

Halls of Ysgramor Logical Load Order Template

[Questions? Join the Discord: Halls of Ysgramor](#)

The Halls of Ysgramor load order template is a hybrid of the Logical Load Order and Lexy's Modding Guide with fancy smart features to make modding easier.

Credits: RebelAlliance, Dissonant Values, Barbarian, and DuarteVader for creation of the original LLO; DarkLadyLexy for categories adapted from Lexy's LotD Guide; AdamVB for advice on layout and formulas; Guizz for the IMPORTJSON script and its implementation; WillOhTheWisp for coordination and development.

[Want to share this LO template with others? tinyurl.com/HoYLLQ](https://tinyurl.com/HoYLLQ)

How do I make a copy for myself?

This sheet is purposely kept in "view only" mode, in order to preserve a blank copy for others. You can make your own editable copy by doing one of the following:

- PC: File → Make a Copy.
- Mobile: Select "..." in the top right corner → Share & export → Make a copy.

NOTE: Do NOT select all the cells and then try to copy them into a new sheet, the formulas will break and the attached scripts will not carry over.

How do enter my mods?

- Smart Sheet: Paste the URLs of your mods into the Mod Page URL column. The Smart Sheet's formula will autopopulate the mod name and memory size.
- Basic Sheet: Type in the mod details manually. The sheet will still calculate number of mods used and any manually entered memory size info.

NOTE: Mobile users should download the Google Sheets app, it will make editing and viewing the sheet infinitely easier.

How do I share my LO with others?

- PC: Go to File → Share → Publish to Web → Link → Share the individual sheet or the full file.
- PC: Go to File → Share → Share with Others → General Access → Change to anyone with link → Viewer.
- PC: Go to File → Download → Select document type of choice (note that shareable links are preferable to documents that require download).
- Mobile: Select "..." in the top right corner → Share & export → Manage access → Change to anyone with link → Select the hyperlink icon to copy the link.

NOTE: Your spreadsheet is attached to your email account, and sharing your spreadsheet with others may reveal the name associated with your email account to others. You can consider using a throwaway email to share your spreadsheet. PC users may consider the Publish to Web option, as this is not affiliated with an email.

How do the categories work?

- Mods are sorted by categories, based on what the mod does. The categories are sorted in descending order, lowest conflict at the top to highest conflict at the bottom.
- Categories are a guideline only, not gospel. This sheet is intended to be a base to be built upon, to organize your LO and to help you find conflicts.
- Patches do not have a dedicated category and should be loaded after the last of the mods that they patch.

Visual guides for filling out and sharing your spreadsheet:

- PC: How to fill out and share the spreadsheet <https://imgur.com/2Tynp9j>
- Mobile: How to fill out and share the spreadsheet <https://imgur.com/pwYrnQe>
- Mobile: How to add additional rows <https://imgur.com/B6WXlVf>

Smart		Features		Basic	
✓	• Category descriptions that can be toggled on and off, to assist with identifying what mods fall into a particular category.				✓
✓	• Check boxes to add a "Disabled" tag, which will add a slash through the mod's name, to indicate that the mod is downloaded but is not being used.				✓
✓	• Rows can be collapsed if a particular category is not being used. Counters will show how many mods are in each category, so hidden mods won't be overlooked.				✓
✓	• Additional pre-formatted rows can be expanded if additional rows are needed, with the necessary formulas already loaded in those cells.				✓
✓	• Full list of CC content that can be marked as enabled as needed, with links to UESP pages for information on the content.				✓
✓	• Formula automatically calculates the total number of mods and memory size used, and will calculate remaining mod slots and memory.				✓
✓	• Script uses data from Bethesda.net's website and autopopulates the mod's name and file size, calculating the number of mods and memory used.				✗

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Anniversary Edition					
These Creation Club mods are automatically integrated into your game. There is no way to disable the first 4 creations. All other CC creations can be downloaded as desired.					
Fishing					UESP - Fishing
Rare Curios					UESP - Rare Curios
Saints & Seducers					UESP - Saints & Seducers
Survival Mode					UESP - Survival
Master Files (ESM)			0		
Mods that autopopulate to the top and cannot be moved to a lower area. These mods are flagged as master files because other mods are intended to reference their records.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Creation Club Patches			0		
Mods that edit Creation Club content, like Unofficial Creation Club Patches. Patches between CC content and other mods should be loaded after the mods that they patch.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Bug Fixes & Quality of Life			0		
Mods that improve general gameplay experience, such as Raven Rock - Fix Exit on Horseback.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Cheat Functions			0		
Mods that provide cheat or utility functions like Cheat Room and Sheogorath's Cheat Menu.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
SMIM & Mesh Fixes			0		
Mods that make improvements to vanilla meshes, such as fixing gaps, or that use higher fidelity meshes, such as Brumbek's Static Mesh Improvement Mod (SMIM).					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Foundations & Frameworks			0		
Mods that serve as a framework for other mods or that make edits to base-game frameworks like economy or survival mechanics.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Magic Additions & Changes			0		
Mods that overhaul vanilla spells or add new spells.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Perks & Leveling Changes			0		
Mods that change perk trees like Ordinator or Vokrii or that change the leveling process like Faster Leveling.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Race Record Changes			0		
Mods that make changes to existing race records, such as Orc racial passives, or that add new races, such as a playable Snow Elf race.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Items Obtained By Crafting			0		
Mods that introduce new items via crafting menus, such as armors created at the forge or tanning rack.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Enemy NPC Leveled List			0		

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Mods that change enemy NPC leveled lists, which introduce enemies randomly from a pool.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Loot Levelled List			0		
Mods that make changes to leveled lists for loot obtained in dungeon chests or off of dead enemies.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Item Attribute & Effect Changes			0		
Mods that change the attributes of an item, such as changing the weight or damage value of iron swords or the enchantment on a helmet.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
User Interface/Camera/HUD/Fonts/Menus			0		
Mods that change the appearance of the HUD (heads up display), font, and menus.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Vanilla Quest Alterations			0		
Mods that edit or expand upon existing vanilla quest lines, such as Paarthurnax Dilemma or Save the Icerunner.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Audio			0		
Mods that change the game's audio, both music and sound effects. Music mods can either add new tracks or replace existing tracks. You can only use one replacer at a time.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Weather			0		
Mods that make edits to vanilla weather systems or add entirely new weathers.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Grass			0		
Mods that add new grass types or edit grass types in specific regions.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Mesh & Textures - Architecture & Landscape			0		
Mods with new meshes and textures that edit textures for architecture and landscapes, which will form the base of your graphics set-up.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Meshes & Textures - Creatures & Wildlife			0		
Mods with new meshes and textures that will give new appearances to creatures like wolves and dragons.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Meshes & Textures - Armors & Weapons			0		
Mods with new meshes and textures for vanilla armors and weapons.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Meshes & Textures - Clutter & Misc			0		
Mods with new meshes and textures for clutter like barrels or miscellaneous items like furniture.					
-			0	<input type="checkbox"/>	

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Meshes & Textures - Effects			0		
Mods with new meshes, textures, and decals for effects such as fires, enchantments, or blood splatters.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
NPC AI Alterations			0		
Mods that alter NPC AI packages to change their behaviors or schedules, such as Immersive Citizens or AI Overhaul.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
NPC & Player Interactions			0		
Mods that alter how your player character interacts with NPCs, such as changing their disposition towards you.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Follower Framework			0		
Mods that allow you to manage followers or increase the follower limit, such as Amazing Follower Tweaks.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
New Animal Companions & Mounts			0		
Mods that introduce new unique animal companions or rideable creatures.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
New Followers & Named NPCs			0		
Mods that add unique new followers or named NPCs to interact with.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
New Creature & NPC Encounters			0		
Mods that add new creatures that have been handplaced into the worldspace (not added via leveled lists).					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Combat Overhauls			0		
Mods that either make the combat system harder and/or more varied, such as Wildcat, or that give enemies new combat styles, such as Diverse Dragon Overhaul.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
NPC Face Replacers			0		
Mods that change the appearance of specific NPCs, such as Bijin or Pandorables. These mods edit NPC records directly by giving them new headparts like hair.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Body Meshes & Skin Textures			0		
Mods that change the shape of humanoid bodies (CBBE, UNP, Males of Skyrim, etc) and/or the texture of the skin (Bijin Skin, Tempered, Fair Skin, etc). The skin texture must be designed for use with the body mesh you are using or you will get seams along the hands or neck.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Beards, Brows & Hairs			0		
Mods that retexture or add new beard, brow, and hair options in the RaceMenu character creation menu.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	

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Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Eyes			0		
Mods that retexture or add new eye options in the RaceMenu character creation menu.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Scars, Tints & Warpaints			0		
Mods that retexture or add new options for scars, tints, and warpaints in the RaceMenu character creation menu.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Idle & Animation Replacers			0		
Mods that change how characters move.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Skeleton Frameworks & Nemesis Outputs			0		
Animation mods generated via Nemesis that edit behavior files, such as the GDB series. You can use more than one Nemesis Output, but only if they edit different behavior files. These mods generally require an extended skeleton framework such as XP32 or XPMSSSE. Nemesis framework animations must be loaded after these skeleton frameworks.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Multi Area Edits			0		
Mods that make changes or add new structures or architecture into several locations, such as JK's Skyrim AiO or Cities of the North AiO.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Single Area Edits			0		
Mods that make changes or add new structures or architecture into one singular location, such as player homes.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Unique Items Added to Locations			0		
Mods that add items into the worldspace or interior cells, such as a unique weapon added into a bandit hideout.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Interior Lighting			0		
Mods that change interior lighting by moving or adjusting bulbs in interior cells, such as Lux or ELFX.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Exterior Lighting			0		
Mods that make exterior lighting changes, such as those that add lanterns and braziers.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
New Quest Mods with Area Edits			0		
Mods that introduce new quest lines and worldspaces, such as Project AHO. Some quest mods with new worldspaces are master files and will auto load to the top.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
Trees & Flora with Area Edits			0		
Mods that place new trees and flora into the worldspace, such as Dark Forests of Skyrim or Nature of the Wild Lands.					
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
-			0	<input type="checkbox"/>	
LOD (Level of Detail) & Map Mods			0		
Mods that change the worldview maps or add distant LOD models for large objects such as architecture or trees, which prevents sudden pop-in as you approach an object.					

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-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
Ini (Settings) Changes			0					
Mods that make configuration changes through an ini text file, such as Disable Snow Shader or Kontrol. These mods will generally specifically state they edit inis.								
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
Bottom of LO Required			0					
Mods that have a high potential to conflict with other mods and therefore must be loaded low.								
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
Disabled Records			0					
Mods that disable items, generally for performance purposes, such as disabling underwater plants. Do not use mods that outright delete items.								
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
-			0	<input type="checkbox"/>				
Totals								
Number of Mods			0					
Total Memory Used		0.00	GB					
Memory Remaining		4.96	GB					

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Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Anniversary Edition					
These Creation Club mods are automatically integrated into your game. There is no way to disable the first 4 creations. All other CC creations can be downloaded as desired.					
Fishing					UESP - Fishing
Rare Curios					UESP - Rare Curios
Saints & Seducers					UESP - Saints & Seducers
Survival Mode					UESP - Survival
Master Files (ESM)			0		
Mods that autopopulate to the top and cannot be moved to a lower area. These mods are flagged as master files because other mods are intended to reference their records.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Creation Club Patches			0		
Mods that edit Creation Club content, like Unofficial Creation Club Patches. Patches between CC content and other mods should be loaded after the mods that they patch.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Bug Fixes & Quality of Life			0		
Mods that improve general gameplay experience, such as Raven Rock - Fix Exit on Horseback.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Cheat Functions			0		
Mods that provide cheat or utility functions like Cheat Room and Sheogorath's Cheat Menu.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
SMIM & Mesh Fixes			0		
Mods that make improvements to vanilla meshes, such as fixing gaps, or that use higher fidelity meshes, such as Brumbek's Static Mesh Improvement Mod (SMIM).					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Foundations & Frameworks			0		
Mods that serve as a framework for other mods or that make edits to base-game frameworks like economy or survival mechanics.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Magic Additions & Changes			0		
Mods that overhaul vanilla spells or add new spells.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Perks & Leveling Changes			0		
Mods that change perk trees like Ordinator or Vokrii or that change the leveling process like Faster Leveling.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Race Record Changes			0		
Mods that make changes to existing race records, such as Orc racial passives, or that add new races, such as a playable Snow Elf race.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Items Obtained By Crafting			0		
Mods that introduce new items via crafting menus, such as armors created at the forge or tanning rack.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Enemy NPC Leveled List			0		

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Mods that change enemy NPC leveled lists, which introduce enemies randomly from a pool.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Loot Levelled List			0		
Mods that make changes to leveled lists for loot obtained in dungeon chests or off of dead enemies.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Item Attribute & Effect Changes			0		
Mods that change the attributes of an item, such as changing the weight or damage value of iron swords or the enchantment on a helmet.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
User Interface/Camera/HUD/Fonts/Menus			0		
Mods that change the appearance of the HUD (heads up display), font, and menus.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Vanilla Quest Alterations			0		
Mods that edit or expand upon existing vanilla quest lines, such as Paarthurnax Dilemma or Save the Icerunner.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Audio			0		
Mods that change the game's audio, both music and sound effects. Music mods can either add new tracks or replace existing tracks. You can only use one replacer at a time.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Weather			0		
Mods that make edits to vanilla weather systems or add entirely new weathers.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Grass			0		
Mods that add new grass types or edit grass types in specific regions.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Mesh & Textures - Architecture & Landscape			0		
Mods with new meshes and textures that edit textures for architecture and landscapes, which will form the base of your graphics set-up.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Meshes & Textures - Creatures & Wildlife			0		
Mods with new meshes and textures that will give new appearances to creatures like wolves and dragons.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Meshes & Textures - Armors & Weapons			0		
Mods with new meshes and textures for vanilla armors and weapons.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Meshes & Textures - Clutter & Misc			0		
Mods with new meshes and textures for clutter like barrels or miscellaneous items like furniture.					
			0	<input type="checkbox"/>	

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Meshes & Textures - Effects			0		
Mods with new meshes, textures, and decals for effects such as fires, enchantments, or blood splatters.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
NPC AI Alterations			0		
Mods that alter NPC AI packages to change their behaviors or schedules, such as Immersive Citizens or AI Overhaul.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
NPC & Player Interactions			0		
Mods that alter how your player character interacts with NPCs, such as changing their disposition towards you.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Follower Framework			0		
Mods that allow you to manage followers or increase the follower limit, such as Amazing Follower Tweaks.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
New Animal Companions & Mounts			0		
Mods that introduce new unique animal companions or rideable creatures.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
New Followers & Named NPCs			0		
Mods that add unique new followers or named NPCs to interact with.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
New Creature & NPC Encounters			0		
Mods that add new creatures that have been handplaced into the worldspace (not added via leveled lists).					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Combat Overhauls			0		
Mods that either make the combat system harder and/or more varied, such as Wildcat, or that give enemies new combat styles, such as Diverse Dragon Overhaul.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
NPC Face Replacers			0		
Mods that change the appearance of specific NPCs, such as Bijin or Pandorables. These mods edit NPC records directly by giving them new headparts like hair.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Body Meshes & Skin Textures			0		
Mods that change the shape of humanoid bodies (CBBE, UNP, Males of Skyrim, etc) and/or the texture of the skin (Bijin Skin, Tempered, Fair Skin, etc). The skin texture must be designed for use with the body mesh you are using or you will get seams along the hands or neck.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Beards, Brows & Hairs			0		
Mods that retexture or add new beard, brow, and hair options in the RaceMenu character creation menu.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	

Halls of Ysgramor Smart LLO		4.96 GB Remaining	0 Mods Enabled		Disable Category Descriptions <input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL
Eyes			0		
Mods that retexture or add new eye options in the RaceMenu character creation menu.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Scars, Tints & Warpaints			0		
Mods that retexture or add new options for scars, tints, and warpaints in the RaceMenu character creation menu.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Idle & Animation Replacers			0		
Mods that change how characters move.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Skeleton Frameworks & Nemesis Outputs			0		
Animation mods generated via Nemesis that edit behavior files, such as the GDB series. You can use more than one Nemesis Output, but only if they edit different behavior files. These mods generally require an extended skeleton framework such as XP32 or XPMSSSE. Nemesis framework animations must be loaded after these skeleton frameworks.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Multi Area Edits			0		
Mods that make changes or add new structures or architecture into several locations, such as JK's Skyrim AiO or Cities of the North AiO.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Single Area Edits			0		
Mods that make changes or add new structures or architecture into one singular location, such as player homes.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Unique Items Added to Locations			0		
Mods that add items into the worldspace or interior cells, such as a unique weapon added into a bandit hideout.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Interior Lighting			0		
Mods that change interior lighting by moving or adjusting bulbs in interior cells, such as Lux or ELFX.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Exterior Lighting			0		
Mods that make exterior lighting changes, such as those that add lanterns and braziers.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
New Quest Mods with Area Edits			0		
Mods that introduce new quest lines and worldspaces, such as Project AHO. Some quest mods with new worldspaces are master files and will auto load to the top.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
Trees & Flora with Area Edits			0		
Mods that place new trees and flora into the worldspace, such as Dark Forests of Skyrim or Nature of the Wild Lands.					
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
			0	<input type="checkbox"/>	
LOD (Level of Detail) & Map Mods			0		
Mods that change the worldview maps or add distant LOD models for large objects such as architecture or trees, which prevents sudden pop-in as you approach an object.					

Halls of Ysgramor Smart LLO		4.96 GB Remaining		0 Mods Enabled		Disable Category Descriptions		<input type="checkbox"/>
Mod Name	Memory	In GB	Mods	Disabled	Mod Page URL			
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
Ini (Settings) Changes			0					
Mods that make configuration changes through an ini text file, such as Disable Snow Shader or Kontrol. These mods will generally specifically state they edit inis.								
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
Bottom of LO Required			0					
Mods that have a high potential to conflict with other mods and therefore must be loaded low.								
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
Disabled Records			0					
Mods that disable items, generally for performance purposes, such as disabling underwater plants. Do not use mods that outright delete items.								
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
			0	<input type="checkbox"/>				
Totals								
Number of Mods			0					
Total Memory Used		0.00	GB					
Memory Remaining		4.96	GB					

FAQs

General Tips

- Load orders are moving targets! Templates are meant to guide the general structure of your LO in order to mitigate conflicts, but they are not gospel.
- Read the mod page. If the mod is also on Nexus, read through those comments and bug reports - odds are someone else has already had any issues you are having.
- The last mod downloaded before an issue arises is not always the source of any issues. It could be a conflict between mods, data from an old mod baked into your save game, etc.
- While it is generally alright to download mods mid playthrough, you should never remove mods midplaythrough (with the exception ONLY of 1:1 mesh and texture replacers).

Common Tipping Points

- High polygon meshes and high resolution textures.
- Mods that introduce additional clutter into the game, particularly when paired with mods with high poly meshes. This increases drawcall (the number of objects your game is required to render).
- Mods with heavy scripts that run in the background or loop continuously.
- Map mods with high resolution LOD.

Navigating the 2023 Skyrim Update

- Download mods in order of largest to smallest memory size, as you will need double the amount of space while installing a mod (ex: you will need 50 MBs free for a 25 MB mod download).
- UI mods that change the main menu (startmenu.swf) can conflict with the new update. Use UI mods that specify that they have been updated. If you get infinite loading, clear reserved space and start over.
- Mods that use controller mapping like Kontrol will prevent you from using the Creations menu. Use mods that specify that they have been updated.
- In order to use the option to back up your load order, you will first need to purge all mods in your Library.
- If you do not see the Creations option in the main menu, go to Xbox Settings → Privacy & Online Safety → View Details & Customize → Toggle Option On/Off.

Avoiding Ghost Space

- When starting over from scratch, always start out with clearing reserved space to give yourself a blank slate.
- Keep a list of the mods you have deleted on an existing load order. If you end up with ghost space, you can redownload the mod that gave you ghost space and delete it again to remove the ghost space.
- To safely delete a mod: Disable the mod → Back out of Creations menu and restart Skyrim → Delete the mod → Back out of Creations menu and restart Skyrim.
- To clear reserved space and start from scratch: Xbox Settings → Disc & Blu-Ray → Persistent Storage → Clear Persistent Storage.

How to Fix Body Texture Seams

- Use textures that correspond to your body mesh (i.e., using UNP textures for a UNP body, and CBBE textures for a CBBE body).
- Perform a hard reset in order to clear the mod cache. Quit Skyrim entirely and launch the game again.
- Use matched body textures and head textures, as they are separate texture files. Some skin retextures will have face textures and some won't.
- Use a skin fix mod to smooth out neck seams, such as Master Skin Fix or Detailmap Seamfix by zzyj.

NPC Edits That Can Cause Fruity Pebble Face

- NPC traits such as race, body type, height/weight, voice type, gender animations, disposition, stats/level.
- NPC AI data such as AI packages, schedules, idle marker usage.
- NPC abilities such as combat style, spells, and perks.
- NPC inventory and outfits.
- NPC face changes such as new hair, new eyes, etc.

NOTE: While all these edits can work individually, using multiple mods that edit these same records without a patch can cause fruity pebble face.

Mod Issues Only The Porter or Mod Author Can Fix

- Editor Markers, which look like bright color patches attached to a mesh. These are used on PC to show directional use in Creation Kit. The Xbox version of the game renders them in error.
- Deleted records. Mods that have deleted records can cause crashing if the game or another mod tries to reference the record. The mod author will need to clean their mod in xEdit.
- Exploded armors and outfits. The vertices of an outfit explode towards the camera if the number of vertices doesn't match between the highest and lowest weight of the character.
- Purple textures represent missing textures. First verify that the mod doesn't have any requirements (like a SMIM), as some mods reference textures from other mods. Otherwise notify the mod author.
- Mods that outload to the bottom of your LO and cannot be moved are missing their master files (Skyrim.esm and/or Update.esm). This typically happens with texture/mesh replacement mods.

Common Terms	Definition
CBBE	Stands for Caliente's Beautiful Bodies Enhancer. New female body mesh created by Ousnius and Caliente. CBBE is compatible only with female skin textures designed for CBBE body.
Creation Kit	An official tool supported by Bethesda that has been provided to allow modders to create their own plugins to modify the game.
CTD	Stands for crash to dashboard, when the game experiences an issue and crashes.
Editor Marker	Also known as Color Patches. These are parts of a mesh that enable mod authors to place meshes that have directional effects. On PC they are invisible but the Xbox version of the game renders them in error.
ESL	Stands for Elder Scrolls Light Plugin, a type of plugin file with a specific flag attached to it. The only mods on Xbox that are truly ESL are Creation Club mods.
ESM	Stands for Elder Scrolls Master, a type of plugin file with a specific flag attached to it that ensures it loads first.
ESP	Stands for Elder Scrolls Plugin, a type of plugin file that is used to modify the game.
Facegen	NPCs are assembled like a Mr. Potato Head, with all of their facial features (hair, eyes, face shape) included in one mesh. That mesh is called facegen, or face generation.
Leveled List	A system used by the game engine to pull a pre-determined set of items or NPCs randomly out of a pool.
LOD	Stands for level of detail. A smaller resolution and lower fidelity mesh that is viewed from a distance, which decreases object pop-in.
Mesh	The 3D model. The 3D model format that Skyrim uses is a .nif.
Nif	Nif stands for NetImmerse Format, the specific type of mesh file that is used by Skyrim's engine.
Skeleton	All creatures and NPCs are skinned to a skeleton. Think of a skeleton as a stick figure made from wire. Each segment of the skeleton is a bone that determines body scale and rotational movement.
Texture	The image or images that is overlaid over a 3D model to give it texture and color.
Tintmask	Face texture used by the player and NPCs that determines the shade and shape of warpaints, makeup, scars, etc. They are used in conjunction with facegen for NPCs.
UNP	Stands for UNPretend. New female body mesh curated by dimon99 (you may see UNP referred to as Dimonized UNP). UNP is compatible with female skin textures designed for vanilla body or for UNP body.
UV Map	UV mapping refers to how a texture is laid out over a 3D model. Models and their textures are frequently designed together, so only textures that match the model's UV map will work with it.

Changelog

Version	Date	Entry
1.6	06/23/24	<ul style="list-style-type: none"> • Updated script to work with changes to Bethesda.net following release of Starfield mod support, thanks to Guizz! • Moved Interior Lighting below Unique Items Added to Locations. • Switched "Mods Remaining" counter to "Mods Enabled" counter, to reflect the removal of the plugin cap.
1.5	04/14/24	<ul style="list-style-type: none"> • Switched site querying method back to API, thanks to Guizz! • Reordered categories: Magic Additions & Changes → Perks & Leveling Changes → Race Record Changes.
1.4	12/24/23	<ul style="list-style-type: none"> • Switched site querying method back to webscraping, due to significant changes to Bethesda's API that has rendered the JSON script non-functional. • Added public changelog. • Updated FAQs and Definitions sections. • Changed title of Splash Sheet to Introductions. • Updated a few category names and descriptions, reordered a few categories. • Added function to not count a mod towards the plugin limit when it is marked as disabled.
1.3	05/27/23	<ul style="list-style-type: none"> • Added splash sheet to spreadsheet with instructions on shoring and use, features list, and credits.
1.2	10/25/22	<ul style="list-style-type: none"> • Switched site querying method to JSON script courtesy of Guizz that queries Bethesda's API. • Pared down info on floating header to make it lower profile/less in the way.
1.1	09/29/22	<ul style="list-style-type: none"> • Updated floating header that keeps track of memory and mods remaining. • Added additional rows that can be expanded as needed, to make it easier when more rows are needed and to prevent issues when formulas are copied. • Category subheaders keep track of how many mods you're using in a particular category. • Updated a few category names and descriptions for easier readability/understandability (is that a word). • Added additional category for Nemesis Output. • Added all the other CC content in pre-collapsed list that can be toggled on if used.
1.0	08/05/22	<ul style="list-style-type: none"> • Original release of Halls of Ysgramor LLO template.