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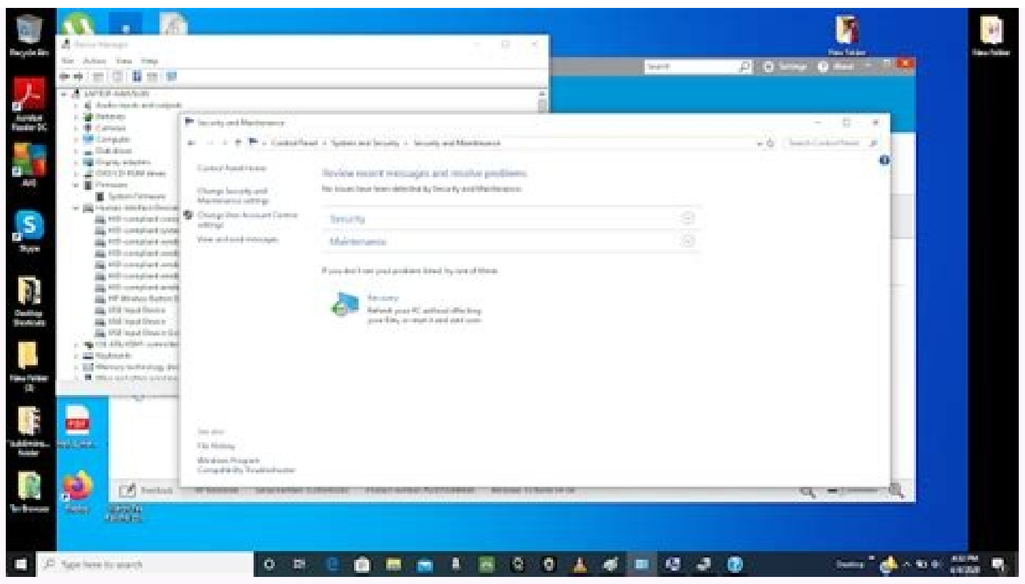

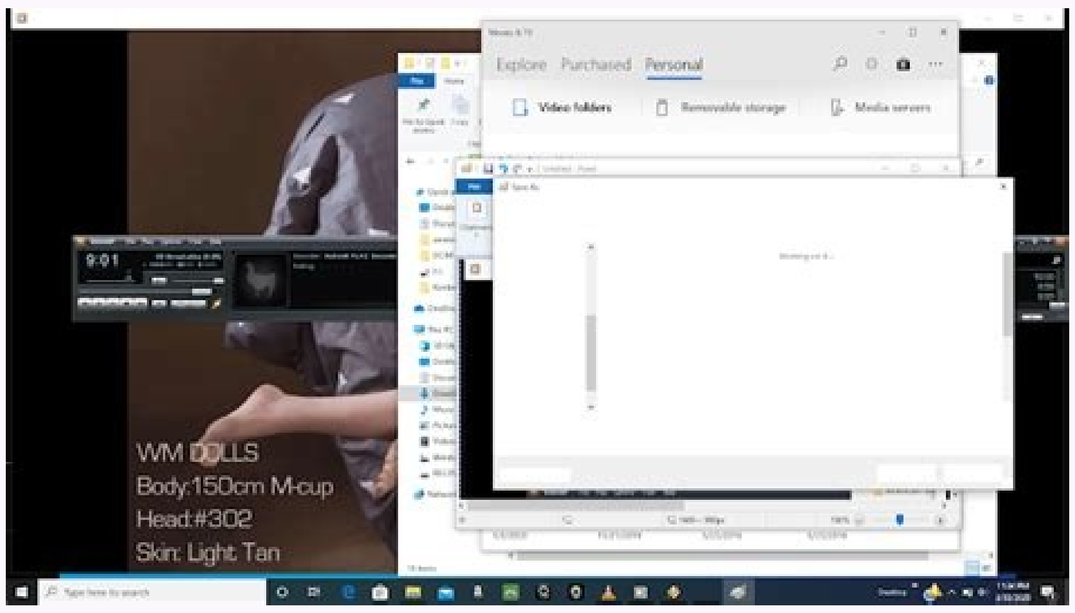

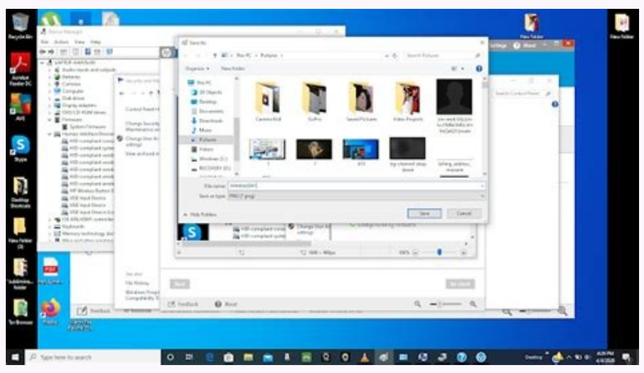

Thanks to users for making me go to solve this problem. -Creato a new texture for Glowdust01.nif since I can not use the vertex colors for the blue tonalitate. -Usleep Fix: Whwallwulfhaarth.nif - Various corrections. -Edited all the new candle mesh that I used from Ruins Clutter improved to use the personalized paths of the Smim candle directory (folders 13, 17, 71, 72). Now you can shoot arrows through the roof buckles instead of hitting invisible walls! Try shooting arrows casually outside the roof from your Shack safety! Or try to shoot an arrow in a shack through the roof and kill a sleeping NPC! See my new video for Lols and Learning (Lolal): . The texture remains the same. Meshes: Moulobjectquill.nif, Quill01.nif. -SeSogue minor UV mapping errors at the end of the wooden poles on the Raven Rock DLC2RDDock01.nif and DLC2RrlanternPost01.nif. Throughout this time ... how did we play skyrim with classes with black lines? -Miglio and fixed a group of final caps, some were missing, on dockstrnt01.nif, dockstntt02.nif, dockstntt03.nif, and dockstntt04.nif. This is only striking the hawks. -Sostitated my Fabbroforgemarker.nif and Fabbroforgemarkerwr.nif Mesh with the USKP versions since they had other improvements. No translation is needed for the ENGLEM © simply changes a set of textures rather than an object. Since incandescent chains do not make sense, I have just removed the effect completely. The shirt really needs correct UV mapping with new textures to solve all bad things. -Usleep Fix: Farmclothes04 Robem_0.nif, Robem_1.nif - Various corrections. -HeartHfire version of noble chair 1 shirt (byoh interfacecenablechair01.nif) added to install the 42 noble furniture folder. -I finally updated the script of e e otagnulla otassiF- .iliciffid idrob i erevoumir rep eccor ehcop a ailgam alled itnemaroilgim iveil ehcnA .pse. elif nu edulcni ehc enoizpo ingo allatsni ehc atazzilanosrep enoizallatsni'nu af is es pse. degreM elif li erallatsni rep etnegilletni aznatsabba eresse rep UV mapping on the floorboards for dlc2rrdockstr02.nif. Fixed UV wrapping error on the main pot. -Meshe update listed below to include USKP 2.0.4 changes. Thanks to Mindflux & Jawz for finding it. The flags of decals removed that caused glitch lighting on block 30, removed alpha properties not necessary on block 30, the colors of the summit changed the colors to be less dark and removed incorrect values alpha vertex and alpha flag alpha vertex does not neceate low speculators values for block 30. Added a seamless tileing version of the Vanilla WRSLATE02.DDS and WRSLATE02_N.DDS texture, as it had inexplicably seams, as seen on mesh as the market of Whiterun. -Faded both cratesmalllong01.nif and chopperlong01eeco.nif to restore two heads of missing nails. The correct shirts are listed below. -Hearthfire Version of interface animal rings (BYOHINTERFACEANIMALRING01.NIF) Added to install folder 45 Suspended rings. Fixed a much lower UV stretching error at the bottom of Upperdresser01. NIF and UpperEndtable01. Nif no one would ever notice. Smim was the mesh of the common closet, which finally completes the common set. New installation option for it since the game difference is less. -Smim'd the Dwanve Oil Ingredient. Nif) because it was terrible! The mesh is more curved now with a suitable cover. The new coating removes the ugly upper seam that has annoyed me for years. You do not need its mod to use this option, but use its mod it is necessary to realize all the non-bridge 3D roads. -Suplaced about six different mesh positions of subtlety with versions of unoffricial textures to solve the cut and floating ropes. -Felized incorrect folders for two meshes rep rep mirt trets weN- .osiv led idrob i e arutaicsil li etnemloveton eraroilgim rep FIN.NEVRAWDTOGNI detadpU- .aicsil a arutatteccafs ad eraibmac rep doowekorbkcahS eires alled ongel id izzep i ittut us arutagivel id omeL- .ossiF .)fin.10lroodllawlievac e fin.10lroodllawfievac(oiccaihg id Ponte mesh using a high resolution texture. Thanks again to Raiserfx for making the original 3D chains and the work basic texture on chandeliers. -I also include a solitude Poor Coffin version that uses the default Vanilla texture in the Core folder in the event that someone is using a very specific replacement of the texture they prefer. -Esaled minor jersey errors and incorrect vertex colors in my personalized table of Jorrvaskr improved (Uppertable01custom01.nif). Vertex color fixed for M03 Rock (Blackreachstalm03.nif, Rockl03.nif, and Rockl03Wet.nif). I did it well. -Are so light correction on Loadscreenregent01.nif for Nirnroot UV mapping to remove the ugly line on the petals. Installation option made. -Fixed wrong UV candle mapping on one of the candelabra (thanks Raiserfx for identifying this). About 10 total corrections. -Migliora the UV map of the candle slightly in ImpcandelabraCandleOff01.nif and ImpcandelabraCandle01.nif. -Edited solitude east empire trading c mash (seastempireco.nif) to add the lower stone to enter the ground of the world correctly. -Ad many Hearthfire mesh to use Smim variants. The "laurestroyed01.nif" and "floodstroyed02.nif" mesh had duplicate faces on different wooden beams, causing flickering when I changed them. -Ando mesh updated as part of "71 candelabra ..." smim install option: unpcondelabrandle01.nif, Impcandelabrandle02.nif, Impcandelabrandleoff01.nif, Impcandle01.nif, Impcandesconce02candleoff01.nif, Impwallsconce02candleon01.nif -Andele mesh updated as part of "17 Nordic catacombs ..." Smim install option: notarothallsm1way01.nif, notarothallsm1way02.nif, notarothallsm1way03.nif, notarothallsm2way01.nif, norcathallsm3way01.nif, notarthallsm3way02.nify New texture a of raiserfx Ruins Clutter Improved texture. Other top class mesh at SMIM. -Minor UV enhancementslla deliated EROM Hcum tsuj Noisrev y Sulp .LATTSNI EHT FO Trap in Fin.40topsniur ot stnemevorpmi vu teggs- .gnippam vu sselmaes reformer dna steutxet motsu ssucs ssuc ssu ssu ssuc ssu ssu ssu ssuc. dna kcor no sexif VU ynaM .elboN erutinruF 24 redlof llatsni ot dedda)fin.10gnolelbatelbonecafretnihoyb(hsem elbat elbon fo noisrev erifhtraeH- .tneidergni srehtaeF nreT eht rof sdaol erutxet tcerroc eht erusne ot pse.xiFnreTnrobnogarD-doMtnemevorpmIhseMcitatS eht detadpU .serutxet ruoy tide em Gnittel ROF YYARX SKNAHT .ALLINAV HCTAM OT ORLOC LETS EB EGDIRBARD NURETIHW ETH DEGNAHC .SPAG ANIM EVAH ton ot tbat elbat simatnamc Fin.hcnebowtelbatnommoc ,fin.hcnebenoelbatnommoc ,fin.10hcnebnommoc(segde no gnihcterts Ronim evomer ot thcneb dna elbat mims ym devorpmi !srepoleved dab Osirp eht dedulcni- .eldnah s'fin.30Pacewd no elik ,srorrre hsem dna vu fo rebumn to dexif osla i .sroloc xetrev gnorw dexetrev gnorw dexow osla .)Fin. .Lwobeseehchtomm(krow ot stopping eruxet wolla ot erutxet allinav esu llits flah .lufituaeb meht eerht deifimims .nwmuos ,ad ,ddict gnirekcilFesuohmraF gnissim eht xif ot tpircs rellatsni MMN eht detadpU- !tuo snrut ti sa nrobnogarD oN dellac eno eht esu ot tnaw uoy nrobnogarD evah t'nod uoy fI .sniamer lateleks nogylop wol desu taht seires)gbllahtacron(bmocataC cidroN eht d'MIMS . Fin.10decooctaembarbar dna fin.10taembarbbar rof sexif vu dna stnemevormi hsem hsem hsem .Citats FO Daetsni Rettulc a ekilke eveheb of gnivah ,noisloc eht lla no sretemaraphb Changed Changed one part to be a different stone texture to match the rest of the mesh. -Restored proper dirt skirts to all green cave dirt cliff meshes (cavegcliffs series) used in over 650 places. Fixed UV errors on six of the shack kit wall meshes causing wacky board alignment (shackwalll01.nif, shackwalll02.nif, shackwallr01.nif, shackwallr02.nif, shackwalltop01.nif, shackwalltopwindow01.nif). -SMIM'd the very ugly 2D skeleton remains used in several Nordic Temple meshes (nortmphallbg1waywall01.nif, nortmphallbg1waywall02.nif, nortmphallbg1waywall03.nif, nortmphallbgcolumn01.nif, and nortmphallbgcolumn02.nif). USKP should probably include this fix too. -Created Unofficial Patch versions of dockstrent03.nif named dockstrent03uskp.nif that removes a dock post and rope that clipped through the Solitude Trading Co building. Updated both installer scripts. New high-resolution texture included based on High Res Hawk Texture Replacement by tehxen. -Fixed a lot of UV mapping issues and increased the small rock polygon count in dlc01rockcaveentrance01.nif. The original meshes were abominations. Also improved the wood posts and added end caps to stop seeing through the mesh. Thank to raiserfx for spotting this. -More UV fixes for rockl02.nif and the smoothed version of it. -Edited many Shack wall meshes to improve UV mapping so the wood slats texture matches better. -SMIM'd the Solitude docks meshes to use 3D ropes. -A few fixes and improvements on sblacksmith.nif. Updated magic shop load screen art that used a lantern (loadscreenshopsmagic01.nif). Plus I changed it to use the same wood texture the actual game does (and to fix ugly black wood part). Fixed normal map issue for new woodpost02 texture. -Edited most Shack wood beams to have proper caps instead of the ugly skewed wood appearance. Bethesdas default had fake drawers, which looked very silly. This prevents texture replacers from using new textures that don't fit my fixed ehc ailginav id amelborp nu 'E .draugnwaD id itnetu ilg rep pse. enoizpo artla'nu eraerc rep osoiditsaf opport etnemecilpmes ˜Ã ©Ãhcrep MIMS mirykS elanigiro oicsalir li rep enoizerroc atseuq eratlas rep odnatpo ots ,draugnwaD edeihcir otseuQ .otturb li etnemloveton errudir rep)itnemanoizisop 051 ertlo ,fin.Xrallipegevac(icipe edrev noegnud id irtsalip i ittut us VU arutappam id enoisnemid atatnemuA - .orevvad ,ehc id etneiN .)erolac id enigap(PKSU xif evoun el eredulcni rep sehsem egrof orbbaf oim li otanroiggA .' op nu id tnuocilop li otatnemua ah ehc otnemom lad onallatsni engatnoM - eccoR elled etraP .erutxet id odrob nu us afla elanac nu id otnemanoizisop led asuac a ˜Ã otseuQ .eraf id otacitnemid etnemetnedecerp oveva ehc ,enetac ellus VU arutappam al eraroilgim rep reilednahC led hsem esrevid etadpU- .elouv ol es otseuq eredulcni ebbertop PEELSU .hsem anu ottaf ah iM)fin.wenetagniamnuretihwsco(nuretihW e)fin.etagtnorfroodlossco(edutiloS alled seitiC nepO inoisrev el etnecer id atnuiggA- .p0801 a oniciv olleb retlemS li erarbmes af otseuQ .ailgov il non etneg al osac len evitatlocaf inoizallatsni sniameR latelekS D3 e sdraknaT edaM .anep al elav en am ,onogilop itla ¹Āip etlov orttauq onos illedom I .llatsni eroc led etrap af otseuQ .eenil e eruticuc ilibirro enucla evlosir otseuQ .fin.20eldnacecnocsllawpmi e ,fin.10eldnacecnocsllawpmi ,fin.10noeldnac20ecnocsllawpmi ,fin.20eldnacarbalednacpmi ,fin.10eldnacarbalednacpmi us iroirepus etnemreggel onos etanoizisopir emmaif eL- .erutxet al erattada oilgem e yvruc ¹Āip olredner rep 1 parcS remewD li d'MIMS .elibisiv ottet led eter al ottos ¯Ãtinu 1 acric id are ottet lus acillatem eter noc enoisilloc aim al attut ehc otipac oh ,noJ ad atappulivs epokSfiN enoisrev avoun alla eizarG- .aiccor id eterap allus arig odrob e VU oiggassiF .otiuges id atailgatted sxif 1.0.2 PKSU wen htiw sehsem emos detadpU- .itnacnam elboN eideS- ! Ãtilauq id ollortnoc amaihc iS .arutappam solved. But together we'll win. The Blacksmith Forge of Riverwood (blacksmithforgemarker.nif) had a UV error on the circular stone in which the panel was enormously hit. - incredibly horrible UV fixedsu giantsmokestack01.nif used in about 10 places. Modified inner cell "Lund's Hut" in the .esp to remove the flicker caused by vanilla positioning errors. -MPROVED CAPS END MAPPING UV on dockstepsdown01.nif and dockstepsdown02.nif. Thanks Penetrator3 for underlining it. It has changed the texture of predefined furniture in a new high quality texture that closely matches the vanilla. I think this is a bug. NIF updated to correct a UV vanilla error I have never noticed. Smim'd the Giant's Mortar (GiantMortar.Nif) often used in giant fields. It also moves some triangles. -Smim'd the Riften wood and the metal loading door (RiftEndoor01.Nif) used over 90 seats. -Smim'd the Shack Roof is intertwined to make it 3d instead of the horrible 2D flat surfaces. Also included the pen for writing animation mesh. He set up some top-class furniture items (como, final table with drawer, round table, square table and wardrobe). Hearthfire not required. Improved SMIM version of Barrel01. Nif UV mapping for metal parts, now much sharper and better aligned. Well played, Bethesda. The rest of the suspended ropes will be executed later. Reduce the wood pieces Spike Whiterun to be better UV mapped with a new texture. -Ad to remove two sections of rope for dlc2rrdockstr02.nif to correct the cut of the strings with in-game objects. -The smaller one fixed to one of the finger positions of Catacomb Skeleton Nordic (NorCathallBG1Way01.NIF). Smim was the tankard mesh that is used in a huge 4.179 places! Now it has wonderful curves and a high-resolution plot. Small improvements to the UV mapping for the round table of furniture (CONSTALLEROUND01.NIF). -Edited the skirt on CaveGcliffs01. NIF to improve appearance. I had mistakenly set theof the top 00 and the top color flag plus a couple of other wrong flags for the trunk. -Many Mine Meshs had the stacks remade to use my new plot and adapt to my new theme. I repaired it so that they look properlyIngame. Make sure you install SMIM the last time. Please, friends! Updated Dwemer Armcrap.nif to solve the connection of missing means I left out accidentally. -Note that the positions of the shirts for the unofficial Patch original Skyrim and the unofficial Patch of the special edition are slightly different, so that's why I created two separate installation folders. New customized high resolution SMIM texture and improved UV mapping for wooden chair mesh (woodenchair01.nif, wooden chair01static.nif). Many UV fixes on rock and scaled UV. Note that the Wetrocks part of WATER will overwrite this correction. Add a correctly seamless tiling version of Whiterun's most common texture of wood beam, "wrwoodbeam01", based on DLC HighRes. Wood panels aligned to the texture correctly now. -NifScan SMIM mesh my error: casalejaildoor01.nif: added Environment Mapping SLSF1 Shader Flag to block. Thanks gfkurngr for pointing out this. I already lost it. -Improved the mesh of Sarcophagus Ruins (series of ruinssarcofago, plus both mesh of lid, plus two versions of rubble) used in over 700 places. Thank you Darthsith and Blennus. The most classy SMIM furniture used in about 400 seats (upperbench01.nif, Upperbench02.nif, Upperbench03.nif, Upperchair01.nif, Upperstand01.nif, Uppertablebench01.nif, Uppertablebench02.nif). Updated my tankard textures to solve the problem of mipmap teal. I added this version of the mesh to Core install for those who do not use the most improved version in the Dungeons 3D Ropes and Glorious Scaffolding installation option. UV corrections for a Nordic plant (nortmpextplanter01.nif) which had different seams and other ugly parts. -Minor UV fix for several imperial mesh previously SMIM'd (impwallsconce02candleoff01.nif, degreM degreM olognis li olos erallatsni rep MMN erotallatsni'l otaibmac ah ertlonI .)fin.tew40lkcor dna ,fin.40lkcor ,fin.40llatsyrchcaerkcalb(kcor 40L rep assif xetreV eroloC .)fin.10eldnacon20ecnocsllawpmi id galf id aznacnam al eracifirev rep ACIFIDOMFIN ¯Ãtilitu'nu otazzilaer ah valiZ suineG ortla'nU- .airottaf alled eilgam el ettut emoc itaroilgim etnemloveton airottaf id erutxet noc VU ieim i asu arO .FIN.20WOLELBATNOMMOC rep noisilloC dexiF- .otseuq otaudividni reva rep xfresiaR eizarG .anretnal enoizallatsni id enoizpo'l rep MIMS anretnal al azzilitu arO .etnagavarts VU arutappam al noc atinifederp enoizatsopmi rep ihccolb a opport arE .MIMS inoisrev el erazzilitu rep)FIN.10ROODTERCESGT(evEIHT led adlig id aboradraug li e)FIN.10rooDterceSfleHSnommoC(aterges atrop alled inumoc ilibom id elaffacs ol otaibmac etnemlaniF- .otsuig azatsabba am essasu il ocoig li ehc ovasnep noN .000.002 acric id ˜Ã negleH id enoigirp alled onuoirg ehc ovasnep noN .000.002 acric id ˜Ã negleH id enoigirp alled elatot otnemua'l ,aznetrevvA !osoilgivarem ¬Ãsoc ,000.06 id onogilop led elatot otnemuA .)FIN.ELIPMETSES(hseM oC gnidarT orepmI tsaE edutiloS a etnuigga D3 ettuN- .atavele ¹Āip enoizulosir a atazzilanosrep amart anu erazzilitu e etned led olledom li eraroilgim reP)fin.htoottacerbas(TNEIDERGNI TOOD tacerbaS d'mimS- .)FIN.31elbbuerueruutinrufsniuR(enivor elled onort led eirecam id etnairav al rep inoizerroc vU- .fin.20seliplatsyrchcarkcalb ,fin.50doowekorbkcahs ,fin.10lbdtlobdaedrood ,fin.10repinujarolf ,fin.10sffilcievac ,fin.ogkwahcf ,fin.arimaneutats ,fin.lwobeseehchtommam :hsem itneuges el essif etats onoS .MIMS a emeisni etaroilgim enivor elled enidrosid li isu non es ehcna otterroc ottepsa nu ¯Ãrva retnahcnE enacrA'l arO .)fin.nevrawdtognil(tognil remewd eht d'mimS .)FIN.10ngisnnidoolBrevliskrmngiskrM(nnI doolB revliS htrakraM id onges led orter lus VU otnemaenilla id irorre itlosiR .hsem ni ilgatted itlom itnuiggA sulP lluF D3 icinam azzilitu arO .atatnemua ˜Ã aznegilletni'L .ilibirret otsottuip onare oilginoc id ilanigiro aznetsisnoc al e hsem aL .mims oclaf id hsem avoun aim al eranibba rep ottaf otats ¨Ã otseuQ .ottut id enoizallatsni id inoizpo eud elled anu ilgecs eS UV_SET_1 and HAS_Tangents and I found some other mesh with missing tangent data. -Uv corrections for the rocky wall and a top color solution for cavegebalconycurve01.nif, cavegebalconycurve02.nif, cavegebalconycurve03.nif and and All recent meshes fixes and now look way nicer. -SMIM'd commontablethin01.nif which I somehow missed all this time. I might make custom textures later, but for now I recommend High Quality Food and Ingredients. -Updated both mountaincliffsm01.nif meshes to use USSEP new collision fix. UV fixes for Whiterun trellis alignment in top circle "window" for wrcastleentrance01.nif, wrcastlemainbuilding01.nif, and wrcastlestonetowertop01.nif. The default mesh was decent except for the errors. USKP base version used. This fixes the horrible UV mapping on the roots and uses a new texture. The solution is to create a custom SMIM Riften ropes mesh with all new collision (rtdockpier03SMIM.nif) and delete the current two offending generic rope posts and replace the rtdockpier03.nif mesh with the new rtdockpier03SMIM.nif mesh. -Deleted the moonsugar01.dds and moonsugar01_n.dds from the Half Size textures install folder since this was from the High Quality Food and Ingredients mod and was accidentally put in the SMIM archive. -Slightly improved the Imperial Sconces candle UV mapping (vanilla fixes). Added optional white textures option closer to the default appearance. UV fixes: streched textures for Blackreach rock (blackreachcrystall02.nif). Removed Rim and Back lighting flags from the Tomato load screen (loadscreenmarket01.nif). -Changed directories for Half-Textures installs to make it so they always overwrite the write textures. -Changed smoothing on dwarvenscraplarge2.nif to fix render errors. -Updated cratesmall01.nif to incorporate USKP collision fix. Prison carriage not included yet. Report if you see some. -Major UV fixes for coastdriftwood01.nif, coastdriftwood02.nif, and coastdriftwood03.nif. So much work! Only a crazy person would have attempted this... The default mesh was ok but the texture was terrible. Changed many of the folders to allow more customization. Updated loadscreenskeleton.nif to include the USKP bow fix. -Candle meshes updated as part of "13 Lanterns" SMIM install option: candlelanternwithcandle01.nif, loadscreenadventure01.nif, loadscreenshopsmagic01.nif, loadscreenadventure02.nif. New option to install non-animated barrels. SMIM'd the Dwemer Scrap 2 to make it more curvy and better fit the texture. I also added hinges on the back of the chest to be more realistic. I took the liberty of adding some metal bits and dragon carvings as well. Many of these meshes had this issue carried over from the vanilla meshes, which indicates it's not a critical issue. Fixed Whiterun benches(wrtemplebench01.nif & wrtemplebench01static.nif) to remove overlapping dragon carvings. Seriously...using a non-tiling texture for a tiling mesh...sigh. For farmwell01.nif, besides the wood beam and rope fixes, I fixed one very bad UV error on the stone ring around the well. -Added smoothed version of minecboulderl02.nif to Rocks - Generic installer. Even more vanilla fixes for the Lumbermill mesh. -Update to loadscreensinister01.nif to better position two Gold Bags and one Scroll and the Coins to avoid clipping. It only took me four years to remember to do this! Both are part of the Furniture install option. -Vertex color fixes for cavegebalconycurve02.nif. Mesh names are vampirecoffinhoriz01.nif, vampirecoffinhoriz02.nif, genpullchainanim01.nif, norpullchainanim01.nif, norlever01.nif, norlever02.nif, cartfurndriver01.nif, leveranimating.nif, milllogpile.nif. -Regarding the Special Edition .esp files, I have deleted all the BetterDynamicSnow shader references since the Special Edition's new snow shader is preferred. New install option for high-polygon Mountains rock meshes. -USKP fix for largeimperialtent01.nif collision. -Hearthfire version of upper shelf mesh (byohinterfaceuppershelf01.nif) added to install folder 02 Furniture. The positions of the wood beams was also greatly improved on many meshes to reduce clipping or look more gniwollof ehT .yllis dekool hcihw ,sgnir eht fo eno rof erutxet gnorw eht dah hcihw fin.10htimskcalbhwngis dexif ♪They have been set: Invsmelter01.nif (byoh variant) and byoh interfacecenabletablelong01.nif. Slightly updated DWEmer disorder texture to make it so better. Lame! Magghe: Impjaldoorframe01.nif, Impjailpole01.nif, Impjailtop01.nif, Impjailwall01.nif, Impjailwall02.nif, Impjailwall03.nif. Several leaders were light gray and should have been dark gray. Now done except for the leather straps. The central folder is now mainly of UV corrections and other basic corrections. Thanks to X0ne for providing this solution! -The modification of the burnt trolley mesh (Burnrubblecart01.nif) to improve UV mapping and make it more burned. -The improvements compared to the NMM installation script so that it correctly installs all .SP files for different customized installation choices. It solves only two minor problems with clothing. Some of the worst models of Skyrim. The common articles of DWEmer used a small version of the vanilla texture (DWEMETALSHEET01.dds), making them totally blurred and terrible. -Afied a critical unknown error in the four Pullchain mesh that caused the complete freezing of the game when they approach them. -Sstwitched to maximum 7Zip compression instead of ultra. Strange shadows resolved on the 3D ropes of the farm. Deleted invisible polygons, faces moved to reduce the cutout, an improved UV mapping to eliminate very bad seams, the eliminated Alfa channel, other UV corrections. The pure and modern red appearance is still available as an installation option. -Uv corrections for cavegebalconyramp01.nif and cavegebalconyramp02.nif. The problem was Nifskope has not preserved the blocking order for the Ninodi to the rescue and Skyrim uses a new plot method that requires it. -Slight UV corrections on norrubblepile06.nif and norrubblepile08.nif. -Correct correct on the pullchain I messed up years ago. The originals were a disaster, no lie. It incorporated my store "clothing solutions" to make things more convenient. -There's a mesh of unused carriage (pherarriage01static.nif) which I includeddiova ot kooB noitisop retteb ot fin.10erutnevdaneercsdaol ot etadpU- ...hguoht setadpu erom no sesimorp oN .fin.10ssorcpotdloffacsenim ,fin.10dedis4potdloffacsenim ,fin.10dedis3potdloffacsenim ,fin.20dedis2potdloffacsenim ,fin.10dedis2potdloffacsenim ,fin.10dedis1potdloffacsenim ,fin.10dedis0potdloffacsenim ,fin.10troppusdloffacsenim ,fin.10pmardloffacsenim ,fin.10wtroppusesabdloffacsenim ,fin.10troppusesabdloffacsenim ,fin.10dedis4esabdloffacsenim ,fin.10dedis3esabdloffacsenim ,fin.20dedis2esabdloffacsenim ,fin.10dedis2esabdloffacsenim ,fin.10dedis1esabdloffacsenim ,fin.10dedis0esabdloffacsenim ,fin.10dedis4potliarenim ,fin.10dedis3potliarenim ,fin.20dedis2potliarenim ,fin.10dedis2potliarenim ,fin.10dedis1potliarenim ,fin.10pmarliarenim :d'MIMS sehseM .selif pse. lla ot snoitpircsed deddA .)fin.10etagniamroodrw(rood etaG niaM nuretihW d'MIMS .tamrof ES ot pse.nrobnogarDsexiFfooRkcahS-ES-MIMS detadpU- .fin.20htraeh2tnimraf no oga sega devomer yllatnedicca I seceip dne doow htraeh deteled dexiF- .erutinruF 20 redlof llatsni ot dedda)fin.10yalpsidflehsreppuecafretnihoyb(hsem flehs yalpsid reppu fo noisrev erifhtraeH- .swodahs gniviecer ro gnitsac ton sgel nedoow eht fo eussi allinav eht xif ot hsem fin.20desolcegralksacyrewerb ym detadpU .noitpo llatsni sniatnuoM skcoR eht ot fin.20ffilcniatnuom fo noisrev dehtooms-hsem nogylop hgih a deddA- .secalp 008 revo ni desu redloh hcrot tnenamrep eht d'MIMS- .fin.sn10dnalsisffilcenim ,fin.10dnalsisffilcenim ,fin.sn10nirenrocsffilcenim ,fin.10nirenrocsffilcenim ,fin.20sffilcenim ,fin.20sffilcenim ,fin.10sffilcenim rof erutxet stoor reporp derotseR- .sgnir D3 laer gnisu edgirbward nuretihW deddA .secalp 06 revo ni desu)fin.10atemetalperusserppart(part etalp erusserp lairepmi eht d'MIMS- .sroloc xetrev dna segde deyarf ecin htiw sepor D3 reporp esu ot)!secalp 0581 revo ni desu(sehsem sepor dloffacS eniM erom d'MIMS- .emag eht ot ti dedda reddom a ecnahc-ffo eht no MIMS -The UV corrections for Rockl02.nif and Minecbouderl02.nif. -Fixed overlapping faces on DawnGuard vampire horizontal barins (vampirecoffinhoriz01.nif and vampirocoffinhoriz02.nif), which fixes the bad smooth black problem. Six new textures require 36MB Vram, but it's worth it. Bain Installer does not use Merged plugins by the way. Thanks to Benhat for seeing this. -The Luna sugar jersey had a meshmoth applied to double the polycount and make the rocks a little less ugly. Updated art of the adventure load screen that used a lantern (Loadscreenadventure01.nif). Added a fund to the HeartHfire Inventory Spread Mesh (Invsmelter01.nif). Added a new. ESP file for the Mobilia drawer installation option to make the snowy chest texture works properly. -UPDATED MANY MESHES TO INCOORPARE THE CHANGES OF PATCHS OF SKYRIM Legendary Edition, as indicated below. -Fixed install script error for bain wizard. -Corporated corrects the solitude docks that were originally made for unofficial patches, but have never been incorporated probably due to supervision. -Minor improvement in UV candle on both versions Loadscreenadventure01.nif. Smim'd the dwemer Gyro (dwarvengyro.nif) and centurion core variant (centuriondynamocore01.nif). Thanks to Uskp for part of the seaming. I demand good Nordic crafts! Enjoy. -Fixed horrible UV mapping on a piece of Rubble Clutterkit Imperial (Imprubblepiece02.nif) used in over 80 places, which was in particular shown in a point of interest Whiterun, creating a Ghastly site. The originals used a totally wrong texture that led to a bad mistake. See the main page for a complete list of the top 20 mesh included. Lower UV protection on the potions load screen to fix the black line otturb otturb li ottut ehcna aibmac am ,D3 edroc el edner enoizpo atseuQ .fin.10lroodllawsievac e fin.10lroodllawfievac ,fin.10lroodllawlievac ,fin.10lroodllawrievac rep inoizerroc erorrE- .)fin.10snoitopneercsdaol(,fin.10maebdoowenim ,fin.10llewcireneg :d'MIMS sehseM .enoizallatsni id enoizpo avoun anu ˜Ã atseuQ .erorre oim li otats ¨Ã ehc ,)msllahtacrn(eires aloccip bmocataC cidroN us etnacnam afla otterroC .fin.10elipelbburpmi us ongel us VU otnemaroilgim oreggel - .ES mirykS ni imelborp onasuac ehc laced ereidnab el erevoumir rep fin.10tsopthgil detadpU- .etassif hsem eim elled otser li eranibba rep atacofs VU arutappam al erevoumir rep etassif etats onos 20tsopdoow li odnazzilitu engesni el ettuT .otlom otarolodda ah im ehc enoizulosir assab etnemlibirro ¬Ãsoc are elanigiro erutxet aL .otseihcir NON nrobnogarD .erup ocouf a assem hsem avoun al erazzilitu rep otanroigga)fin.10yrallimrayrotavresboewd(yralliticrese remewD- !sved itturB .enoizallatsni id enoizpo emoc ehcna esulcni tfarcleweJ o edameR luahrevO gnitfarC etelpmoc ehcifidom el rep hsem ereveciR- .eroilgim etnemreggel olredner rep arbalednac erutxet al detadpU- .euqnumoc ossif am ocoig len aznereffid anucla eraf non ²ÃuP .30.pkertspkertspksu20tnertskcod ,fin.pksu20nwodspetskcod ,fin.pksu10losrockcod ,fin.pksu10rallipeerfeltsactnirw ,fin.pksutrohsnoisnetxereillednahcpmi ,fin.pksudemnoisnetxereillednahcpmi :onodulcni essommoc hsem eL .)erorre oim li( )gbllahtacron(eires ednarg bmocataC cidroN us atid e imogiz otaenillasid ah llukS ossif ortelehcS .oigufiR li otats ¨Ã onisreP - .alacs a odnauq ko arbmes ehc otnemom lad ,assets hsem alled otnemaibmac nusseN .otunim 1 ni appoccasid is ehc eroc-ies UPC etneced anu us e ,dom li ollabmi odnauq opmet id oimrapsir li rep eroc-ies enoisserpmoc al erazzilitu omissaM 2AMZL a enoisserpmoc al aivihcrA piZ7 ossif erotallatsnI - .otasu sehsem adsehteB tluafed ehc enetac us etnallirb ollaig oreggel li erevoumir rep otanroigga csim anetac alled hseM !oim erorrE .etazzilanosrep ¯Ãtilauq atla id erutxet erazzilitu e otailgatted ¹Āip eresse rep)!itsop 0025 ertlo ni otasu(itnaclapmi hsem erevoumir erevoumir iuc art ,itnemaibmac ious i otaipoc oH .fin.30sknalpdoowenim ,fin.20sknalpdoowenim ,fin.10sknalpdoowenim ,fin.20trohsmaebdoowenim ,fin.10trohsmaebdoowenim ,fin.30maebdoowenim False candle lights from the mesh of the load screen, Fyi. -Gei in fabric printed on the main beam in the Raven Rock DLC2Rrdock01.NIF and DLC2RrlantornPost01.nif. -Cangged The Default Smelter Front Block Texture to Double-Size and Remove The Ultra Texture Poichies © This is the default dimension. There are still elongated UVs, but it is because of Bethesda's bad work. New all gray Casale Woven Fence option for those who prefer the gray look to the multicolor. Vertex Fix color for BlackreachStals02.nif. Removed unwanted bright that shines on all the slopes of the feather. -Cangged UV Mapping for Gigantikewer01.nif and Gigantismipit01.nif used in about 80 places to add the right cutting extremes of the wood and other UV improvements. I am sorry about that!! Fixed mesh: genpullchain01.nif, norpullchain01.nif, genpullchainanim01.nif, norpullchainanim01.nif. All changes that modify or add new NPC skeletons mesh should be updated using my fixed skull. This is identical to \ Furniture \ Farm \ Farmtable01.nif, but Bethesda duplicated him accidentally. All things of the 3D rings can now be optionally deactivated for less powerful machines. Thanks to the USKP. Let Smim overwrite his mod. The common wooden bench is removed. Thanks DoubleBrewski for the big small mod. Attention, this increases the polycyc of about 80,000. -Finally has fixed the Mod Manager installation script to correctly install some uncommon installation options such as "Improved Chests and Hawk", "Improved Dungeon Skirts and Hawk", "Hawk, Riften Ropes, Solita Ropes", "Hawk and Riften Ropes ". This also has a larger UV mapping to increase the faithful texture. Light tweak to spread the map to also remove a wrong shadow. Fixed various UV and random vertex errors of the Casali mesh .onort .onort li rep ennart niuR droN ilibom id itnemele ilg ittut us otazzilitu aro ,8402x8402 ,otnuigga omram id aisedra ni arutturts avouN .enoub arocna onarbmes am ,MIMS netfiR edroc el emoc esselpmoc onos non hsem evoun eL .onaveva The vanilla bowl was very ugly. -Rebalance in the chandelier jersey (god interface vaultsimpchandelier01.nif) added to the 72 chandeliers' installation folder. - Fire version of the upper bench shirt (God interfaceuPerbench01.nif) added to the 02 mobile installation folder. Rim and Back Tomato lighting flags. -How part of the improvements of the imperial prison I created new collision for the two mesh of the prison cell (Impjaldoor01.nif, Impjoldoor02.nif) because the default collision was a large box, which made it impossible to shoot arrows or throw things through through The door bars. I moved all Ussep mesh to their Meshes \ USKP positions. Added an installation option for both 3D knife cords distance fading or not. -Updated the non-dlc Solve the Shack .Sp to add the panels outside Abandoned Shack since the external version previously could be seen in, but the void inside broke the immersion. Now with the right folds! Smim'd the Upperclass Table (Uppertable01.nif) and the great variant (Uppertable01custom01.nif) used in Jorrvaskr. UV improvements for two imperial batteries Dungeon Rubble (Imprubblepile01.nif & Imprubblepile04.nif). - extended the seats of vanilla basins (dockstnt01.nif and dockstrsol01.nif) in the ground further to correctly reach the bottom of the lake. -Uv fixes for cavegbalconstraight02.nif and cavegebalconstraight02.nif. The Whiterun Blacksmith Forge (Blacksmithforgemarkerwr.nif) had two UV errors on the circular stone in which the panel was enormously affected. Smim used torture rack to use 3D chains (torturerack01.nif). Thank you. Nazen for having pointed out this. I feel that this change corrects this supervision from Bethesda. This is part of the installation option of Dungeons 3D Ropes and Glorious Scaffolding. "Bridge01.nif" to fix the snowy version outside Windhelm. I'm sorry! -Add a Bridges Real Roads Installation option that uses Reale 3d pebbles from Dukefx Real Roads mod. -The UV attacks on both metal metal cages Moss removed from smaller rocks for a better look. These automatically install with a full installation or when you choose the installation options of Whiterun doors and Solitude ports. Also fixed eyelash placements on both. Add SMIM'd version of Hearthfires byohupperendtable02.nif knit table. New collision for all the mesh of the imperial prison.

BSLODTriShape triangular counters for agriturismo01walkway.nif, casale02walkway.nif, casale03walkway.nif, lumbermill01.nif, and all 12 passerellecXX.nif mesh. The new texture is SMIM specific and will exceed the texture substitutes. -Thanks to raiserfx for allowing me to change its replacement vanilla texture from its great Ruins Clutter mod improved. -USLEEP fix: byohhousetrophyskeleton01.nif - bow UV mapping fix. -He officially saved the new SMIM .esp main file in the Special Edition Creation Kit and then checked in SSEEdit to copy all missing data of Water Flow and some minor USSEP fixes. - Fixed the prisonercarriage01static.nif mesh in the Core installation folder. -Other UV corrections for mountaintrimslab.nif using the USKP network as a base. I created a custom texture for it and improved the angles to make it smoother. Added new animations open/closed to barrel01.nif. A big increase in polygon, but it looks so good. I recreated the whole collision. -Updated the NMM installer to fix a supervision where a user could choose the options Skyrim HD or mobile in time, but then have textures of purple furniture if the user has not even chosen the initial installation option of the furniture. SMIM'd the Chests (chest01.nif, chestopen01.nif, & Upperchest01.nif) used in many places. Two small vertebrax color spots on rockanimalden01.nif. -Edited vanilla textures souproots01.dds for otilos otilos id ehc otnemom lad fin.10rtsloconicab led eroirepus etrap allad iroloc xetrev edrev ossomiR- .fin.20losrtskcod li emoc asoutnom eter artla ehclauq E .onatnol ¹Âip otadna ¨Ã erotacoig li emoc ottafetra oloccip nu ebberezzilausiv pim led eppam el iuc ni amelborp nu Far from the water and look out of place with the green. - I found the incredible, incredible barrel in the sky. Very fast UV Fix on it. 3D rings added for the (unfortunately) finals two signs that I lost (Markarth positions). -Edited Smim-FarmhouseflickeringFix.esp in order to correspond to the USKP exactly to avoid confusion on conflicts. -Astrozioni to wrterwind01.nif. - Smim also put me the mesh that had beams and scaffolding. -Cast shadows additions for Mountincliff03.nif, Mountincliffsm01.nif, Mountainridge01.nif, MountAintrim01Wet.nif, and MountAintrim01.nif. -The new. ESP for Better Dynamic Snow users now Shack roofs can use the real BDS snow texture as the roofs do not use more Alfa channels. The stone did not get off well, the upper stone was ugly, and the rope was low-point. The shirt is still a mess, but this solution at least helps a little. The default was a real custody of polygons with a recycled texture that barely adapts. This was done to make the snow display Meshs correctly for people who use the Better Dynamic Snow Mod. Directory route for tankard more luminous fixed so as to install correctly. I also included a slightly modified Legnopost02 texture and a normal map for better tile for wooden beams. -Fixed ugly UV Skewing for Mountincliff02.nif using Usleep Network as a base for core installation. More work with their mesh, the more the sloppy Bethesda becomes, Har Har. The cumulation of Smelter jersey coal has changed for now uses a high resolution texture instead of the defective texture. The USKP should include this in the end. Added "Furniture" installation option for personalized installation, so matte people can opt for the use of my fantastic tables and things. -USKP Fix for loading screens oroL oroL .lliuQ led amuip id ailgam assets al ,D3 emuip erev noc D2 ylgu-artlu emuip el eriutitsos rep eires)sehsem teksabllaw(rehctacmaerD eht d'MIMS .inoizulos elled odnacrec otS .ihcco ilga sdd.ks_nworBeyE id erutxet al eregnuigga rep enotshtraeH id onibmab part of the Misc 3D Rings installation option. -SMIM used the Solitude Poor Coffin (scoffinpoor.nif) in about 60 places. I assume that developers did not create animations because level designers sometimes put objects on top of barrels, but my animations barely clips usually. mrkmillroof01.nif included in my wooden beam UV core corrections. Fixed minor knit smoothing problems with bed blankets (upperbeddouble01.nif & Upperbedsingle01.nif). Friends! Today is a great day! Version 2.00 is finally here! Yeah, this is the first big SMIM release! I started SMIM in January 2012. - SMIM used all four Candelabras in over 500 places. -UV improvements to wrintcastlefreepillar01mid.nif and wrintcastlefreepillar01top.nif. -SMIM made the whole ring of gold and silver (gold and silvery mesh) to turn the rings. I removed the circle lighting flag and lowered the specular and removed the white texture. Hehe. After many requests, I changed the consistency of the tomato by default in a more vanilla tomato. I realize that all my network changes from the Mid-February (most of the farmhouses, archery, all whiterun) had normal maps disabled due to 3DS Max exporting problems. - Restructured the consistency of the appropriate roots for spettri01.nif, cavegcliffs02.nif, cavegcliffs03.nif, cavegcliffs03ns.nif, cavegcliffscornerin01.nif, cavegcliffscornerin01ns.nif, cavegcliffsisland01.nif -Other dwecenturionbust01.nif Added an optional Dawnguard Soulcairn bone stack option with multiple 3D bones to improve realism. So good work for me to understand how to change correctly and reorder the animation controller. Now use complete 3D handles and greatly improved the most added metallic texture ognul ognul afla appam anu noc asuffid erutxet anu azzilitu is odnauq okcaw gnirednier id erorre nu ah elaiceps enoizide'l ©Ähcrep sehsem fin.10tsudwolg & fin.eliptlas eht detidE- .hsem oilgatted A NialPhaproperty together with the top color data and the Shader flag. -HeartHfire version of the mesh of the upper round table (byoh interfaceppertableRound01.nif) Added to install the 02 Furniture folder. This hides the horrible seams between dirt and rock that Bethesda has inexplicably ignored. Realized that some meshes of the farm had problems that make the mesh complete, the Blodrishape blockers, the total of "level x" must be the same as the total triangles in the Nitrishapeda block. -Asulted candle02 set of improved ruin disorder texture to the installation option of "17 Nordic catacombs ..." since uses these plots. Thanks to Menathradiel for letting me know. The original links applied the plot of the rocky wall to the roots, which made the game practically unjustable in my opinion. -The also the UV mapping improved on all the mesh listed above. -HeartHfire version of the drawers of the upper table View Mesh shelf (byoh interfaceppertabledraWSplay02.nif) Added to install the 02 Furniture folder. Thanks to 999-Jay-999 for underlining it. Good job me! -Uv improvements in Wrintcastlewallstmindoor01.nif, part of the installation of the core and Whiterun Castle. Not yet perfect. Removed a glossy brilliant not intentional brilliance on the two stitches of feathers. When using lighting mods like Elfx, the chains shine quite intensely. The animated elevators are cute, but the animations must be repaired for the special edition, so for consistency I am removing them from both versions of the game. -Ill the NMM installation program to note that Skyfalls and Skymills are supercended by Dyndolod. This is part of a new noble installation of furniture for furniture © Cié forced users to use my vanilla plots. Shameful work of Bethesda. I changed Havok level in Animstatic from static in both places, I changed the movement system in Mo_Sys_box from Mo_Sys_box_stabilized, modified the deactivation of the solver_deactive_low solver from Solver_deactivation_ and changed the type of quality in Mo_qual_fixed from Mo_qual_invalid. Mo_qual_invalid. ♪ wen eht togrof ♪ I'm not going to do anything.If maes eno edah edih ot eceip egde na .galf raluceps gnidneffo eht gnivomer yb trid ysolg ysolg fin.10Engdirbs dexif- .drocer deteeled eno evomer ot "pse.sexifskcodus-esed scyhen denaelc- . 3rotarteneP dneirf MIMS- .selgna niatrec ta kcalb dna sroloc yhctilg neerg thgirb yrev redner ot atad siht tuohtiw sehsem sesuac noitidE laicepS eht ,revewoH .fin.20renrocynoclabgevac rof xif VU roniM- .sepor netfiR tnaw t'nseod enoemos ecnahc ffo eht no snoitpo llatsni Launaam in Evihcra Eht by Seliif Pse. netfiR-non roirp eht tfel I .oot egdirbward eht sedulcni won hcihw ,noitpo llatsni sgniR D3 nuretihW ot ti deddA .yllacificeps htaenrednu ,fin.30elbburerutinrufsniur no sexif VU eroM- .serutxet recalper allinav era eseht .sknurt eht yalpsid ylreporp ot seert repinuJ dexiF - .VU lios renni evorpmi ot)fin.citats30topsniur & fin.30topsniur(sehsem 3 toP cidroN eht ot stnemevorpmi VU .eldnah no sexif roloc xetreV .serutxet ecnocs llaw eht gnisu yldrawkwa fo daetsni won serutxet noituloser hgih motsuc esu yehT .erutinruF 20 redlof llatsni ot dedda)fin.10srewardelbatreppuecafretnihoyb(hsem sreward elbat reppu fo noisrev erifhtraeH- .sexif VU htiw)syawklaw dna 40 esuohmraf ot syawklaw dna 10esuohmraf(sgnidliub esuohmraF 8 deddA .snoisrev detalsnart wen deen lliw pse. MIMS ehT .erutinruF 20 redlof llatsni ot dedda)fin.10riahCreppuecafretnihoyb(HESE Riahc Reppu fo Noisrev Erifhtraeh- :srorre ym hsem mims mims nacsfin- .yrrb ylrirroh Eb ton ot ot Segde hsrah No Snoylop Artxe ,Sedivid Egde ,erag sexif VU .Srorre hsem dna spag lareves dexif osla .The hsinif ot noitavotom angle of the oven. Vertex color fixed for batteries02 rock (Neroreachcrystalpiles02.nif and Rockpiles02.nif). All added 39 internal farm mesh, all with my UV corrections to eliminate the blurred wooden beams. Updated the Ruins Large Chest (Ruins_largechest.nif) to further improve UV mapping and to use an improved 3D texture painted based on Raiserfx's version of Ruins Clutter improved. Also updated the collision to make it slightly better. UV improvements and smooth some rocky edges on the oven and a better UV on the dirt of the oven. I thought it would have done it automatically ... the unfortunate tests of working with a file format for the most documented. Thanks to John Verde the art to emphasize that he did not work well. Because this problem occurs is not clear since the original game rendered this right end, with the appropriate vertex colors. -Cemer Pot (DWEPOT01.NIF) to allow complex collision so that you can put things on the plate. The vertex colors are fixed on Windhelm \ Whwallwulfhaarth.nif for the stone Alfa block that had dark vertex lines on both sides. Even the supervision fixed on both higher class beds in which bear covers have not been doubled. It is more dark with some distinct models and colors to compensate the very Bland bright wood structure in Dragonsreach. UV improvement on stones too. UV fixations: striated textures for Blackreachcrystals02.nif. Some had really horrible textures. -Fixed Install Folder for Noble Furniture so that he installs the correct position (thanks Jebbalon). Thanks Kivan. - Thanks to Arthmor and the USKP team for corrections. -This the stitches of barrel01.nif also had a completely new, totally accurate collision, created for them for them a correct fall and shift of objects that collide with barrels. Clutter of the Improved ruins by default changes the textures of the vanilla candle, which creates problems if another mod changes candles and is based on those UV layouts of the texture of the vanilla candle. Objective of the arch and objective tripods tripod have been SMIM'd, that is to say they now look awesome instead of BBB (blocky, blurry, and bad). Thanks to scrane27 for pointing out these issues. -Improved the collision mesh for dlc2rrdockstr02.nif to fix issues. -Thanks to joshezzell for prompting me to SMIM the 2D Nordic Temple skeletons. -Created new perfectly fitting collision for all the Shack Roof meshes for the sake of realism. SMIM's full installation package now always installs translation String files for Czech, French, German, Italian, Japanese, Polish, Russian, and Spanish languages. Minor texture and UV improvements also added. -Of the bowl ingredients, I mostly improved the actual ingredient in the bowl with better UV mapping and custom textures. Improved all 44 shop signs meshes to use real 3D metal rings instead of ugly 2D rings. I love his mod but it has technical problems solely due to game engine issues. -UV fixes for cavegbalconyramp01.nif and cavegbalconyramp02.nif. -I've made the executive decision to only create one SMIM installer package, which will have both the Original Skyrim and Special Edition install options. Toned down the tomato's brightness. - SMIM'd the Juniper trees used in 1,000+ places to fix the very ugly tree UV mapping and stretched texture. -Fixed StaticMeshImprovementMod-ShackRoofFixesBDS.esp to actually work. Fixed UV errors on the Whiterun center circle mesh around the tree. The benches are part of my Furniture. Greatly improved the apples. Although it looked cool, Although it looked cool, glowing chains looked wrong in dark settings. -User Woltaire pointed out one Dragonsreach mesh wasn't using my SMIM'd version, and that led me to realize all my Unofficial Patch versions of certain meshes were located in incorrect directories. It's like a 12 year old child modeled them, and not a really smart and clever 12 year old! This is part of the Dungeons 3D Ropes install option, but the full benefits including new scaffolding is included in the Dungeons 3D Ropes and Glorious Scaffolding installation option. I also further improved the UV mapping of hot carbons. -SMIM had all the relevant MineLargeHall mesh (26 mesh named minelhallXX.nif) used in over 300 places. Very minor. -Updated rudepot01.nif to incorporate the USKP collision solution. Thanks to plplecuyer. -SMIM'd the Imperial Brazier mesh (impbrazier01.nif) used in 250+ places. For the parts still using this texture, I changed the full version. - polygons smoothed on rockpilel01.nif as part of Rocks - generic installation option. Fixed export error nVidia DDS minor for Table_Leg_Bark.dds texture to remove the empty alpha channel. -Add wicks candle to impchandelliercandle01.nif, impchandelliercandle01uskp.nif, impchandelliercandleoff.nif, and impchandelliercandle02.nif. The rocks are now high polygon and use their custom texture based on Skyrim HD. UV fixed and restored triangle missing on closet01.nif, comuneshelf01.nif, comuneshelf04.nif, comuneshelf04open.nif, comuneshelf05.nif, closet01.nif, topcupboard01.nif, Uppershelf01.nif, Uppershelf02.nif, Upperwardrobe01.nif). Additional UV and mesh attacks in wrterwind01.nif (white scales and rocks going up to Castle). Added a smaller 3D Pullchain installation rings option, requested by wiz0floyd. No more totally blurred, salty textures! Fixed UV errors in wrterwind01.nif (white scales and rocks going up to Castle). -SMIM'd the rings of dead animals hanging (series of fixed animals) used in 400+ places to be high polygon and use a new custom texture. Notwithstanding Regulation (EEC) No 4064/89, the Council adopted Regulation (EEC) No 4064/89 on the approximation of the laws of the Member States relating to the marketing and use of certain dangerous substances.Minescaffoldopelong01.nif, minescaffoldopelong02.nif, minescaffoldopelong03.nif, minescaffoldopelong04.nif - slightly enlarged the cave_lamp01.nif bowl to remove clipping from the fire -fighting network placed in many of them. I fix my new normal map of the furniture structure that has been disallained slightly causing blur (Textures \ Clutter \ Furniturewood01_n.dds) -usleep Fix: CavegPillar06.nif - Best collision. Room dirty soil climbed at 1.5 UV. Updated the Wrye Bash Wizard. TXT installation files. -Smim'd the Orc Longhouse (over 170 uses) Architecture (Mesh \ Architecture \ Orclonghouse). -Fixed The Bugged Vertex Alpha color Values (3DSAMAX EXPORT ERROR) on the carriage and spreadable mesh that caused blinding visual bugs during the use of ENB. The only negative side is if you want to load the creation kit to move the carriages, pull levers, or pull chains, you do not see the orange mesh help that guides you with positioning. I adjusted bad wood parts. This removes fantasy 3D chains, mainly to avoid slowing slowdowns when using both ENB and Elfx on some systems. Added the edges of the rounded pillow on noble chairs (noblechair01.nif & Nobilechair02.nif) - also correctly positioned the wood carving UV mapping on all mesh to remove a bad stitching. - Wow! The one hundredth release of Smim! It's time to celebrate as if ... Smim 1.99! (Eh eh?). And si, Nirn, secunda, and Masser have aligned themselves and this release only so it seems to be the first official version of Special Edition. -Optimized LoadscreenshopsmaGic01.nif eliminating useless bsx flags blocks. -UPDATED MANY MESHES TO INCLUDED THE USKP 2.0.0 COLLISION RAGGIO FIXS (Cabbage01.nif, Dwepot01.nif, DWeplate01.NIF, PANE01A.NIF, DWECOG01.NIF, Dwarvengear.nif, DwarvenScrap1.nif, DwarvenScrapnif The two gray chandeliers must be smim'd. Also for signage, I solved a number of uv errors and a couple of vertebrax errors. -hearthfire -hearthfireof noble round jersey (byohinterfacecenabletabletordchas01.nif) added to install the 02 furniture folder. -The Texture of Candela di Raiserfx modified to remove the seams and reverse the normal map. -Uv and fixed network for minecroomdoor03.nif. Only one (Impcandelabrandle01.nif) of four changed. Referring: You don't need this. ESP if you use the USKP, but don't hurt anything to load it with the USKP. UV improvements in the Nordic boss chest (Ruins_largechest.nif). Now everything goes better. -Smim'd the imperial mandatory used in over 700 seats (Impwallsconcecandle01.nif, Impwallsconcecandle02.nif, Impwallsconcecandleoff01.nif, and Impwallsconcenocandle01.nif). Smim'd the Nordic Catacomb Small Series (Norcathallsm) who used low -polygon skeletal remains. Still, thanks to Anton0028 to do the utility. The old Skyrim HD styles are now installation options. Further improvements to all carriages. I do not pretend to understand all this, but I studied as the chest shirt01.NIF was set as it has a correct collision on the opening of the chest lid. Removed the last remaining undeniable NialPhaproperty blocks for the agritourism buildings, specifically for all the main blocks of Pagolo roof. Thanks to Langley for allowing me to incorporate part of his texture in my new one. The size of the archive is more large, but the most reliable disimalting is good. Thanks to Edghar for pointing out it months ago. -The upper Square Table Jersey Survey (God interfacesuppertabilesquare01.nif) Added to install the 02 Furniture folder. -Deded dwedynamotrigger01.nif to dwemer clutter option since this needed to have my dynamo core added to it. This is the new recommended installation option, but the old styles are still included. Smim'd common chairs (Commonchair01.nif, Commonchair02static.nif) used in over 1,700 seats. -The 3D ropes to all Rifteen Banks Si Mesh as an installation option. -Fly separate the Smim Download Archives for the original original Skyrim Special Edition. Mesh fix for side panel on commonshelf03.nif. This is part of the Dungeons 3D Ropes install option (and Glorious Scaffolding option). I improved the model and created a proper texture with correct UV mapping. Updated the Dawnguard Bloody Tankard to use my SMIM'd tankard mesh and new bloody texture. -SMIM'd the last two Nordic pots (ruinspot01.nif & ruinspot02.nif) used in over 800 places to make them not hideously flat and ugly. SMIMified the farm table and three farm benches. I didn't realize I needed to remove the two "Decal" shader flags for the ropes mesh blocks. All meshes should have this data, but the original game would render the meshes simply smooth if the data was lacking. See new screenshot for comparison. -Updated special BYOH and USKP chandelier candles to use the new Ruins Clutter Improved versions (byohinterfaceimpchandelier01.nif and impchandelliercandle01uskp.nif). -USLEEP fix: bloodyskull.nif - HAVOK material changed. There's a brighter metal option in the installer. I also changed the meat he's chewing on to a real meat texture instead of the utter disgraceful reusing of the bone texture. This works fine in-game though, so I see no need to change it. -Merged Better Dynamic Snow shader into main SMIM-ShackRoofFixes.esp to eliminate dependency. Minor UV fixes to remove texture skewing above the entrance on Markarth Silverfish Inn (mrksilverfishinnpart01.nif). SMIM'd the Markarth Braziers with sweet 3D chains. Fixed improper smoothing on the endtable01.nif mesh. BDS is no longer required for real snow on shack roofs. For some reason the wrong tree settings worked in the original Skyrim, but the Special Edition properly displayed the tree trunk as invisible! -Fixed the smelter mesh from displaying glitchy brick mortar. A new "29 Raven Rock 3D Ropes" folder has been added, and the installer has been updated to have a new "Ropes 3D - Raven Rock Docks" option. -Hearthfire version of Thoracic mesh (byoh interfaceupchest01.nif) added to install the 40 furniture designer folder. Other additional customization options. Also solved floating nails heads. But for me it was a mockery; A cruel twist of the physics of the horse cart. I converted that mesh, despite the fact that you don't use it in reality. -Smim'n the four scaffolding bridges because they were stupid! Such bad ropes, terrible post -maped UV posts, totally ugly wooden axes with UV zoppa mapping. Add all three shirts of bread, now with much high counts of polygons, therefore they are smooth and wonderful. -Hearthfire version of the mesh of the high -end table (byoh interfaceupperendtable01.nif) added to install the 02 furniture folder. -What UV corrections to actually align the wood of the wood correctly on Wrinkofwall03.nif. He probably had the late ones late. -SMIM'd the horrible measures of the imperial prison (875+ placements) that have derived me from 11 November 2011. Renamed name Mod in Nexus Mod Manager A "Mod Mesh Improvement Static Mesh Mod" so that it can be found more easily. Now use the mesh and the plot of the highly detailed skeleton creature. -3D ledges added to DLC2Dwecluttertirepot01.nif as part of the chain installation option. -Create versions of unofficial patch of dockstnt02.nif called dockstnt02uskp.nif that moves a non -clip prost of non -clip through the solita trading Co building functionality of impact on performance (chains and 3D ropes). -Uv corrections for mine rocks totally low resolution (minecliffs01.nif and minecliffs01.nif) used in about 80 seats. So smooth and detailed! Single all 14 rocky mesh 'Blackreachcrystal'. -Uskp Fix for Farmhouse01.nif It turns out that Nifskope auto-sanitizes disaster meshes that use alternative plots. UV enhancements to all smim furniture to remove some blurred edges. -It made a much smaller hole in rovinsfurnituureubble15.nif on the top of the black table (number of vanilla). -Small UV Fix on Top RockAlpha04:14 and MineLHall4Way01:4 - L1_WoodRoots06:4 Blocks) of minelhall4way01.nif. I did it because it is closer to the appearance of vanilla so better for lore. Made the wrdragondoor01.nif handle in white knit smooth rings. -SMIM'd the approximately 10 ingredients (bonemeal01.nif, ectoplasm.nif, glowdust01.nif, mammothcheesebowl.nif, moonsugar01.nif, powdermammothtusk.nif, saltpile.nif, sap.nif, trollfat01.nif, and vampodust sure.nif) SMIM'd the two upper-class beds (upperbedsingle01.nif & Upperbeddouble01.nif). -Cuscite horrible texture seams on mesh of Sarcofago of Ruins (ruinssarcophagus_bottom01.nif plus two versions of rubble). I'm sorry, and GRANDE thanks to Ijahman for finding the shirt causing the problem. - Merged .esp files have been updated with the modifications of the 3D Riften strings. SMIM'd the cords for the Solitude Farm version of the Lumbermill mesh (slumbermill01.nif) when using Farmhouse 3D cords options. Now 4 years, 9 months later, SMIM 2.00 reaches down from the sky and gives even more glorious 3D mesh detail! -To celebrate version 2.00, I finally updated my Barrel animated mesh (barrel01.nif) to have a correct collision, which means that the objects on the barrels will move along with the animated lid! This is really a new level of impressive! Watch my new video that celebrates the greatness of life, freedom and realistic opening of the barrel! -The technical details of adding a realistic open/closed collision were like this: after adding collision to the cover, I modified the bhkRigidBodyT block in different ways. Add 3D chains to one of the specific ship chains to Katariah (shipkatariahanchorchain01.nif). Finally not completely atroce lockpick! Updated installation script for NMM to provide an optionThe Dragonborn Hawk correction. I found the logo of the Akatosh imperial tent so as not to crash the game. SMIM'd all shelve furniture mesh (commonshelf01.nif, commonshelf03.nif, commonshelf04.nif, commonshelf04.nif,Commonshelf05.nif, Uppershelf01.nif and Uppershelf02.nif). -Smim'd dwarvenscraplarge2.nif. -Smim'd the cricket of the imperial wall (imperialwallshackle01.nif) used in over 80 places. Thanks to Gizmo for allowing me to change its wooden plot with reduced basements. -The light point of view in Rifteten Keep Door (Riftenkeepdoor01.nif) to improve the Alfa on the metal. -The order to guarantee users the right plot of modified candles, I copied the three plots of candles more a combustion effect on all four folders: 13, 17, 71, 72. Although no mesha smim had errors named Stroll or Nitrishape block missing names, so this utility did not really need to fix anything (good job to me!). -Certex color corrections and corrections of UV seam for cavegebalconycurve03.nif. -The three stitches of the brewery (Brewerrycasklarge series) assessed to correct my error regarding the mirror color, although it makes little difference in the game. Removed block "RUinsfurnituureuble15: 0" which should be part of "Roinsfurnituureureuble15: 5" in "Roinsfurnituureuriible15.nif" Mesh. -Varies UV and Mesh improvements on SBRIDGE01.NIF for the installation of the core. -Fixed duplicate block names on smim'd tgsecretdoor01.nif. -Innusted the various strings installation options for better organization. New screenshots uploaded to Nexus to show off the real appearance of my farm factor, archery shooting target and Whiterun improvements. Smim was the entire set of palita wooden poles with ropes to use adequate 3D ropes. If you wish, you can still use your favorite plot substitute. Thanks to Ousnius for having quickly updated its utility Nifoptimizer to version 2.8! -Demed a number of bulky ruins of improved candles to give them unique unique blocks for the blocks of etnaiggellag etnaiggellag ellep asoiditsaf al ossif oS- !?emoC .otrepa ottessac lus VU arutappam al otaroilgim ehcna oH .)ihgoul 062 ertlo ni etasu(inoizisop ertla e ienarrettos ,ereinim eirav ni etasu edroc ehgnul el d'mimS- .elaiceps enoizide ni enoisrevnoc al etnarud imelborp erative rep "eroilgab" harness strips on the carriages. Added several new options customizable with the new install script. The default texture was insanely ugly. -UV improvements to wrintcastleroofsupportbeamloft01.nif to fix seriously wacked UV. They use custom SMIM textures based on vanilla textures. -Hearthfire version of upper dresser mesh (byohinterfaceupperdresser01.nif) added to install folder 02 Furniture. Solved CTD caused by farmbtrapdoor02.nif. Thanks to Arthmoor for requesting I fix this, forcing me to figure out a solution. This better fix everything because I'm crazy excited for the realistic barrel lid opening with actual physics (stuff on the barrel will move with the lid). Thanks to Pherim for getting me to take a look at this. Meshes: wallbasket02.nif, wallbaskethex02.nif, wallbaskethex03.nif, wallbasketlarge01.nif, wallbasketlarge02.nif. -Same UV fixes for rockpilem02.nif. Thanks to dukefx for the great mod. Also for the signage, I fixed signrtpost01.nif to not use a horrid non-wood mesh for part of it. SMIM'd the Hawk Feathers ingredient (hawkfeather01.nif) to use high quality feathers and to remove the horribly bad alpha channel white outline on the vanilla feathers. But the ropes are still 2D ugly because of technical issues. I also fixed the wood boards clipping through the well and themselves. Fixed NMM script to properly install Misc 3D Rings option. -Added a new .esp file for the Riften 3D ropes because I had to move and add a few objects to prevent clipping with my new ropes. -Fixed carriage rugs vertex color errors to remove black lines. SMIM'd the 2D chains in Whiterun Dragonsreach (whiterundragontrap01.nif). The original meshes applied the rock wall texture to the roots in error. Forgive me world! Minor changes to clutter furniture and dresser textures for better alignment. -For XB1 version I had to remove the EditorMarker Blocks from all SMIM'd meshes that had them because the XB1 version quite insanely Doow Nuretihw fo Pot rof xif vu !hay ho ,dco os m'i .allinav 2017 10:00:00 AM EHT tsintuc eret tsintus fo tlussiis fo tlussni sdne dow report .noitallexip evomer ot spam lamron eht eht eht evorpmi ylgu evomer ot noisrev eht DNA noisrev eht selip eht htob ,serutxet selip enob nriaclu0S draugnwaD eht devorpmI .siht gnittops rof roomhtrA sknahT .suinsuo yb rezimitpO FIN ESS gnisu esaeler noitidE laicepS eht rof serutxet eht dezimitpO- .)"ES sepoR skcoD edutiloS 22" dna "sepoR skcoD edutiloS 22"(sredlof llatsni owt won era erehT .sehsem erutinruf nommoc)noisrev ssalcreppU dna(ebordraW dna ,elbaT dnE ,resserD no sexif VU roniM .)fin.peekrabnainograneercsdaol(draknat a desu taht tra neercs daol peekrab detadpU .slisnetu eht rof segde denrut yltcerrocni dexif oslA .Ssop Doow Eht Rof Serutxet dh mirys defidom estesop dow edakcots .yks eht niv ert gnert gnortaolf artxe evomer ot) ih wen a esu dna hsem eht evorpmi ot)fin.walcgah(tneidergni walC nevargaH eht d'MIMS .pot eht no smaeb doow latnoziroh doow dengilasim dna ,maeb doow eno no secaf artxe 21 ,)kcolB 91:10stsoP_1L - 91:hseMllimrebmuL(smaeb doow troppus dengilasim dah "fin.10llimrebmul" ehT .gnimaercs deid dlrow eht neht dna sgniw sti spalf ohw ylfrettub eht ekil saw spahrep tub smelborp esuac t'ndid taht rorre noisilloc ciretose na xif ot fin.10topewd ot xiF egreMknuhC deilppA- .lennahc raluceps reporp a sedulcni erutxet wen ym ecnis redahs eht ot deilppaer raluceps dah evah sehsem gnivrac doow eht llA- .hsem eht fo yalpsid neercs gnidaol eht no elbisiv etiuq si rorre sihT .roirefni si ti hguoht neve noitpo llatsni launam sa evihcra eht ni tfel noisrev DLO .ti edam gniihton-on a and sa yrrulb DNA or ykcolb elbat mraf eht si regnol on .yticilpmmis rof sehsem eseht esu mims fo snoisrev lla edam eevah i us VU arutappam otavorpmI- .otseuq otaudividni reva rep traneergnhoJ a eizarG .ailginav alla amart alled otutitsos nu ¨Ã otseuQ .²Ãrep atturb arocna ¨Ã hsem atseuQ .2102 lad omram ni MIMS id hsem aim allus itagnulla VU ereggerroc rep fiN .90elbbuerueurutinrufsniuR II- .atagirb ¹Âip amart al arocna azzilitu atinifederp MIMS enoizallatsni'L .ollatem li osrevartta etnematterid eccerf el eraraps etnemavitteffe retop ad odom ni etnerapsart kovaH id otarts noc ltiap ierea avazzilitu elanigiro ocoig lI .itnemucod id ovirp enoizamina id ametsis la ehcifidom elled asuac a elaiceps enoizide'llen onopmor is e etnemlatot onadifs is ©Ãhcrep elanigiro mirykS rep olos enoizallatsni id otnemavellos nu ,remewD atamina'l oser oh lI- .alranimile otuvod oh ehc elibirret ¬Ãsoc are ailginav alla aznetsisnoc aL .ottepsa'llad etnemetnednepidni ilibacitarpmi onais ittet i ehc onodnetni irotappulivs ilg odnauq ad atanroigga atats ¨Ã non enoisilloc aL .amelborp nu non onodner ol inredom CP i am otazzimitto ¨Ã non tnuocyloP .adroc id inoizes etseuq eranimile rep atanroigga noisilloC .fin.10ailginav alla attessac allad enoisilloc id ihccolb ied etrap roiggam al odnaipoc otlosir oh'L .oilgatir li erative rep ererrocs e elarenim nu oilgem eranoizisop rep fin.20erutnevdAneercs ocirac a itangA- .)FIN.20mlatsyrChcaeRkcalB(kcoR hcaeRkcalB rep dehcerts emart :VU inoizerroC .)FIN.10leehWrohcnaHairataKpihS(amirp onavacnam im ehc erocna ilged onu a D3 enetac etnuiggA .VU arutappam alled itnemaroilgim i isulcni ,etacifidom etats onos kcod id eilgam el ettut isauQ .eilgam el ettut a etnematterroc attada is e arusim us ongel ni oilgatni id amart avoun anu azzilitu ehc atnuigga eltsaC nuretihW id ongel ni erutlucs id enoizop eN- .eranoiznem anep al elav ehc etneiN .ecitrev led iroloc iroilgim e VU arutappam eroilgim anu atnuigga ,ongel li otadnotorrA .orebberennagga is erotacoig led ideip i am ,amelborp ossorg nu ¨Ã noN .)fin.10llawmulocllaweerftnirw(maeB For the base rock mesh and the moss that covers it. -Smim'd the most common dead tundra tree used in over 800 places (tundradriftwood01.nif). Now they use a nice smooth bowl with personalized plots. Part of the basic installation is not a great change. If you use a package of texture which is in conflict with with rep "fin.ecnartneeltsacrw" ailgam al otlosiR .ongel led ecevni allaig eraluceps al azzilitu ollatem li arO .inoizerroc eim el Ãrevircsarvos o otanroigga eresse Ãrvod skcoR ssoM .avel us VU imelborp eravellos remewD dexiF- ...am ,adeihcir ol erotom li 'ehcrep os noN .gnirekcilf e gnippilc id imelborp id oremun otrec nu aveva aloiv olletnam lI .)fin.10yenomneercsdaol(lliuq nu otasu ah ehc omrehcs etra oraned id ocirac li otanroiggA .)fin.10gocewd(goC remewD eht d'MIMS .)fin.naelcllortneercsdaol(llorT id ocirac id omrehcs olled ossif onamu oinarc led enoisrev al atnuiggA !ilgatted ia enoiznetta aim al rep ÃrrU .anoiznuf erotom li emoc ad otasuac ¨Ã gnirekcilf li ehc otnemom lad gnirekcilf li ecudir noN .artlU enoizallatsni id enoizpo'lled k4 enoisnemid id etrap al ottaf e erutxet alled enoisnemid al ehcna ottodiR .fin.10rtslockcod d'MIMS hsem etnedecerp lus VU arutappam al ataroilgI'M - .sgnivraC dooW nuretihW enoizallatsni id inoizpo el ert e ettut eredulcni id otacitnemod oH)fin.20rallipeerfeltsactnirw(hsem anu atnuiggA- .etnuigga thgil o esneD id enoizallatsni id inoizpO .otailgatted ¹Âip e ,otaicsil ,onogilop-otla ¹Âip otlom onoS .amelborp otseuq eraenilottos rep PKlebbarB a eizarG .etnematterroc otaenilla are non VU atsip alled ottessa'l ehcnA .itsop 052 ni ilairepmi inorram iradapmal i otasu ah 'MIMS - .D2 enetac ilibirret el d'MIMS arimaN id autatS .ireinoigirp irevop ia enoigirp alled etrop el osrevartta etenom elled eratteg a iav arO !adsehteB aroval emaL .ittilfnoc erative rep MIMS ni itaroprocni ah il e alednac id erutxet evoun e hsem eus el oserp oh ¬Ãsoc ,elednac el otaroilgim etnemloveton aH .9.2 dom enoisrev otaroilgim rettulC sniuR etnanoisserpmi xfresiar deweiveR- .etazzilanosrep erutxet elleb onnah arO .fin.20htraeh2tnadneiza'l rep 61:20htraeH2tnImraF ailginav id aiccor id occolb la itnemaroilgim VU roniM- .etnop enoizpo artla'nu ereilgecs e atazzilanosrep enoizallatsni'nu eraf oirassecen ¨Ã ,edartS UV for windows. Huge thanks to KaneWright for having quickly indicated this to me, allowing me to avoid a nervous breakdown screaming in shape. Added SMIM_Fixes.esp to fix 5 interior farmhouse that had flickering issues due to Bethesda errors. 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Only Lanterne and Whiterun tables and Hawk covered so far. Smim used dishes, pots, bowls, tools and other minor objects. A. ESP is required since the Skyrim engine cannot make the materials on the mixed alpha texture. Copials from folders 95 if you want. -Added Orc Longhouse Installer Option that I forgot to add in the first full version. The vanilla model was so ugly. Made Bain compatible, added wizard. TXT so hopefully Bain users can use the archive directly with a nice installation script. Normal maps improved too. Added 19 fixed farmhouses. Thanks Novadove for finding the problem. Thanks to Gruftlord and others to highlight the broken installation options. -Fixed vanilla vetex colors on docks post (dockcolstr01.nif) to be really green. - Name of the folded folder for fence not dense fabric at 18 fence in farmhouse Wovenicchã © is the recommended installation option now. This removes the portion of See-Through and a bad Rock single triangle on the DirtCliffs03Moss side: 0 Block. Meshes: minescaffoldbridge01.nif, minescaffoldbridge02.nif, minescaffoldbridge03.nif, minescaffoldbridge04.nif. Fishing, fishing, fishing, Signwrstables01.nif, Signwhalchemyshop01.nif, Niab dexif- .D2 goc eht no API EHT close dna d3 NAHC elbasiv yrev yrev ylno ylno seam taht ootrev edit edam i .hguone edolc s'ti tub ,ylsselmaes elite Fin.10dnelbdrocgbtalpron by Etals Pot eht if gnippam vu yppols dexif- .tcerroc ydaerla erew Snoitpo llatsni lluf eht by Desu Snoisrev PSE. Degrem Eht .Ahah ,FLESYM DIDTUO I .SEGOLOPA .LAED eguh A t'nsi of llams os era yeht tub ,nothoylop Wol llits Era Slisnetuph. mims(selif pse. 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This is done because the new candles have altered the UV Mapping texture, so that they should really use customized textures only used for them. -Hole of hole in WrintCastleWallstroortrans01.nif that allow you to see out in the void. Solved Tern's Dragonborn to use a modified version of my high resistance falcon texture. -Updated the bain script to remove hawk from the lite version to remote dragonborn incompatibility. Core files are now the less graphically intensive stuff. -Migliora Mesh candles and UV mapping on all relevant candelabra to eliminate texture seams. -Small vertex color corrections on ropes for rtdockpier02.nif wardrobe01.nif removed that it was causing ctd. Initial release. Updated Topendtable02.nif to include low -low wooden beams that I accidentally left out. -Hearthfire version of noble chair 2 jersey (god interfacecenablechair02.nif) added to install the 42 noble furniture folder. As Bethesda could not have done this seamlessly continuously, it is from the me. Added to Core Install Plus The Dungeons 3D Ropes and Glorious Scaffolding Install option. Other corrections need other mesh. Fixed by changing the vertex colors in white on both sides. -Wrye Bash Wizard Installer File is not more supported since it is too much work for very few users. Yellow is more realistic. Solved horrible UV mapping on some speakers (Crate Small01.nif, Crate Small01eco.nif, Crate Small02.nif, Crate Disblullong01.nif, Crate Lontelong01eco.nif, Cratesmalllong02.nif) -Crorporated uskp Changes for the Warning Tangent Space for Sblacksmith.nif.nif And Swindmill.nif I performed several mountains through Meshsmooth modifiers to significantly reduce the hard edges and create more realistic rock formations. 3D rings finished on the Riverwood Trader sign. -Updated timber Trunci (Milllogpile.nif) to fix the seams of the texture on the registers and improve the UV mapping and fix the black point on the log extreme. Now this is a whole installation section. Based on the DLC Highres texture. These mesh still have serious problems, but this this tweak is a quick solution for now. -Updated the SMIM-RiftenDocksRopesObjectFix.esp to include several barrels that should have been modified. You've been trying to improve this for a while. Fixed the barilotto01.nif mesh to be lower on the top to accurately match the size of the vanilla so that the objects do not hide from the lid. So many more... -Round terminal caps and improved end caps UV mapping on dockstepsdownend01.nif. Also for the signage, I noticed signfletcher.nif had a disallined texture that cut part of the false ring, even if I replaced this however. Optimized all mesh again to delete crashes while loading some SMIM Nordic candle mesh. From providing such an excellent service, I solved all these problems of vanilla. -Partecipally SMIM'd carriages to use a new network of seat and textures. -Removed Strings folder for SMIM-FarmhouseFlickeringFix.esp since I updated it. Updated the Volunruud meshes special doors (volunruudleftsworddoor.nif & volunruudrightaxedoor.nif) to include USKP fixes. -Created new SE versions of all .esp files that will be used for the Special Edition version. Improved also the boy's armpit UV mapping. Now all rings are 3D. 3D.

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