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Realistic water two skyrim special edition

So not a thread around here (also the first time to make a thread, so I hope flaired it correctly...). RW2 seems to have had a great release yesterday. VERSION CHANGELOGRealistic Water Two has been around for many years, but it has been quite a long time since the mod had a really thorough review and overhaul. Which brings us to this release, version 2.0.0. For this release, there were so many changes that we decided to include a What's New Document. Users are encouraged to read this document (installed with mod) to get a detailed overview of all the changes made for version 2. This changelog is given as a quick reference to changes, but not all and lacks any details. General ========== Removed 512x texture option. Removed Floating Lakes option. Retarded change to Tamriel worldspace water. You don't have to forward it anymore. Merged multiple options into core files and removed the options from mod. Created MCM to support mod features like Blacksmith Forge Water and Waves.New optionally available to fix some seams caused by the landscape. Water changes ========== This resulted in a slightly more greens and a larger amount of blue mixed in. This color is used for rivers, lakes and oceans. Added new water colors for many other waterTypes, which were never previously included in RWT. Including 3 watercolor options: Blue, Blue, Blue FantasyMeshes ========== Fixed a couple of mesh effects that were displayed too dark at night with certain weather mods. Incorporated Volcanic Tundra - Heat Wave Effect. Credits to Fadingsignal.Textures ========== New optional textures for small water droplets. Reslaged water textures like BC7. Changes in water ripples to make them less dense. Fixed edition of waterdrop ripples animation play in unison. Installers ========== Page 2 28 comments One of the many upgrades to the Skyrim Special Edition is the new water flow system that allows water to bend around turns and speed depending on the environment. While the water is much better over the original version of Skyrim, the water flow was applied to most bodies of water indiscriminately, resulting in strange strange water at times. With this mod, lake, pond/ marsh, river and sea water are left visually and aurally different from each other. Lakes, ponds/marshwater and ocean water no longer flow in any particular direction. Lakes, rivers and oceans have new ambient sound effects. Ponds are silent. The volume of waterfalls and rapids is increased. Icebergs and ice cubes will sometimes crack and gurgle. Rowing boats floating in the water will animate and gently bob around. The waves were slowed down, retextured, and now have a crashing water sound effect. The splash/foam effects were made more visible. They have also been laid along the coast of Skyrim in places that make sense. Further waves have also been added to Solstheim.Large waterfalls have been sped up animationally, retextured and more splash particles have been added. Waterfall fog has more volume. Foam effects have been retextured. Rain ripples will no longer slide over the surface of the water. They have also been retextured and transparency has been increased. Small rapids and foaming streams in Whiterun and Markarth have been sped up animation-wise. The green reflections emitted by some masks seen at a certain angle are an error that was introduced with the Skyrim Special Edition. This error has now been resolved. Optional (available only on Nexus [PC])Extended Ambiance: Extends sound effects for surrounding lakes and oceans from 30 seconds to 50 seconds. Floating lakes: Returns to lake water back to river water, visually and aurally. Lake water will flow strongly in one direction again instead of consisting of slow, lapping waves. Watercolor: make the water a more vibrant, fantasy-like, teal color. This mod must be placed after any mod that changes a cell near a body of water. To avoid seeing seams in the water, I recommend placing this mod very low in the loading order. A compatibility update for iNeed is available (in the main archive on Nexus, Bethesda.net [PC, XB1]). This makes it possible to fill water rails by standing in water. Nexus (PC)Bethesda.net (PC)Bethesda.net (XB1) Note: This should only be used to report spam, advertising and problematic (harassment, fighting or rude) posts. FIX VERSION CHANGESGeneral ========== Water ========== Among them include:- Improved blacksmith trough water effects.- Updated volcanic water colors to mix better.- Restored little fog to Sleeping Tree Camp water.- Small changes in water refractions to match textures better.- Cleaned up shallow for all waters a little more, which means shallow will be a little clearer. Assets ========== surface textures lacked their ENB parallax effect.- Brightness tweaks have been made to some of the custom water effect gradient textures.- Fixed fxrapidsrocks01.nif animation timing problems. Foam animation now loops correctly.- Dirt spots on the surface of blacksmith trough water now animate to simulate buoyancy.- Churning water, mostly found at the bottom of waterfalls, is now more visible and turbulent.- Fixed vanilla transparency problems on fxsplashsmallparticlecleslong.nif so that it no longer looks like there is a completely sharp hole carved into the foam. Also raised splashes so that they do not squeeze below the water surface. CHANGES TO THE HOTFIX VERSIONGENERAL ==========Along the Skyrim coast.- Added 50 additional wave locations along the Solstheim coast.- Fixed the question of whether DynDOLOD reactivates the water wheel at Heartwood Mill (DynDOLOD regeneration required). - Updated all disabled references in the ESM to ensure DynDOLOD picks up the changes.- Moved missed Solstheim occlusion data from ESP to ESM. Water ========== RWT_Blend_RiverToCalm. It is used to mix the river and calm waterTypes in combination with the flow map edits. This was implemented for the small pond on the roadside just before the Old Hroldan Inn (Reach area). Two updated flow maps are included as resolve files for this hotfix. They will be wrapped in the texture archive later. Assets ==========cleaned and re-stored the three 'fxwatertile0X_n.dds' textures.- Splash placements on wave meshes have been refined, and foam made to look more dynamic and linger around longer.- Removed fog over rain ripples, as it was barely visible and had been reported to cause less flicker.- Fixed the transparency of the foam for thin waterfalls by adding more brightness and reducing contrast on the 'fxfluidtile01.dds' texture and adjusting gradients. This solves the problem at Whiterun waterfalls so that they seem to reach the ground. Patcher ==========Nye eller oppdaterte oppdateringer tilgjengelig siden forrige utgivelse:- ASLAL- Cutting Room Floor- Manglende møtesoner FIXED- Trenger Mods Patch- Ensomhet Expansion- Soulmancer Music MergeGet dem på Patch Hub: HOVEDVERSJON ENDRINGERGeneral ========== For The hotfix is a new template (esl flag) included that replaces edits to large references from the main plugin. Then these edits from the main plug were replaced with new references, when necessary. As part of this solution, the small animated icebergs were removed. This was barely noticeable and was more of an ice resource than water. Their removal helped reignite the Mod back in scope, too. Another major change is a correction of the Treva River that runs between Lake Geir and Lake Honrich (between Ivarstead and Heartwood Mill). You see, lore says Lake Honrich is drained of the Treva River, and the Treva river feeds Lake Geir. But in Skyrim, they've reversed it. The conflicting information of Skyrim says it is a natural source under Lake Geir that feeds it, there are 3 waterfalls, the Treva River and Lake Honrich. Really? A spring does all that? never the world. It doesn't even make sense. That's why we've gone with lore and have reversed Treva's flow. With this we have also extended the river back to the bridge before Heartwood Mill (former lake water). Finally, we took care of obvious things like turning today's markers and turning the wheel on the mill at Heartwood.The last big general change is that we've fixed the river in/out flow crossings from the lakes (yes, Lake Ilinalta too). Before this, we made changes to cell water or found natural cutoffs (Treva River) to hide the change in the water. With SE water flows, we have now made them transition nicely from lake to river water. This solution includes a new waterType.Other Fixes:- Added missing trough water to Severin's house (Dragonborn DLC).- Added missing pond water outside Thirsk Mead Hall (Dragonborn DLC).- Brand new wave locations along the coast of Skyrim. More will be added in the future.- Fixed stream water outside Halted Stream Camp.- Restored vanilla occlusion data to the records that lacked such data. Users should generate this data using xLODGen.- Removed some changes left from when RWT edited sounds, ice floes, and row boats.- Removed some wild edits and ITMs.- He has been summoned ... Water changes ========== These are nasty blacksmith water peeps!) Addons ========== I know that some users will not be happy with this. The fact of the matter is that these options create far too much maintenance overhead. Every change that is made must be duplicated to these plugins. This means that every solution, every correction, every color change, and each new waterType must be duplicated over and over again. It's a lot of work and usually results in more updates because things are missing out. Another problem is that the waterfalls are themed to match the water color. Changing the water color means that the waterfalls no longer match! This has always been a problem, but we should not provide masks for every watercolor option. That's why we're dropping these forwards. For The old plugins are included in Miscellaneous files for users to update on their own. The changes to change the water color are quite easy to make. Therefore, we will eventually give a short tutorial for users who just can not live without their alternative colors. Patches ========== We're not going to maintain the patches for long. All our updates can now be found on our Patch Hub page here: New update available for ELE.- Updated updates for the latest changes. Assets ========== SparrowPrince has almost completely overhauled the nights, again, for your viewing pleasure. The big change here is that the effects are now controlled using gradient textures! This means that users (and authors) can easily adjust the brightness, saturation, nuance, and transparency of the effects by simply adjusting the gradients with an image editor. You don't need to edit the nights! See the new article for more information. Other specific changes in stitches are: - Updated large waterfall stitches, again! They now provide a much better foam and effects.- Thin waterfalls have more splash density.- Overhaled hand-placed waves along the coast of Skyrim and Solstheim.- Creek meshes have had a visual upgrade. They no longer have overly large waves, now include a refractive effect, and have improved lighting in general. - Fixed an error on fxcreekflatlarge.nif where most water flows were accidentally disabled.- Other small fixes and tweaks to improve visual reproduction. As for the textures following happened with this release:- New gradient textures for masks.- Updated flow map for cells where we fixed in/out flows from lakes and reversed Treva River.- Updated river texture again! This change smooths out the roughness of the texture, which brings the look closer to it to earlier versions of RWT. In short, it looks a little more river-like. MAJOR VERSION CHANGELOGVersions 2.X.XRealistic Water Two has been around for many years, but it has been quite a long time since the mod had a really thorough review and overhaul. Which brings us to this release, version 2.0.0. For this release, there were so many changes that we decided to include a What's New Document. Users are encouraged to read this document (installed with mod) to get a detailed overview of all the changes made for version 2. This changelog is given as a quick reference to changes, but not all and lacks any details. General ========== Cleaned with latest version of xEdit.- Added two missing waterTypes.- Removed animated row boats.- Removed 512x texture option.- Removed Floating lakes option.- Back back change to Tamriel Water. You don't have to forward it anymore.- Merged multiple options into core files and removed their options from mod.- Created MCM to to mod features like Blacksmith Forge Water and Waves.- New optional available to fix some seams caused by the landscape.- Updated MCM with proper versioning.- Incorporate the solution for culling data, which solves any distance water cells do not render. Credit to Hexaae / rolloLG for the original fix.- Fixed a small pond / pond of water over the bridge near Old Hroldran. Thanks to the Dimesers for spotting it.- Changed the range in cell 10,-1 (near Whiterun) to remove a water pane that causes problems with ENBs. (reported on ENB forums)- Fixed an area of the marsh that apparently no one ever visits because there has been a problem since porting and may even be a problem in THE LE. Thanks to SparrowPrince and the DimeSers for seeing it. ^_^- Restored occlusion data removal from Culling Data Fix with new occlusion data generated from xLODGen. This process has also added some missing occlusion data to several vanilla cells, including the whole of Solstheim. This is a better solution than the previous one. Thanks to LeanWolf for the tip! See the description for more information.- Updated Landscape plugin using the same method as above for occlusion data.- Incorporated Winterhold Bridge Culling Fix, which resolves a water cell not rendering. Fixed using new occlusion data relative to removing it. Credit to Aurora555 for the original fix.- All audio files have been converted from WAV to XWM.- Fixed mismatched waterType on cell 32,-25, near Heartwood Mill.- Updated occult Data for changes below and including cell -18,23 to fix a missing water in the distance.- Removed animated ice floes references and cell locations from the plugin because of them are no longer being used. Once upon a time, the floes were replaced with animated versions, but these references have been pointing to vanilla, non-animated floes for a very long time. We decided to replace the vanilla masks directly, if we ever decide to animate them again.- Removed cell -18, 22 landscape edits that they were not needed.- Fixed a small number of a water plane clipping in the pond along the river across from Battleborn Farm.- Painted most of the landscape around the water across from loneliness Docks. This was done in an attempt to clean up the grasses in the marshland for grass mod users. This allows our... Pretty... water to be better seen. The river edge was also transformed from FrozenMarshDirtSlopes to RiverEdge texture. This was done because some grassothers add grass to DirtSlope's texture, but rarely to RiverEdge texture. Water changes ========== On average, the underwater mist spacing was pushed back an additional 50% compared to vanilla values.- The default water color has been updated to be a little more accurate with glacial water colors. This resulted in a slightly more greens and a larger amount of blue mixed in. This color is used for rivers, lakes and oceans.- Added new water colors for other waterTypes, waterTypes, was never previously included in RWT.- Including 3 watercolor options: Blue, Blue, Blue Fantasy- Updated RiftenWater to match Lake water to fix seams while inside the city looks to the sea.- Created new waterType for East Empire Warehouse called,RWT_EastEmpireWarehouseWater. This was somewhat missed during the v2.0 update. Since that world uses pond water and we now have customized colors for ponds, it would have been the wrong color. The new color now matches the rivers and oceans that are outside the doors. New waterType is omitted from watercolor options on purpose. These are dark rooms and the bright water will most likely look out of place.- Changed waterType for Frostmere Depths to the same water as above for the same reasons.- Removed unused custom waterType, _WRTLODWaterNE.- Added RWT_EastEmpireWarehouseWater to watercolor options with custom edits, where necessary, for each option.- Updated Classic Blue-green water colors. They are brighter and the colors mixed better now.- Updated shallow colors on the Blue Watercolor option for better mixing and clearer water on the edge.- Main water shallow and deep colors were tweaked a little for better mixing and clearer water on the edge.- Creek water was tweaked a little longer for a better visual.- Back back most of loneliness harbor and entrance back to an LE state. This change pushes the ocean water into the harbor for a more natural feel. This affects many exterior cells around Loneliness Harbor to undo the Skyrim SE upgrade to this area. The transition from river to seawater has been pushed back to just before the mill so that the water at the factory still flows. This process involved changing the water type, editing the default Water type, and edit flow maps with solutions for each of the cells back.- Raised water for the small ponds in the following places to try to combat ENB's tessellation from cutting through: --- Pond over the bridge near Old Hroldran--- --- pond across from Battleborn Farm along the river.--- Marsh across from Loneliness Docks--- Clearspring Tarn- Matched ClearInteriorWaterAnkleHeightStill waterType colors to creek water.- Changed water outside stopped Stream Camp to a new waterType , RWT_CreekWaterFlow (was river water). This also fixed the speed direction of the water so that dropped items will flow in the right direction.- Updated DefaultCreekWater to use the pond regular map. This creates a calmer water for this static water. Addons ========== The changes in the landscape to better support the various waters along the coast across from the Loneliness Docks simply outweighed the small concerns we had. In addition, more of this site has been changed to further reduce the problems. This update is extended by the first changes to multiple sites. The landscape is built up along the cell boundaries provide a better experience between marsh and river water. Masks ========== They were accidentally sanitized in NifSkope, which caused them to break.- The amount of splash particles has been increased. This hides the fast water lines in the waterfall and adds some fine eye-candy!- Emissive and Light Intensity values are adjusted to fit the new effects.- LOD distance for the new effects are customized. They will make quite a distance from the player, but will eventually switch off. This was done to cut down on rendered particles, thereby preventing any performance issues for users on lower-end systems, and finally console users.- Fixed two bright effects at night and with certain mod combinations.- Fixed a couple of mesh effects that were displayed too dark at night with certain weather mods.- Incorporated Volcanic Tundra - Heat Wave Effect. Credits to Fadingsignal.- Fixed fxwaterfallsrksfolope.nif causes creation kit model viewer to crash with errors and force close.- [Vanilla fix] Splash particle spawn in fxsplashsmallparticles.nif have been translated up. This has made splash particles actually visible.- Fixed LOD edit on a couple of nights.- Reduced alpha on volcanic valve mesh so that the smoke plume would not be pure white. Textures ========== For the hotfix is a new template (esl flag) included that replaces edits to large references from the main plugin. Then these edits from the main plug were replaced with new references, when necessary. As part of this solution, the small animated icebergs were removed. This was barely noticeable and was more of an ice resource than water. Their removal helped reignite the Mod back in scope, too. Another major change is a correction of the Treva River that runs between Lake Geir and Lake Honrich (between Ivarstead and Heartwood Mill). You see, lore says Lake Honrich is drained of the Treva River, and the Treva river feeds Lake Geir. But in Skyrim, they've reversed it. The conflicting information of Skyrim says it is a natural source under Lake Geir that feeds it, there are 3 waterfalls, the Treva River and Lake Honrich. Really? A spring does all that? never the world. It doesn't even make sense. That's why we've gone with lore and have reversed Treva's flow. With this we have also extended the river back to the bridge before Heartwood Mill (former lake water). Finally, we took care of obvious things like turning today's markers and turning the wheel on the mill at Heartwood.The last big general change is that we've fixed the river in/out flow crossings from the lakes (yes, Lake Ilinalta too). Before this, we made changes to cell water or found natural cutoffs (Treva River) to hide the change in the water. With SE water flows, we have now made them transition nicely from lake to river water. This solution includes a new waterType.Other Fixes:- Added missing trough water to Severin's house (Dragonborn DLC).- Added missing pond water outside Thirsk Mead Hall (Dragonborn DLC).- Brand new wave locations along the coast of Skyrim. More will be added in the future.- Fixed stream water outside Halted Stream Camp.- Restored vanilla occlusion data to the records that lacked such data. Users should generate this data using xLODGen.- Removed some changes left from when RWT edited sounds, ice floes, and row boats.- Removed some wild edits and ITMs.- He has been summoned ... Water changes ========= =, - New optional textures for small water droplets.- Reslaged water textures like BC7.- Edits to water ripples to make them less dense.- Fixed edition of water drop ripples animation play in unison.- Fixed some small problems with the following textures:--- fxwaterdroptripplelite.dds--- fxwaterdroptripplelite_less.dds--- fxwaterdroptripplelitebrt.dds--- waterrainripples.dds- Re-added missing flow textures that were incorrectly omitted.- Incorporated ENB Textures in the main file.- The Smaller Water Droplets option texture alpha layer has been updated with a better gradient for a better effect.- New rain texture option for ENB users. Do not use this without ENB! It will not work.- ENB Textures have been merged with main mod. They will work for both ENB and non-ENB users.- Remastered many of the textures by cleaning them up (removed noise, removed artifacts, sharpened, etc.) - Optimized Small Drops option textures. Fixed the missing rain ripples in the Rift and on Clearspring Tarn (this should be compatible with all weather mods)Fixing this issue involved setting up a game-start enabled quest and some light scripting. Users who don't see rain ripples on a saved game may need to start searching manually (WTRIsItRainingOnPlayer). This assignment assigns a hidden ability to the player who checks whether it is raining on the player, and if it is, an effect applies. effect enables hidden rain ripples meshes via a script (WTRIsItRaining).*** A shout out to Alex_ on The Dark Fox Guild Discord to help with first scripting.*** A big shout out to Candoran2 on the same Discord to come up with the final solution and go through the process of setting it up! If sites are found that will benefit from this solution, please report them. Converted the following updates to ESPFE plugins using the ESL mail flag (these plugins will no longer record an ESP slot):* Beyond Reach* Beyond Skyrim Bruma* Falsearar* Needs Mods Patch* Open Cities* The People of Skyrim* Watercolor Addon (both) Added initial support for Beyond Reach ( ). I have not played this mod; have not tested the changes. The basic waters are set up to duplicate RWT colors and other consistency settings. Other custom waters, such as Void's blood water, have not been included since they are likely to require a more customized touch. Please report any oddities. Added initial support for Beyond Skyrim: Bruma ( ). Again, I have not played this mod; have not tested the changes. The basic waters are set up to duplicate RWT consistency settings. Please report any oddities. Added no Merge bash tag to Need Mods patch. This is to ensure that users do not overwrite the changes when they make a Bashed Patch. Advanced users may undo this, but must make sure that the changes are made correctly. - Corrected FOMOD installer to select Falskaar patch, if Falskaar is active in load order- Correctly ported 'RealisticWaterTwo - Falskaar.esp' (no more WB error)- Forwarded color updates to Falskaar plugin- Added missing ambient water sounds to Falskaar plugin. Removed waves from Wyrmstooth main plugin- Updated and restructured FOMOD installer to be clearer about what the options are and how things are installed.- Wizard for users WB users is out of service before I can get it updated. Sorry, those things are just a pain to mess with. Mod is still BAIN compatible.- Added new river texture option for Skyrim VR users. This is untested since we don't have the VR version of the game. Feedback is encouraged!- Added support for Falskaar. This is untested. (Thanks sirjesto) - Added wave support for Falskaar. This is untested. (Thanks sirjesto!) - Added wave support for Falskaar. This is untested. (Thanks sirjesto!) DETAILS OF HOTFIX VERSION UPDATE==== Fixed boreked collision on animated icebergs that caused crashes in certain cases. Thanks Sansum for the report.- Fixed rain ripples so that they no longer fade into large circles in any weather. Thank you CakeofHonor for the report.-- Added RealisticWaterTwo - Textures.bsa. This contains 600+ flow that were originally loose files in earlier versions. These are added to an archive because you don't need hide or remove these files at all. They are an integral part of RWT.> v1.8.1 changes including:====== Assets ====> Thanks to SparrowPrince for the updated assets!-- Enhanced gravity and drag physics on all waterfalls.-- Tweaked splash sizes at all waterfalls.-- Added new texture to improve character splash transparent.-- Fast rocks have now improved and extra splashes.-- Added new texture for the new splashes around fast rocks.-- Long streams now have added splashes. Thanks LoD7995 for the proposal .-- Drop and rain ripples should no longer be so bright .-- Some city waterfalls now have proper animation timings for foam .-- Other less diverse asset tweaks and updates. MINOR VERSION UPDATE DETAILS There is no need to update to this version unless you need compatibility with mods that add waves to coastlines, like GKB Waves ( ). Since this update changes how RWT offers one of the features, it guaranteed a smaller version jump. ===== Main plugin ===== > RealisticWaterTwo.esp * Removed all record edits around adding waves. ===== Add-ons ====== > RealisticWaterTwo - Waves.esp For compatibility with other mods such as, GKB Waves, I decided to remove the wave add-on from the main plug and give it as a separate add-on feature again. This new plugin can be merged. * Created and saved new plugin in CK. * Added C.Water Bash Tag to the headline. * Copied all wave records from the main plugin into this new plugin. * Cleaned with xEdit. ===== Assets ===== * Moved wave sounds to install only with the new Waves option. ===== Installers ===== * Updated FOMOD for the new Waves option, validated * Updated wizard for the new Waves option ===== Nexus ===== * Updated feature list for the latest changes. . CHANGES THAT OCCURRED IN VERSION 7 ===== Plugins ===== > RealisticWaterTwo.esp * Added C.Water bash tag to the header ----- This was done in case WB ever supports it. I think Mator Smash already does. ----- What this does is help ensure that RWT's water record edits are forwarded, when necessary. * Removed an unused waterfall record * Added missing data from all moving static (thanks to Saqer for detailed report) ----- Hopefully this will fix any errors in DynDOLOD. * Added missing GNAM records to some of the custom sounds. ----- This makes the Skyrim audio overhaul update for RWT, provided by AOS, completely redundant. Users can remove this update. ----- Credits to these authors of AOS for providing corrections to the custom sounds all this time! ===== Patches ===== > RealisticWaterTwo - Open Cities.esp * Corrected worldspace LOD water to match the rest of plugins > RealisticWaterTwo - Wyrmstooth.esp * Corrected worldspace LOD water to match the rest of plugins * Cleaned with xEdit. > - iNeed.esp * Converted this update to: RealisticWaterTwo - Need Mod Patch.esp ----- This was done to reflect this plugin is compatible with iNeed and RND. ----- This will be the ability to fill water skins from several water types for iNeed, since RND supports several water sources. * Updated noise layer to match the main plugin for lake water type.> RealisticWaterTwo - Needs Mod Patch.esp * Corrected form version error on water records > RealisticWaterTwo - Watercolor.esp (for need mods users) * Updated to latest versions of iNeed and RND. ----- again, iNeed users will be able to fill their containers in multiple locations with this update installed. ===== Assets ====> Credits to SparrowPrince for the resource updates. * Removed a residual mesh that was unused * Cinematic Rain Ripples option updated ----- The amount of ripples has been increased and a more chaotic behavior to rain ripple textures has been added. * New thin waterfall masks have been added ----- Smaller thin waterfalls have had the volume of their splashes increased (not sound, visually).* Removed a DLC01 waterfall resource that caused CTDs.===== Installers ===== * Updated description for Paper World Map (thanks sirjesto) * Updated options to reflect the new Needs mod patch * Updated some of the images ----- This was done to better represent their respective mods and to better fit with the default image window size of MO2.* Fixed wizard for the new ripples option. ===== Nexus ===== > Updated description with more detailed information and instructions for users. * Formatting improved through description for better readability * Features list expanded and improved * Version layout better defined * Update of compatibility section * Update of Bug Reports section with more rounded information for common issues ----- All users should read this section before entering an error report.. SMALLER VERSION UPDATES ===== Plugins ===== > RealisticWaterTwo.esp -- Return all previously animated icebergs back to bobbing icebergs. - Retarded changes to Markarth waterfalls. This was no longer necessary with the updated resources. -- Updated repair for the pond at NightgateInnExterior03 from v1.4.4 to use pond water instead of standard water. -- Removed vanilla audio descriptions from the mod because I felt sound edits to vanilla belongings were beyond the scope of this mod as the kind of changes should stand up to sound mods. This makes RWT more compatible with all audio overs. ===== Patches ===== > RealisticWaterTwo - Paper World Map Patch.esp -- new update for users of 'Paper World Map' mod ( ). ===== Assets ===== > Thanks to SparrowPrince for the updated assets! -- Added two new bobbing iceberg masks with custom animation. -- Updated all major waterfalls with repairs to correct collision and force problems. -- Added splash particles to all major waterfalls with gravity and drag physics. -- Increased distance where splash particles can be seen on all major -- Removed false reflections (cube maps / environmental maps) on all major major as this may cause light problems. -- Increased steam cloud particle size of fxwaterfallbodyslope.nif. -- Increased splash particle size of animated hand-placed waves. -- Increased steam cloud particle size on animated hand-placed waves. -- Increased distance where splash particles can be seen on all animated hand-placed waves. -- Removed false reflections (cube maps / environmental maps) on all animated hand-placed waves, as this can cause light problems - Added splash particles to fxrapidsrocks01.nif. -- New collision is generated and 3D geometry has been combined on fxrapidsrocks01.nif to improve performance (over vanilla and SMIM). -- Modified drop particles to be a neutral white/clear color instead of light blue in some effect files. -- Fixed the player splash effect that sends out an area of black under your character. -- Fixed streams that do not work on fxcreekflatlarge.nif, as the characters required in the file were changed by NIF Optimizer. -- Most power files have been looked at to try to reduce glowing assets similar to the ENB particle patch. ===== Installers ===== Updated for new update option. CHANGES THAT OCCURRED IN VERSION 5===== Plugins ===== > Realistic Water Two.esp * The following water types have had both of their Fog Properties - Above Water records updated to match the rest of the rivers. This restores land transparency in clearer weather. (Thanks to LoD7995 for the proposal) ----- DLC1FrostreachWaterFlowSE, DLC1FrostreachWaterFlowNE and DLC1FrostreachWaterNoFlow * Multiple water types have been edited against fixing LOD. * Fixed error in the main plug, which was caused by a possible function I tested * Tweaked a wave * Updated the water on 'Clearspring Tarn' to use the pond water from RWT.---- It was using standard stream water, but this made no sense because it is a natural source without (above ground) water source that supplies it. This soothes the waves down on the water. * Fixed missing water at Clearspring Tarn. Not all edits made it the last plugin. ^_^ The following changes have been made to significantly improve the LOD issues. I really discussed whether to make this change or not, because it would cause the sea and lake water to no longer be distinct. I concluded that an actual solution is better than just leaving it broken, which is why I've made the change. You can now enjoy more beautiful distant views with water in them without the LOD seam consistently destroying them. This hasn't 100% fixed all lod stitching issues, but it's probably the best it's going to get. There will be no options included to reset this change! It is a trivial task for users to do themselves in xEdit. Special shout out to LoD7995 who suggested this for Dragonborn worldspace ... I just extended it to Tamriel. * Changed the default water used for Tamriel to _WTRLakeWaterNE. * Changed the standard water used for DLC2SolstheimWorld to _WTRLakeWaterNE. * Changed the LOD water type used for ----- This incorporates the LOD solution into Dragonborn. ===== Assets ===== >MarkarthWorld * Replaced two waterfalls with a custom net that has the collision removed from it.---- This has since been reversed with corrected vanilla nets.===== Patcher ===== > Water Two - Wyrmstooth.esp This is a new update for the newly available SE version of Wyrmstooth. It has also been completely cleaned and updated with all the current repairs from RWT and Wyrmstooth. Finally, I expanded the use of the animated ice floes and went back to the use of animated icebergs, since they are buggy in se. Keep in mind that this update has not been tested. Please report any issues found with it.> RealisticWaterTwo - FlowingLakes.esp I would like to restate that this is not a recommended option for the best experience. It is provided for those who still want floating lakes regardless of any problems. * Lake Ilinalta has been added plugin. This was somehow missed or lost along the way. It's back now. * Added Tamriel worldspace edit for the new LOD fix. ----- It is still not perfect and will never be with this option (there will always be a LOD seam), but it is slightly improved with this hotfix added in. ===== Installers ===== Both installers have been updated to support the new Wyrmstooth Patch and version number. . CHANGES HAPPENING IN VERSION 4 ===== General ===== A big cry out to SparrowPrince who was able to spend some time fixing some of these problems for everyone! ===== Plugins ===== - Updated water types have been added to the seams in the water. - Removed a wave at Bujold's Retreat to prevent it from clipping over the quay/boat. Thanks to Penetrator3 for reporting it. - Fixed trough water location on Northwatch Keep. Thanks to ZeinzuDebsu for the bug report!- Changed water type in cells 19,11 and nightgateinnexterior03 to DefaultWater from MurkyWater to fix a very poor surface lighting transition. Thanks lolpeura.===== Mod Patcher ===== - Fixed the underwater issue with The People of Skyrim Patch. Thank you to everyone who reported it. Decided to keep this update. - New update for 'The People of Skyrim Complete SSE' ===== Assets ===== The following assets have been resolved for the green glow issue. The waterfall resources have had an adjustment made so that the green panes will no longer be visible. If someone notices multiple resources with these issues, please report them so that they can be solved: meshes\effects\fxwaterfallbodyslope.nif meshes\effects\fxwaterfallbodytall.nif meshes\effects\fxwaterfallbodytall02.nif meshes\water\tundrastreamtransition01.nif wrterwind01waterfall01.nif The following masks have had their waterflow mesh components combined and made to only render in Creation Kit. This should hopefully alleviate/fix it rare vanilla bug that causes them to reproduce as green squares in the game - defaultwaterripples.nif has had its fog transparency increased to try and relieve very minor flickering when hitting the camera. There doesn't seem to be a way to fully solve this problem, as it still happens with Bethesda's default settings. Thanks ossumpossum.- Removed the Whiterun water network in the stairs (wrstairswater01river01.nif) to restore the slower water. Thanks to everyone who reported it.- Removed rwt_wave_sky_e.dds as it was not used. SparrowPrince note: This has been defunct since I added my new animated waves to RWT.====== NOTICE ===== Please do not run these nights through NIF Optimizer or Sanitize them in Spooky scope. Doing so will probably break them. . ===== General ===== Many files from SparrowPrince's mod, WATER, are included. SparrowPrince gave most of its files to isoku to combine to RWT. Some of the textures that didn't make it to the core files are available as new options in setup. The only thing that is not included, so far, is WATER new waves. These will come later either in the core files or as an option. We would like to thank SparrowPrince for his hard work and generosity. Mod has been left unpacked from its BSA format. The first reason for this is because the original archiving was made incorrectly for SE. These were probably some of the problems people experienced. The second reason is for better compatibility. - Cleaned up nexus description and added some extra information. - Cropped bug reports. ===== Installers ===== Redesigned FOMOD to make more sense in the setup and to be more intelligent. If you have mods installed for patches and active in the load order, the installer will detect them and make recommended choices for you. - Folder structure has been made more informative for Wrye Bash users. - Including a wizard for Wyre Bash users. Thanks to Mertz for the wizard. ===== Assets ===== - Ran all the nights through the latest version of NIF Optimizer. - Fixed a folder for the flow maps that were left from testing. > water flows are new for Skyrim SE. They allow the water to flow around corners and react more naturally in certain situations, such as where two different streams of water meet. Al flows have been updated with custom flows provided by SparrowPrince. This should fix most oddities in the vanilla streams. > blacksmith troughs new trough textures and animated water! Mod, 'Blacksmithforge water fix' has been incorporated into RWT with some of sparrow edits. Credits to rolloLG and SparrowPrince. > Foam textures The foam textures from WATER have become standard textures. If you want the original textures, they are available as an option in the installer. > fountains and valves New textures and effects for volcanic tundra fountains and valves are included in the core files. Credit to SparrowPrince. > Waterfalls New masks and textures for the waterfalls are included in the core files. They are now faster, so they are not a mismatch hue. > Water Splashes New masks and textures for splashes have been included in the core files. Credit to SparrowPrince. There have been many updates to the networks. Many of the RWT networks were older networks from WATER. I've included all the updated networks from SparrowPrince that come with lots of optimizations and updates. ===== Mod Options ===== > Floating Lakes Converted floating lakes plugin to an addon. Users will have an additional plugin with this option. The reason for doing was for easy maintenance and troubleshooting. Please report any problems with this option since I did not have time to test it fully. > Smoother rivers The river flow texture from WATER has been added as an option in the installer under the name Smoother. Installation of this option will create a quieter / smoother river surface effect. ===== Mod Patches ===== > New patch for open cities This update changes the channel water in the Rift to match the lake water to eliminate seams at the channel ports. ===== Bug fixes ===== > LOD Fix Standard LOD water is shifted to provide a better transition for the default option (slow, wavy lakes). I am aware that there is a mod of mfcfbro that does something similar. If you like his solution better, feel free to use it. Thanks to oskwar1 for the first report. The Floating Lakes option will still have the LOD seam. This is how the engine works for LOD, and there's not much that can be done for it. Vanilla has the same problem; But it's more hidden because of vanilla's high, choppy/crappy water. For the best experience, the Flowing Lakes option is not recommended. > All Plugins - Forwarded Water LOD Changes in Addon Plugins. (Thannks to Astakos) - Updated descriptions for plugins to remove the version number from them. - Cleaned with SSEEdit > RealisticWaterTwo.esp - Carried forward some missing USSEP records (thanks Astakos) - Solid water on the Guardian Stones (thanks Metalsaber and rbartmoss) - Changed water for cell <39,14>to DefaultWaterFlowBlend. (Thanks to LoD7995) ----- There may still be a seam here due to the mixing of these two normals is not smooth. - Fixed incorrect water type on cell <39,14>. (Thanks to LoD7995) - Updated cell water record for <-5,-13>to match surrounding water. (thanks to LoD7995) - Added sound category to crashing waves and ice gargle so they wouldn't play while underwater. - Forward some changes from the unofficial update. > RealisticWaterTwo - FlowingLakes.esp - Fixed an error found in the plug-in during cleaning. - Removed a left over the record from the new floating lakes plugin (thanks imaqtpiesub) . - The pond outside Stony Creek Cave now uses pond instead of lake water. - Rowing boats at solitude quays will now animate. - Fixed seams in ocean water. - New option, Watercolor: Make the water a more vibrant, fantasy-like, teal color. - New Flowing Lakes: Returns lake water back to river water, visually and aurally. Lake water will flow<-5,-13> <39,14> <39,14> in one direction again instead of consisting of slow, lapping waves. - Rain ripples are now more visible. - Improved the appearance of waves. - Disabled lapping water sound effects next to rowing boats in Morthal to match quiet water. - The green reflections emitted by some masks seen at a certain angle are an error that was introduced with the Skyrim Special Edition. This error has now been resolved. - Reverse LOD change. - Improved LOD water transition. - Restored improved waterfall meshes and cleaned up other water grids. Bobbing ice has been removed until further notice. - Disabled bobbing ice due to CTDs. - Removed problematic waterfall masks. --- the above will be added again in a future update. - Plugin mainly remade due to water and cell changes in SSE. - Many cell edits were removed due to new flow system. - All downloadable and wave addons have been merged into main plugin. - Lake, river and ocean water improved. - sound effect replaced. Page 2 From Stormrs Special Edition is a complete overhaul of the storm systems in Skyrim SE, including new heavy and unique weather, lots of new intense sound effects, interior sounds, particle effects, new rain, snow and dust textures, heavy fogs, new weather for Solstheim, including dust storms and much more! More!

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