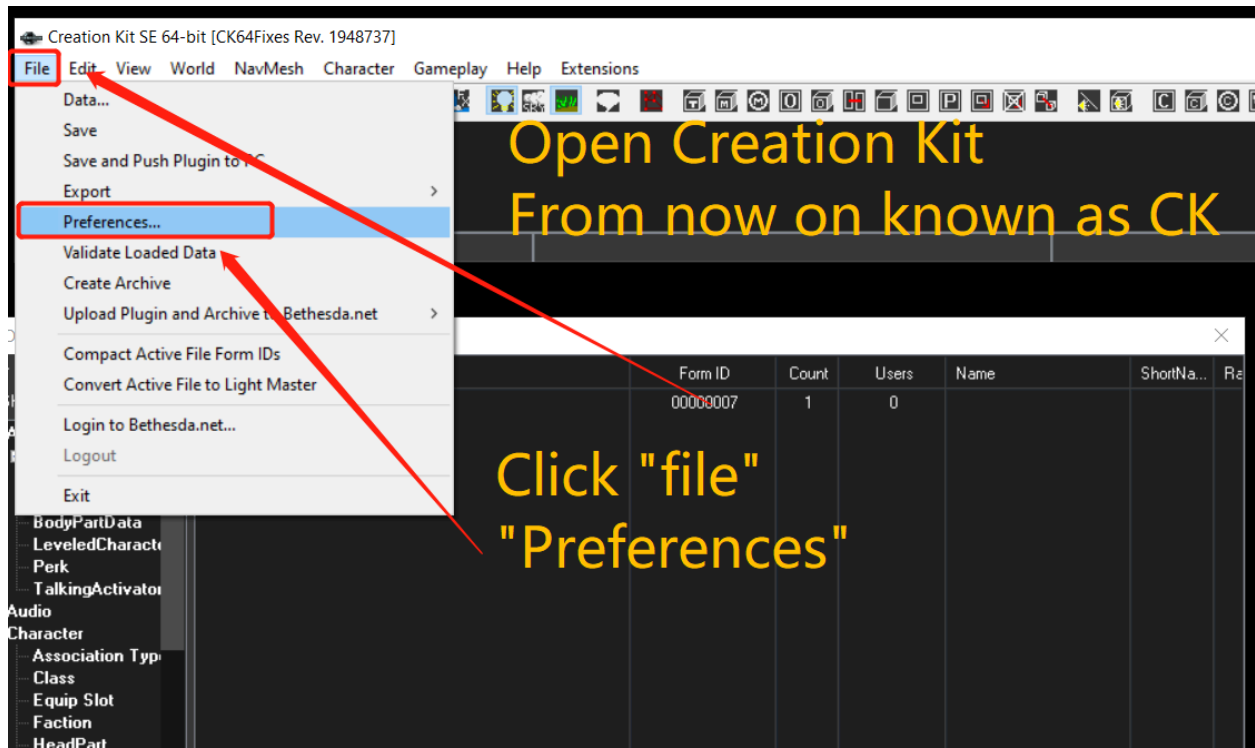
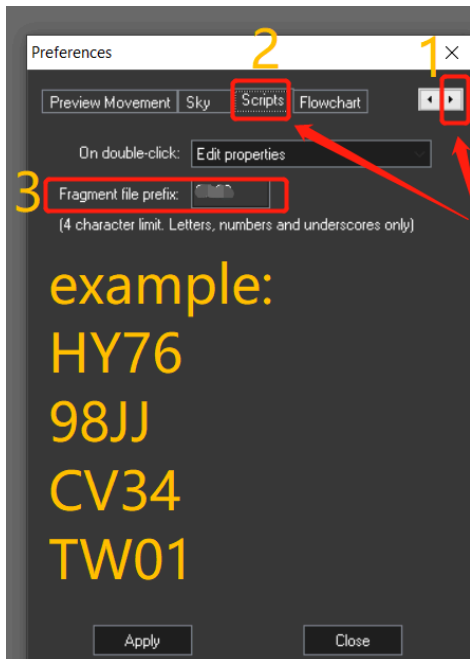


Skeever - Tutorial #1 - CK - Actor - Quest - Dialogue [10 hours to make]

Creating your first Mod

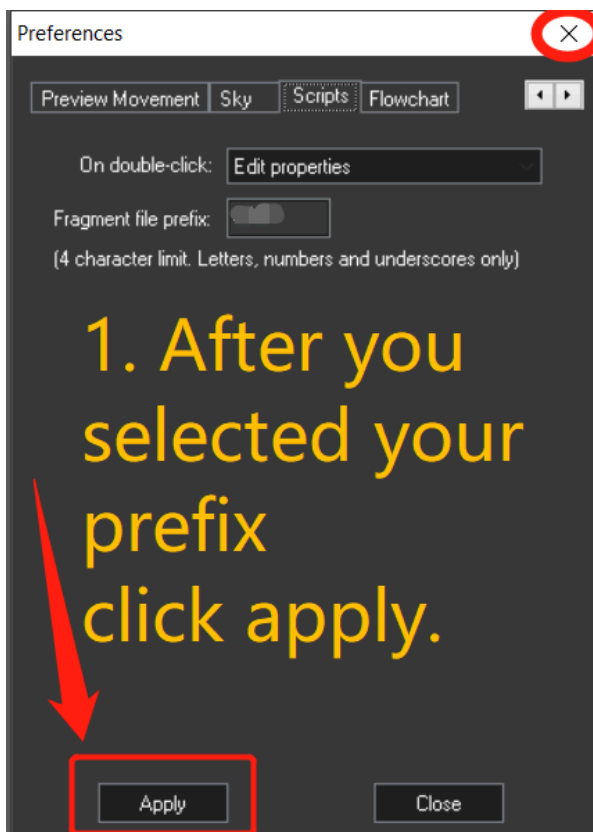




1. Tab the arrow key to the right until you get to the "scripts" tab

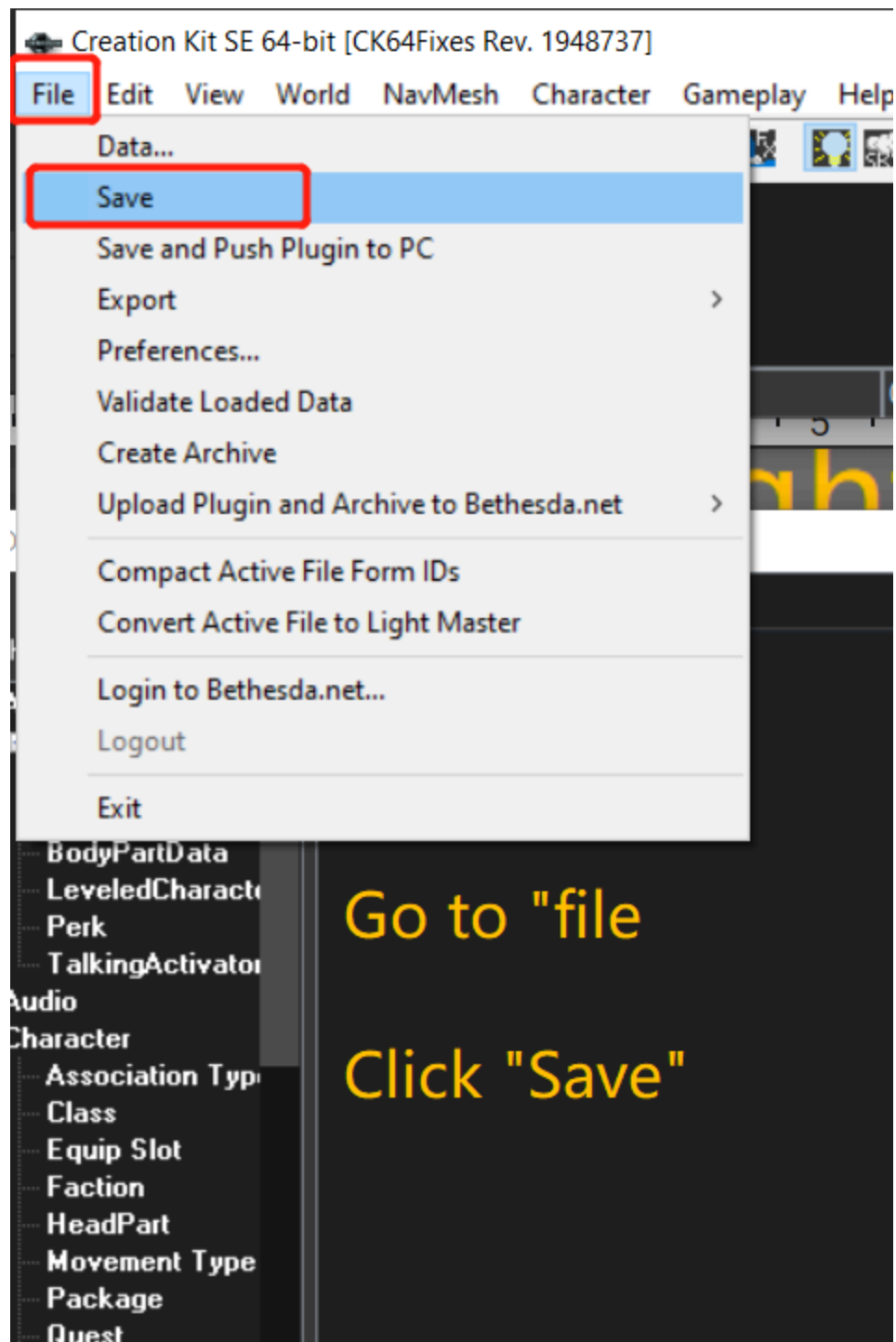
Select a "Fragment File Prefix" that you like [only 4 spaces for numbers of letters]

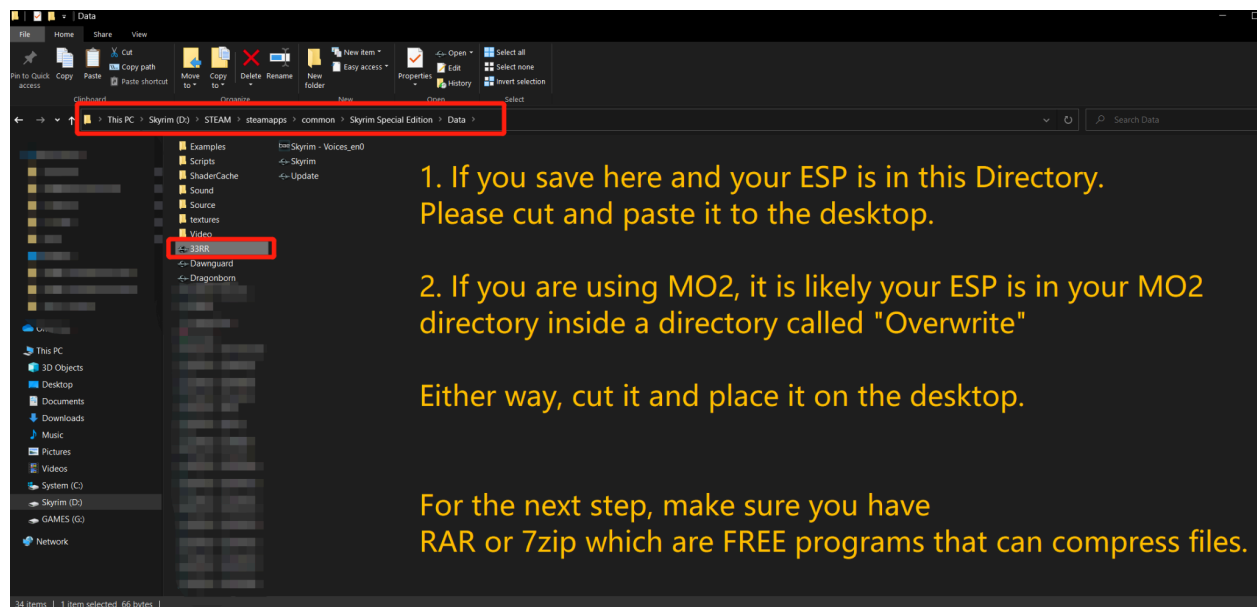
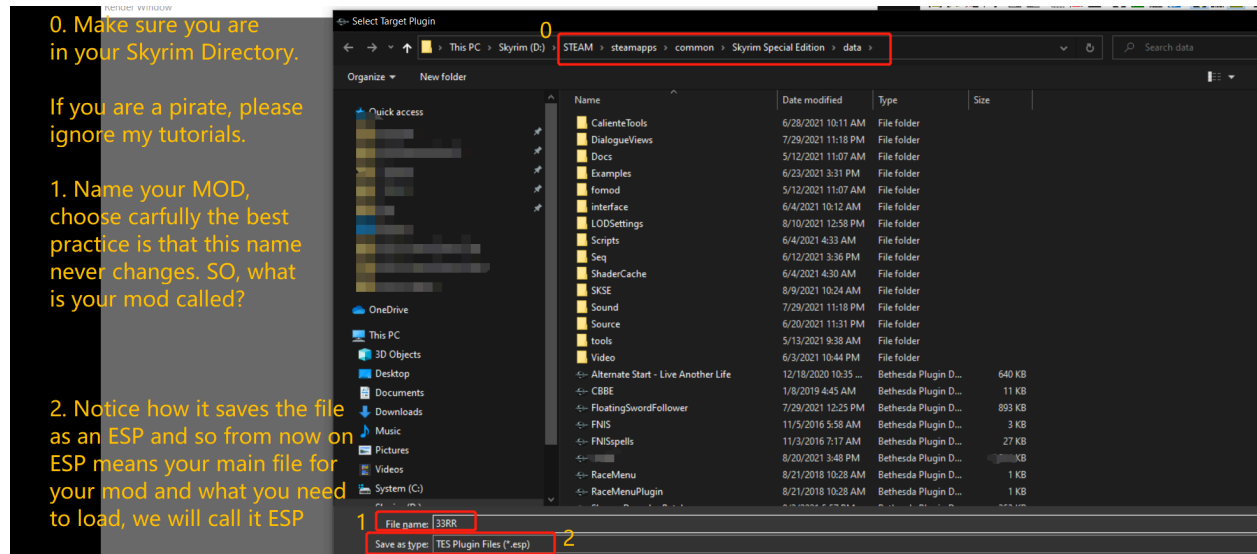
Do not start with "0" or "_"



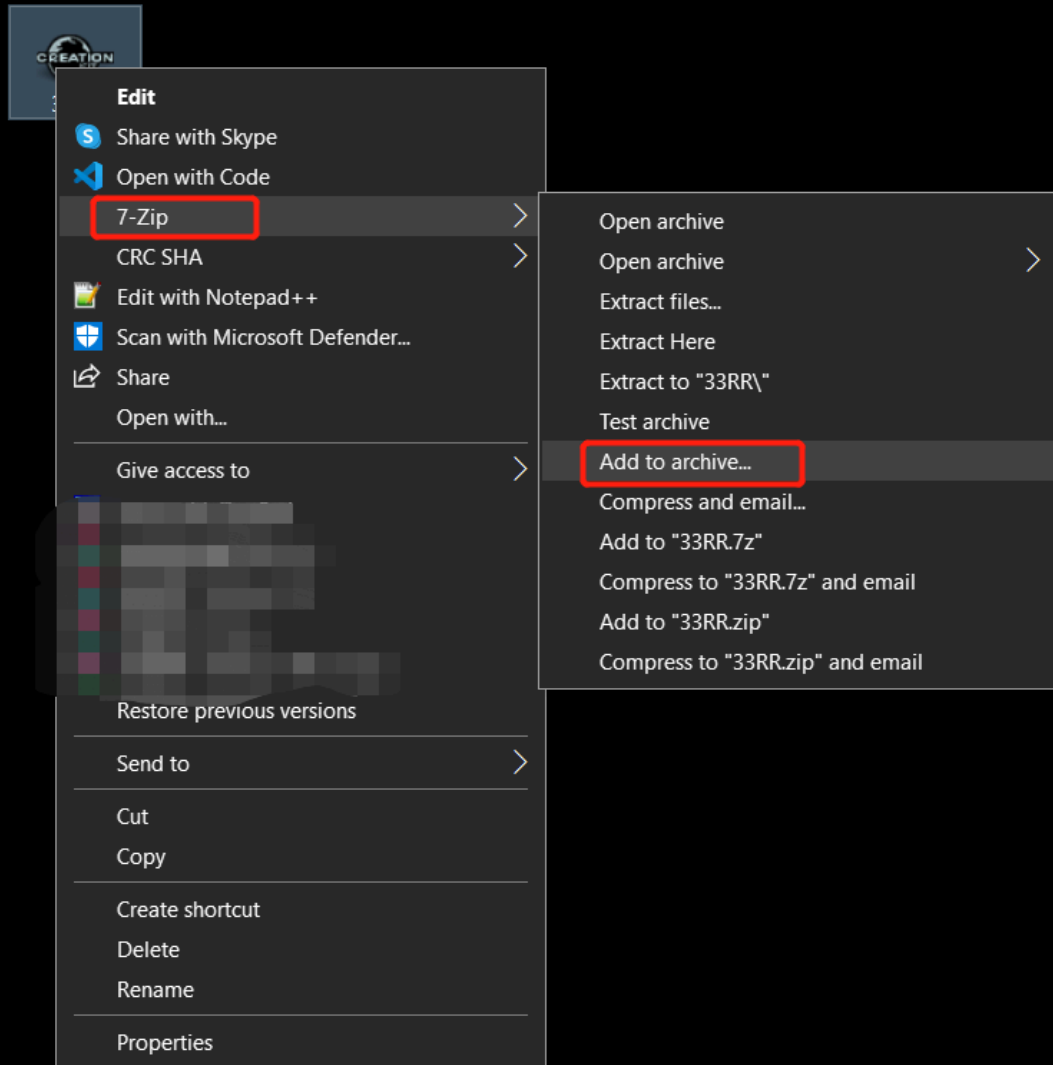
1. After you selected your prefix click apply.

2. You may need to exit by clicking the top right "X" that is normal.





Right click on your ESP and add to archive



Add to Archive

Archive: C:\Users\Administrator\Skeever's Dropbox\Skeever Breton\My PC (PC-20200527SERV)\Desktop\ 33RR.7z

Archive format: 7z

Compression level: Ultra

Compression method: LZMA2

Dictionary size: 64 MB

Word size: 64

Solid Block size: 4 GB

Number of CPU threads: 24 / 24

Memory usage for Compressing: 14461 MB

Memory usage for Decompressing: 66 MB

Split to volumes, bytes:

Parameters:

Update mode: Add and replace files

Path mode: Relative pathnames

Options

- ☐ Create SFX archive
- ☐ Compress shared files
- ☐ Delete files after compression

Encryption

Enter password:

Reenter password:

☐ Show Password

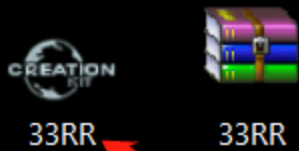
Encryption method: AES-256

☐ Encrypt file names

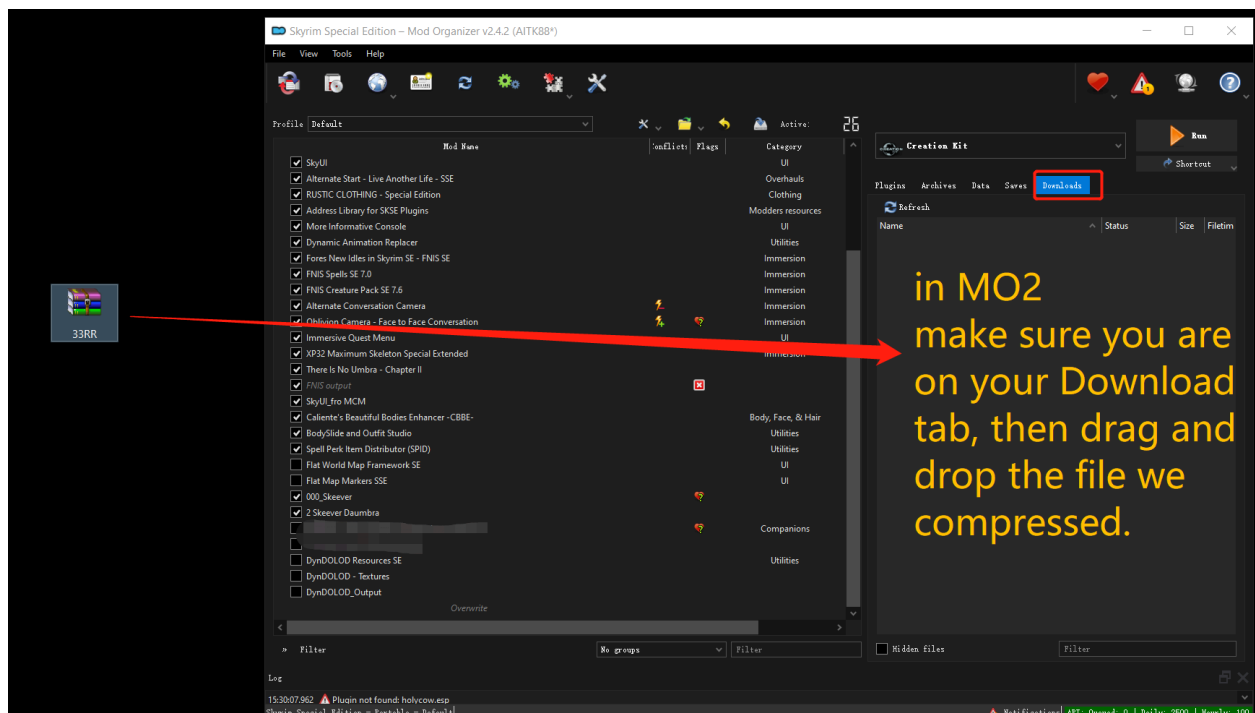
Us ethe same setting or your own- click OK

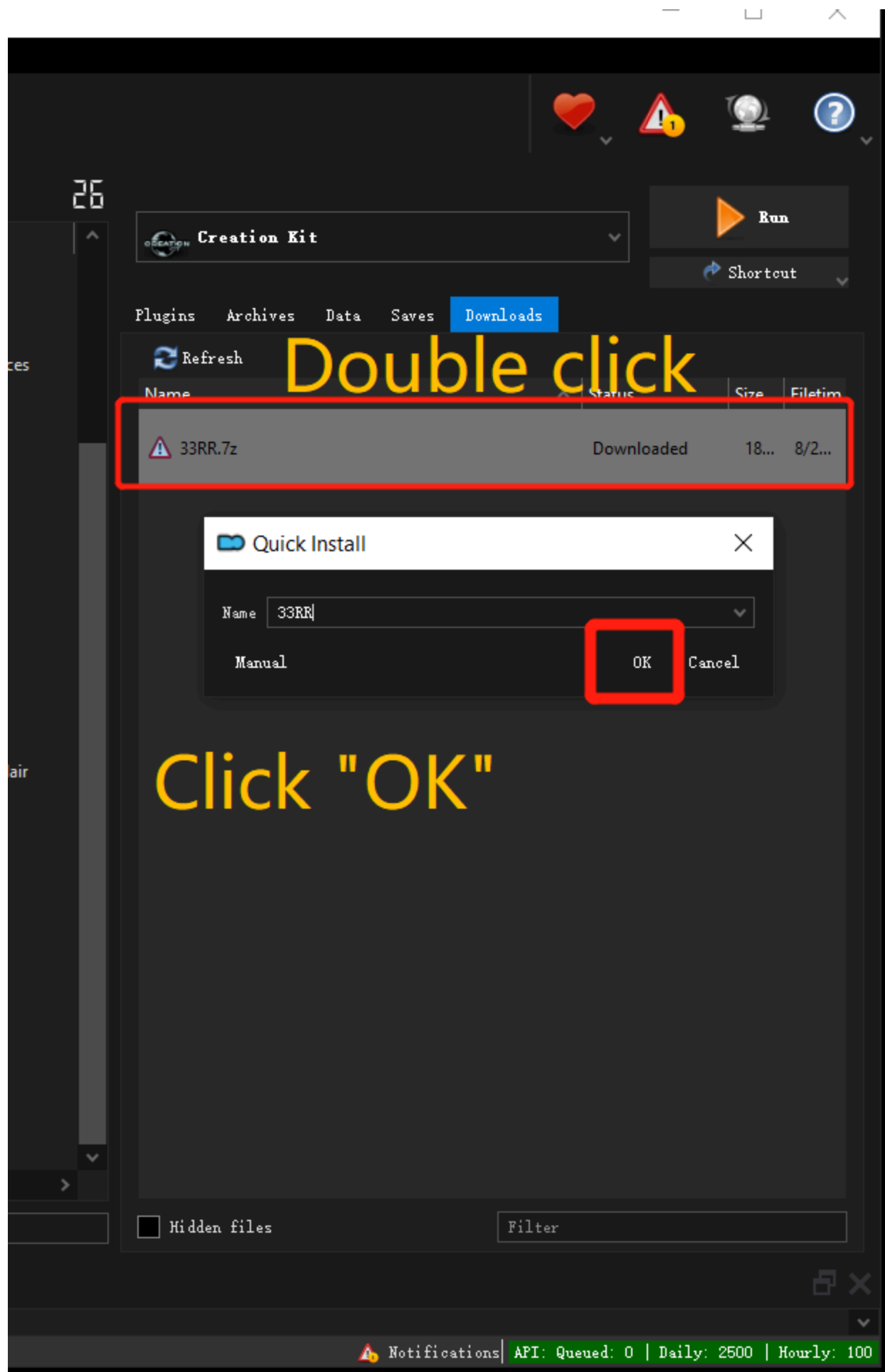
OK Cancel Help

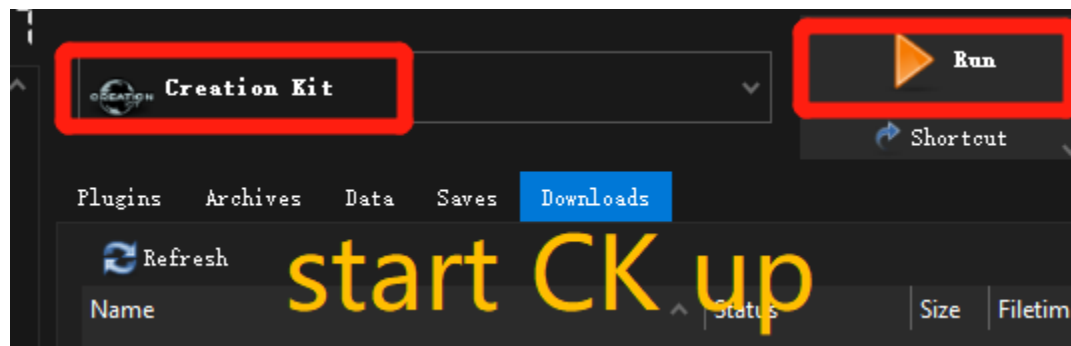
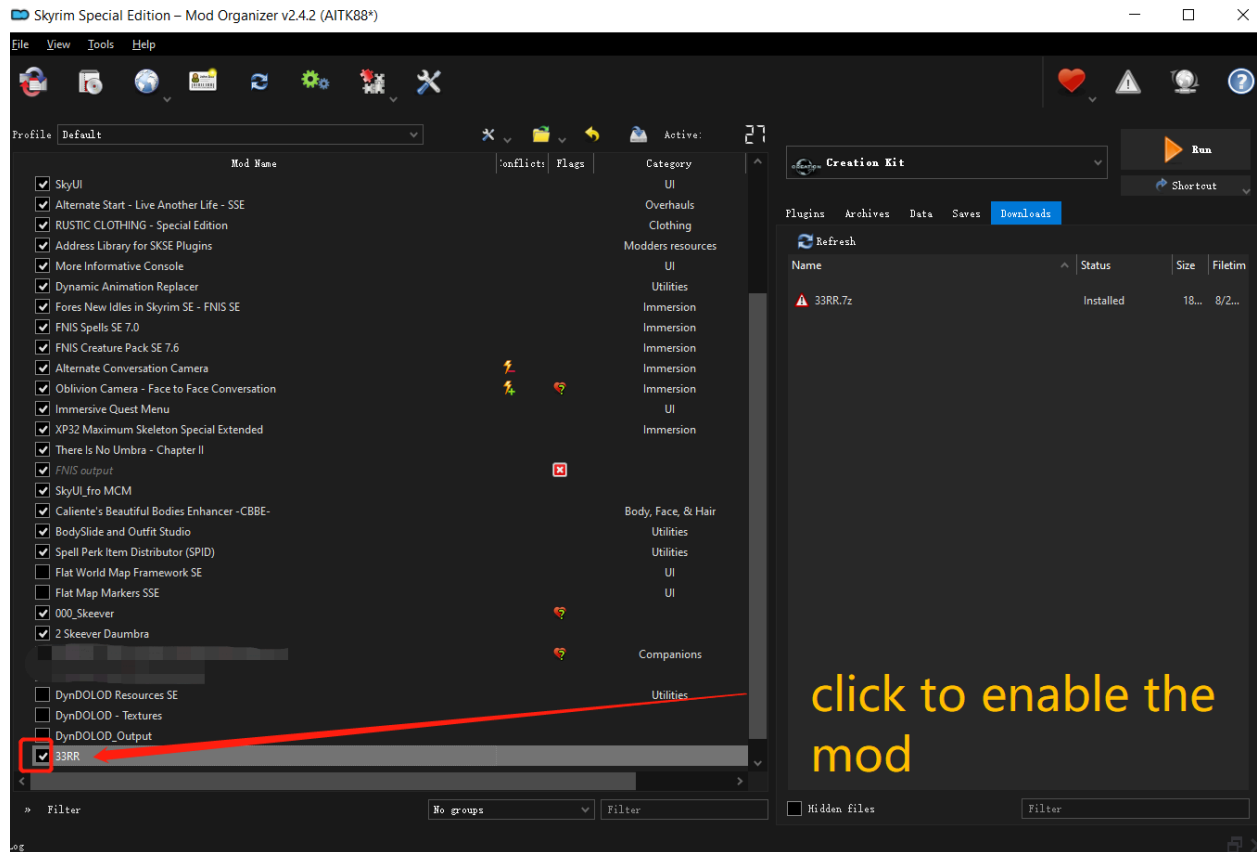
now we have 2

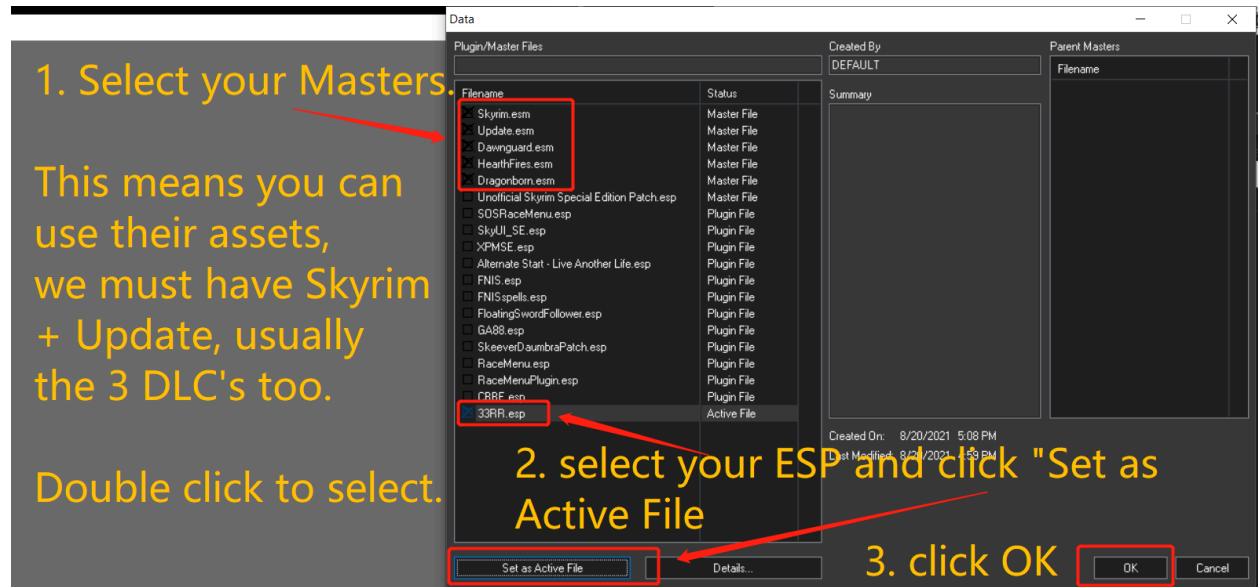


Delete this one

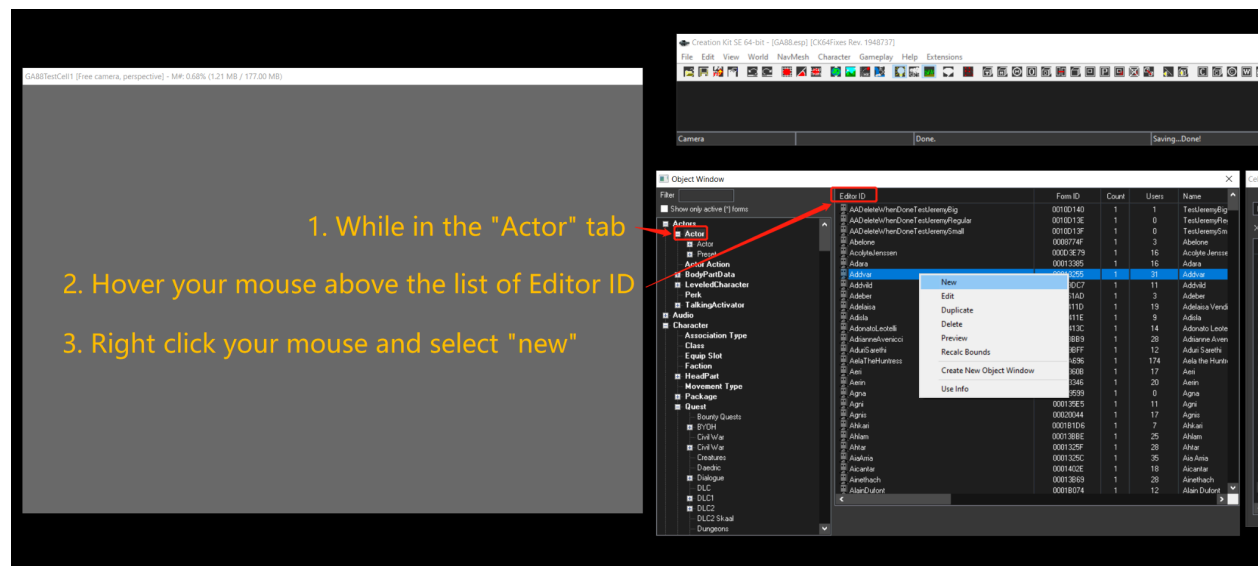


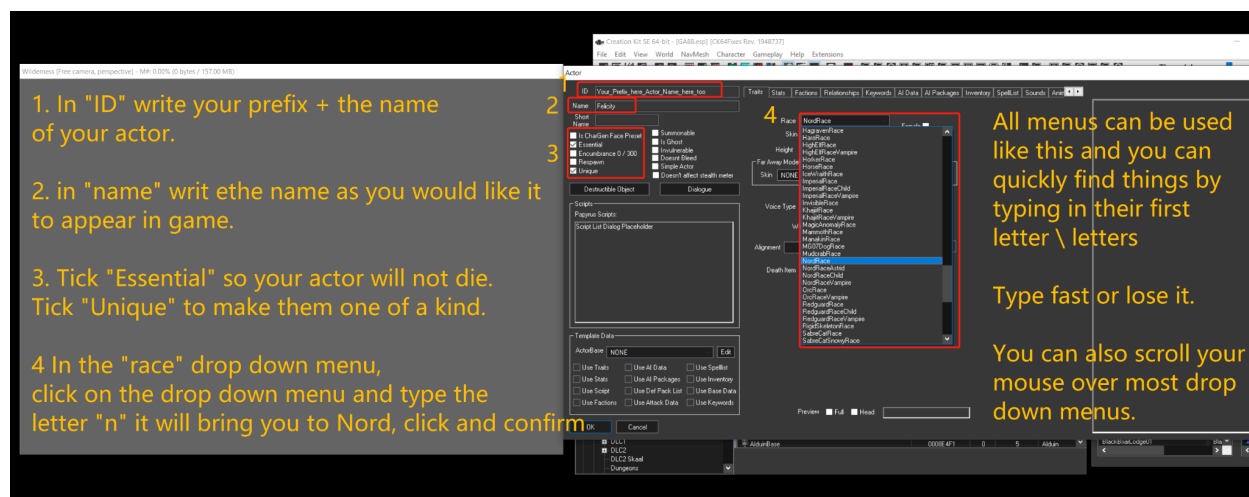




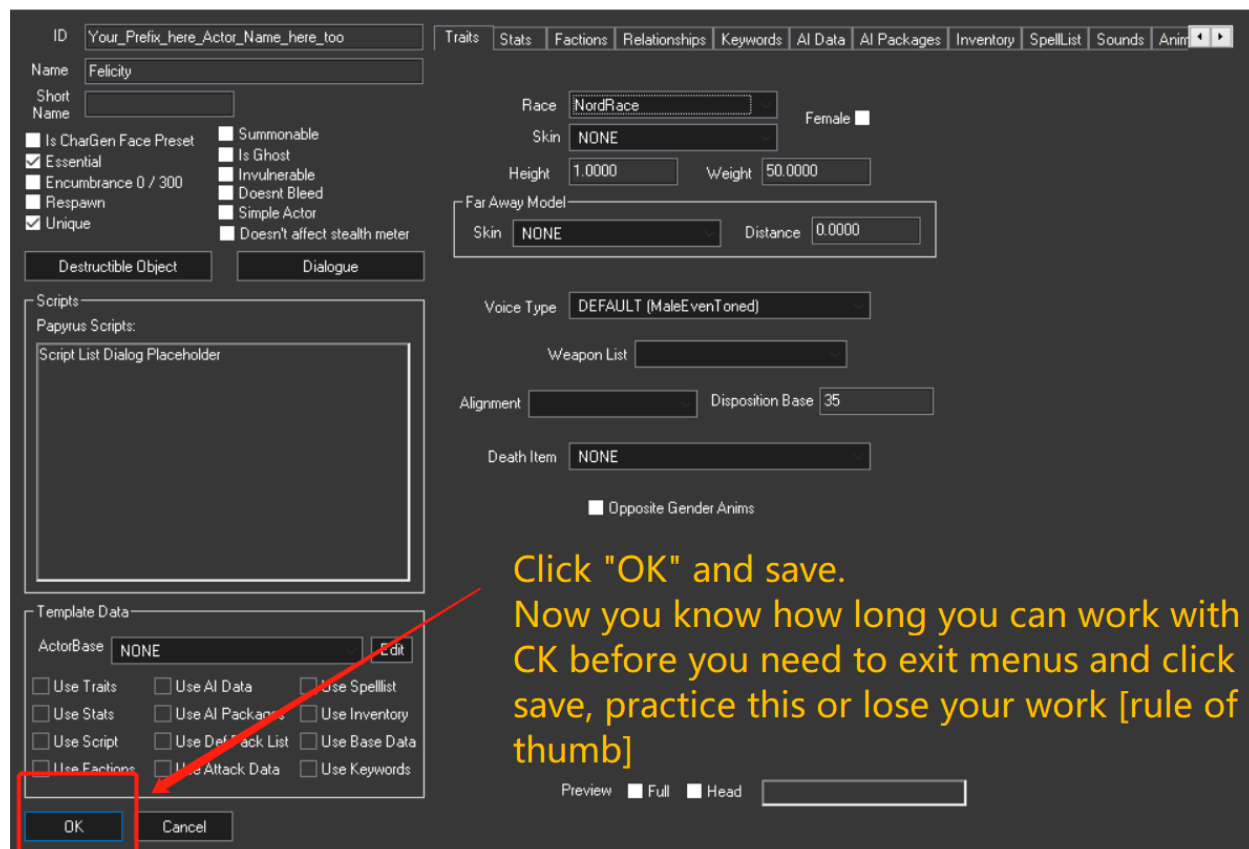


Creating your first Actor

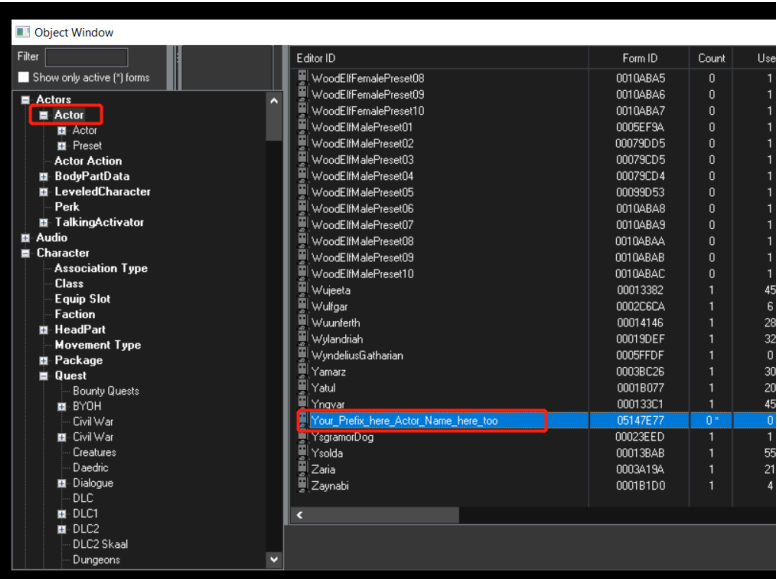




Actor

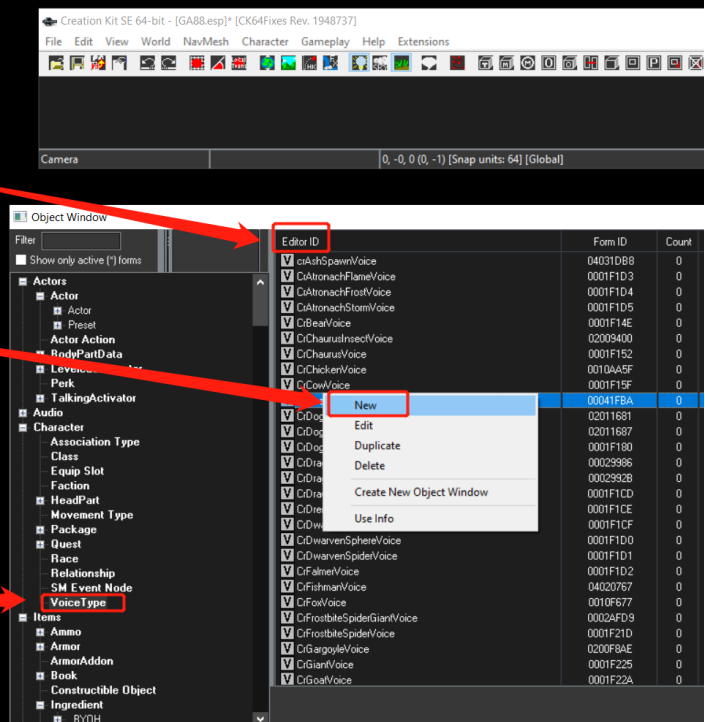


Your actor is now and forever will be in the actor tab, type the first letter of to find it quickly or tap "Show Only Active (*) Forms" and you will see it. If you don't have the option above. Stop and go get "CK-Fixes Mod"

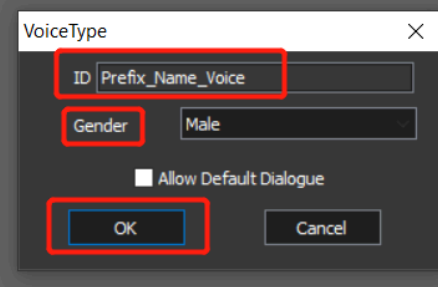


Hover over "Editor ID" and right click mouse. Click "New"

Go to the "Voice Type" tab



1. in "ID" write your Prefix [the 4 digits or letter you selected at the start of this tutorial.



The image shows a 'VoiceType' dialog box with a close button (X) in the top right corner. It contains three input fields: 'ID' with the text 'Prefix_Name_Voice', 'Gender' with a dropdown menu showing 'Male', and a checkbox labeled 'Allow Default Dialogue' which is currently unchecked. At the bottom, there are two buttons: 'OK' and 'Cancel'. Red rectangular boxes highlight the 'ID' field, the 'Gender' dropdown, and the 'OK' button.

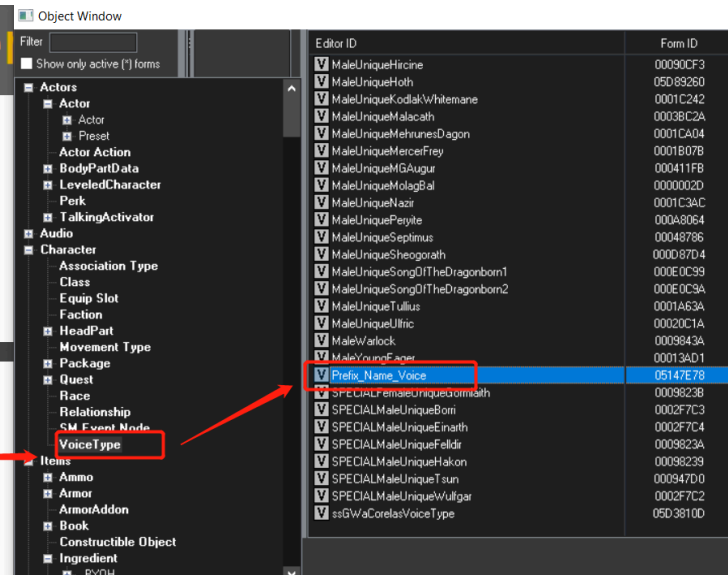
2. Write the name of the actor you are creating. "Steven" in the example

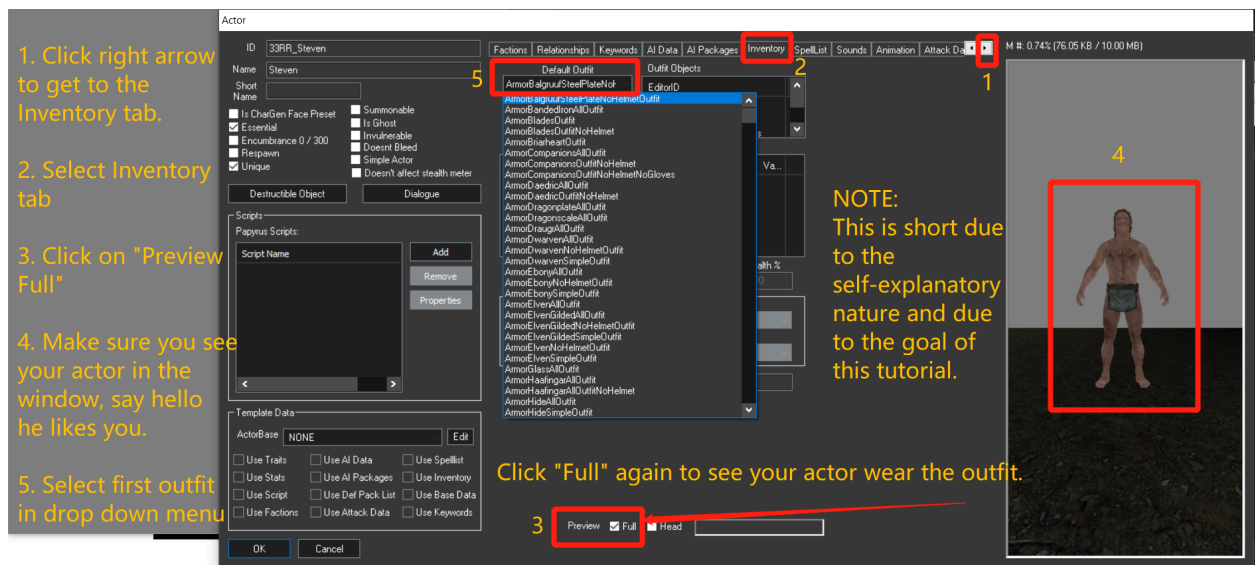
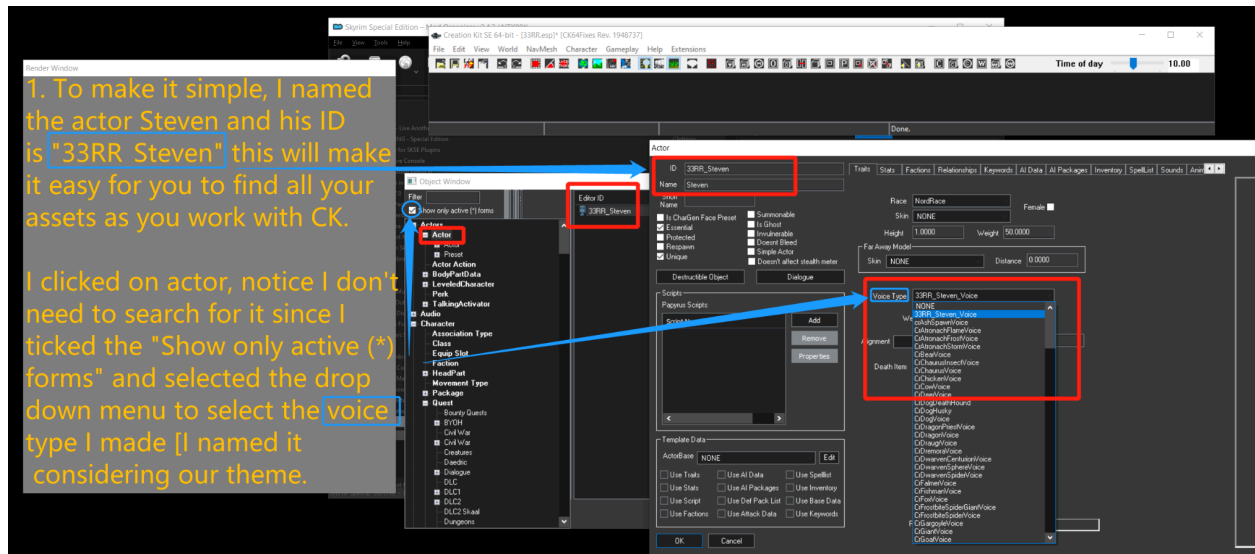
Select your gender and click OK

practice typing the keys when searching for names

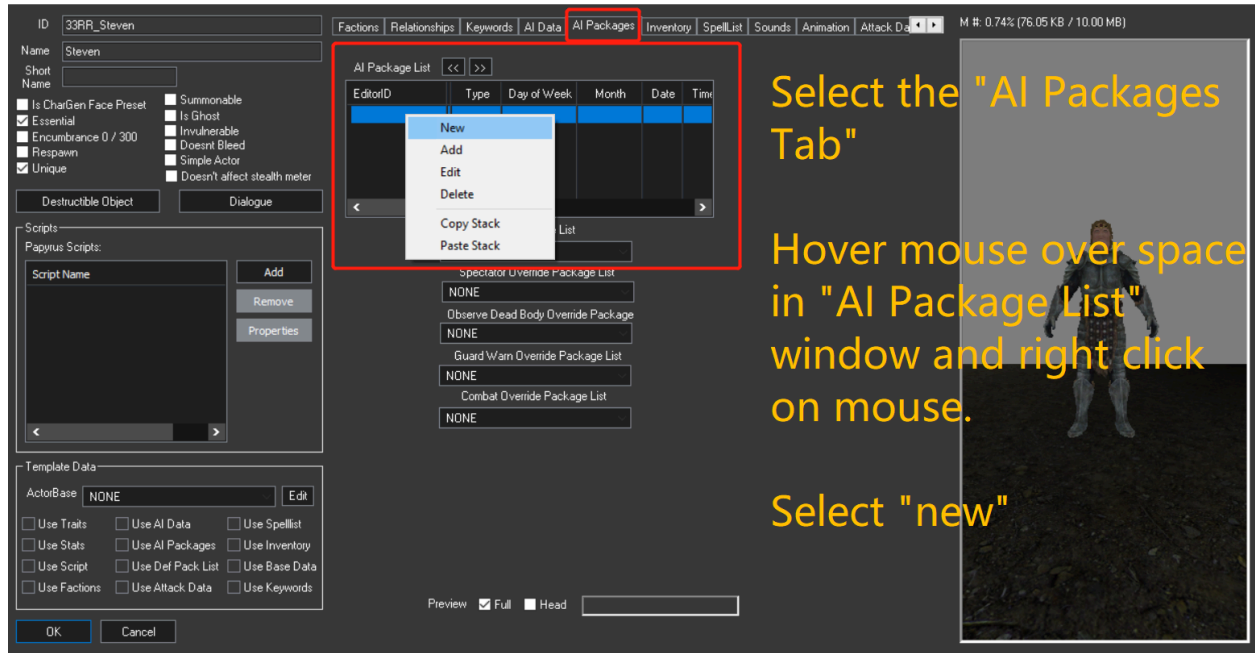
for example - I typed "p" to find it quickly.

Now and forever your voice type will be here.





Actor

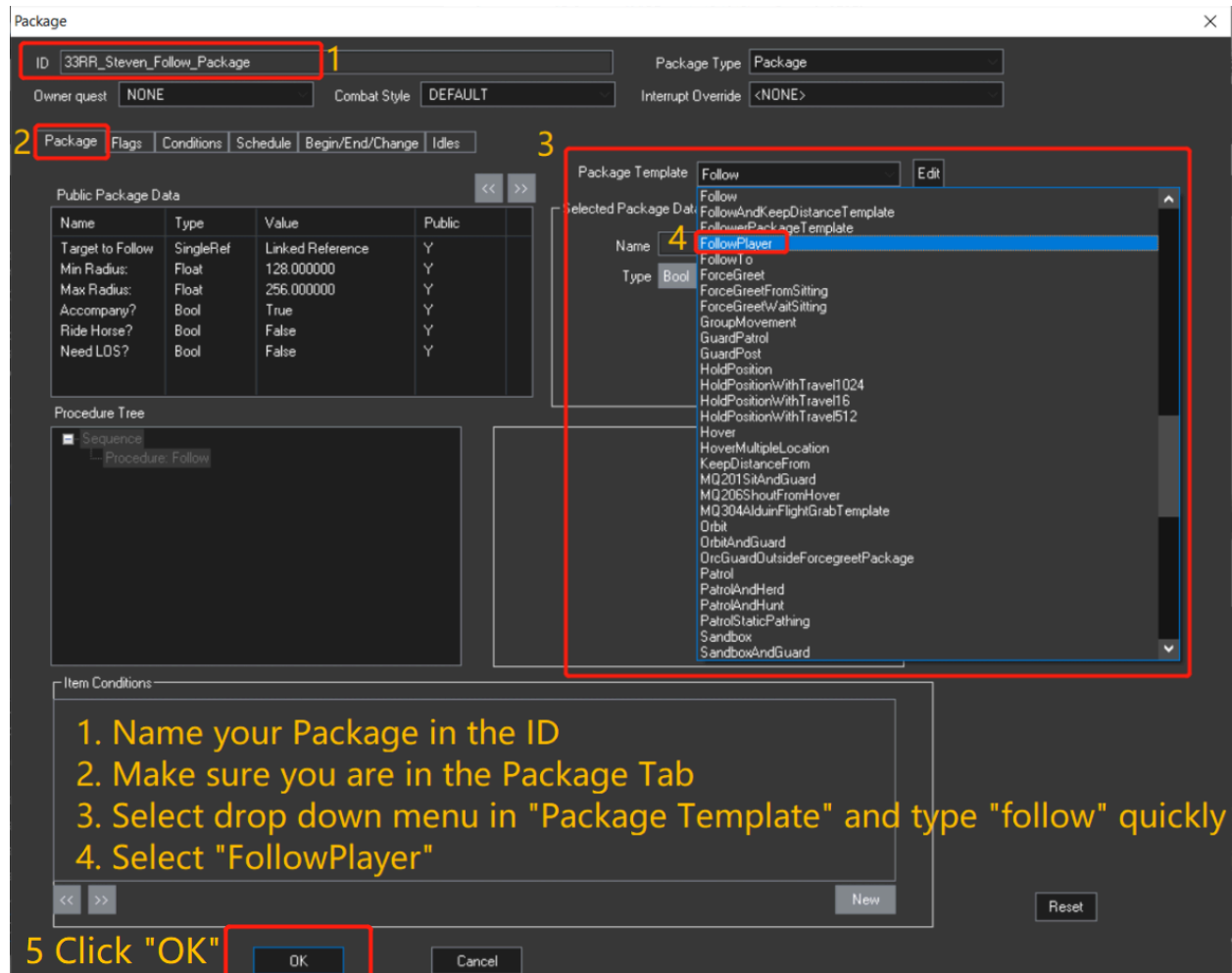


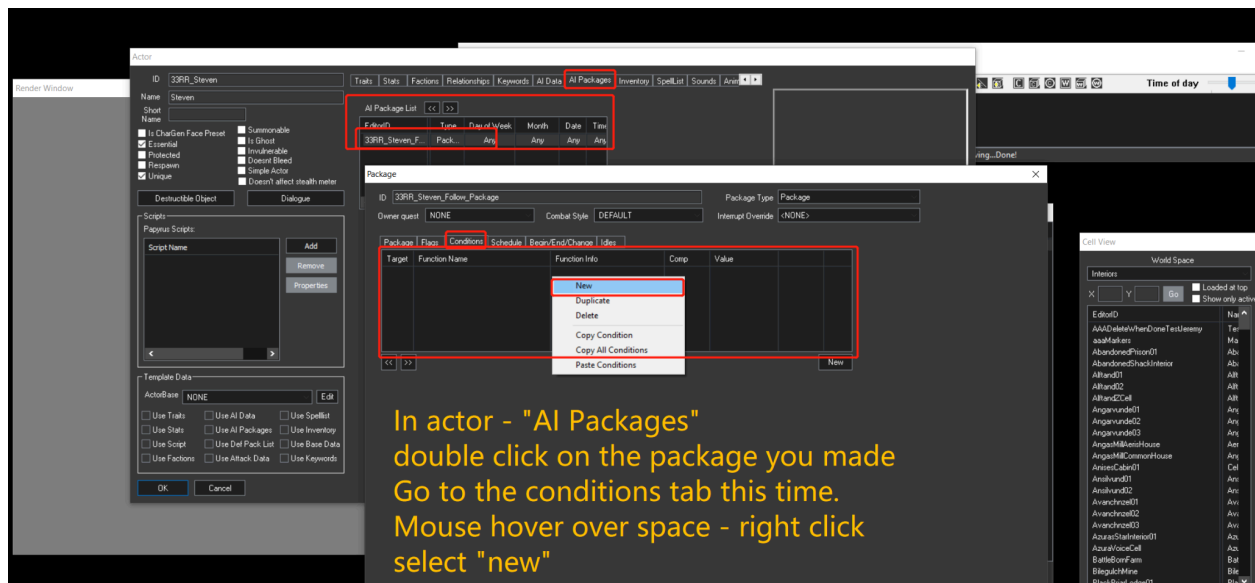
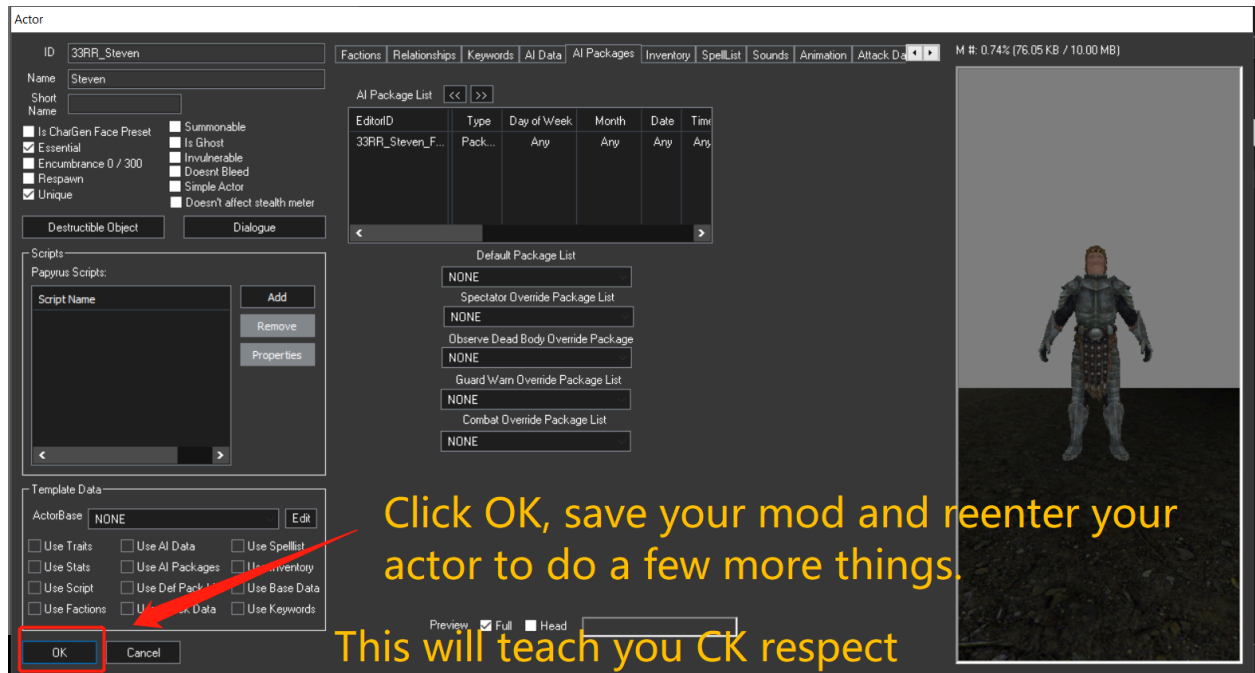
The screenshot shows the 'Actor' editor window. The 'AI Packages' tab is highlighted in the top navigation bar. A red rectangle highlights the 'AI Package List' table, which has columns for EditorID, Type, Day of Week, Month, Date, and Time. A right-click context menu is open over the table, with the 'New' option selected. To the right of the table, there are several override package lists, all currently set to 'NONE': Spectator Override Package List, Observe Dead Body Override Package, Guard Warn Override Package List, Combat Override Package List, and another unnamed one. The left sidebar contains various actor properties like Name, Short Name, and checkboxes for traits like 'Essential', 'Unique', and 'Summonable'. The bottom of the window has 'OK' and 'Cancel' buttons.

Select the "AI Packages Tab"

Hover mouse over space in "AI Package List" window and right click on mouse.

Select "new"





Package

ID 33RR_Steven_Follow_PackagePackage Type Package

Owner quest NONECombat Style DEFAULTInterrupt Override <NONE>

PackageFlagsConditionsScheduleBegin/End/ChangeIdles

Target	Function Name	Function Info	Comp	Value		

Condition Item

Condition FunctionGetIsIDParameters (Use Aliases) INVALID(Use Pack data)Comparison==Value1.0000OR

Run onSubjectSelectSwap Subject and TargetUse Global

OKCancel

Select Function Parameters

Parameter 1ObjectIDActor: '33RR_Steven'33RR_Steven

Parameter 2

Parameter 3

OKCancel

Press the "invalid" and select your actor from the drop down menu.

remember, you can type "3" to get to it quickly

You are selecting who owns this package

Package

ID: 33RR_Steven_Follow_Package Package Type: Package

Owner quest: NONE Combat Style: DEFAULT Interrupt Override: <NONE>

Package: Flags: Conditions: Schedule: Begin/End/Change: Idles:

Target	Function Name	Function Info	Comp	Value
S	GetIsID	Actor: '33RR_Steven'	==	1.000

right click mouse and select "new" again [like before]

Condition Item

Condition Function: GetPlayerTeammate Parameters (Use Aliases): NONE (Use Pack data): ☐ Comparison: == Value: 1.0000 OR: ☐ OK Cancel

do not right click over your new actor condition, rather over the space, just as before.

Condition Function- "GetPlayerTeammate"

Package

ID33RR_Steven_Follow_Package

Package TypePackage

Owner questNONE

Combat StyleDEFAULT

Interrupt Override<NONE>

Package

Flags

Conditions

Schedule

Begin/End/Change

Idles

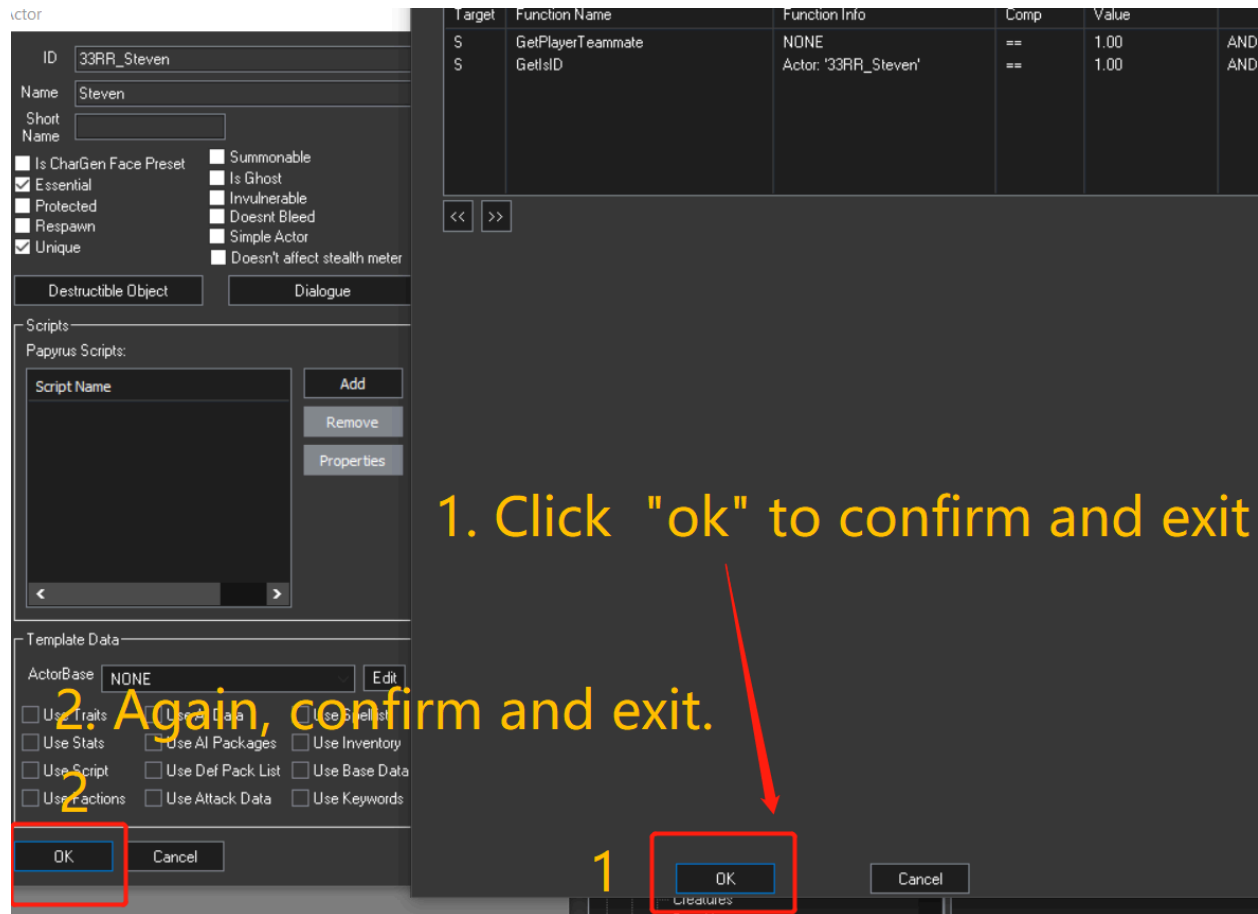
Target	Function Name	Function Info	Comp	Value		
S	GetPlayerTeammate	NONE	==	1.00	AND	
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND	

<<

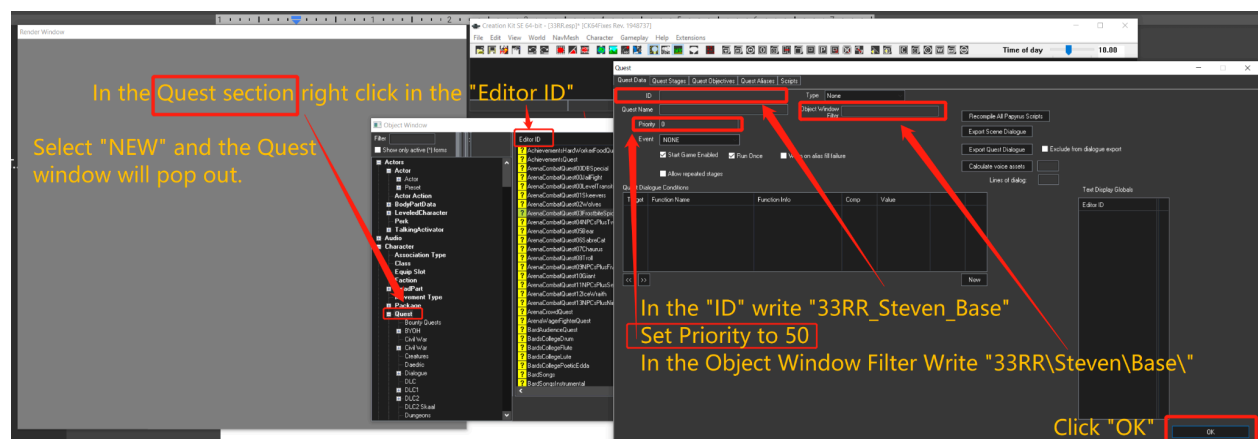
>>

New

This package that is on your actor will work only when your actor is the player's Teammate, and this package belongs to your actor only.



Creating your first QUEST...NOT



Object Window

Filter

☐ Show only active (*) forms

HeadPart
Movement Type
Package
Quest
33RR
Steven
Base

Editor ID	Form ID	Count	Users
? 33RR_Steven_Base	05005903	0 *	0

Close and restart CK.
You will see your Filter in the Object window now.
Easy to wrok with.

Creation Kit SE 64-bit - [33RR.esp] [CK64Fixes Rev. 1948737]

File Edit View World NavMesh Character Gameplay Help Extensions

Quest: 33RR_Steven_Base

Quest Data | Quest Stages | Quest Objectives | Quest Alkases | Dialogue Views | **Player Dialogue** | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Branches ☐ Top-level only

Subtype

Topic Text (0/60)

Editor ID ALL

Flags

right click

double click

New Branch ID

33RR_Steven_Base_Follow_Me

OK Cancel

Select Player Dialogue

Name your first topic

Click OK once, then.. again CK will add the same name + "topic" it's all good.

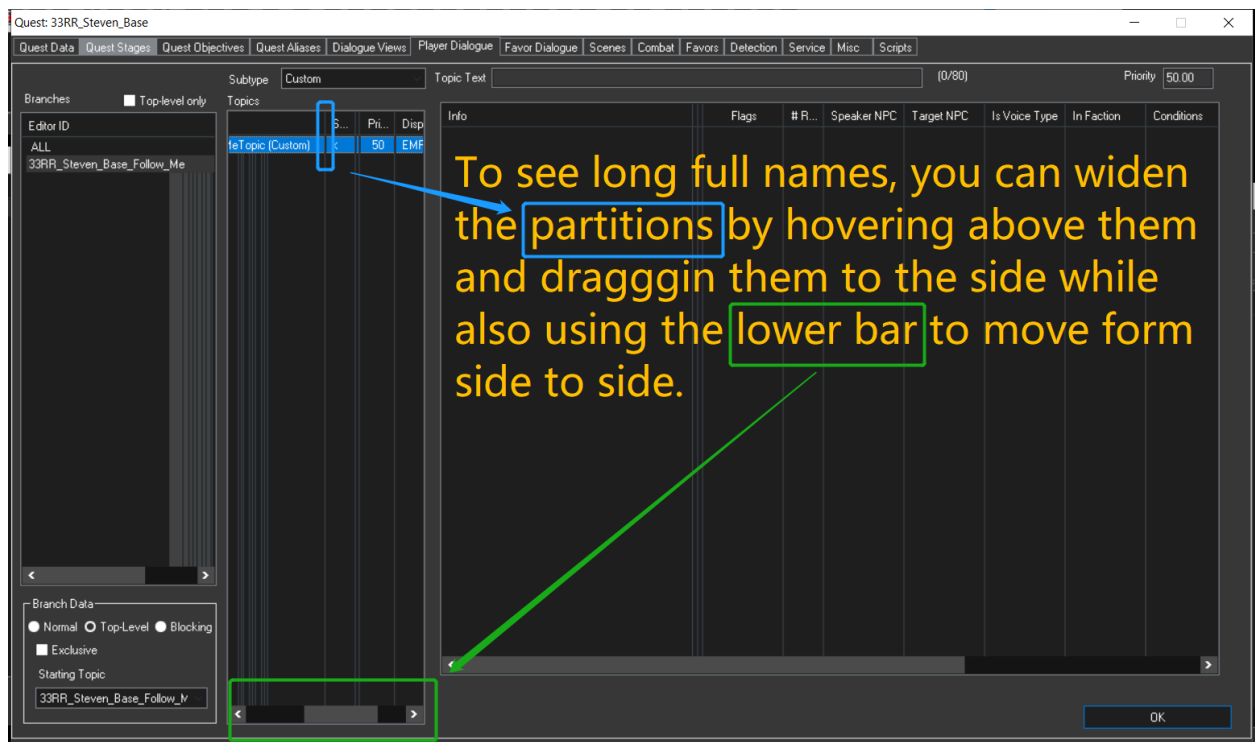
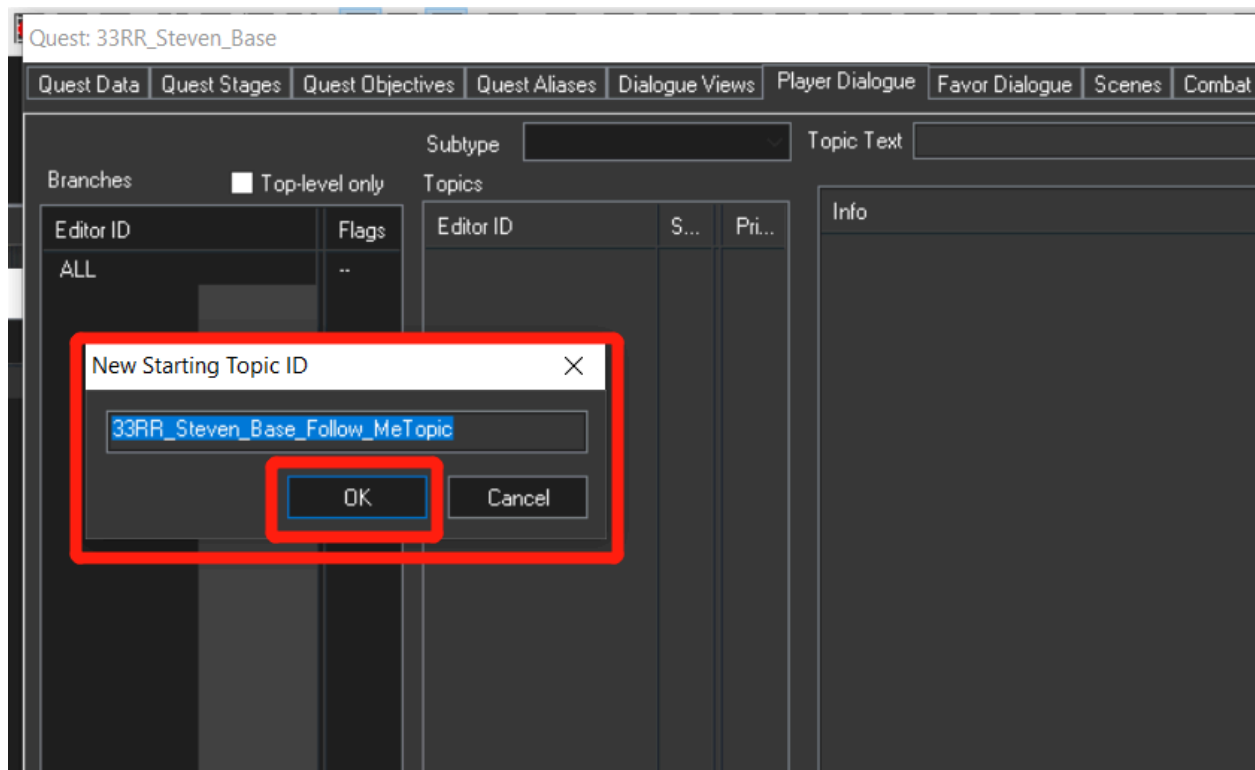
You have now created the first topic your follower will use to communicate with the player.

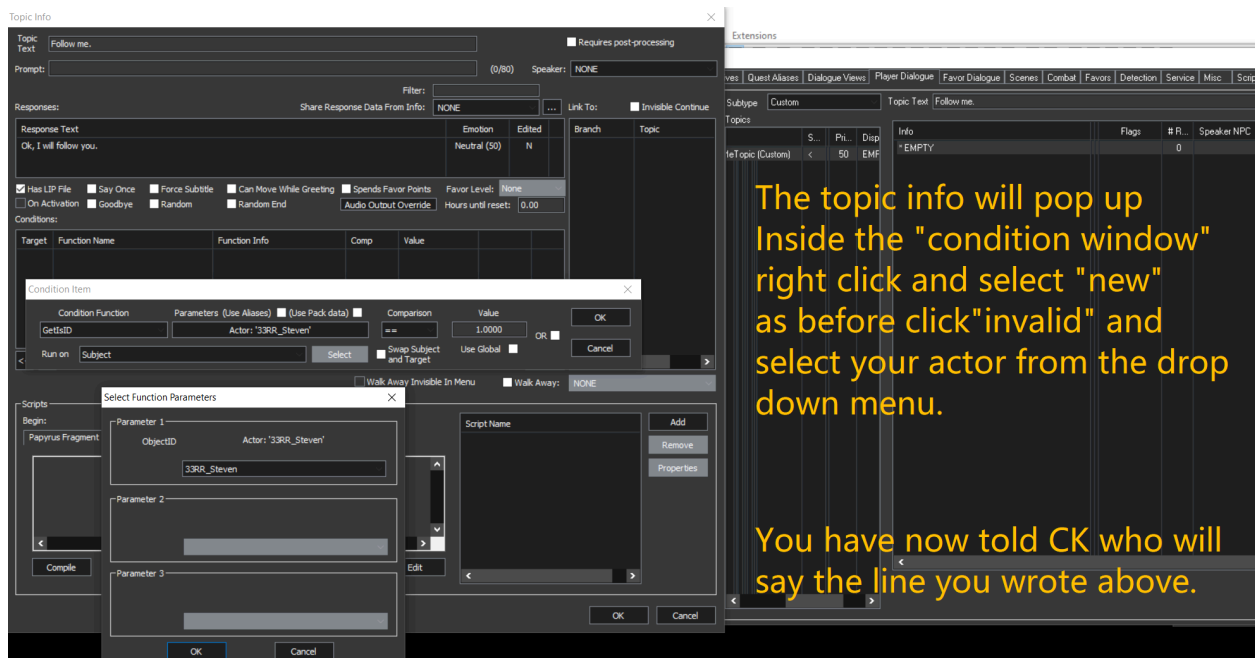
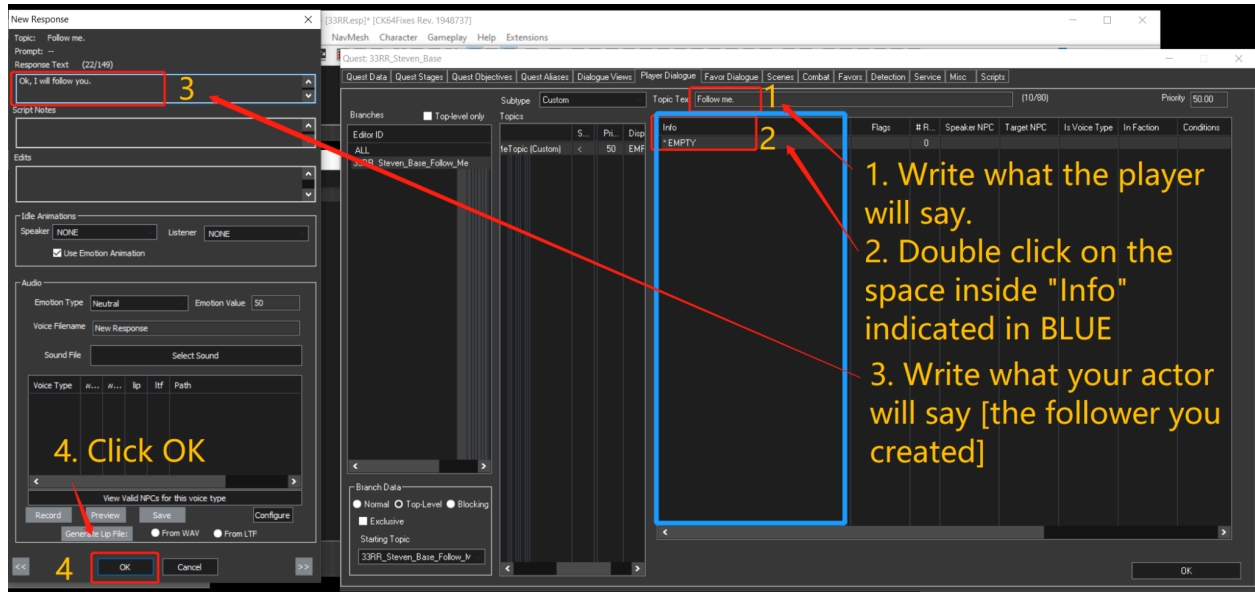
Branch Data

☒ Normal ☐ Top-Level ☐ Blocking

☐ Exclusive

Starting Topic





Topic Info

Topic Text

Follow me.

Prompt:

(0/80)

Speaker:

NONE

Requires post-processing

Responses:

Share Response Data From Info:

NONE

...

Link To:

Invisible Continue

Response Text	Emotion	Edited	Branch	Topic
Ok, I will follow you.	Neutral (50)	N		

☒ Has LIP File
 ☐ Say Once
 ☐ Force Subtitle
 ☐ Can Move While Greeting
 ☐ Spends Favor Points

Favor Level:

None

☐ On Activation
 ☐ Goodbye
 ☐ Random
 ☐ Random End

Audio Output Override

Hours until reset:

0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

<<

>>

New

☐ Walk Away Invisible In Menu
 ☐ Walk Away:

NONE

Scripts

Begin:

Papyrus Fragment

Advanced

Compile

Edit

End:

Papyrus Fragment

Advanced

;

Compile

Edit

Script Name

+ GA88_TIF__0500AA06

Add

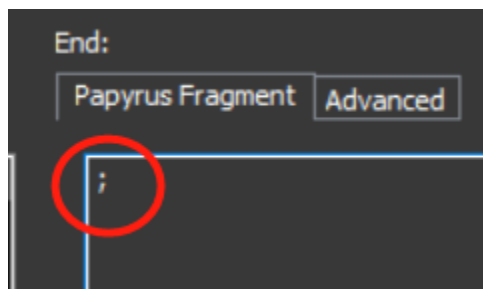
Remove

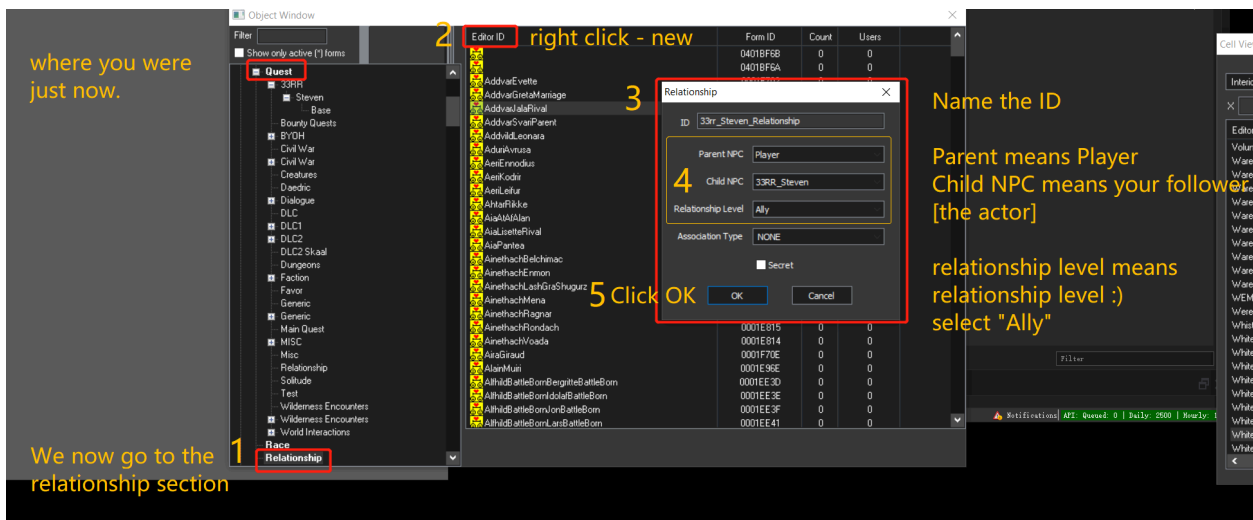
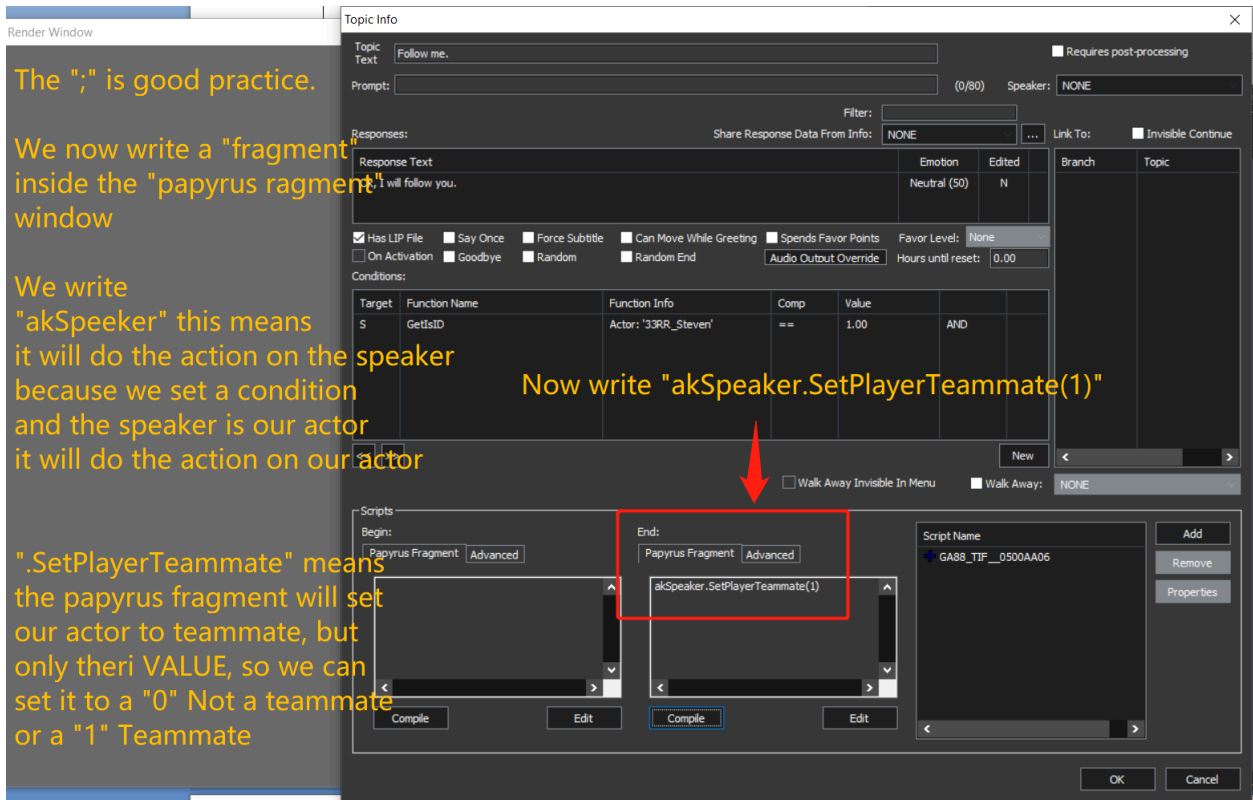
Properties

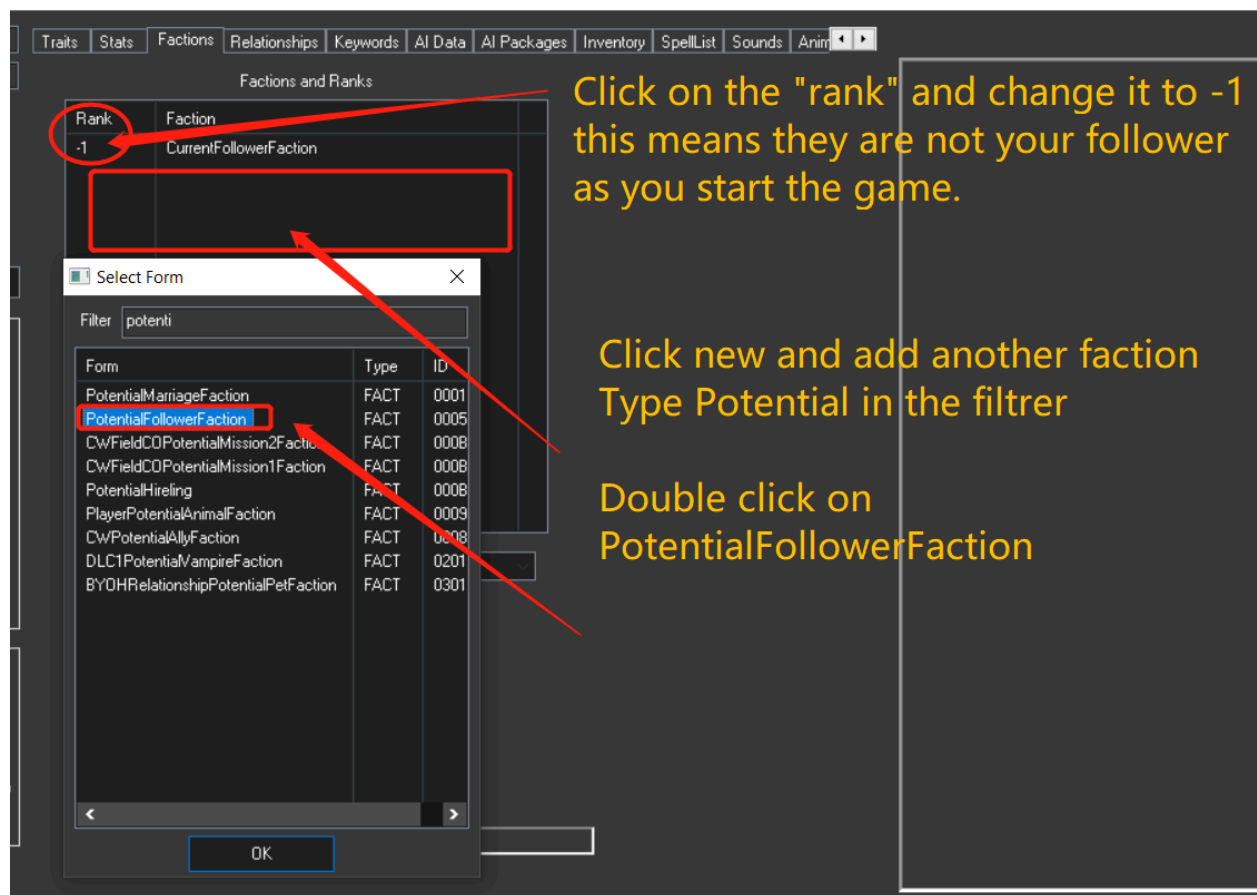
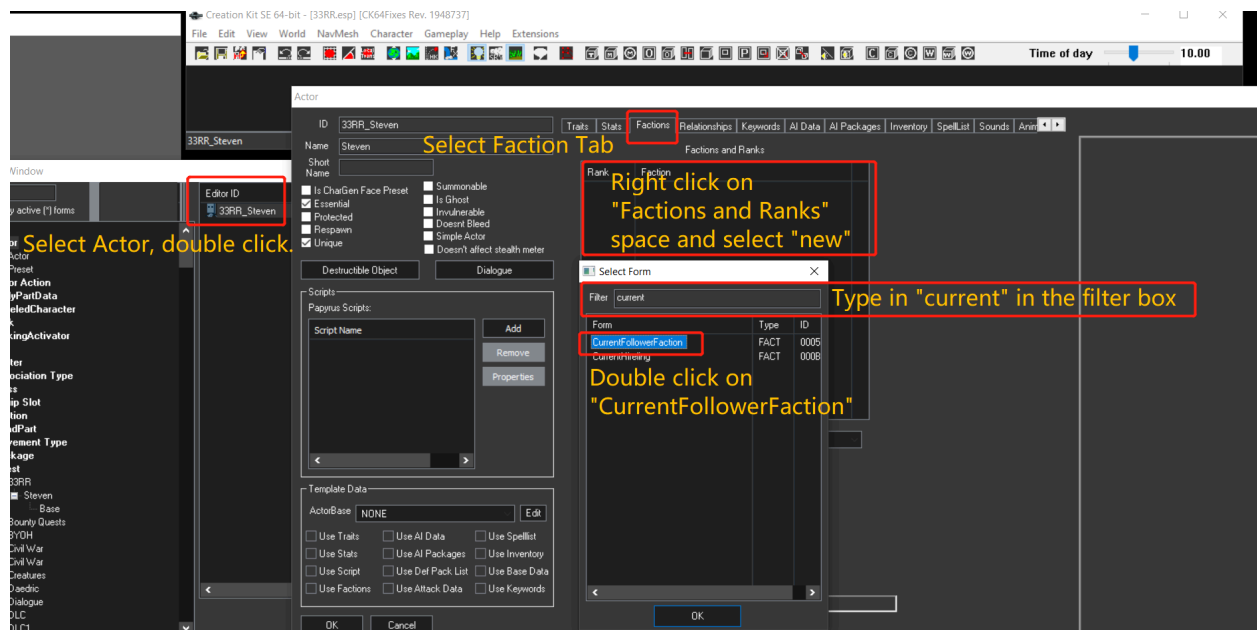
click on this space and a script will appear.

OK

Cancel







ve) - M#: 9.43% (16.69 MB / 177.00 MB)

3. this window will go blank.

Creation Kit SE 64-bit - [33RR.esp] [CK64Fixes Rev. 1948737]

File Edit View World NavMesh Character Gameplay Help Extensions

33RR_Steven -418, 194, -10 (WhiterunDragonsreach) [Snap units: 64] [Global] Save

Object Window

Filer

Show only active (*) forms

Actors

- Actor
 - Preset
- Actor Action
- BodyPartData
- LeveledCharacter
- Perk
- TalkingActivator

Audio

Character

- Association Type
- Class
- Equip Slot
- Faction
- HeadPart
- Movement Type
- Package
- Quest
 - 33RR
 - Steven
 - Base
 - Bounty Quests
 - BYOH
 - Chil War
 - Chil War
 - Creatures
 - Daedric

Editor ID

33RR_Steven

Form ID

05005900

Count

1 *

Users

3

Name

Steven

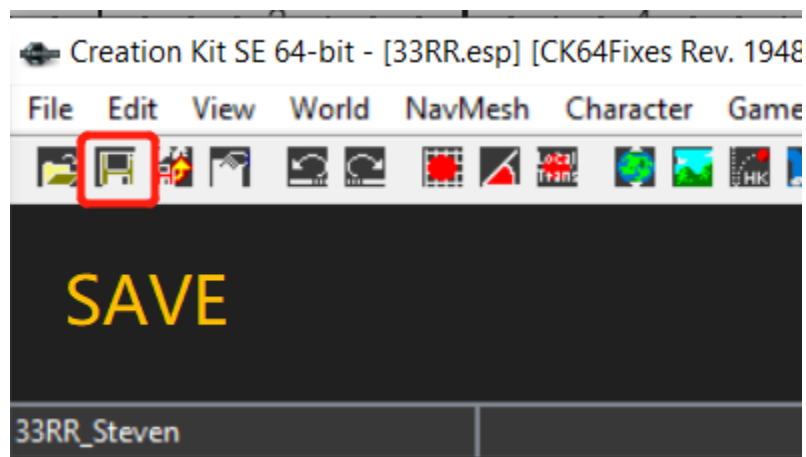
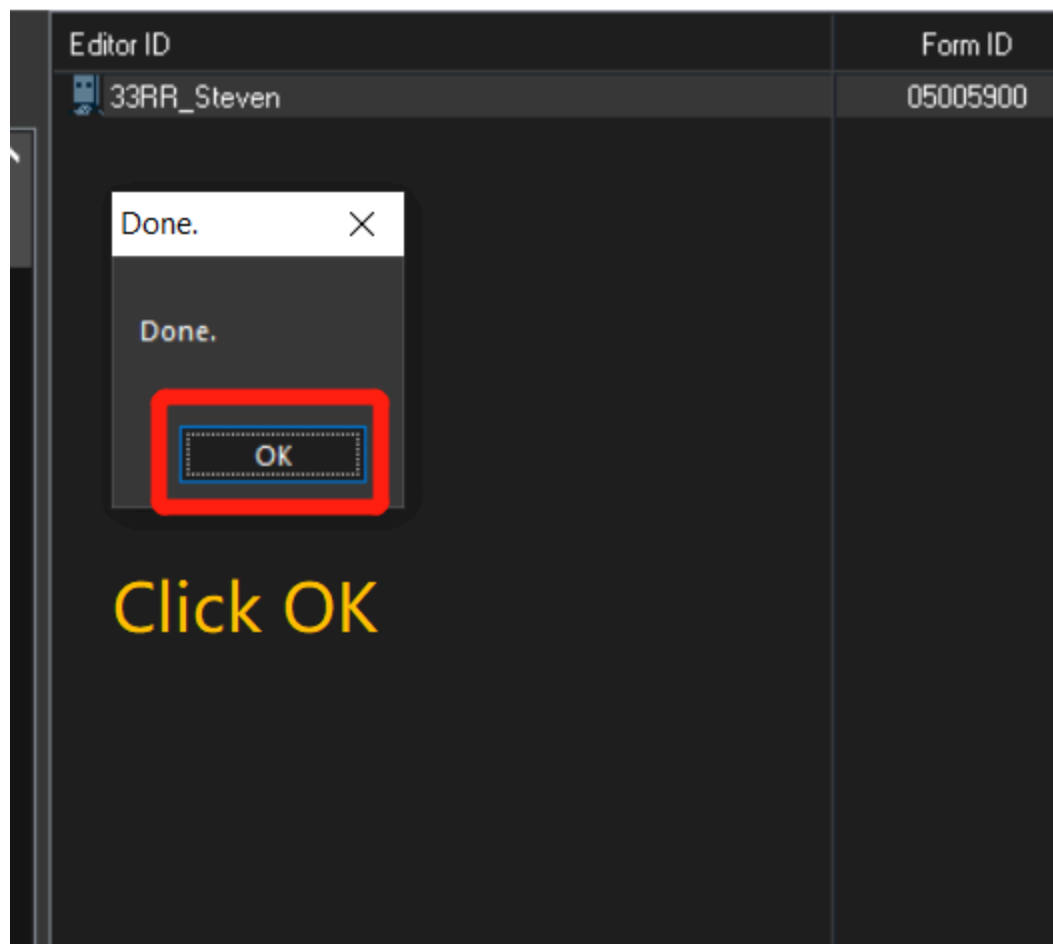
Confirm

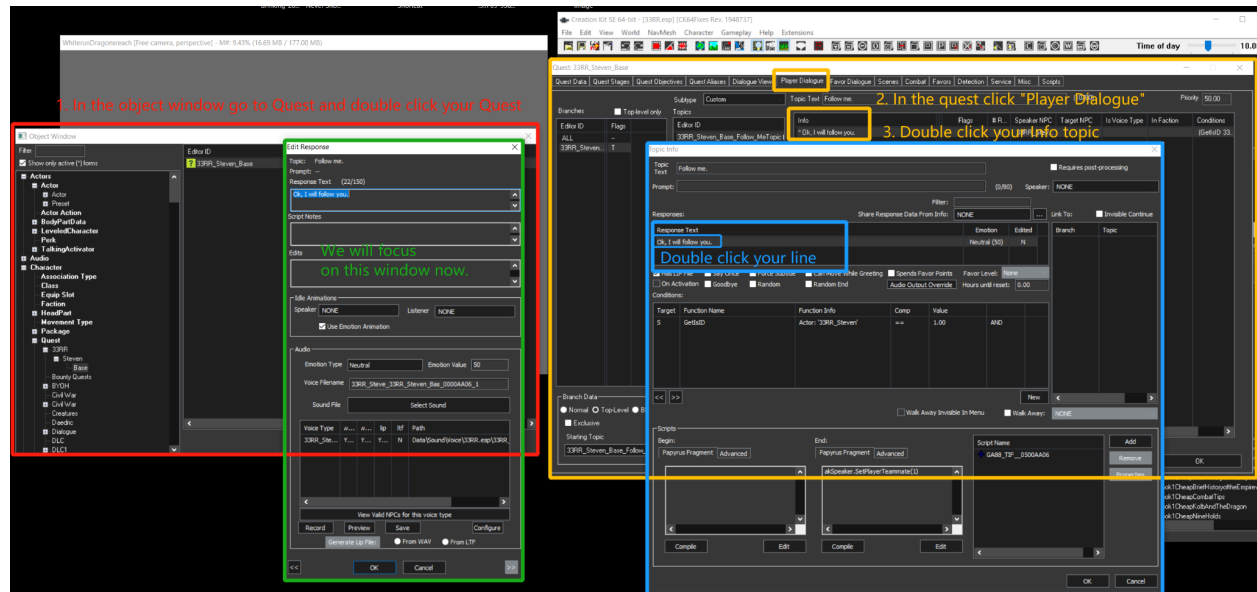
Export face gen data for all selected NPCs?

Yes No

2. Click ok

1. With your actor selected, press "Ctrl +F4" to generate the fix for the dark face bug.





0. You are here.

1. This is your actor, they say this line if you do not see it, stop and go back you have missed a step.

2. remember you can extend the partitions to see more.

3. This is your voice line File Name you can copy it if you like [no need]

4. this is the emotion your actor will use when saying the line above

4.2 this is the magnitude of expression while using the emotion you set for them 0 = no expression 100 = most expression.

5. Animation can play while they talk.

6. Click record and record your line

6.2 Click done when done.

7. Click save and the first 3 "N" in line will turn to "y"'s

6.2 doesn't show in this image

The screenshot shows the 'Edit Response' dialog box with the following fields and settings:

- Topic:** Follow me.
- Prompt:** --
- Response Text (22/150):** Ok, I will follow you. (highlighted with a red box and number 0)
- Script Notes:** (empty text area)
- Edits:** (empty text area)
- Idle Animations:**
 - Speaker:** NONE
 - Listener:** NONE
 - ☒ Use Emotion Animation
- Audio:**
 - Emotion Type:** Neutral (highlighted with a red box and number 4)
 - Emotion Value:** 50 (highlighted with a red box and number 4.2)
 - Voice Filename:** 33RR_Steve_33RR_Steven_Bas_0000AA06_1 (highlighted with a red box and number 3)
 - Sound File:** Select Sound
 - Voice Type Table:** (highlighted with a red box and number 1)

Voice Type	N...	N...	lip	ltf	Path
33RR_Ste...	N	N	N	N	Data\Sound\Voice\33RR.esp\33RR
- Buttons:** Record (highlighted with a red box and number 6), Preview (highlighted with a red box and number 7), Save (highlighted with a red box and number 7), Configure
- Generate Lip File:** ☐ From WAV ☐ From LTF
- Footer:** << OK Cancel >>

After you finish
recording, click
DONE

Edit Response

Topic: Follow me.
Prompt: --
Response Text (22/150)
Ok, I will follow you.

Script Notes

Edits

Idle Animations

Speaker NONE Listener NONE

☐ Use Emotion Animation

Audio

Emotion Type Neutral Emotion Value 50

Voice Filename 33RR_Steve_33RR_Steven_Bas_0000AA06_1

Sound File Select Sound

Voice Type	N...	N...	lip	lrf	Path
33RR_Ste...	N	N	N	N	Data\Sound\Voice\33RR.esp\33RR

Recording...

Done

View Valid NPCs for this voice type

Record Preview Save Configure

Generate Lip File: ☐ From WAV ☐ From LTF

<< OK Cancel >>

Since this is a serious tutorial, we will give Steven a Happy feeling of 100 magnitude along with an animation of druming while agreeing to folllow you.

Remember- dropdown menu can be filtered by typing or you can use your mouse scroll.

Edit Response

Topic: Follow me.
Prompt: --
Response Text (22/150)
Ok, I will follow you.

Script Notes

Edits

Idle Animations
Speaker IdleDrumStart Listener NONE
☒ Use Emotion Animation

Audio
Emotion Type Happy Emotion Value 100
Voice Filename 33RR_Steve_33RR_Steven_Bas_0000AA06_1
Sound File Select Sound

Voice Type	N...	N...	lip	ltf	Path
33RR_Ste...	Y...	Y...	Y...	N	Data\Sound\Voice\33RR.esp\33RR

3 "Y"s after recording

View Valid NPCs for this voice type

Record Preview Save Configure

Generate Lip File: ☐ From WAV ☐ From LTF

<< OK Cancel >>

There may be a tutorial in the future of how to use Audacity to record voice lines for now, let's go with CK.

In a nutshell

1. Record your line in Audacity.
2. name it with the VoiceFile Name
3. Place the wave file you made in the directory that holds your actor voice files.



SKYRIM UPDATES

This month's featured community mods covers all of the bases, expanded options for Solitude, new enchantments, a massive pool of new side quests, and a friendly dog companion.

1. Start up Skyrim
2. In the main menu click the "`" key it looks like this ( `)

Then type in "COC" this will teleport you directly into any "cell" you text next
Then press the space bar once.
In total, type in

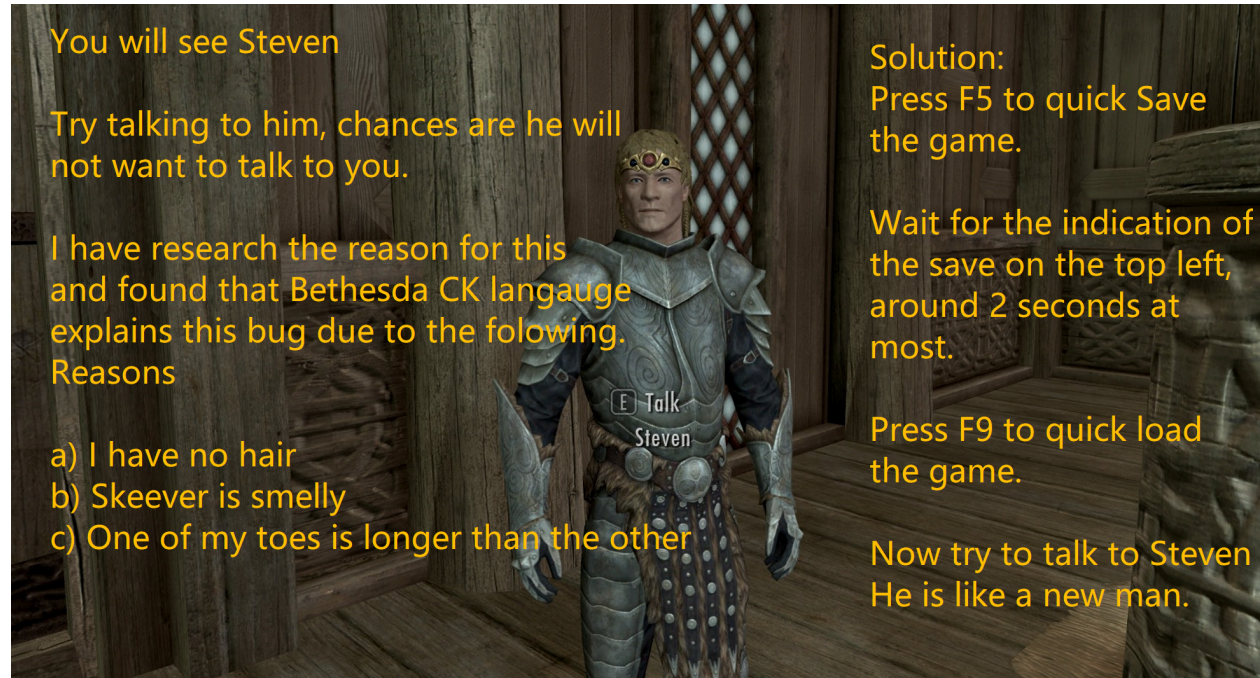
`coc whiterundragonsreach`

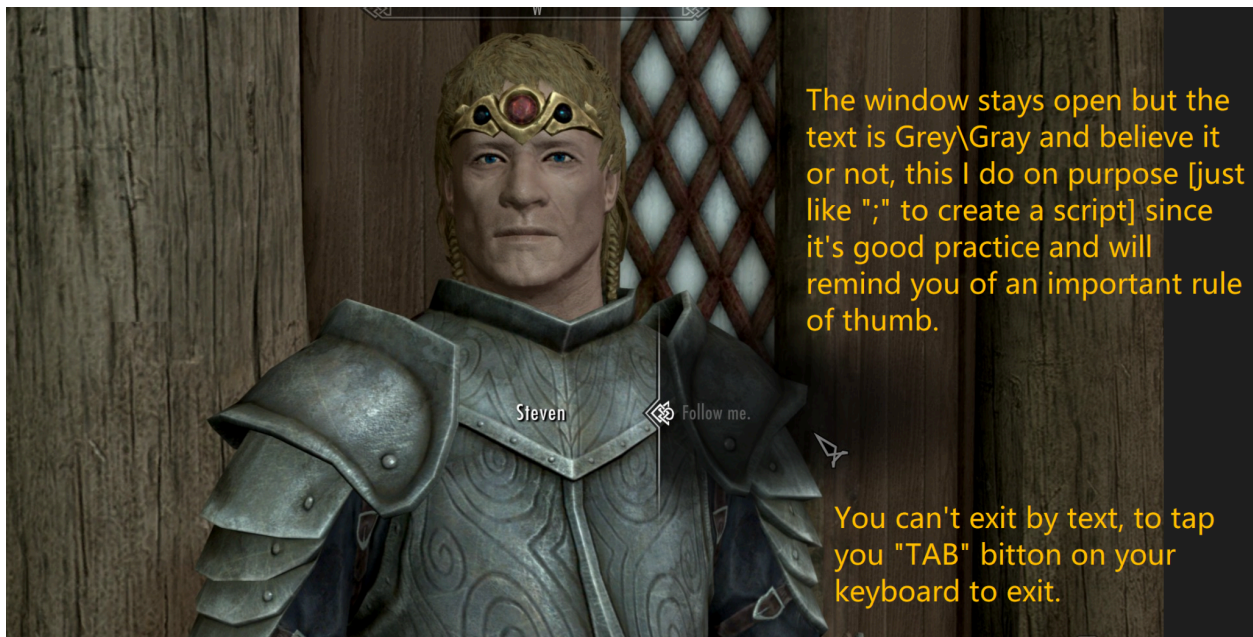
then press enter.

You will be teleported to Whiterun
Inside Dragonsreach

CONTINUE
NEW
LOAD
ADDITIONS
CREATION CLUB
MODS
CREDITS
QUIT

coc whiterundragonsreach







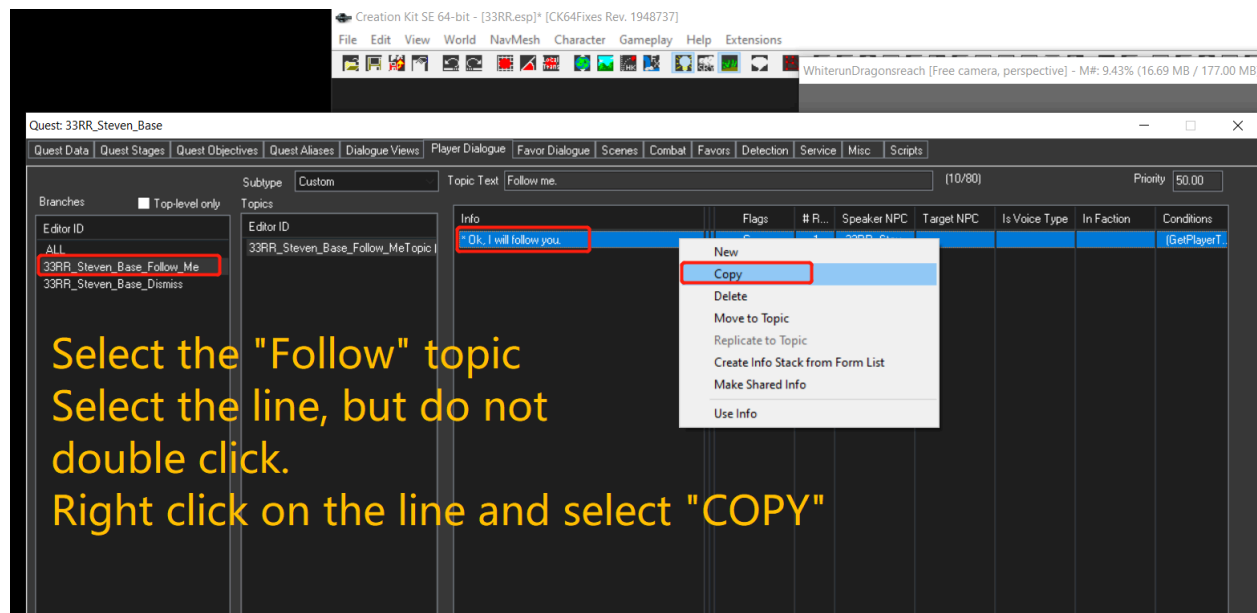
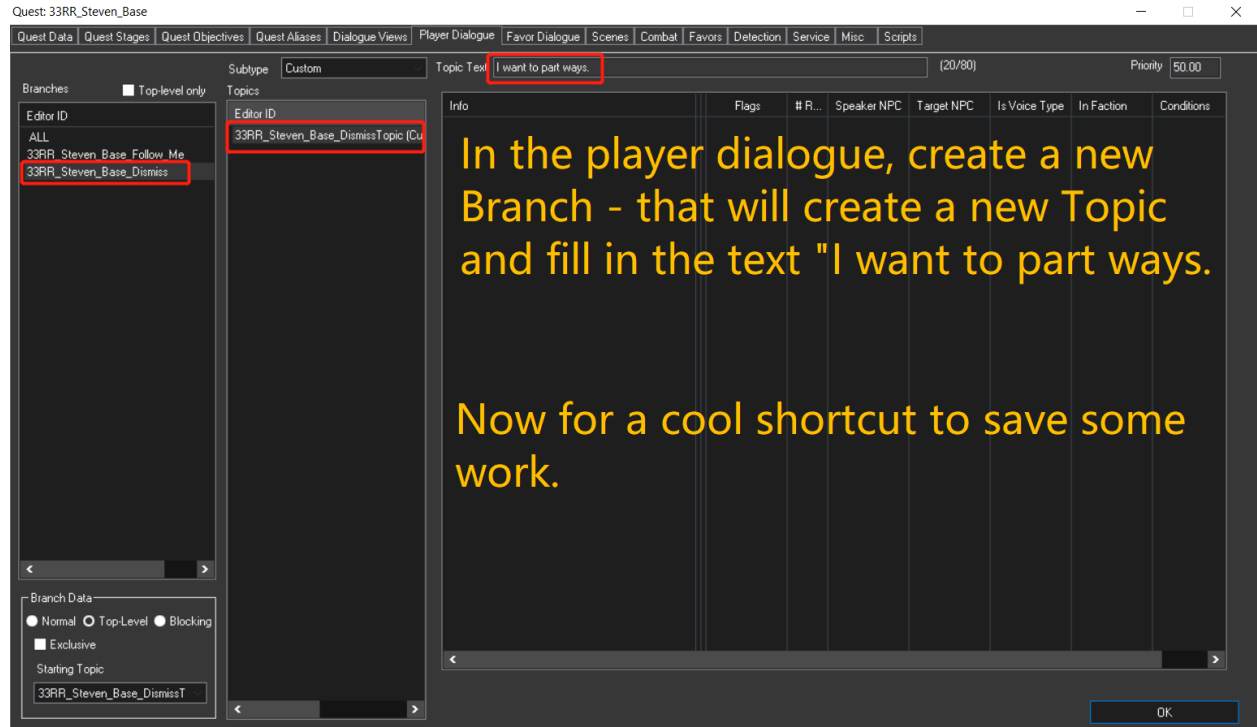
We want to do 2 things now.

1. Right click on space in "conditions" select "new" GetPlayerTeammate change the VALUE to "0"

This means this line will be said only when the actor is NOT following the player.

2. Click goodbye so we exit the dialogue automatically in game

Click OK



Player Dialogue | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Topic Text: Follow me. (10/80) Priority: 50.00

Info	Flags	# R...	Speaker NPC	Target NPC	Is Voice Type	In Faction	Conditions
* Ok, I will follow you.	G	1	33RR_Stev...				(GetPlayerT...
* Ok, I will follow you.	G	1	33RR_Stev...				(GetPlayerT...

it will take a second more than usual since it also copies the script.
Select the new line and right click it, then select "Move to Topic"

Quest: 33RR_Steven_Base

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Dialogue Views | Player Dialogue | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Subtype: Custom Topic Text: Follow me. (10/80) Priority: 50.00

Branches: ☐ Top-level only

Editor ID: ALL
33RR_Steven_Base_Follow_Me
33RR_Steven_Base_Dismiss

Topics: ☐ Top-level only ☒ Current quest only ☐ Current dialogue type only

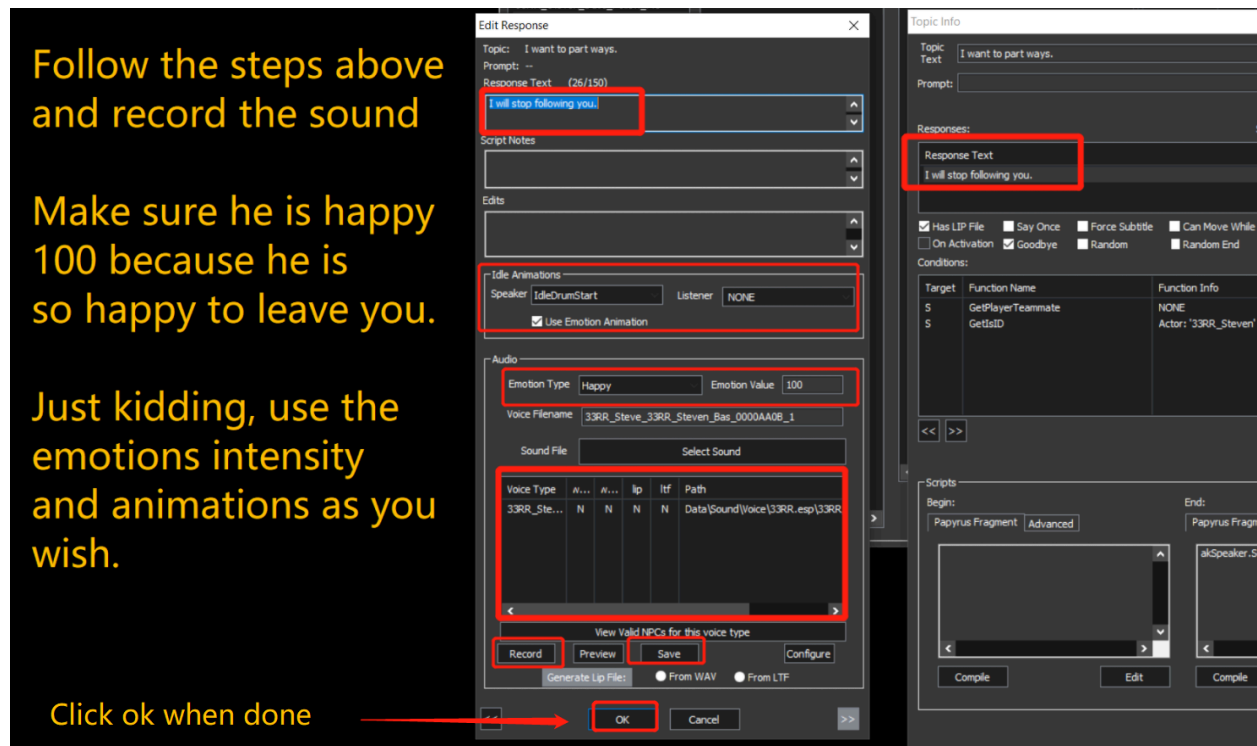
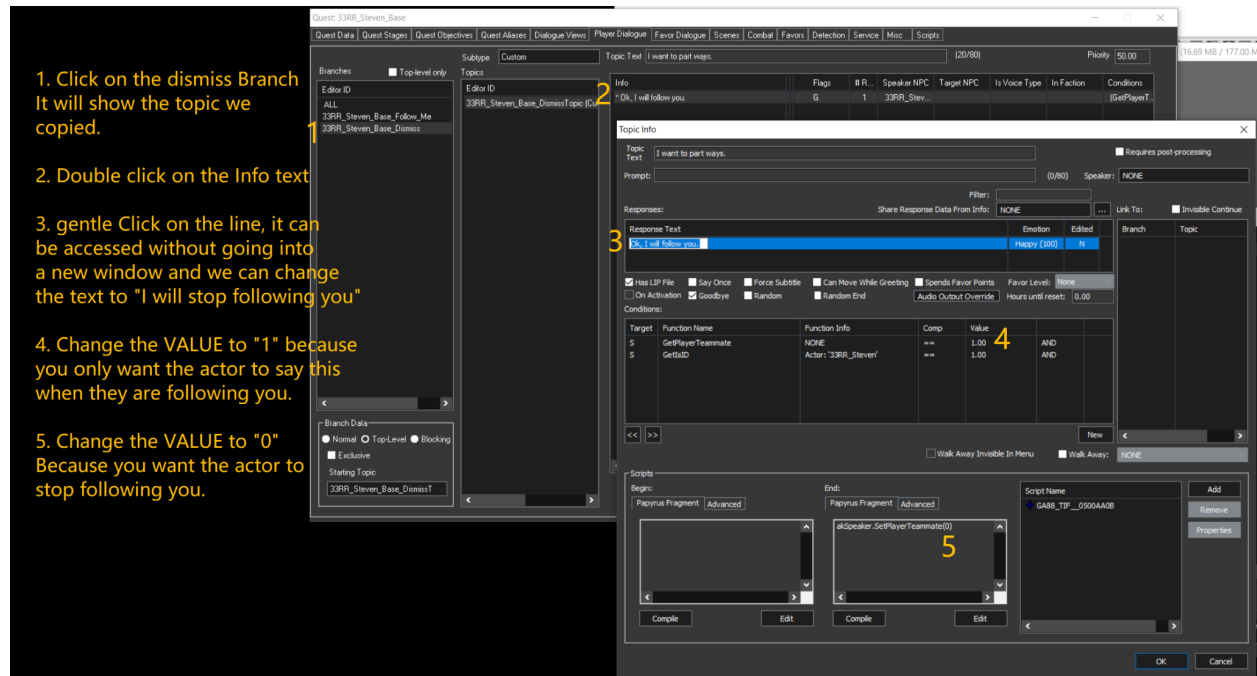
Editor ID: 33RR_Steven_Base_Follow_MeTopic

Select topic

Quest	Branch/Scene
33RR_Steven_Base	33RR_Steven_Base_Dismiss

Since we have only one more topic we can easily see thatwe have... just one..more topic.
OK, double click that topic "dismiss"

OK Cancel



instead of the usual

Wait

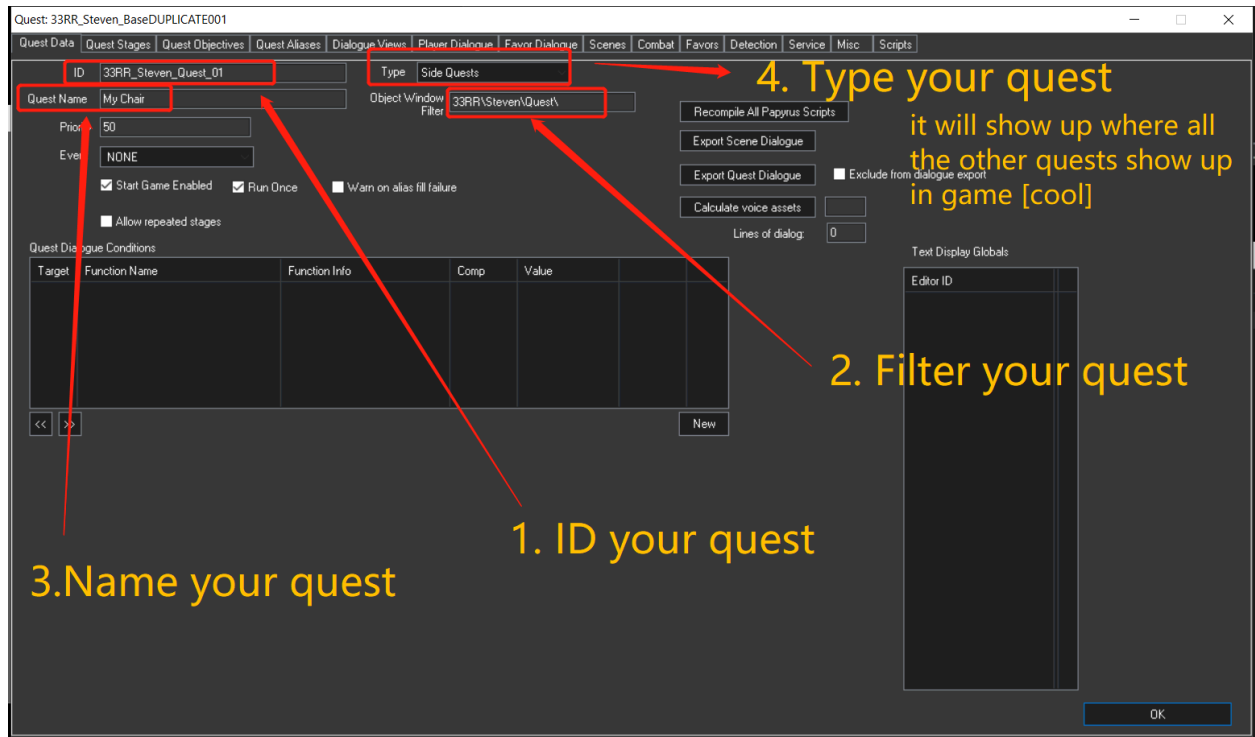
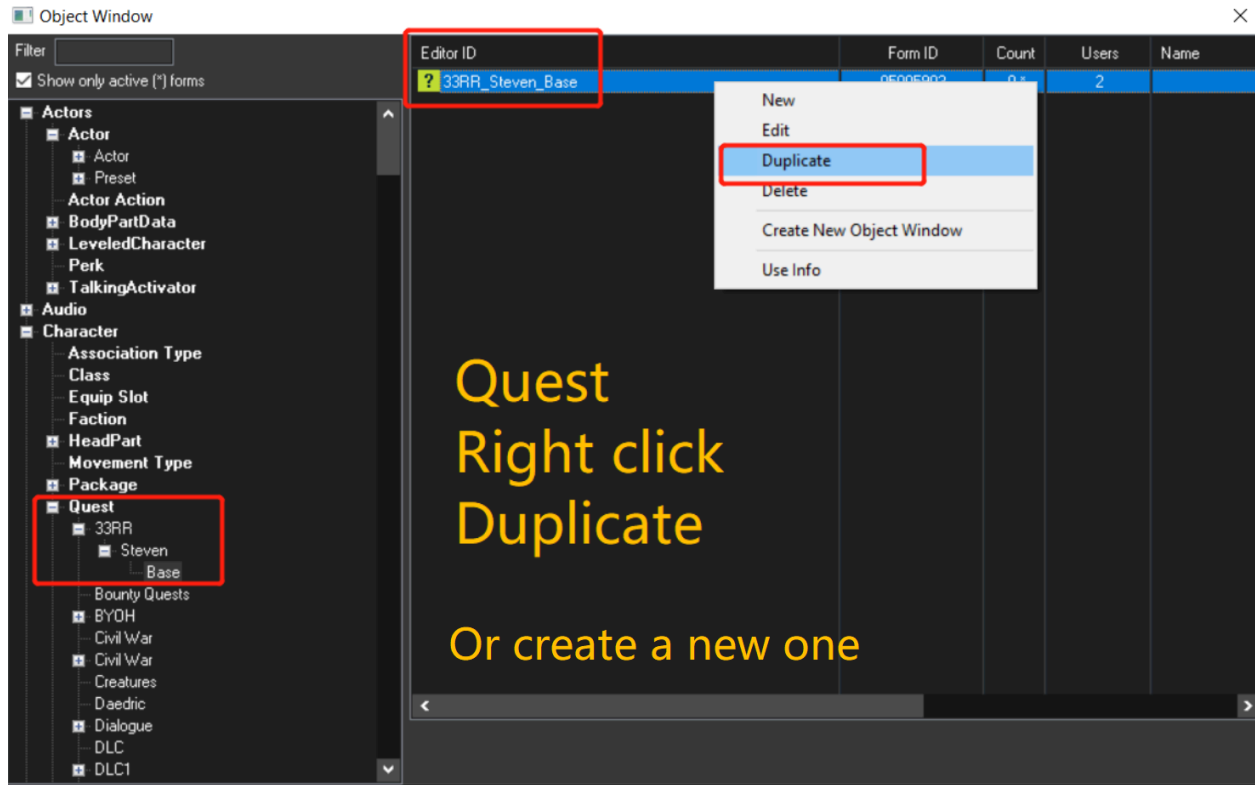
trade

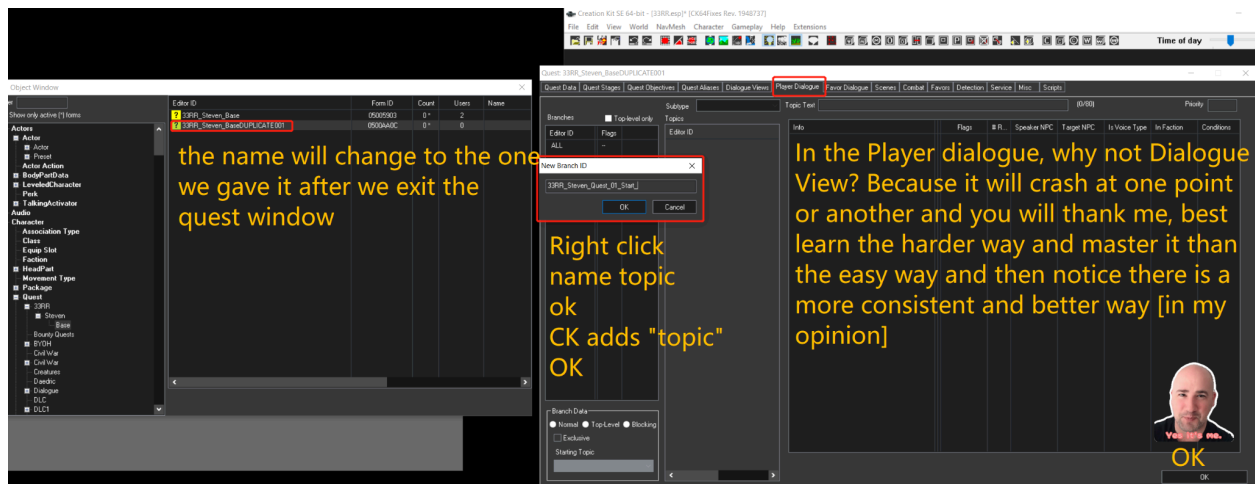
Do favor

We are now going to jump into Quest

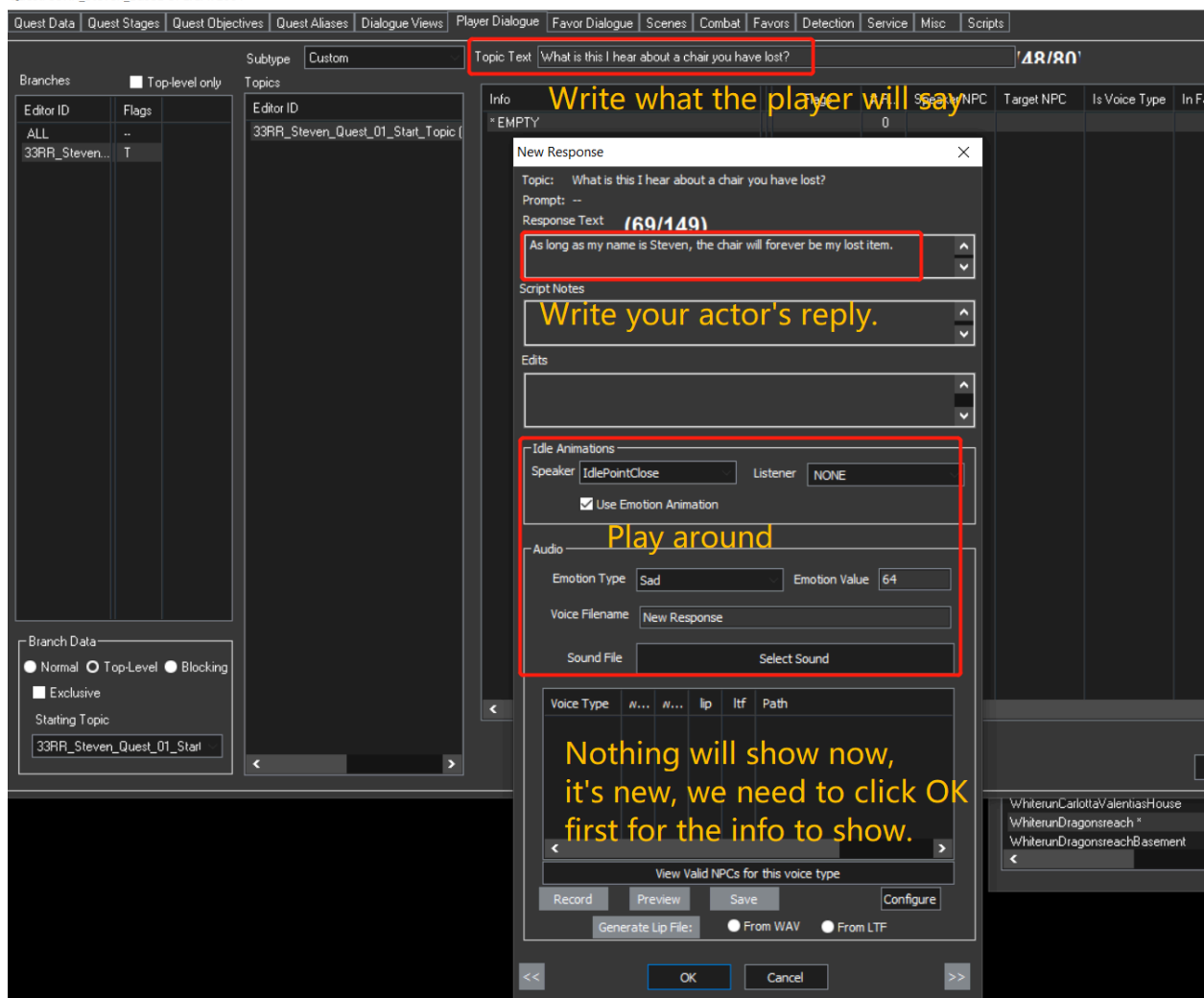
this part about the basic features, may or
may not be completed in the future,
[probably will] depending on your
demand.

Creating your first QUEST...REALLY!





Quest: 33RR_Steven_BaseDUPLICATE001



Topic Info

Topic Text

What is this I hear about a chair you have lost?

Requires post-processing

Prompt:

(0/80)

Speaker: NONE

Responses:

Share Response Data

Response Text

As long as my name is Steven, the chair will forever be my lost item.

☒ Has LIP File

☐ Say Once

☐ Force Subtitle

☐ Can Move While Greeting

☐ Spends F

☐ On Activation

☐ Goodbye

☐ Random

☐ Random End

☐ Audio Out

Condiions:

Target	Function Name	Function Info	Comp

<<

>>

Scripts

Begin:

Papyrus Fragment

Advanced

End:

Papyrus Fragment

Advanced

Compile

Edit

Compile

Walk

Edit Response

Topic: What is this I hear about a chair you have lost?

Prompt: --

Response Text (69/150)

As long as my name is Steven, the chair will forever be my lost item.

Script Moves

Edits

Idle Animations

Speaker IdlePointClose

Listener NONE

☒ Use Emotion Animation

Audio

Emotion Type Sad

Emotion Value 64

Voice Filename 33RR_Steve_33RR_Steven_Que_0000AA0F_1

Sound File

Select Sound

Voice Type	w...	w...	lip	ltf	Path
MaleEngu...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleEven...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleCom...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleGuard	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
FemaleUni	N	N	N	N	Data\Sound\Voice\33RR.esp\Fe
MaleGors...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me

View Valid NPCs for this voice type

Record

Preview

Save

Configure

Generate Lip File:

☒ From WAV

☐ From LTF

<<

OK

Cancel

>>

DO NOT RECORD ON THIS!!!!!!!!!!!!!!!

Edit Response

Topic: What is this I hear about a chair you have lost?

Prompt: --

Response Text (69/150)

As long as my name is Steven, the chair will forever be my lost item.

Script Notes

Edits

Idle Animations

Speaker IdlePointClose Listener NONE

☒ Use Emotion Animation

Audio

Emotion Type Sad Emotion Value 64

Voice Filename 33RR_Steve_33RR_Steven_Que_0000AA0F_1

Sound File Select Sound

Voice Type	N...	N...	lip	ltf	Path
MaleUniqu...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleEven...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleCom...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
MaleGuard	N	N	N	N	Data\Sound\Voice\33RR.esp\Me
FemaleUni...	N	N	N	N	Data\Sound\Voice\33RR.esp\Fe
MaleFors...	N	N	N	N	Data\Sound\Voice\33RR.esp\Me

View Valid NPCs for this voice type

Record Preview Save Configure

Generate Lip File: ☐ From WAV ☐ From LTF

<< OK Cancel >>

Topic Text What is this I hear about a chair you have lost?

Info	Flags	# R...	Sp
* EMPTY		0	

Start_Topic (

This means you have not set a condition of who will say the lines, due to this, all players can say it, if you record now, a directory for each available voice type in the whole of Skyrim will be created.

No, we do not like this. So we will listen and not record now.

Let's condition it first.

< >

OK Cancel >>

Prompt: (0/80) Speaker: NONE

Filter:

Responses: Share Response Data From Info: NONE ... Link To

Response Text	Emotion	Edited	Brand
As long as my name is Steven, the chair will forever be my lost item.	Sad (64)	N	

☒ Has LIP File ☐ Say Once ☐ Force Subtitle ☐ Can Move While Greeting ☐ Spends Favor Points Favor Level: None

☐ On Activation ☐ Goodbye ☐ Random ☐ Random End Audio Output Override Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

Much better

<< >> New <

Edit Response



Topic: What is this I hear about a chair you have lost?

Prompt: --

Response Text (69/150)

As long as my name is Steven, the chair will forever be my lost item.

Script Notes

Edits

Idle Animations

Speaker IdlePointClose

Listener NONE

☒ Use Emotion Animation

Audio

Emotion Type Sad

Emotion Value 64

Voice Filename 33RR_Steve_33RR_Steven_Que_0000AA0F_1

Sound File

Select Sound

Voice Type	w...	w...	lip	lrf	Path
33RR_Ste...	Y...	Y...	Y...	N	Data\Sound\Voice\33RR.esp\33RR_

< >

View valid NPCs for this voice type

Record

Preview

Save

Configure

Generate Lip File:

☐ From WAV

☐ From LTF

<<

OK

Cancel

>>

Quest: 33RR_Steven_BaseDUPLICATE001

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Dialogue Views | Player Dialogue | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Subtype: Custom Topic Text: (0/80) Priority: 50.00

Branches: ☒ Top-level only

Editor ID	Flags	Subtype	Topic Text	Info	Flags	# R...	Speaker NPC	Target NPC	Is Voice Type	In Faction	Conditions
ALL	~	01_Start_Topic (Custom)	<	50							
33RR_Steven...	T	01_Start_Z_1_a (Custom)		50							
		01_Start_Z_1_b (Custom)		50							
		01_Start_Z_1_c (Custom)		50							
		01_Start_Z_1_d (Custom)		50							

Branch Data: ☒ Normal ☐ Top-Level ☐ Blocking ☐ Exclusive Starting Topic: 33RR_Steven_Quest_01_Start

OK

This sign means the topic here will be available for the player to select from when speaking to the actor.

Create some topics so the conversation can go on.

Quest: 33RR_Steven_BaseDUPLICATE001

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Dialogue Views | Player Dialogue | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Subtype: Custom Topic Text: What is this I hear about a chair you have lost? Priority: 50.00

Branches: ☒ Top-level only

Editor ID	Flags	Subtype	Topic Text	Info	Flags	# R...	Speaker NPC	Target NPC	Is Voice Type	In Faction	Conditions
ALL	~	01_Start_Topic (Custom)	<	50							
33RR_Steven...	T	01_Start_Z_1_a (Custom)		50							
		01_Start_Z_1_b (Custom)		50							
		01_Start_Z_1_c (Custom)		50							
		01_Start_Z_1_d (Custom)		50							

Branch Data: ☒ Normal ☐ Top-Level ☐ Blocking ☐ Exclusive Starting Topic: 33RR_Steven_Quest_01_Start

Topic Info

Topic Text: What is this I hear about a chair you have lost? ☒ Requires post-processing

Prompt: (0/80) Speaker: NONE

Filter: NONE

Responses: Share Response Data From Info: NONE Link To: ☐ Invisible Continue

Response Text	Emotion	Edited
As long as my name is Steven, the chair will forever be my lost item.	Sad (64)	N

☒ Has LIP File ☐ Say Once ☐ Force Subtitle ☐ Can Move While Greeting ☐ Spends Favor Points Favor Level: None

☐ On Activation ☐ Goodbye ☐ Random ☐ Random End Audio Output Override Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	AND
S	GetIsID	Actor: '33RR_Steven'	==	1.00	

Branch: Topic

right click in the space here

select

Add Link Remove Link Copy All Paste

OK

double click

Select main topic [the first one we made]

Select topic

☐ Top-level only ☒ Current quest only ☐ Current dialogue type only

Topic	Subtype
33RR_Steven_Quest_01_Start_Topic	Custom
33RR_Steven_Quest_01_Start_Z_1_a	Custom
33RR_Steven_Quest_01_Start_Z_1_b	Custom
33RR_Steven_Quest_01_Start_Z_1_c	Custom
33RR_Steven_Quest_01_Start_Z_1_d	Custom

Use bar to move sideways if needed

OK Cancel

☐ Normal ☐ Top-Level ☐ Blocking

☐ Exclusive

Starting Topic

33RR_Steven_Quest_01_Start

Select "***1_a" by double clicking

What is this I hear about a chair you have lost?

(0/80) Speaker: NONE

Filter: NONE

Share Response Data From Info: NONE Link To:

Emotion Sad (6-4) Edited N Branch

Can Move While Greeting Spends Favor Points Favor Level: None

Random End Audio Output Override Hours until reset: 0.00

Function Info	Comp	Value	AND
Actor: '33RR_Steven'	==	1.00	

Function Info Comp Value AND

Actor: '33RR_Steven' == 1.00 AND

New

Topic Info

Topic Text: What is this I hear about a chair you have lost?

Prompt: (0/80) Speaker: NONE

Responses: Share Response Data From Info: NONE Link To: Invisible Continue

Response Text: As long as my name is Steven, the chair will forever be my lost item. Emotion Sad (6-4) Edited N

Has LIP File ☐ Say Once ☐ Force Subtitle ☐ Can Move While Greeting ☐ Spends Favor Points ☐ Favor Level: None

On Activation ☐ Goodbye ☐ Random ☐ Random End Audio Output Override Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	AND
5	GetID	Actor: '33RR_Steven'	==	1.00	

Do not tick goodbye or the link will not work, the actor will exit your conversation.

Scripts:

Begin: Papyrus Fragment: Advanced End: Papyrus Fragment: Advanced

Script Name

Compile Edit Compile Edit

OK Cancel

The next topic is linked you can now write a conversation Some nice back and forth

Quest: 33RR_Steven_BaseDUPLICATE001

Quest Data Quest Stages Quest Objectives Quest Alkases Dialogue Views Player Dialogue Favor Dialogue Scenes Combat Favors Data

Branches ☒ Top-level only Subtype Custom Topic Text: What is this I hear about a chair you have lost?

Editor ID	Flags	Subtype	Topic	Info	Flag
ALL	-	01_Start_Topic (Custom)	<	As long as my name is Steven, the chair will fore...	
33RR_Steven...	T	01_Start_Z_1_a (Custom)	<		
		01_Start_Z_1_b (Custom)			
		01_Start_Z_1_c (Custom)			
		01_Start_Z_1_d (Custom)			

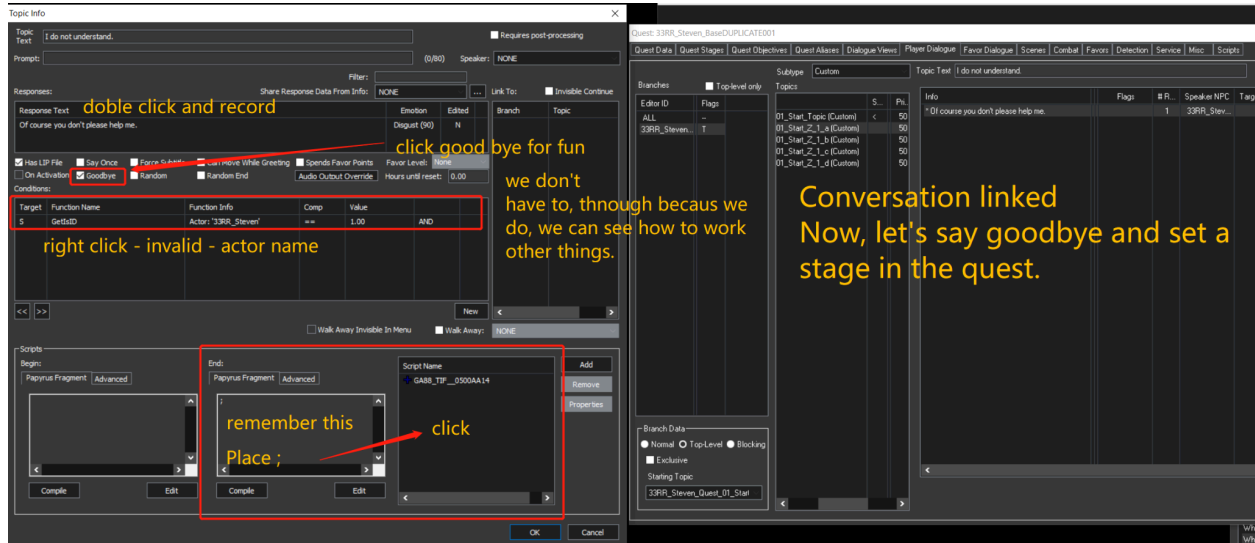
Branch Data

☐ Normal ☐ Top-Level ☐ Blocking

☐ Exclusive

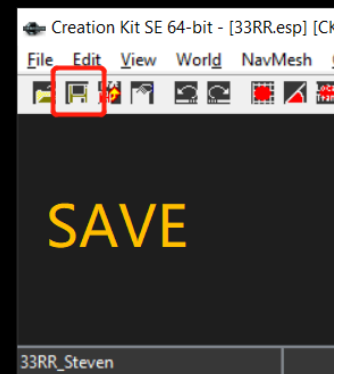
Starting Topic

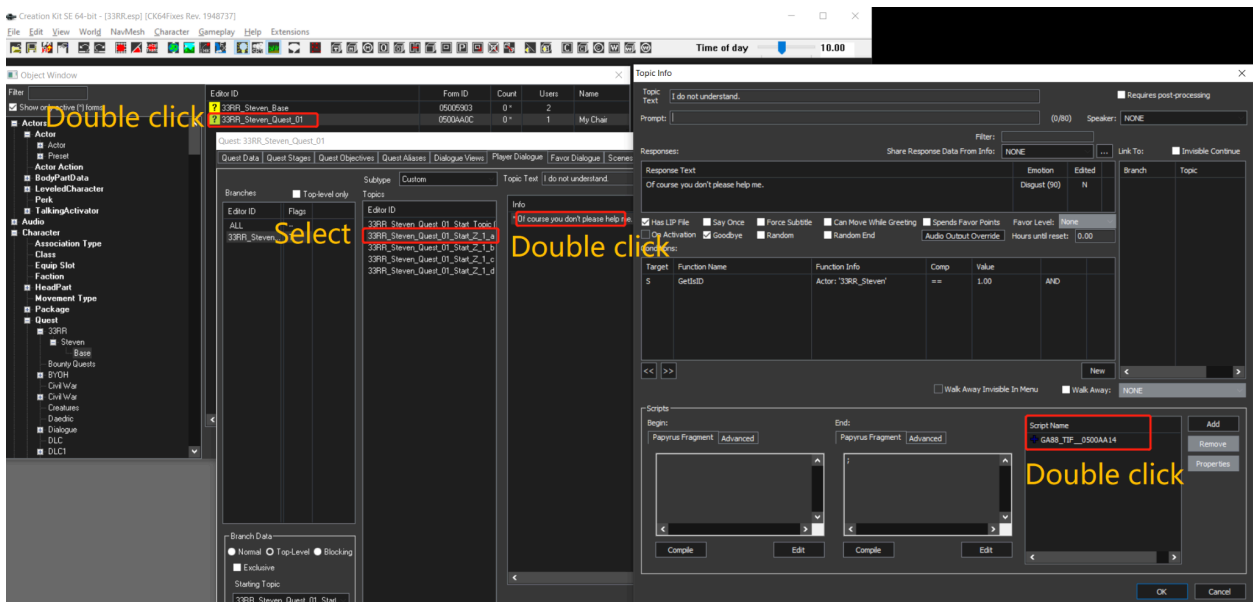
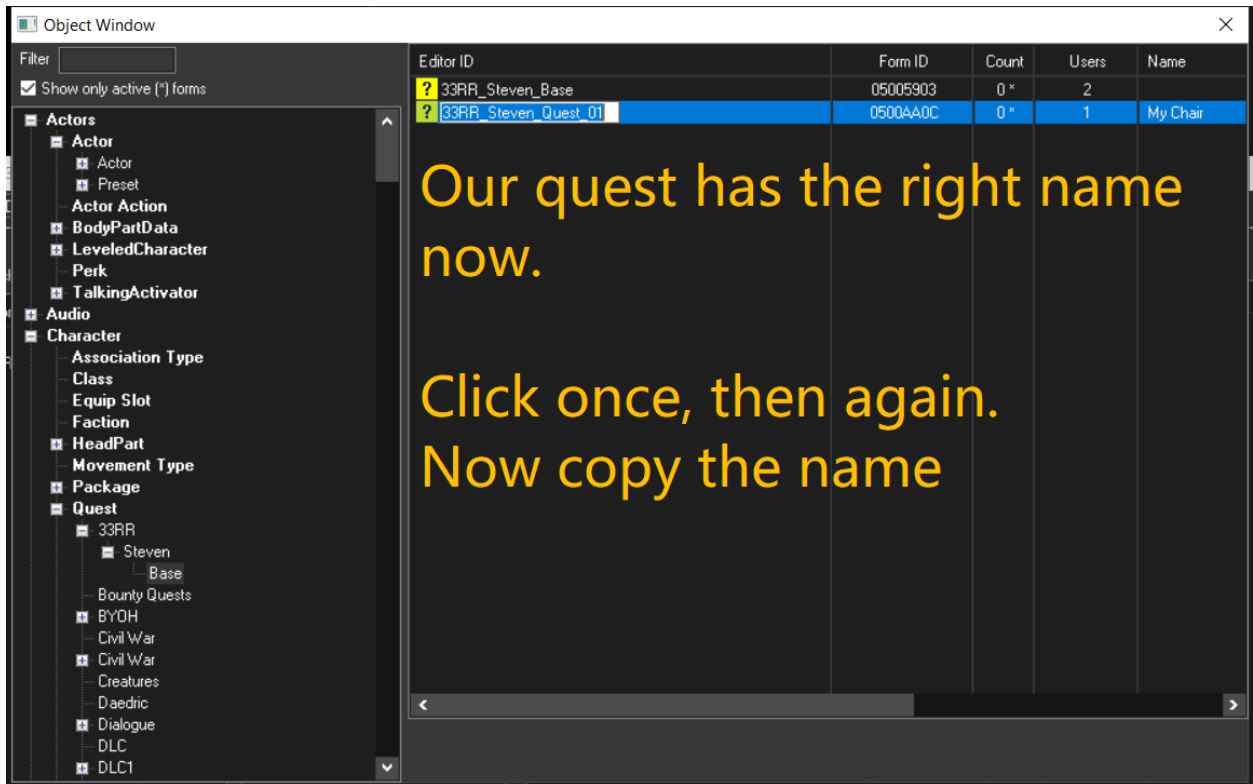
33RR_Steven_Quest_01_Start

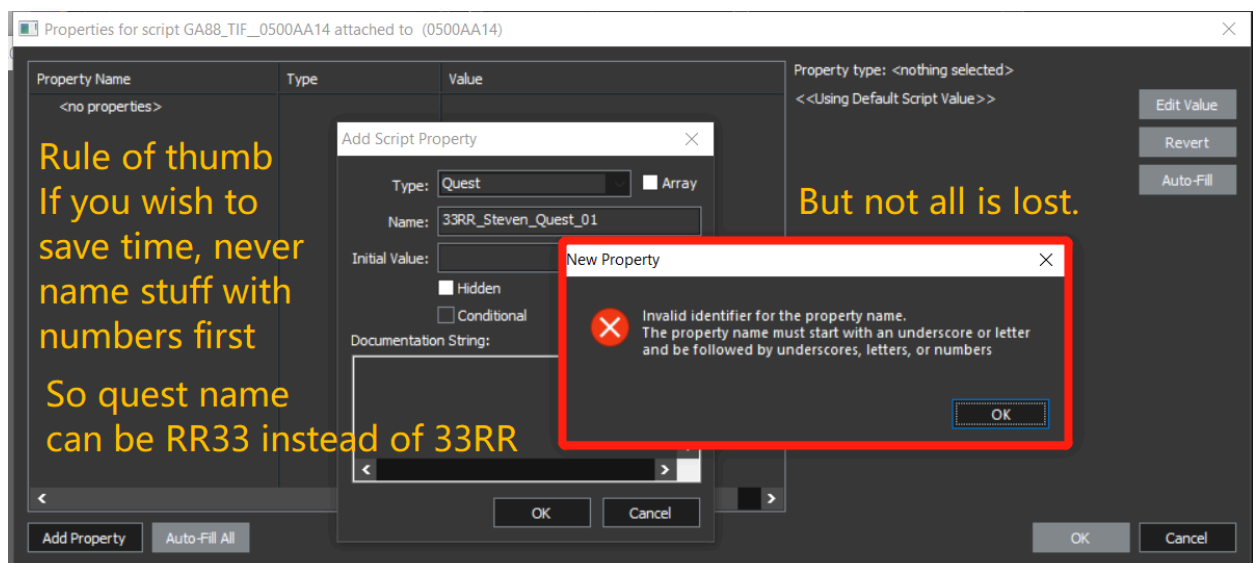
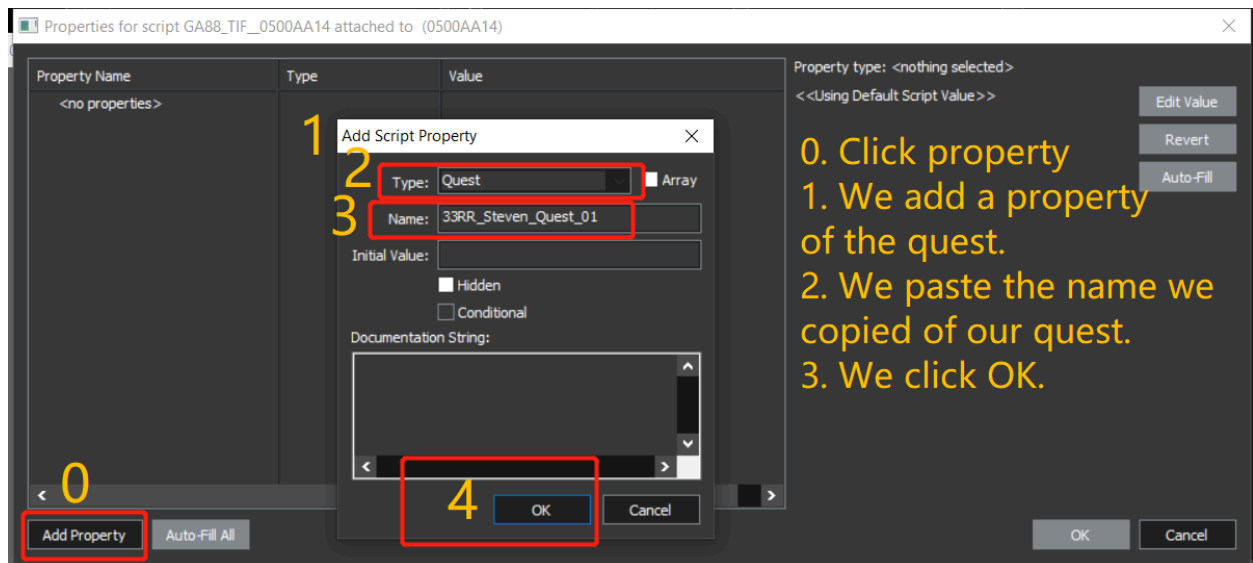


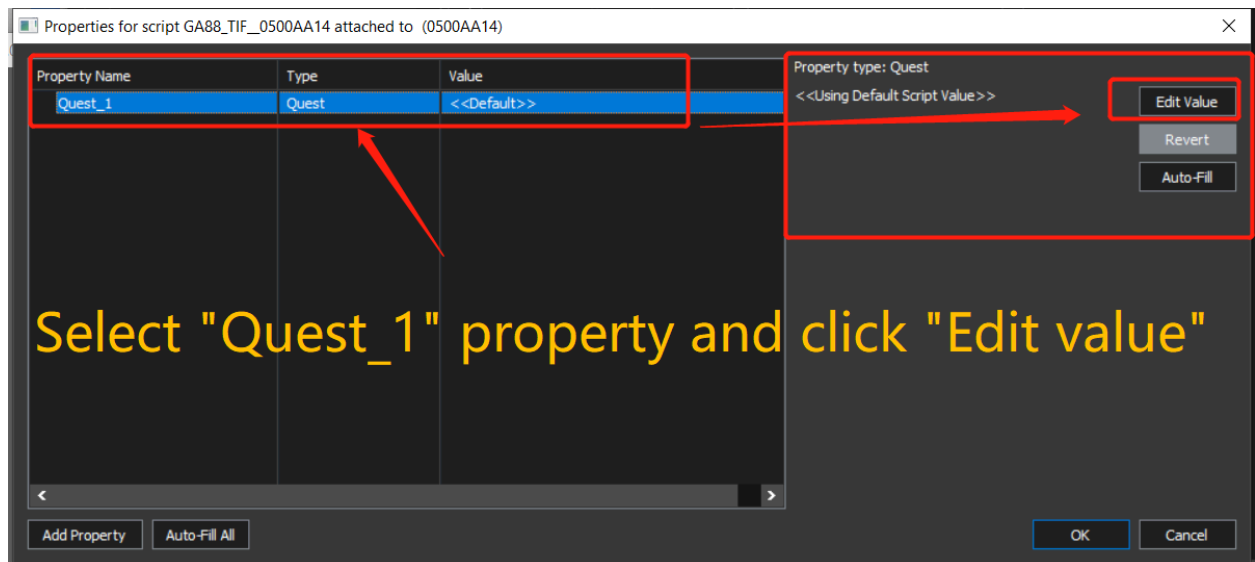
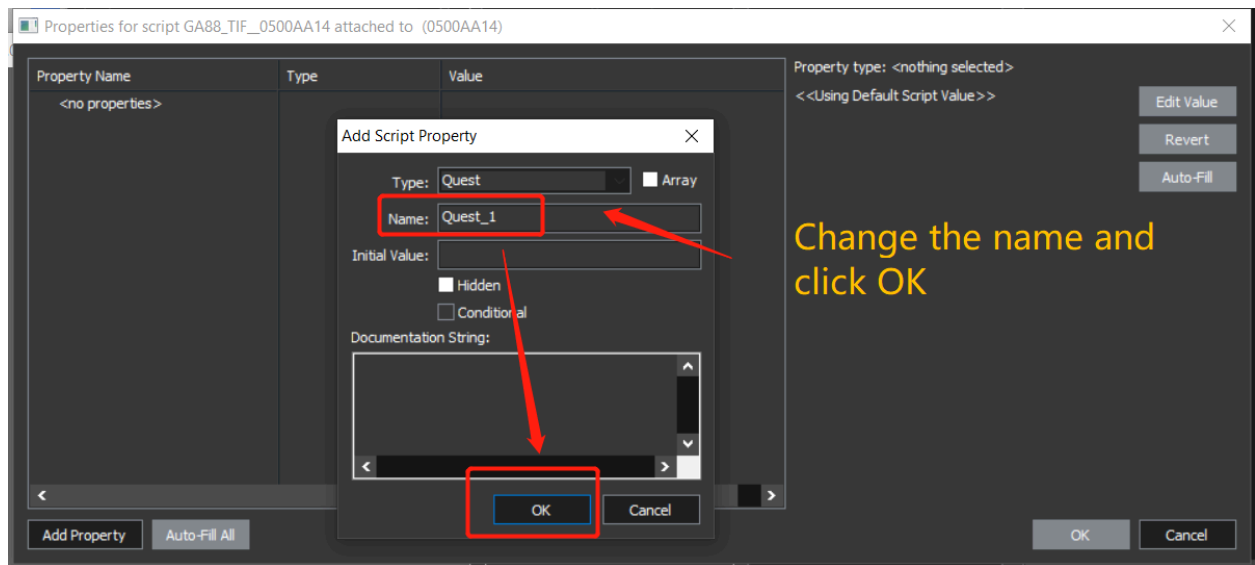
Click OK on all the windows and save you ESP [MOD]

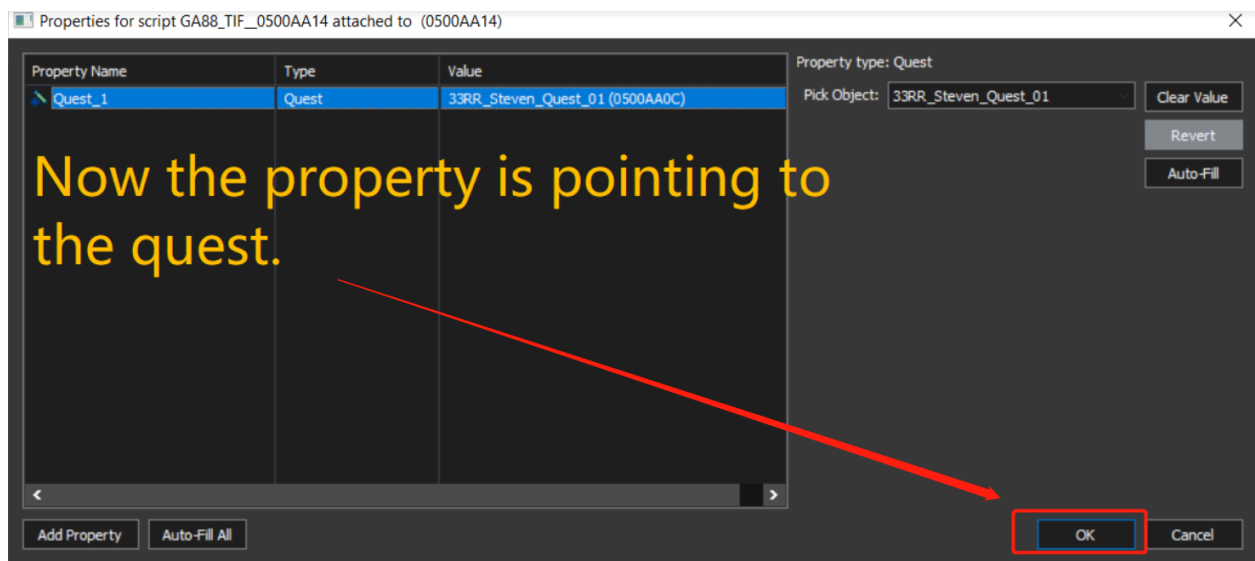
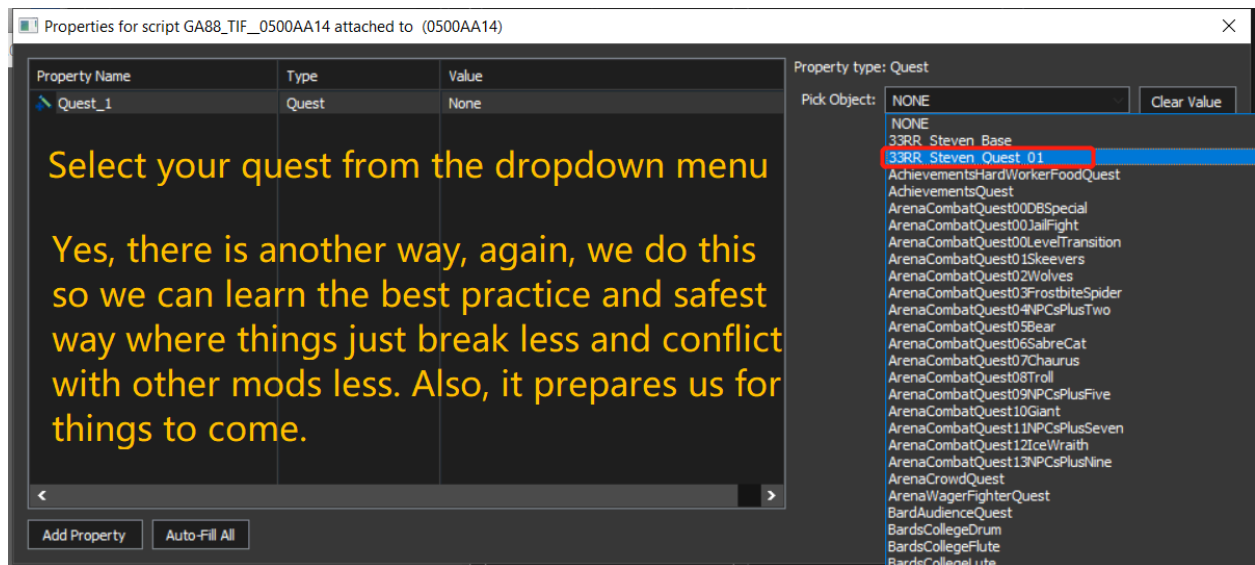
CK will not allow you to save if windows are left open.











Topic Info

Topic Text

I do not understand.

Requires post-processing

Prompt:

(0/80)

Speaker:

NONE

Responses:

Share Response Data From Info:

NONE

Link To:

Invisible Continue

Response Text

Of course you don't please help me.

Emotion

Disgust (90)

Edited

N

☒ Has LIP File

☐ Say Once

☐ Force Subtitle

☐ Can Move While Greeting

☐ Spends Favor Points

Favor Level:

None

☐ On Activation

☒ Goodbye

☐ Random

☐ Random End

Audio Output Override

Hours until reset:

0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

<<

>>

New

Quest_1.SetStage(10)

☐ Walk Away Invisible In Menu

☐ Walk Away:

NONE

Scripts

Begin:

Papyrus Fragment

Advanced

Compile

Edit

End:

Papyrus Fragment

Advanced

Quest_1.SetStage(10)

Compile

Edit

Script Name

GA88_TIF_0500AA14

Add

Remove

Properties

Compile please - it will anyway but you should

OK

Cancel

The screenshot shows the 'Quest Editor' window with the 'Quest Stages' tab selected. A table lists quest stages, with the first stage highlighted in blue. The 'Index' column for this stage is '0'. The 'Start Up Stage' checkbox is checked, and the 'Shut Down Stage' checkbox is unchecked. The 'Keep Instance Data From Here On' checkbox is also unchecked. The text 'Leave it at "0" and tick "start Up Stage"' is overlaid on the image in yellow.

Index	Start Up Stage	Shut Down Stage	Keep Instance Data From Here On
0	☒	☐	☐

Leave it at "0" and tick "start Up Stage"

The screenshot shows the Object Window on the left and the Quest Editor on the right. The Object Window displays a tree view of actors, with '33RR_Steven_01' selected. The Quest Editor shows the 'Log Entry' tab for the quest '33RR_Steven_01'. The 'Log Entry' table has a new entry added with the text 'This is the player Journal In game anyone can read.'

Object Window:

- Filter: Show only active (*) forms
- Actors
 - Actor
 - Actor
 - Praset
 - Actor Action
 - BodyPartData
 - LeveledCharacter
 - Peak
 - TalkingActivator
 - Audio
 - Character
 - Association Type
 - Class
 - Equip Slot
 - Faction
 - HeadPart
 - Movement Type
 - Package
 - Quest
 - 33RR
 - Steven
 - Base
 - Bounty Quests
 - BYDH
 - Civil War
 - Civil War
 - Creatures
 - Diadric
 - Dialogue
 - DLC
 - DLC1

Quest Editor:

Quest: 33RR_Steven_01

Start Up Stage ☐ Shut Down Stage ☐ Keep Instance Data From Here On ☐

Log Entry

Index	Log Entry	Conditions
0		
10		
20	This is the player Journal In game anyone can read.	

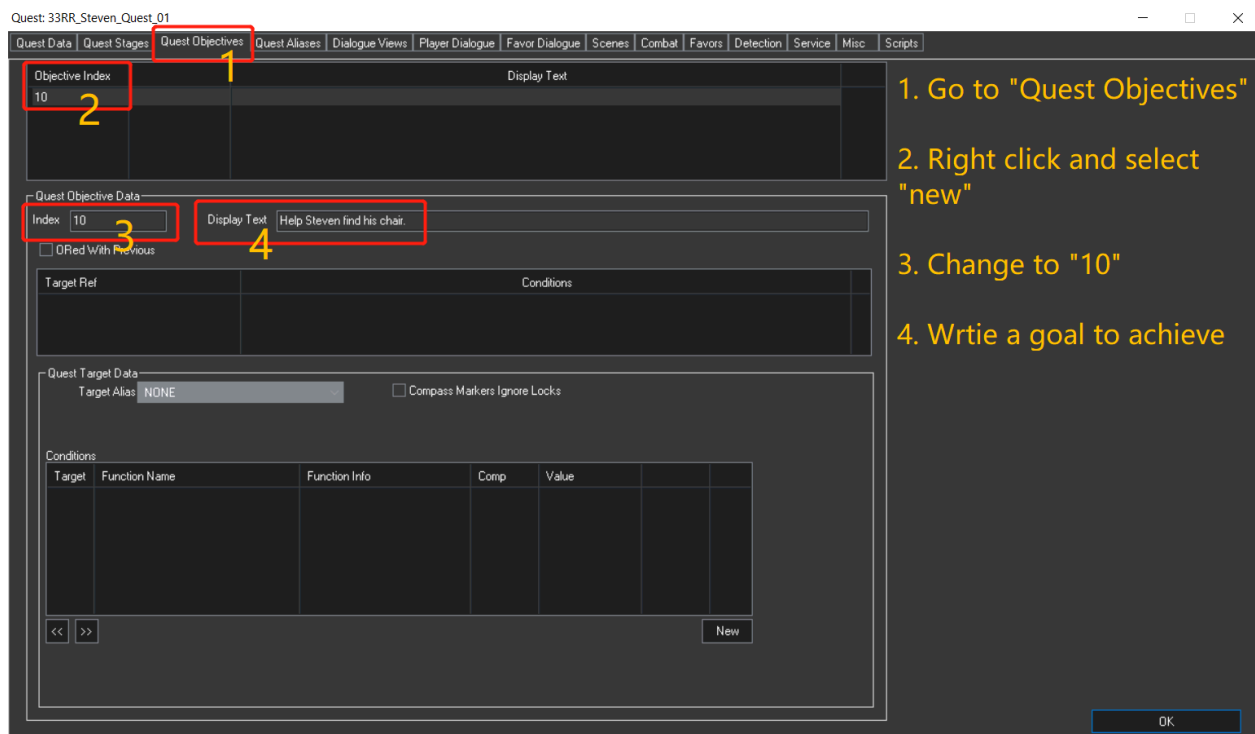
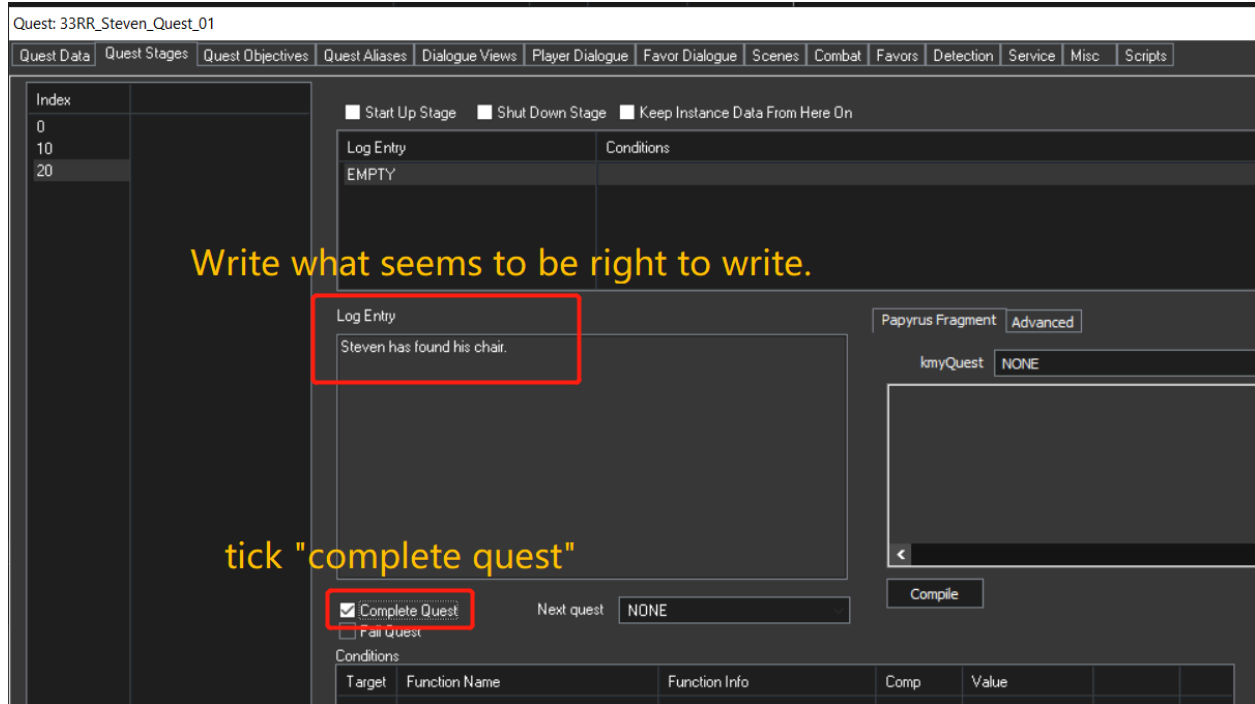
Next quest: [Empty field]

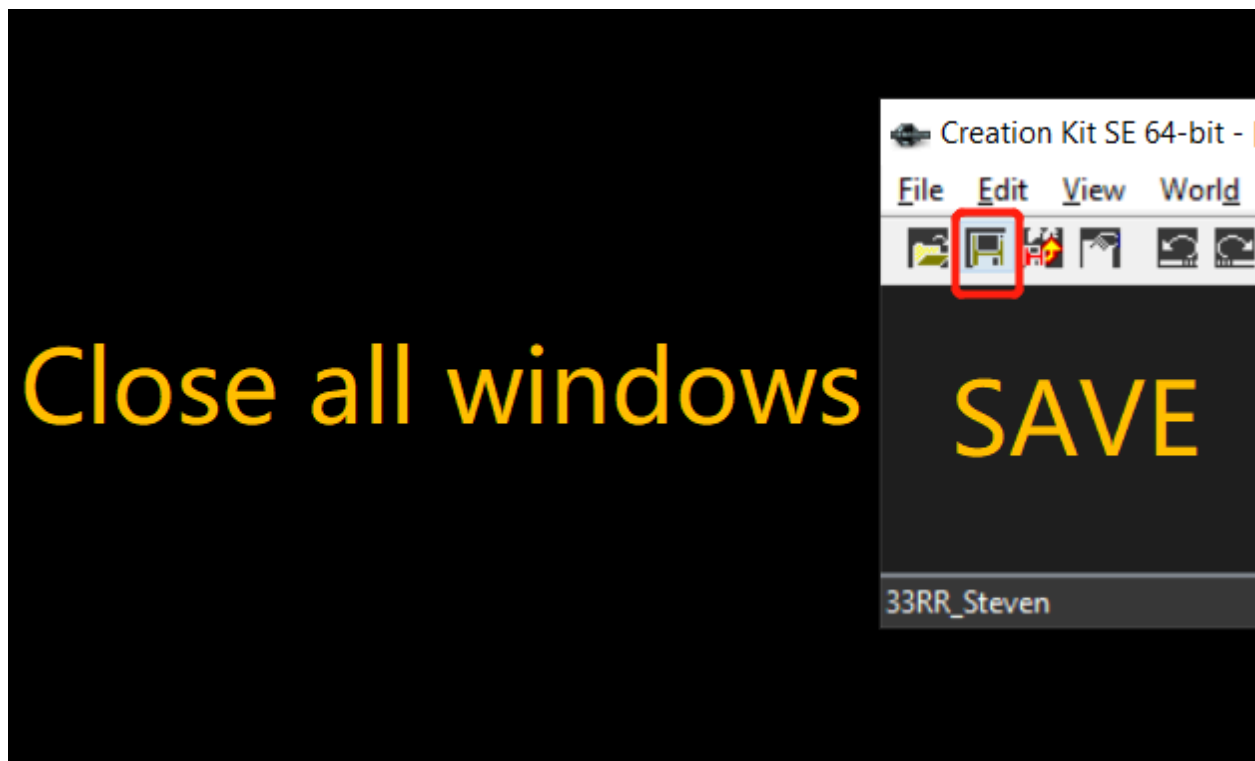
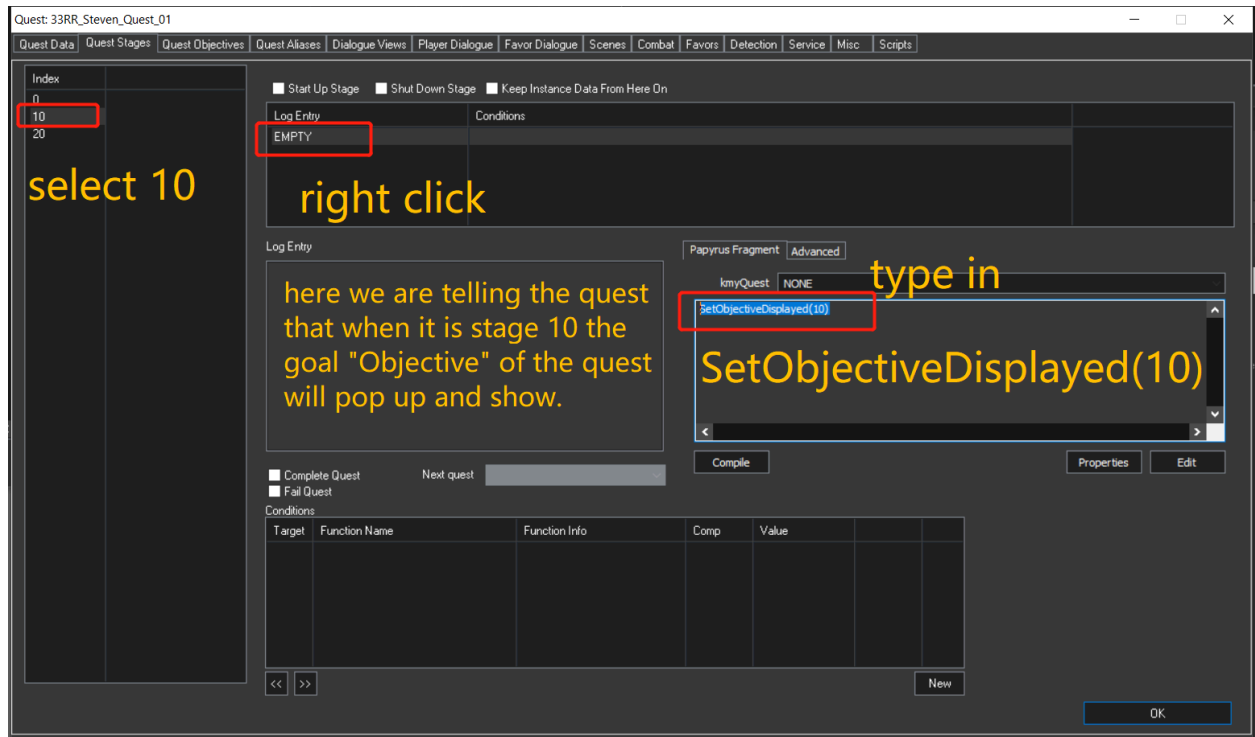
Conditions:

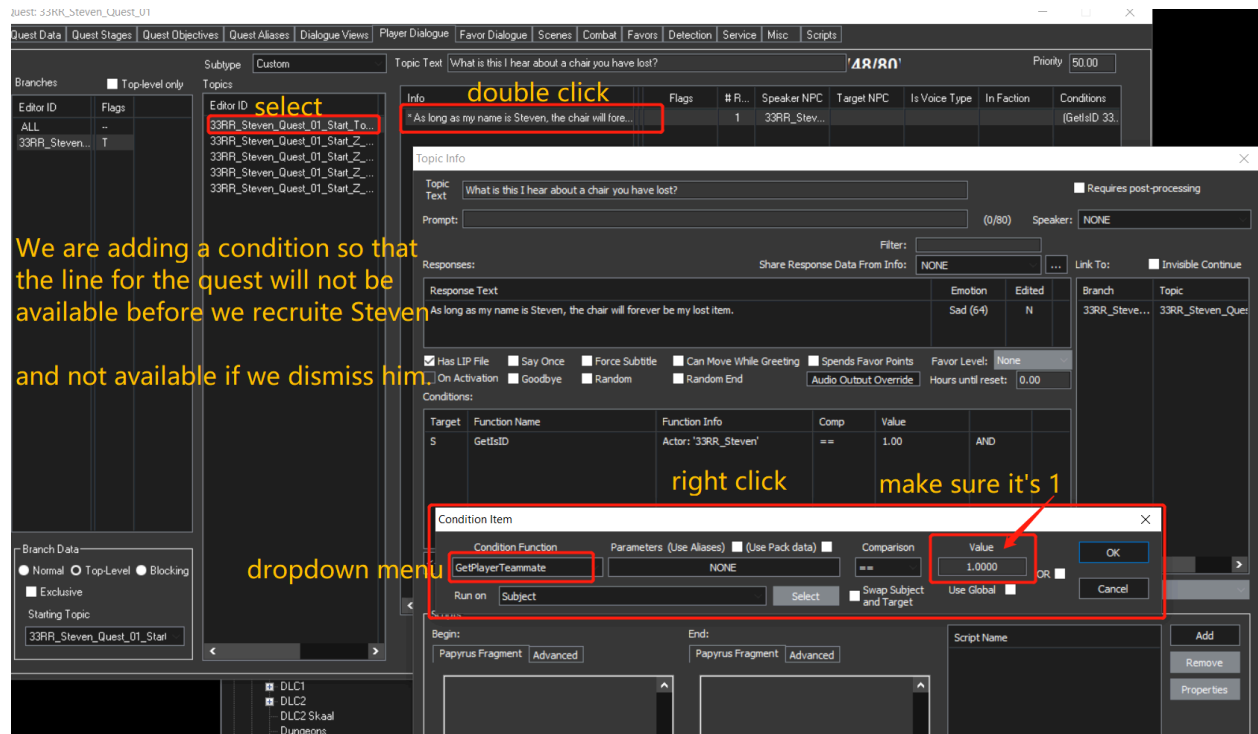
Target	Function Name	Function Info	Comp	Value		

Complete Properties

OK







Topic Info

Topic Text

What is this I hear about a chair you have lost?

Prompt:

(0/80)

Speaker: NONE

Responses:

Share Response Data From Info: NONE

Link To: Invisible Continue

Response Text	Emotion	Edited
As long as my name is Steven, the chair will forever be my lost item.	Sad (64)	N

Has LIP File

Say Once

Force Subtitle

Can Move While Greeting

Spends Favor Points

Favor Level: None

On Activation

Goodbye

Random

Random End

Audio Output Override

Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
S	GetPlayerTeammate	NONE	==	1.00	AND
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

<<

>>

New

Walk Away Invisible In Menu

Walk Away: NONE

Scripts

Begin:

Papyrus Fragment Advanced

End:

Papyrus Fragment Advanced

Script Name

Add

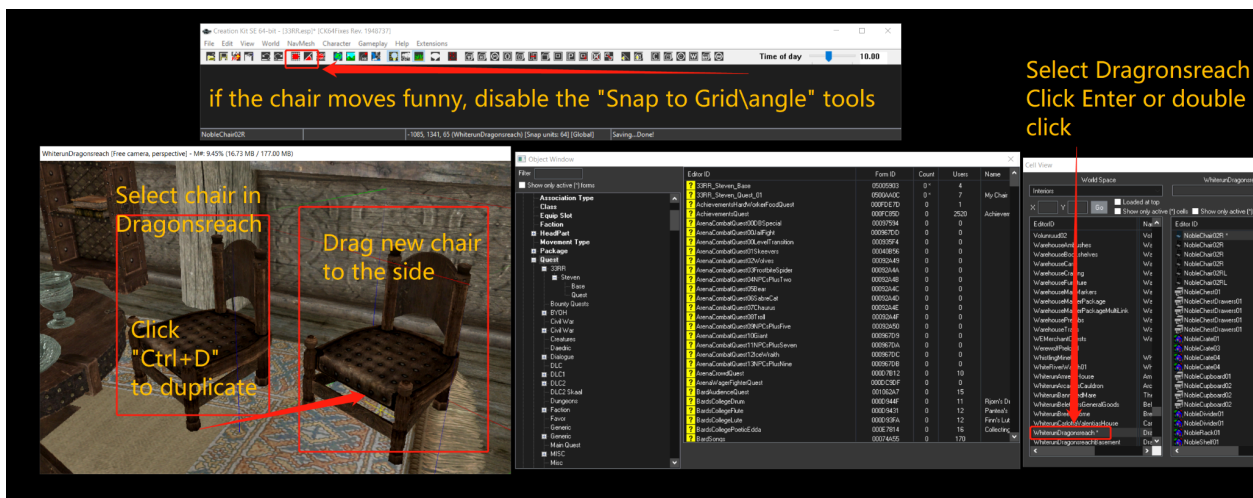
Remove

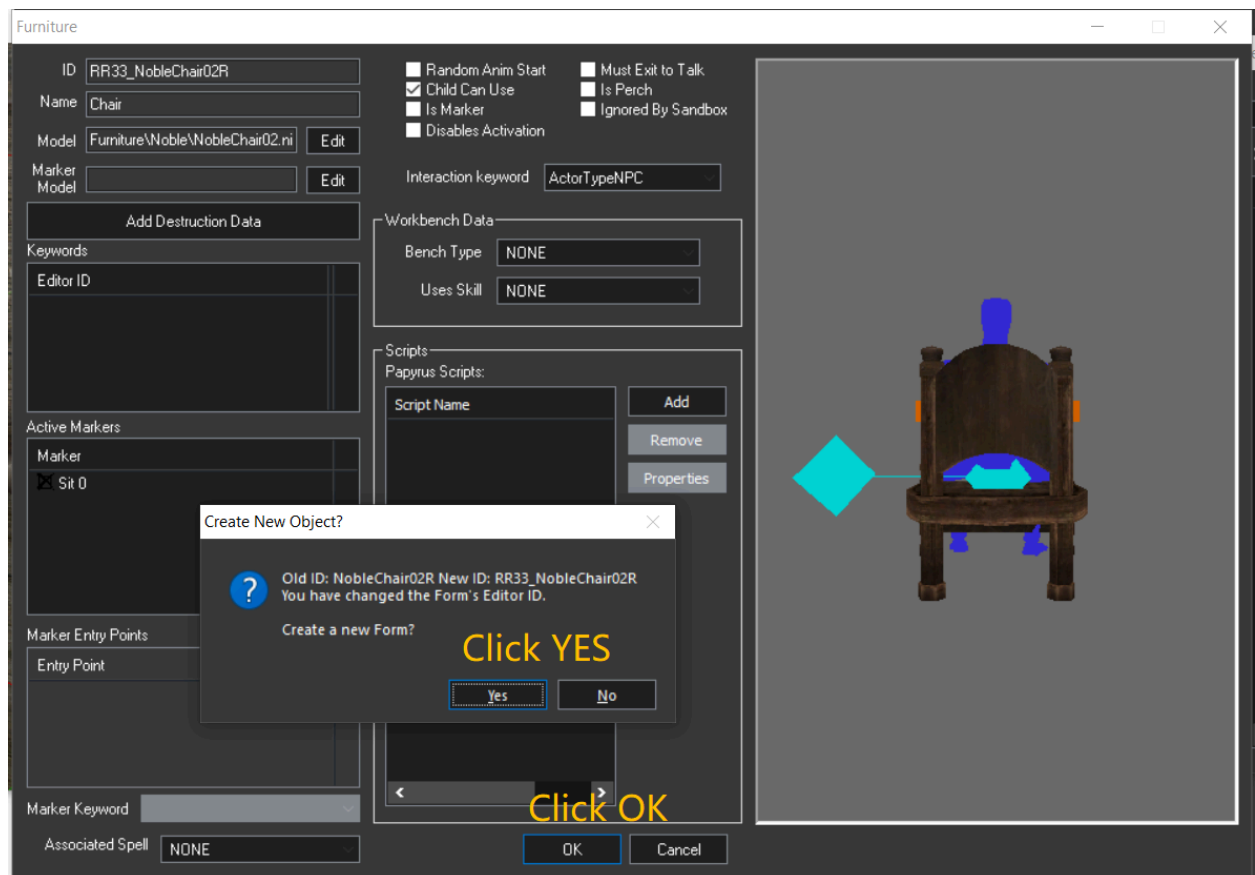
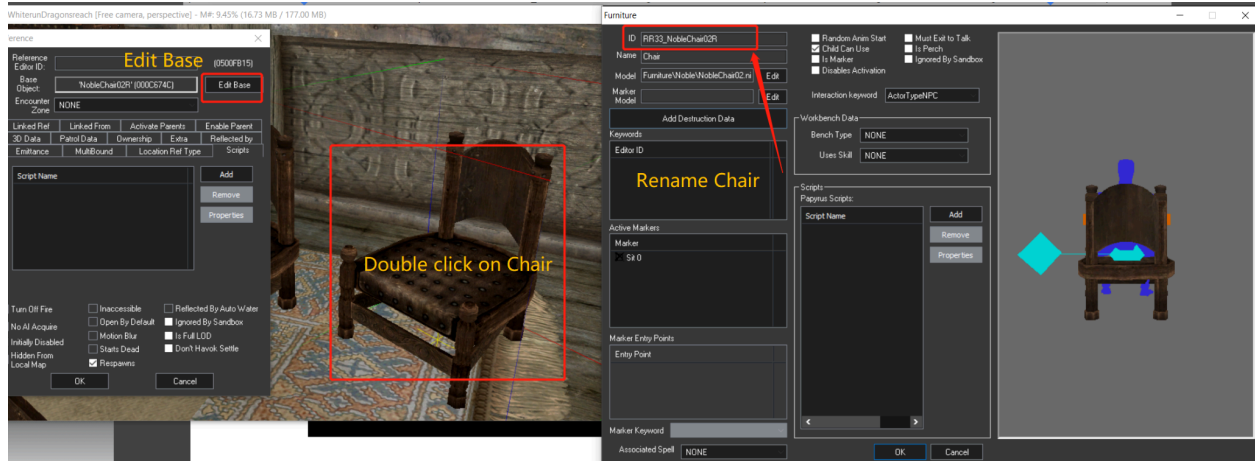
Properties

Click OK

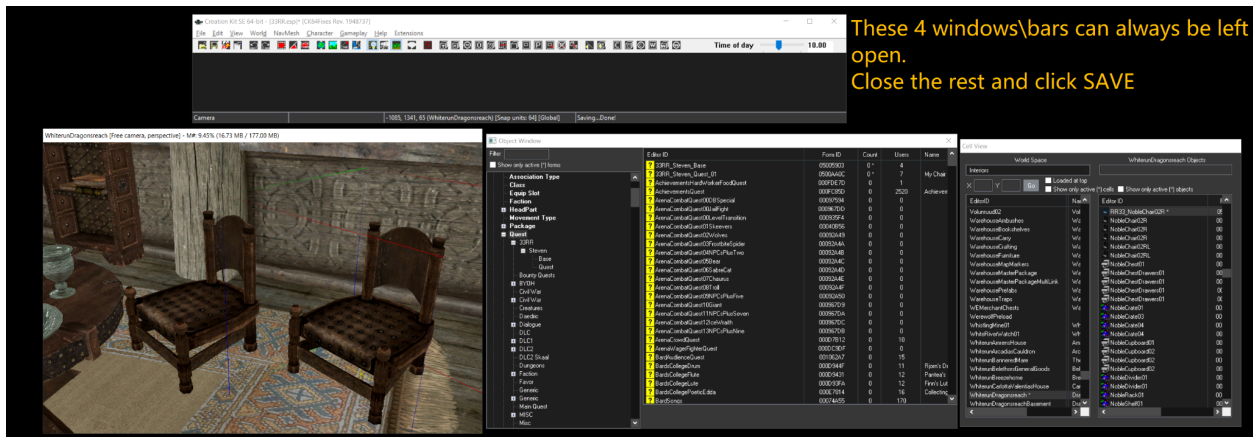
OK

Cancel





Close all windows

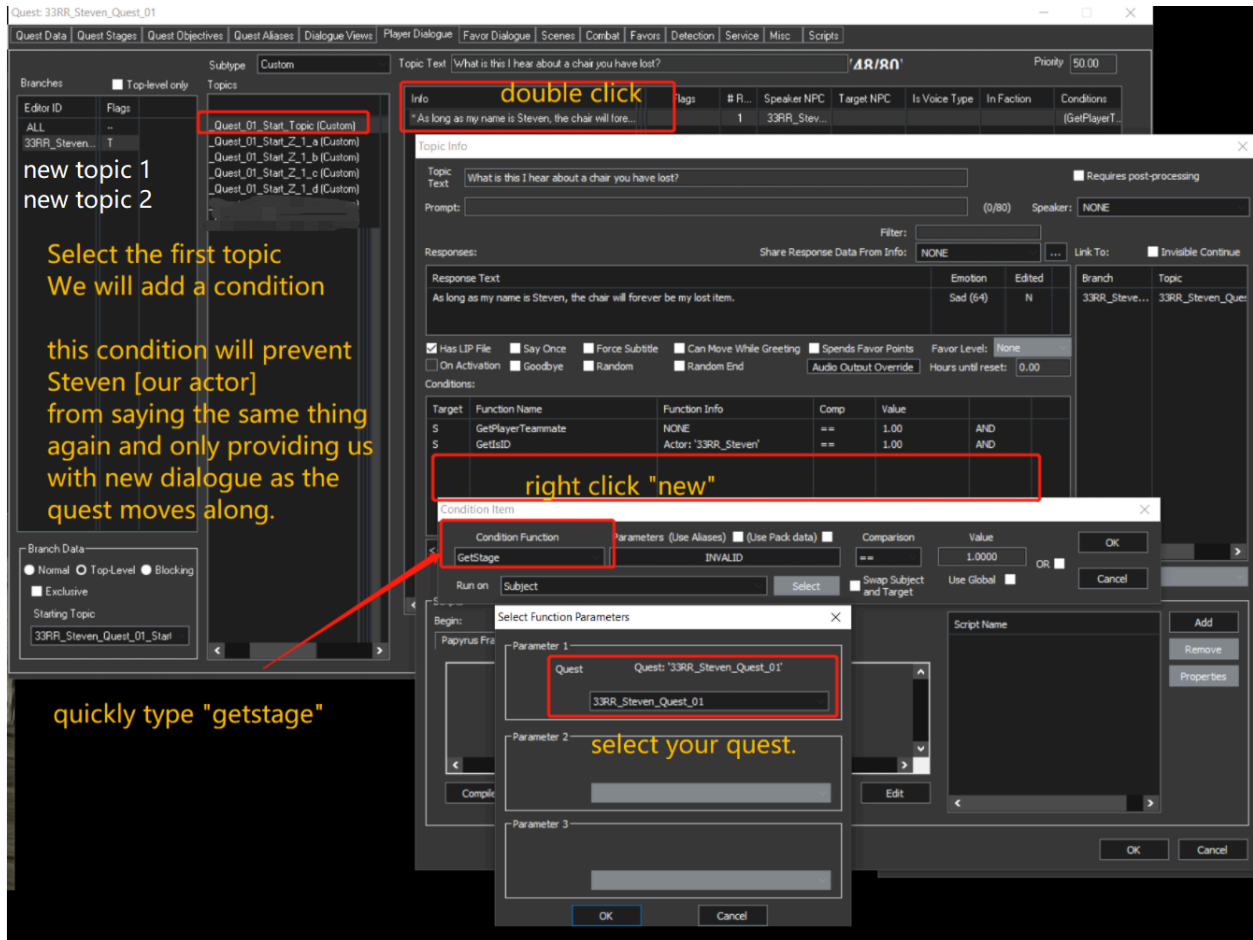


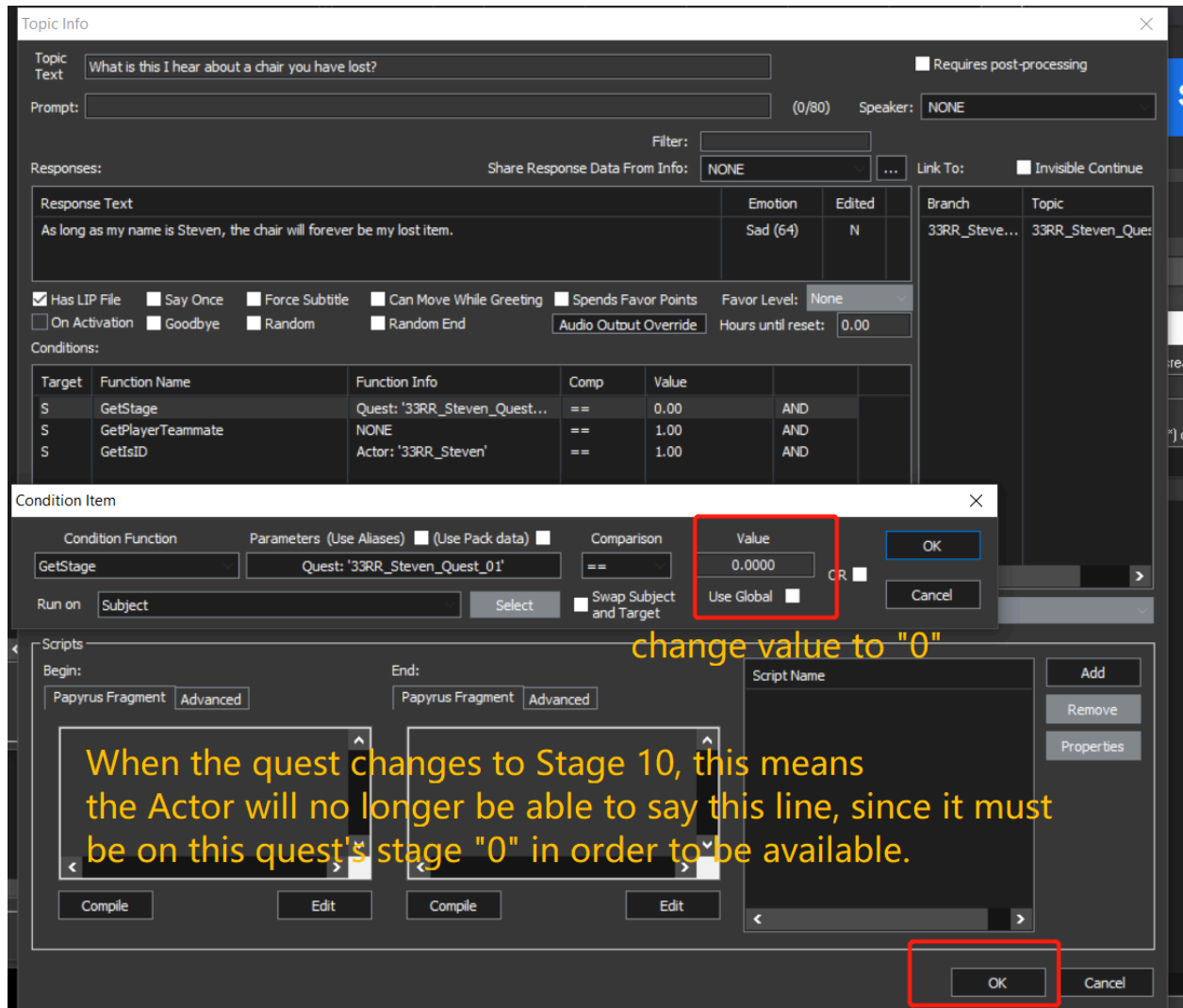


In your quest - Player Dialogue

Quest: 33RR_Steven_Quest_01

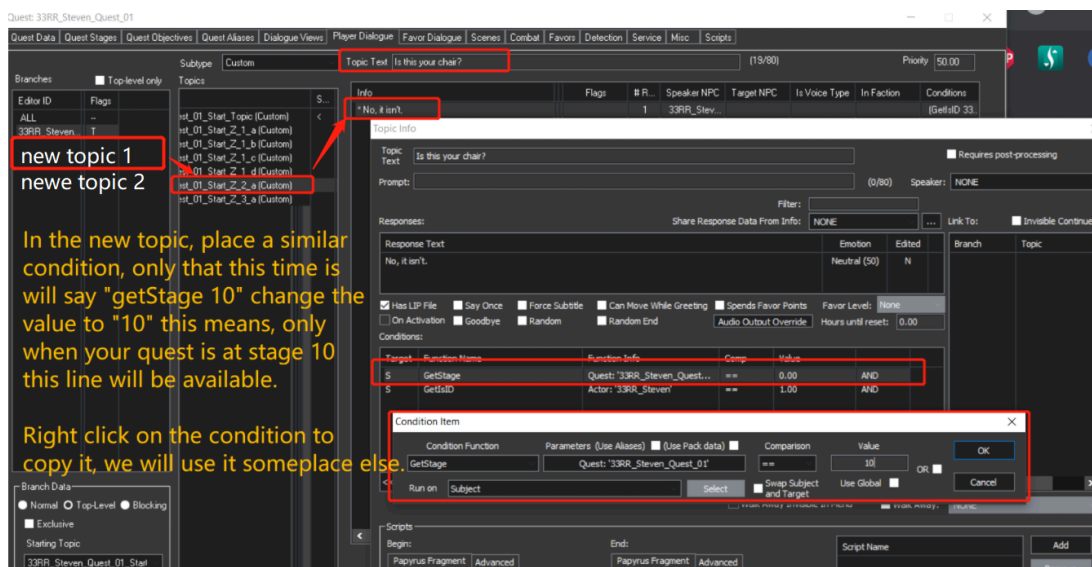
Quest Data	Quest Stages	Quest Objectives	Quest Aliases	Dialogue Views	Player Dialogue	Favor Dialogue	Scenes	Combat	Favors	Detection	Service	Misc	Scripts										
					Subtype: Custom	Topic Text: Is this your chair?																	
Branches					Topics																		
Editor ID ALL 33RR_Steven_Quest_01_Start 33RR_Steven_Quest_02 33RR_Steven_Quest_03					Editor ID 33RR_Steven_Quest_03Topic (Custom) <table border="1"> <thead> <tr> <th>Info</th> <th>Flags</th> <th># R...</th> <th>Speaker NPC</th> <th>T</th> </tr> </thead> <tbody> <tr> <td>"Yes, it is."</td> <td></td> <td>1</td> <td>33RR_Stev...</td> <td></td> </tr> </tbody> </table>									Info	Flags	# R...	Speaker NPC	T	"Yes, it is."		1	33RR_Stev...	
Info	Flags	# R...	Speaker NPC	T																			
"Yes, it is."		1	33RR_Stev...																				



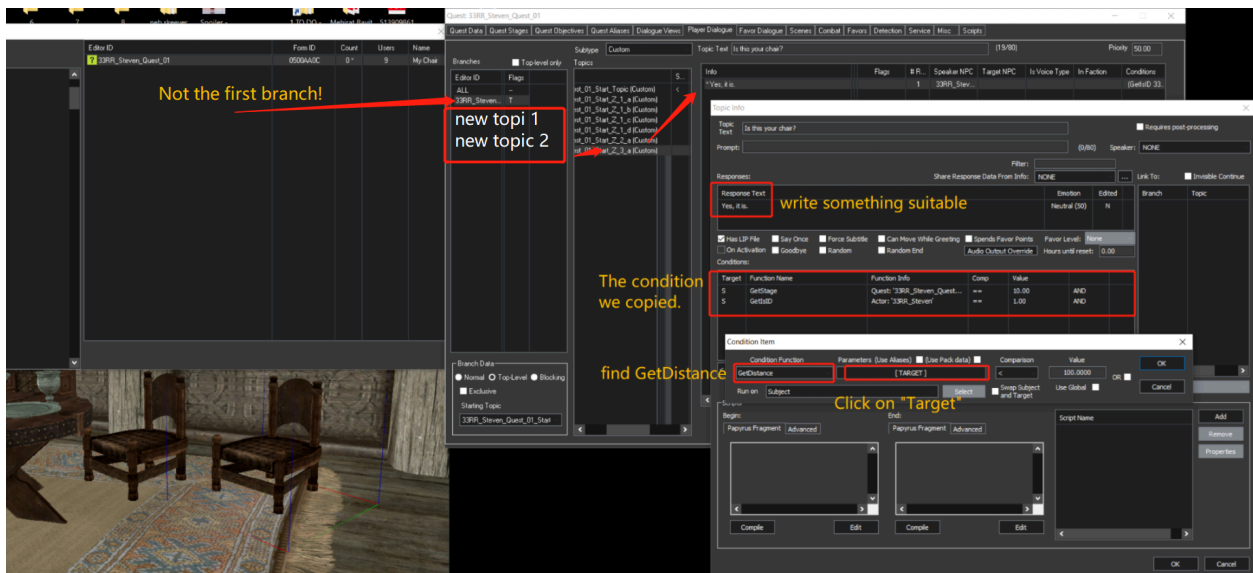
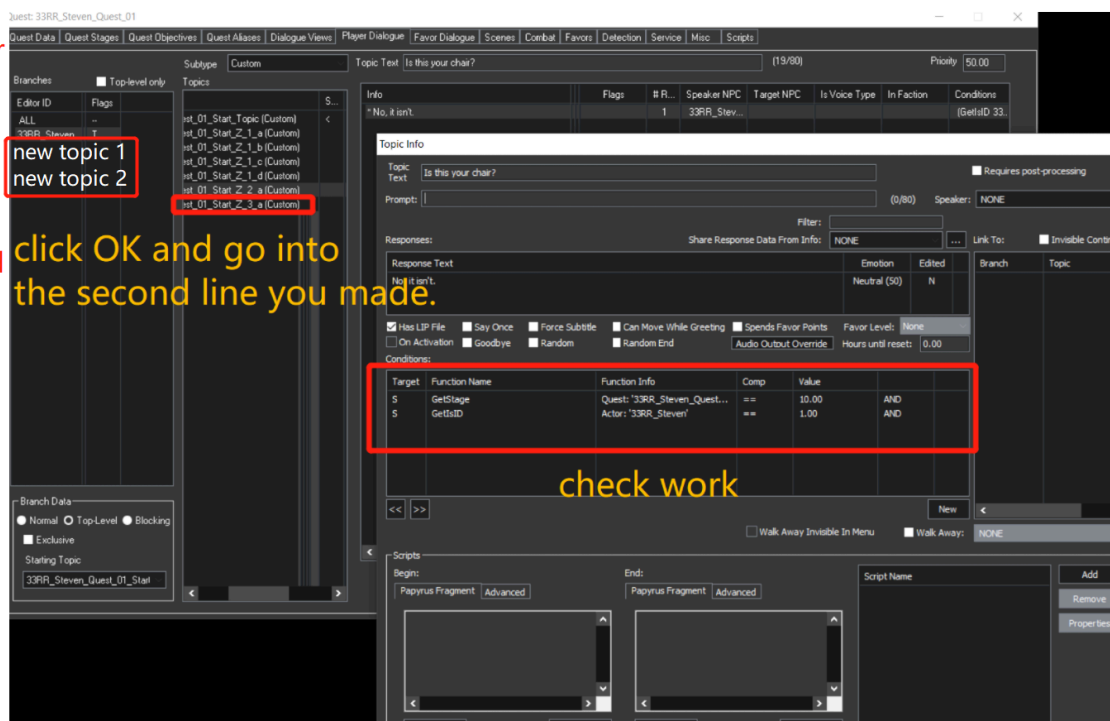


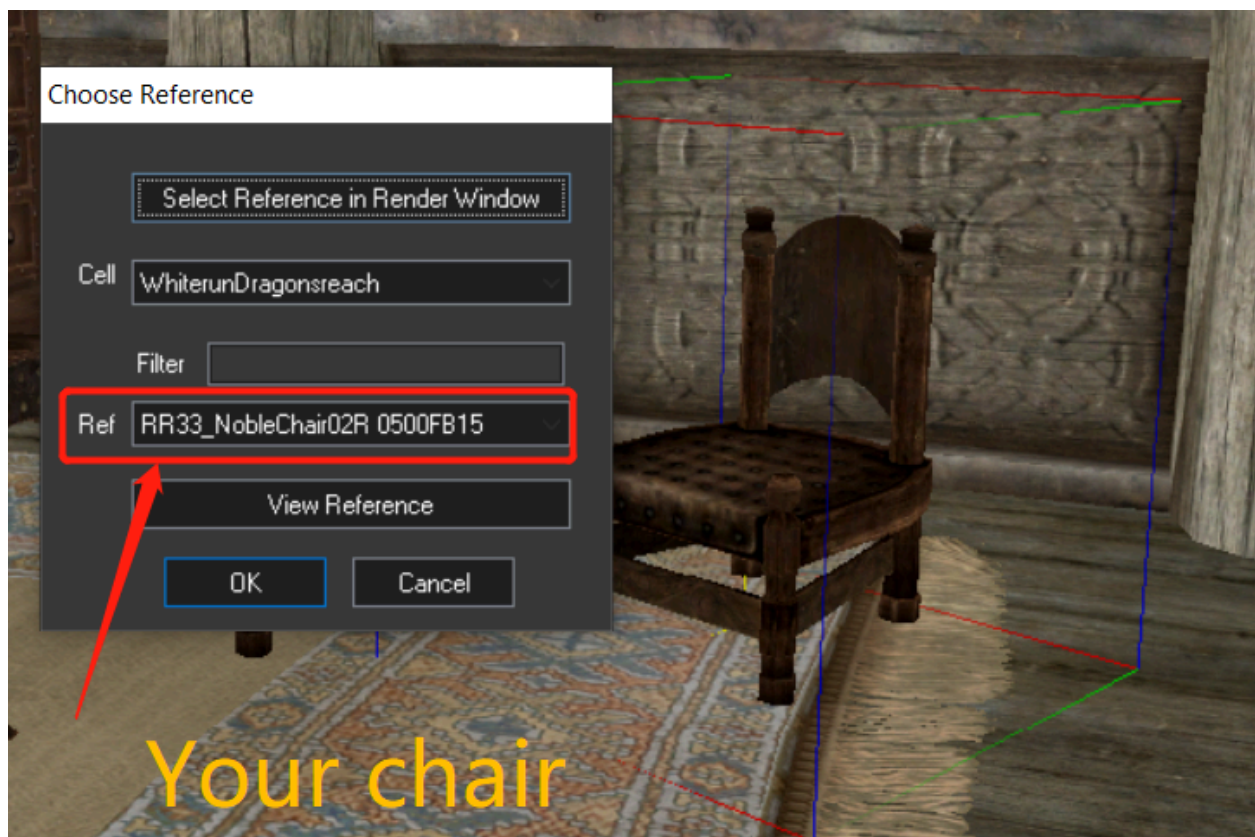
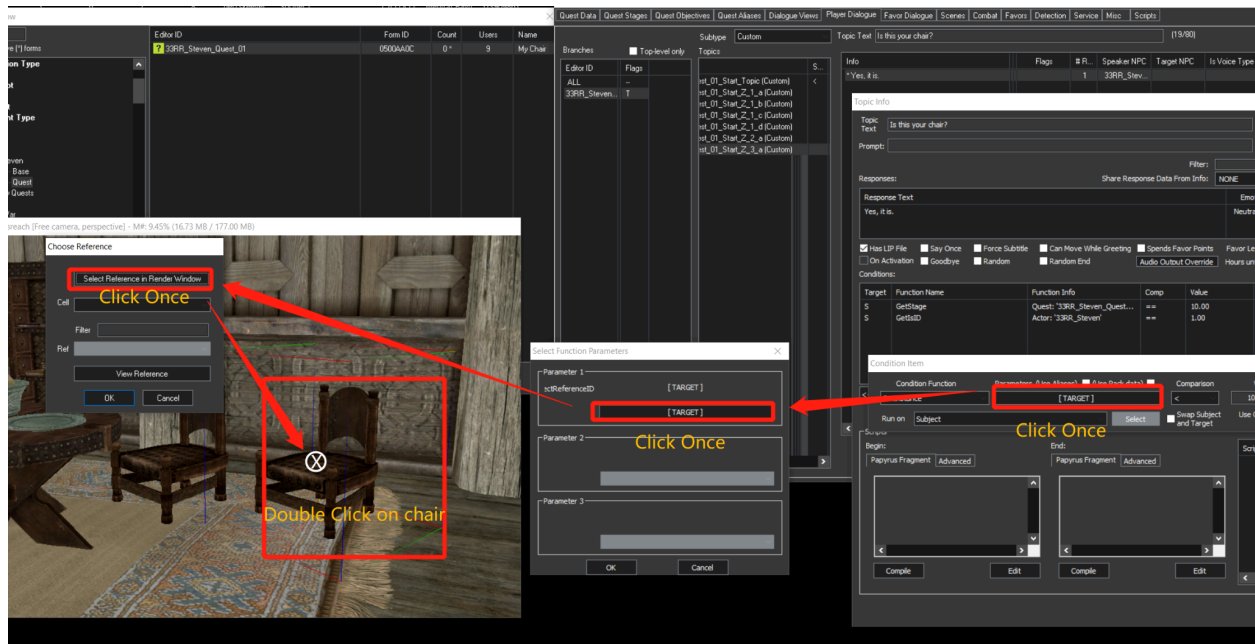
not the first BRANCH

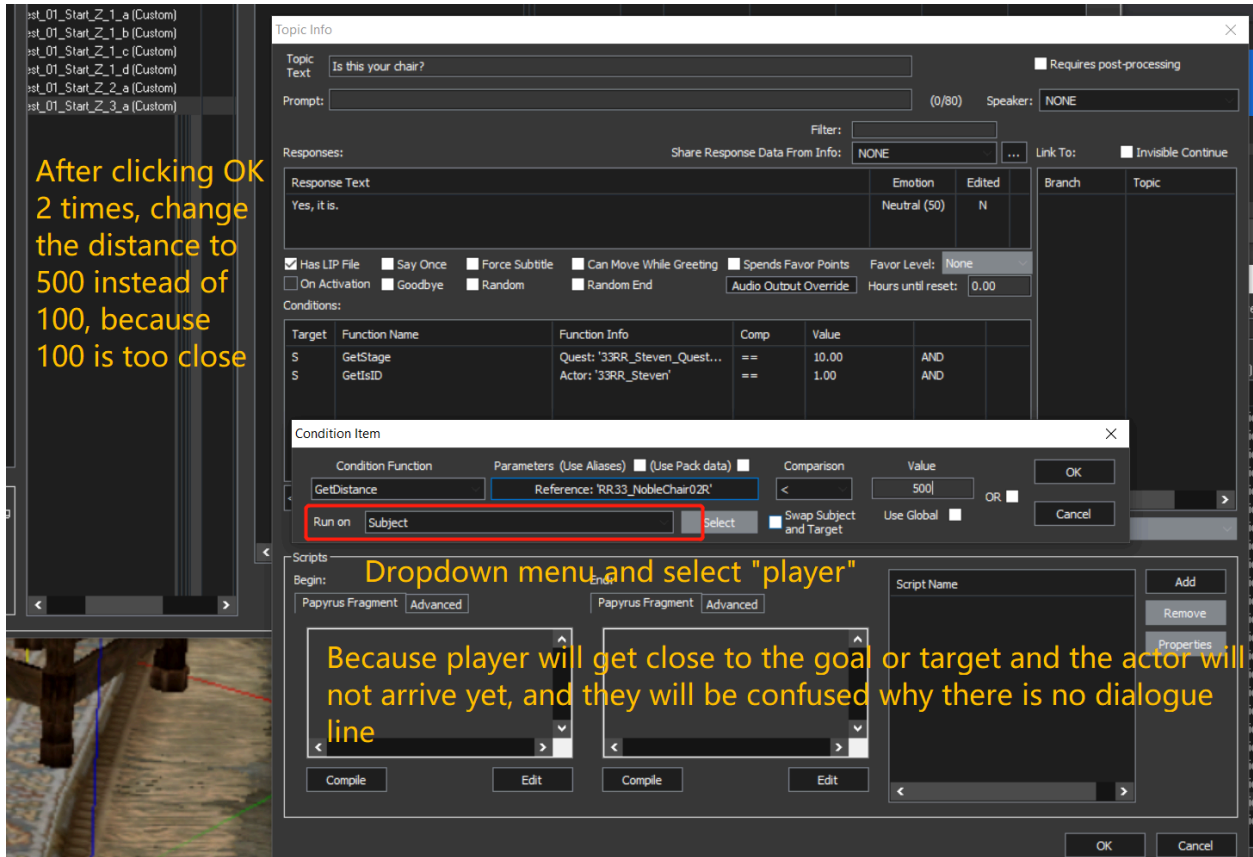
We are using the second and third Branches we made



remember
to so this
while the
second or
third
branch
is selected
here







Topic Info

Topic Text

Is this your chair?

☐ Requires post-processing

Prompt:

(0/80)

Speaker: NONE

Filter:

Responses:

Share Response Data From Info: NONE

Link To: ☐ Invisible Continue

Response Text	Emotion	Edited	Branch	Topic
Yes, it is.	Neutral (50)	N		

☒ Has LIP File☐ Say Once☐ Force Subtitle☐ Can Move While Greeting☐ Spends Favor PointsFavor Level: None

☐ On Activation☐ Goodbye☐ Random☐ Random End

Audio Output Override

Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
PL	GetDistance	Reference: 'RR33_NobleChair...	<	500.00	AND
S	GetStage	Quest: '33RR_Steven_Quest...	==	10.00	AND
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

<< >>

New

☐ Walk Away Invisible In Menu☒ Walk Away: NONE

Scripts

Begin:

Papyrus Fragment Advanced

Compile Edit

End:

Papyrus Fragment Advanced

Compile Edit

Script Name

Compile Edit

Add Remove Properties

OK

Cancel

Only Steven will say this lie, only in your quest on stage 10
While YOU are 500 units away from this chair.

Topic Info

Topic Text: Is this your chair?

Prompt: (0/80) Speaker: NONE

Responses: Share Response Data From Info: NONE Link To: Invisible Continue

Response Text: No, it isn't. Emotion: Neutral (50) Edited: N

Has LIP File: ☒ Say Once: ☐ Force Subtitle: ☐ Can Move While Greeting: ☐ Spends Favor Points: ☐ Favor Level: None

On Activation: ☐ Goodbye: ☐ Random: ☐ Random End: ☐ Audio Output Override: Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
PL	GetDistance	Reference: RR33_NobleChair...	<	500.00	AND
S	GetStage	Quest: 33RR_Steven_Quest...	==	10.00	AND
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

Condition Item

Condition Function: GetDistance Parameters (Use Aliases): ☐ (Use Pack data): ☐ Comparison: > Value: 500.0000

Run on: Player Select: ☐ Swap Subject and Target Use Global: ☐

Begin: Papyrus Fragment Advanced End: Papyrus Fragment Advanced

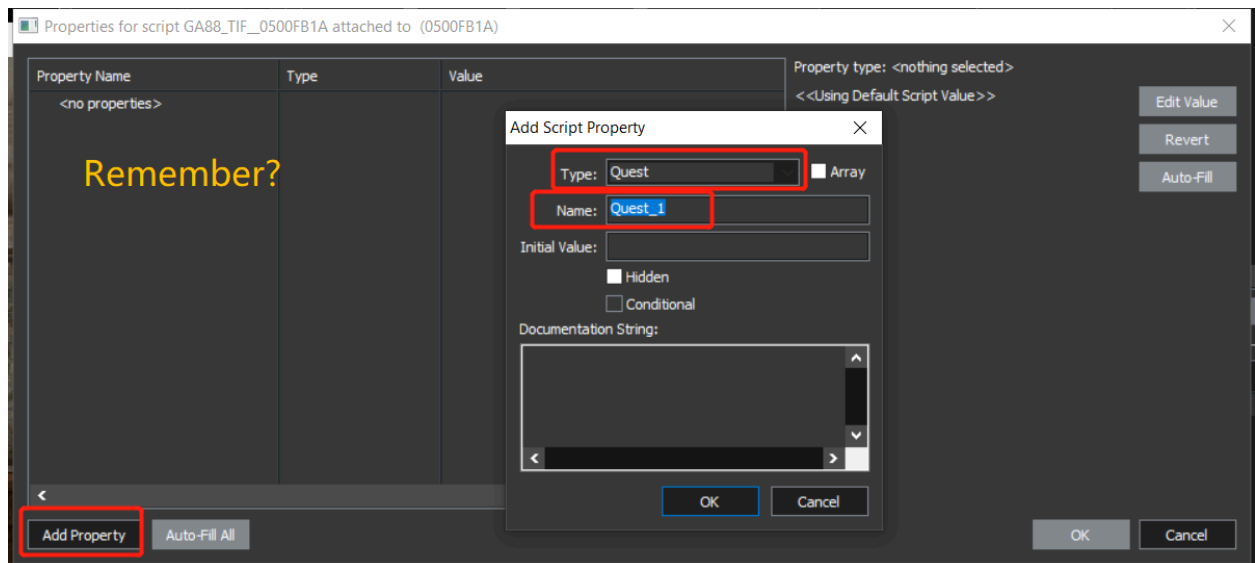
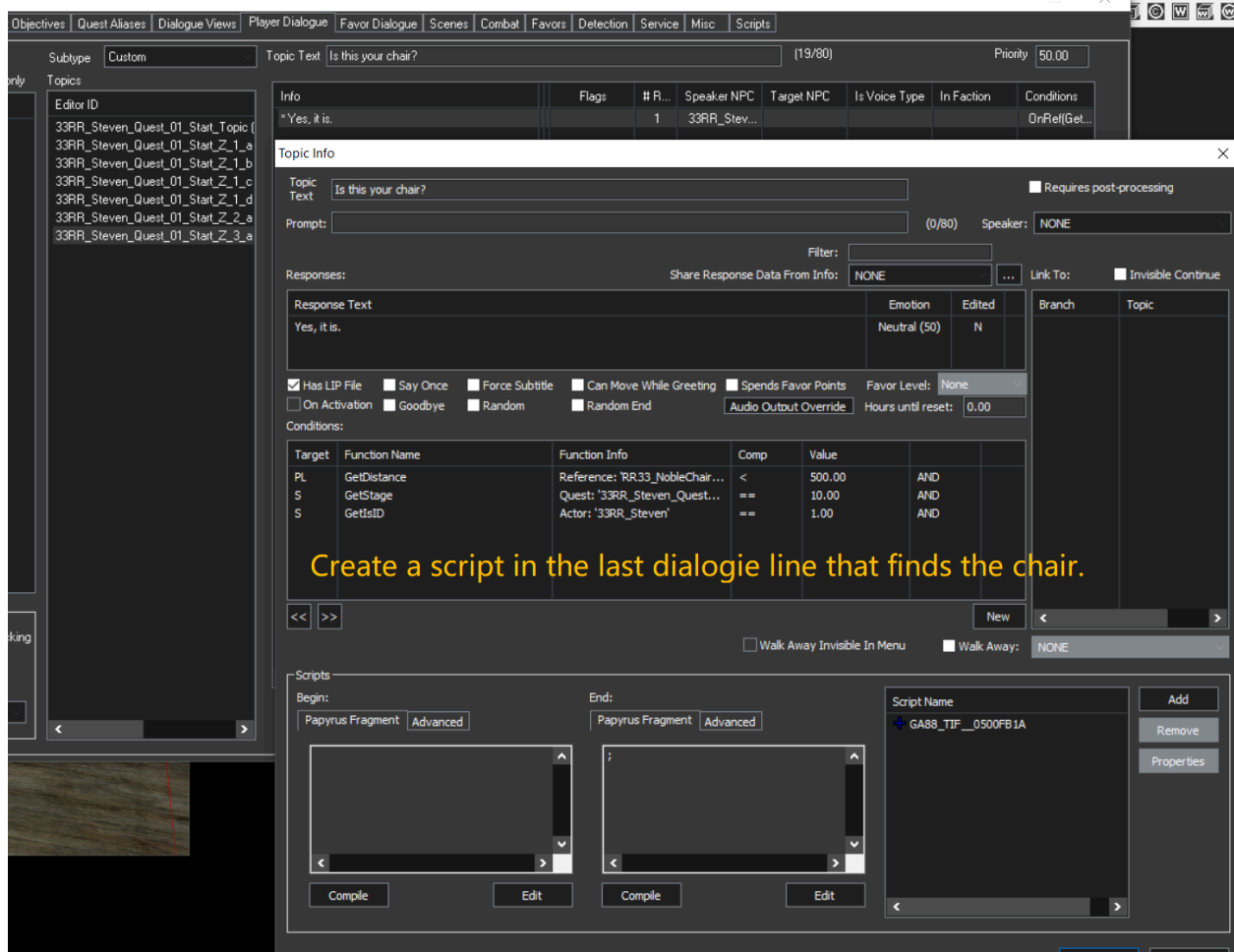
Script Name: Add Remove Properties

OK Cancel

Copy chair condition for the 500 distance

Paste it on the second option.

Reverse the Comparison to more than 500



Properties for script GA88_TIF_0500FB1A attached to (0500FB1A)

Property Name	Type	Value
Quest_1	Quest	None

Property type: Quest

Pick Object: 33RR_Steven_Quest_01

Clear Value

Revert

Auto-Fill

OK

Cancel

Add Property

Auto-Fill All

Topic Info

Topic Text

Is this your chair?

Requires post-processing

Prompt:

(0/80)

Speaker:

NONE

Responses:

Share Response Data From Info:

NONE

Link To:

Invisible Continue

Response Text	Emotion	Edited
Yes, it is.	Neutral (50)	N

☒ Has LIP File

☐ Say Once

☐ Force Subtitle

☐ Can Move While Greeting

☐ Spends Favor Points

Favor Level:

None

☐ On Activation

☐ Goodbye

☐ Random

☐ Random End

Audio Output Override

Hours until reset: 0.00

Conditions:

Target	Function Name	Function Info	Comp	Value	
PL	GetDistance	Reference: 'RR33_NobleChair...	<	500.00	AND
S	GetStage	Quest: '33RR_Steven_Quest...	==	10.00	AND
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND

<<

>>

New

☐ Walk Away Invisible In Menu

☐ Walk Away:

NONE

Scripts

Begin:

Papyrus Fragment

Advanced

Compile

Edit

End:

Papyrus Fragment

Advanced

Quest_1.SetStage(20)

Compile

Edit

Script Name

GA88_TIF_0500FB1A

Add

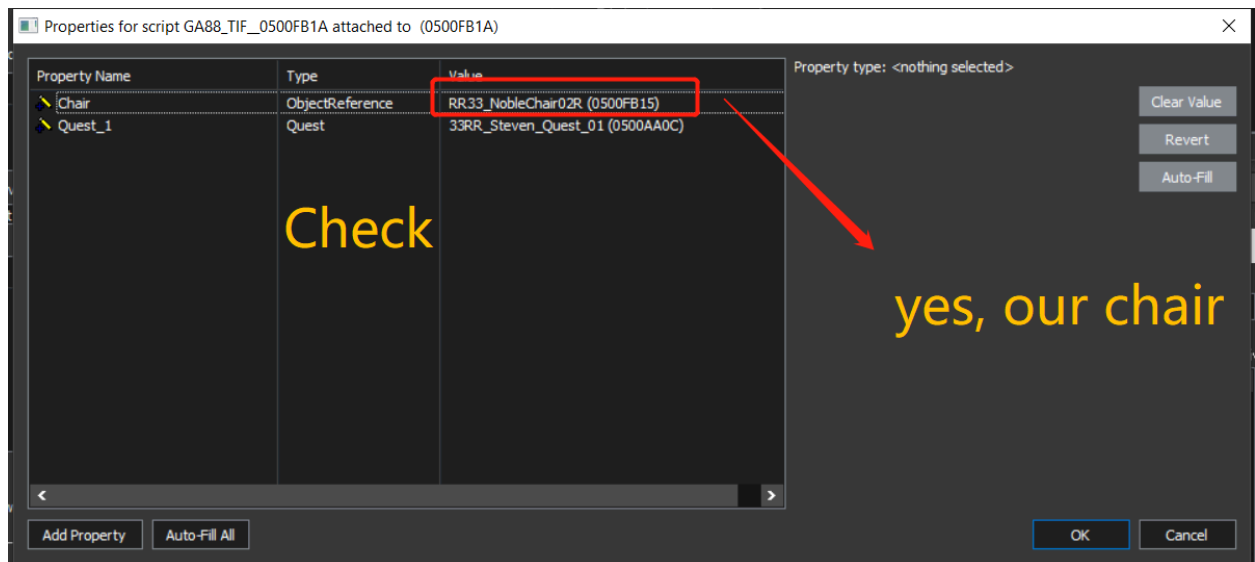
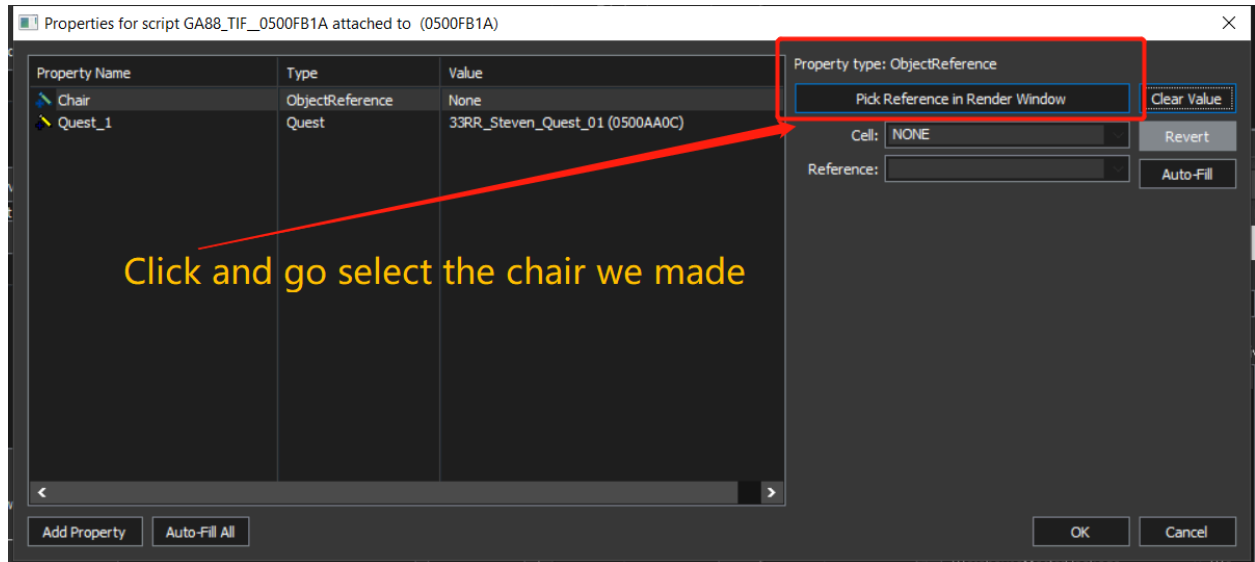
Remove

Properties

OK

Cancel

Quest_1.SetStage(20)



Topic Info

Topic Text:

Prompt:

Filter:

Responses: Link To: ☐ Invisible Continue

Response Text	Emotion	Edited	Branch	Topic
Yes, it is.	Neutral (50)	N		

☒ Has LIP File
 ☐ Say Once
 ☐ Force Subtitle
 ☐ Can Move While Greeting
 ☐ Spends Favor Points
 Favor Level:

☐ On Activation
 ☐ Goodbye
 ☐ Random
 ☐ Random End
 Audio Output Override
 Hours until reset:

Conditions:

Target	Function Name	Function Info	Comp	Value		
PL	GetDistance	Reference: 'RR33_NobleChair...	<	500.00	AND	
S	GetStage	Quest: '33RR_Steven_Quest...	==	10.00	AND	
S	GetIsID	Actor: '33RR_Steven'	==	1.00	AND	

☐ Walk Away Invisible In Menu
 ☐ Walk Away:

Scripts

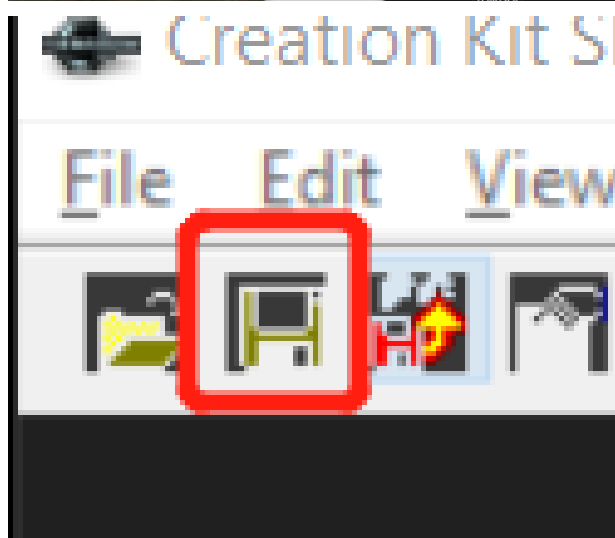
Begin:

End:

Script Name:

Utility.Wait(3) We add this to give time = drama lol

Chair.Disable() We remove the chair, as if Steven took it



Quest: 33RR_Steven_Quest_01

Quest Data | **Quest Stages** | Quest Objectives | Quest Aliases | Dialogue Views | Player Dialogue | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

☐ Start Up Stage ☐ Shut Down Stage ☐ Keep Instance Data From Here On

Log Entry: Steven has found his chair. Conditions:

We make sure that the objective is complete when the quest is completed.

Log Entry: Steven has found his chair. Papyrus Fragment: Advanced

lmyQuest: NONE

SetObjectiveCompleted(10)

☒ Complete Quest ☐ Fail Quest Next quest: NONE

Conditions:

Target	Function Name	Function Info	Comp	Value
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Compile Properties

Quest: 33RR_Steven_Quest_01

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Dialogue Views | **Player Dialogue** | Favor Dialogue | Scenes | Combat | Favors | Detection | Service | Misc | Scripts

Subtype: Custom Topic Text: Is this your chair? (19/80) Priority: 50.00

Branches: ☒ Top-level only

Editor ID: ALL

33RR_Steven_Quest_01_Start_...
33RR_Steven_Quest_02_...
33RR_Steven_Quest_03_...

Editor ID: 33RR_Steven_Quest_03Topic (Custom)

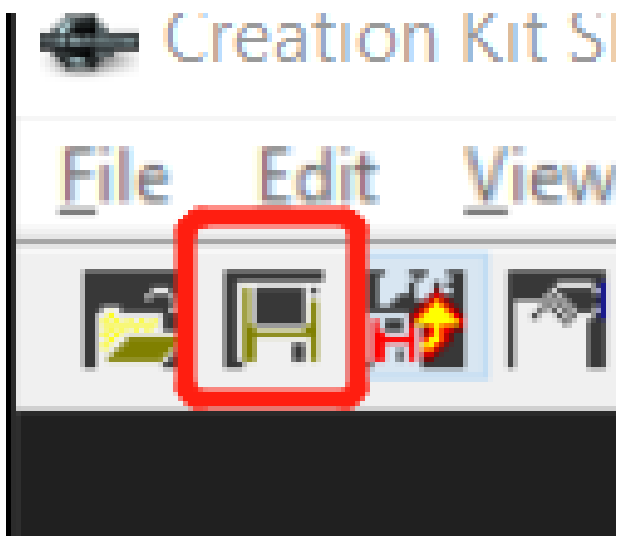
Info: * Yes, it is. Flags: # R... 1 Speaker NPC: 33RR_Stev... Target NPC: Is Voice Type: In Faction: Conditions: OnRef(Get...

This is the correct look of the Quest Player Dialogue Window

3 BRANCHES

Branch Data: ☒ Normal ☐ Top-Level ☐ Blocking ☐ Exclusive Starting Topic: 33RR_Steven_Quest_03Topic

OK





Steven

Ok, I will follow you.



STARTED: MY CHAIR

 Talk
Steven



Help Steven find his chair.

 Talk
Steven

Steven

I want to part ways.

 Is this your chair?



Steven

No, it isn't.





The End Credits

There are many ways to do things, this tutorial aims to guide people that are starting off and give them good habits. I hope this was of use, if it was, share the love and the joy of modding.

I made this tutorial because I thought it would be a different style to learn the same things, I did my best to indicate the things I remember I had issues with and I also made some mistakes

1. The flow could have been better and more useful.
2. I created topics instead of Branches and while I did make the corrections, it is not perfected.
3. I made useless extra topics that may confuse some of you. [we did not use them because there was no point in writing extra lines for the process of learning about the quest since we already linked the first topic to the second one, so why link the 2nd to the 3rd and so on.
4. I could have done better, but I could have also done something else with my time this Saturday and so I am happy and I think this tutorial can get some people I know, on their way.

This tutorial was created to assist a new friend that needed the help, it was also pushed to be made since I just made a tutorial like this because of The Murloc King, as a Thank You for his cool contents many of us like and watch. But mostly, for a friend, it then got a bit more detailed and as always FREE for ALL is always good.

I am not adding my details of Discord and such as this is not meant for publicity, but if this inspired you, or helped in any way, that is super cool and was worth it.

This guy spent many hours helping me when I started off and any time I asked, show him some love, he is a great guy. He asked nothing in return and I made a friend.

<https://www.nexusmods.com/skyrimspecialedition/mods/47302>

If you are looking for a Discord server with selfless people that never bully anyone and help out all the time, I found a home away from my Skeeever server home here.

<https://discord.gg/Schaken-Mods>