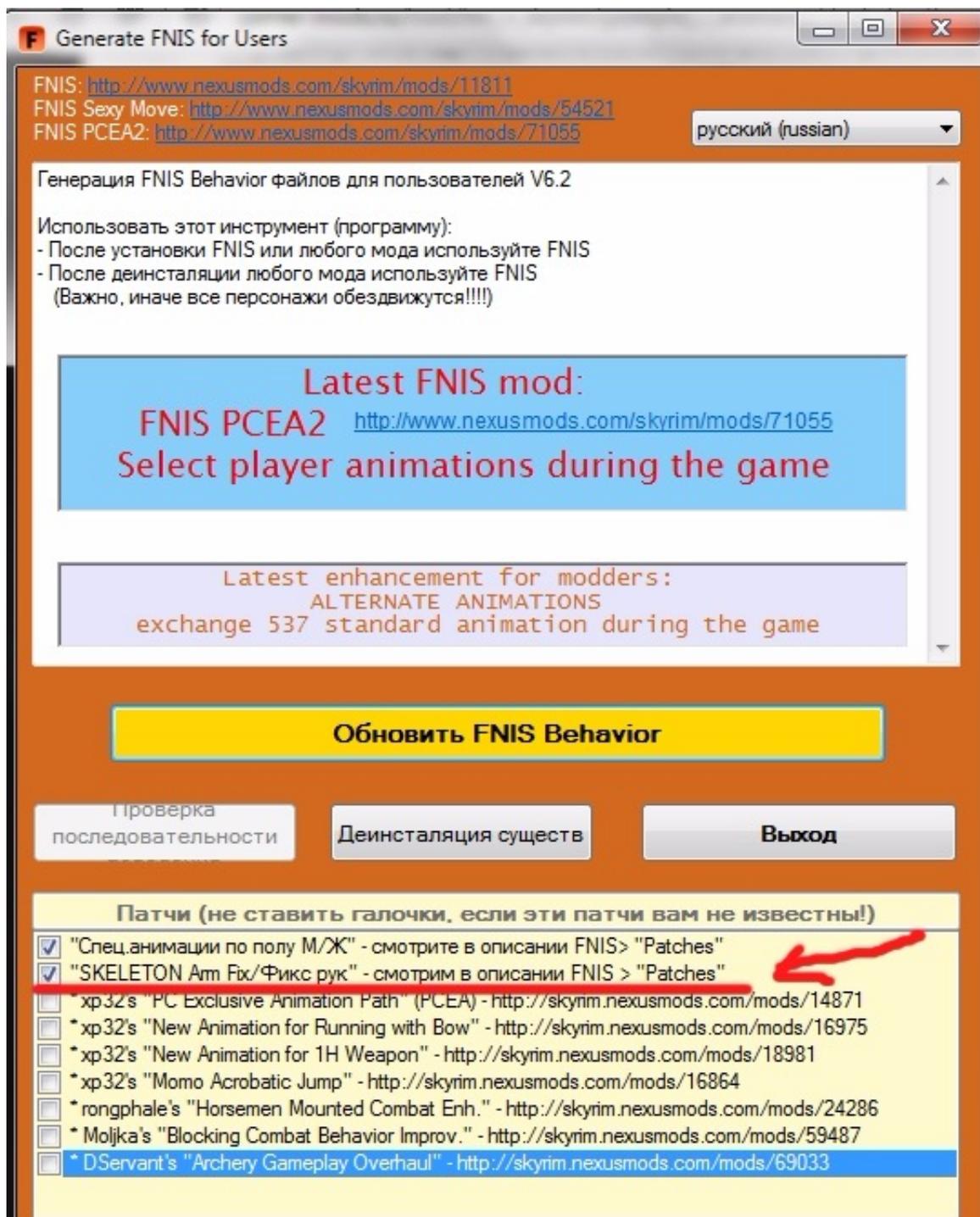[Skyrim Fnis Creature Pack Mod](#)

Skyrim Fnis Creature Pack Mod

Skyrim Fnis Creature Pack Mod Mod But ItSkyrim Fnis Creature Pack Mod Update Multiple CopiesThe original soultion posed by this user was to have multiple installs of FNIS, specific to each profile.. No change, although the established MO behaviour would dictate these already existing files would be UPDATED, new files are again place inside the MAIN FNIS mod.. xml defaultmale hkx (in C:Program Files (x86)SteamsteamappscommonSkyrimdatatoolsGenerateFNISforUsers) - hooking.. As soon as you run MO with Admin privileges it will fix those issues but then impose other errors on your setup, possibly the one you have now.

I need to go back through that initial animation generation logic to determine how defaultfemale.. xml meshesactorsatronachstormcharactersatronachstormcharacter hkx (in C:Program Files (x86)SteamsteamappscommonSkyrimdatatoolsGenerateFNISforUsers) - hooking.. Install MO in a new folder outside of program files, like C:Games Or if you have another hard drive or SSD, anywhere on there (D drive).

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Skyrim Fnis Creature Pack Mod Mod But ItThis will in fact remove these newly created animations from inside the MAIN FNIS mod but it also removes the TEMPLATES specific to each creature from inside the FNIS -- Creature Pack, necessary for the functionality of these mods.. hkx and defaultmale hkx end up in the final directory It turns out when hkxcmd exe creates the files with this path, Mod Organizer mistakenly places the files in the main mod folder.. Very weird DEBUG (09:35:56 0227): create process (w) null - hkxcmd exe convert -v:WIN32 temporarylogsatronachstormcharacter.

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If one of the mods isnt checked, FNIS wont be able to find it Also make sure you are running GenerateFNISForUsers.. Easiest thing to do if those messages annoy you is to disable the Python Proxy in the settings: Settings -- Plugins -- Python Proxy enabled false.. When you installed this mod did you ensure it was installed into a mod all its own and not merged into the FNIS main mod If it is a separate mod ensure it is both below the FNIS main mod and checked in the left pane.

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exe from within Mod Organizer Could be a permissions thing maybe, if FNIS doesnt have administrator level permission.. MO only uses Python for a few small plugins in its tools and it also comes with a bundles subset of Python when you install it.. DEBUG (09:35:51 0557): create process (w) null - hkxcmd exe convert -v:WIN32 temporarylogsdefaultmale.. Check the original post in the sticky thread in this forum named Using FNIS with MO or something similar.. Skyrim Fnis Creature Pack Mod Update Multiple CopiesWhilst I originally criticised this idea it does now look to be a good option, except for the need to update multiple copies of the mod with each new FNIS version and then ensure the shortcuts to those tools are correct each time. e10c415e6f