjustments
 - Assign Global Difficulty - Adept (or whatever you choose to set)
 - Additional Spawns - Medium
- Vigor - Combat and Injuries (**Optional - Leave Disabled If You Don't Need Parrying**)
 - "Start" Vigor, close the MCM menu & unpause the game
 - Wait for text to appear in the upper left saying "VIGOR added"
 - Go back to the MCM menu
 - Uncheck EVERYTHING except "Block and Parry"
 - Reduce the Injury Change and Bleed Chance to 0%

There are other MCM menus included that you can use to tweak the game experience to your taste, like Simply Balanced for general leveling and damage changes, Sacrosanct for Vampire Adjustments, Moonlight Tales for Werewolf Adjustments, and even Frostfall and Campfire if you want to enable optional Survival Mode gameplay.

» STEP #9 - CHOOSE YOUR START & BEGIN YOUR ADVENTURE!

After all the required MCM configuration is complete go up to the Mara statue on the far wall of your Prison Cell and talk to it. **DO NOT CHOOSE THE VANILLA START** it does not function correctly in this list due to an odd interaction between the wagon you spawn in and the mod Be Seated. If you wish to start and follow the main quest as normal choose the “Camping” start to spawn in just outside of Helgen right after Alduin attacks.

Additionally this list includes the “Relic Hunter” alternate start option for Legacy of the Dragonborn that allows veteran players of the mod to jump right into the Explorer’s Guild content and even has its own unique starting tutorial dungeon that serves as a good combat testing area for new players as well! Choose the “Guild Master of the Explorers Guild” option at the bottom of the list of possible starts to begin with this unique and exciting content.

DO M
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H # # X 0 0 0 . . . p
H 5 P 8 Y