

**bethesda i can't download mods**



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I have like 40ish mods through the Bethesda in game downloader and haven't experienced any issues.

I'm sure Nexus is great but I can't be bothered when the in game mod manager works fine.

You know people decided it was too much of a chore back in Morrowind and the early days of Oblivion which is the reason they made OBMM and the Morrowind one(I forgot the name been too long)[Mainly because one slip-up would make you re-install everything AGAIN]

Anyway if you want a better control over your mods i would say Nexus.

That said since Tanin (Author of Mod Organizer) is the lead of the Nexus team now i think the new mod manager will be much better, of-course until we test it we wont know.

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Anyway if you want a better control over your mods i would say Nexus.

That said since Tanin (Author of Mod Organizer) is the lead of the Nexus team now i think the new mod manager will be much better, of-course until we test it we wont know. Shouldn't have to re-install anything if it's not working, usually that means it was installed wrong in the first place. My point was that if something goes wrong they will know why then. As it is now they will show up on forums and say something like, "Nexus/Bethesda not working". Using a mod manager is fine, people knowing the file structure and what everything does helps with troubleshooting.

Bethesda Support.

How do I install a mod for The Elder Scrolls V: Skyrim Special Edition?

The Elder Scrolls V: Skyrim Special Edition is the only version of Skyrim that features the in-game mod menu. You can install mods by following the process below:

Launch The Elder Scrolls V: Skyrim Special Edition and select "Play." On the next screen, select Mods from the main menu. You may be prompted to log in using your Bethesda.net account details the first time you open the Mods menu. If you do not have a Bethesda.net account, you can create one here. If you are having trouble entering the @ symbol, visit this article for assistance. Select the mod you wish to install and then select Download . You can also add mods to your game from <http://bethesda.net/mods/skyrim>. In some cases, you may need to ensure your mods are loading in the correct order. To do so, select Load Order from the Mods menu and set the order.

Note : User experience may vary when playing with mods. If you elect to download and use mods, you do so at your own risk. Mods are "Game Mods" as described in our Terms of Service. Your download of a Game Mod is subject to our Terms of Service, including Section 2.D.

Adding mods through Bethesda **\*\*and\*\*** Vortex (especially on Linux)

On Windows (10 and 7) I added mods via Bethesda (ie in the game) and via Vortex. When I switched to Linux I added mods solely via Bethesda because I wasn't running Vortex. I'm now running Vortex via Lutris and I'm wondering if I'm contributing to instability by adding mods both ways. Or doesn't it matter?

fwiw, I added the first few mods to my initial installation using Bethesda before I discovered Nexus, and it hasn't \*seemed to cause any issues over the past 10-11 months.

However, bouncing between Windows and Linux. I've never done that so I can't comment.

@anjenthedog - Thanks for replying! I think I need to be clearer. When I was using both Windows 7 and 10 I added mods using Vortex and Bethesda without noticing any issues but I'm using Linux now - I don't have Windows at all on anything.

I think my question is really about where the ultimate control of the game lies - is it with the game or with Vortex? I suspect that although you can disable mods inside the game that Vortex can't 'see' any you add inside the game. I'm trying that now. It isn't really an issue unless you add something in Vortex which depends on something added via the game. But I'm wondering if adding in both places might add to the instability. Running SkyrimSE on Linux is sort of a game in itself - it can get broken in lots of very interesting ways.

Vortex is just an installation and mod management utility, so as long as it has been written to cover Linux , I'd think that any further issues would be with Linux and the game, or Wine or whatever you use to run skyrim within Linux (not sure. I use Linux solely for professional work in programming for web dev)

I'm a fish out of water here (Linux and skyrim) so that's all I can say with any authority.

Actually, interesting. From Bethesda, I have only several Creation Club plugins (e.g. Saint & Seducers), installed before Vortex. Vortex sees them, lists them under "plugins" together with Skyrim, Update, Dawnguard and even shows a note "Creation Club", without possibility to disable them. But if to install not plugin, but a simple mod without .esm/.esp file, from Bethesda, with Vortex installed, then will Vortex see it as mod or only as

"new/changed files"?

Edited by shumkar, 12 January 2020 - 08:03 PM.

Just took a look at my listings.

Under mods I can't even find the one mod I'm certain I got from Bethesda (or at least the only one I distinctly remember and am reminded of every time I use it, ie, Waterview player home on the lake that also has Rifken on its eastern end, which I suppose makes sense since it was installed outside of Vortex. (which, btw, is a great player home. has a ton of plantable plots and makes a good stopover if you're in the area when it's time to log out or need some quick crafting).

Checking plugins. the only ones I can't disable are the five stock ones: dawnguard, dragonborn, hearthfire, skyrim, and update.

Shouldn't all the mods that you installed from Bethesda be marked as installed when you open "Mods" in the main menu? All the plugins that I bought are marked when I open "Creation Club", and grouped in a special section at the right (if I remember well, not in the game now).

As long as I never installed mods from Bethesda, I don't know how this process is going. Creation Club plugins - they drop silently in the Data folder. Mods, apparently, too? It would be better if Bethesda offer a possibility to download mods as archive files which afterwards could be installed via Vortex.

The main meaning of my initial question is that if Vortex can't recognize Bethesda mods as mods, entirely, then, theoretically, it may happen a mess.

Edited by shumkar, 12 January 2020 - 09:29 PM.

well, the waterview mod was downloaded and installed from there, but I can't say if it was or wasn't a Bethesda mod. And afaik, it's not CC. And it \*was installed before I installed Vortex. waterviewskyrim \*does show up in the plugins list apparently, just not in the mods listing.

I've just done a few experiments and I hope that anjenthedog is not on the same time zone as me or that's a late one! Games added via Bethesda in the game\*, show up in Vortex. And disabled in the game are recorded as such by Vortex. My husband (who is the \*\*\*ex\*\*\* software developer - just programs for fun now) - is convinced that the two programs will be accessing the same instance of information - mod name, place in the list etc etc and he thinks that is held by the game. He says if it isn't it would be a nightmare. And I've now been subjected to a diatribe about being too strongly coupled.

So, if that's true then it really doesn't matter where I add or delete.

Thanks both of you for the insights! Even my husband thought it was an interesting question and his experience of Skyrim consists of not being able to get out of the cave after the Alduin attack. He thinks building software is much more fun than playing!

\*I added anjenthedog's favourite Waterview inside the game and confirm it does show up in Vortex.

added via Bethesda in the game\*, show up in Vortex. And disabled in the game are recorded as such by Vortex. My husband (who is the \*\*\*ex\*\*\* software developer - just programs for fun now) - is convinced that the two programs will be accessing the same instance of information - mod name, place in the list etc etc and he thinks that is held by the game. He says if it isn't it would be a nightmare.

Very interesting! That is how \*should be\*. Vortex seems to be an advanced program enough, and Bethesda's built-in mod engine - as well.

I think, we could now exclude the "Vortex/Bethesda" incompatibility from the possible reasons of instability of your game.

Hidden Mods on Bethesda.net for XBI.

The WIP section is the WIP section and shouldn't even have been used by anyone but the mod author and anyone willing to test the unfinished and potentially buggy/game-breaking mods anyway.

Now with 40% more tiny robots!

He's looking for stolen or Porn mods! Beth did recently clean up the WIP section removing over 2000 mods that should have never been there! I'm sure it's not perfect but it's a start!

I wasn't really looking for the "adult" mods more or less was looking for armor and clothes mods that had more of a female figure. I just didn't understand why Bethesda.net lets Skyrim SE have skimpy clothes and armor but Fallout 4 can't?

I just heard that there hidden mods on Bethesda.net in the WIP part Modders where submitting their stuff there under false "Names" to get them put on the site was just wondering if anyone know of any that are still up and PM me I would like to know and take a look for myself I love playing fallout 4 modded on my PC but I just bought a Xbox one X and surprisingly it seems to handle mods on the console a lot better than the S model.

Now with 40% more tiny robots!

Those are uploaded by thieves! I'm sorry if I took your question wrong but mod theft is a big issue on Beth.net! The reason there are less of the type of mods your looking for is because the thieves constantly upload versions of CBBE nude to Beth.net so CBBE will never officially come to Xbox. Without CBBE many armor mods won't work.

Simple as that so it's the thieves fault.

Edit: I play on both PC and Xbox, I mod a lot for Xbox because console players can't and I do ports when possible. I play by the rules and respect the original authors but, many people over there don't.

I'll get off my soap box now.

Edit#2: Also we mod authors don't have the right to hide our mods any more on Beth.net. Once a mod is published it's public until removed. This could be by Beth for breaking the rules or by the author because they simply got fed up with Beth and their lack of support. (Even though they constantly say "We support Mod Authors")

Now I'm really getting off the box. (Maybe)

Thanks. that makes sense i just assumed that because it was submitted in "secret" that Modders where still trying to get some mods threw Beth.net censorship. of course i have no idea what the rules are based on their for modders other then nudity not being allowed. just would be nice to see more of the awesome mods and Modders work from here make its way to the xbox 1. i would just like to have more options. considering how much of a difference the xbox one x handles mods. i have had next to no issues so far, i love my PC but i do not like always sitting at my desk its nice to be able to kick back on the couch in front of a huge screen and play. iam just not happy with the current selection of armor and clothing on beth.net. i guess i will have to wait and see what happens maybe more stuff will be ported over

Now with 40% more tiny robots!

I do ports when possible, I use the same name on beth as I do here and 90% of the mods I have there are legal ports.

I agree with playing on the sofa, FO4 feels more like a game you want to play on the sofa. It's nice to be able to use mods on Xbox but, sorry to say the children did this to themselves and I can understand why some modders want nothing to do with console mods.

Can't download the bethesda launcher.

Any idea as to why I can't download the bethesda launcher? I got a key for quake champions beta and I get this:<https://gyazo.com/4645a8f1c312744fa73e8ed4b7dc1a49> when I want to download it.

If you can't download it via browser, you can download it via windows PowerShell (specifically powershell and not the normal command line)

```
wget download.cdp.bethesda.net/BethesdaNetLauncher_Setup.exe -Outfile BethesdaLauncher.exe.
```

if you don't have permissions you might need to change directory before you run the command.

sign up page doesn't load for me so I'm still kinda stuck though lol.

I have the same issue, tried to use this method but got this message:

```
**The term 'wget' is not recognized as the name of a cmdlet, function, script file, or operable program. Check the spelling of the name, or if a path was included, verify that the path is correct and try again. At line:1 char:5.
```

```
wget <<<< download.cdp.bethesda.net/BethesdaNetLauncher_Setup.exe -Outfile BethesdaLauncher.exe.
```

```
CategoryInfo : ObjectNotFound: (wget:String) [], CommandNotFoundException.
```