

how to download multiple mods with nexus mod manager



Unable to add any mods from files #204.

I have tried multiple versions of NMM now, but it seems that with all of them I am unable to install a mod for Skyrim SE from a file (.7z). Regardless of whether I try to drag it into the GUI or click on the plus sign and select the files in the dialog, NMM shows absolutely no reaction at all. No Error, no crash, nothing happens. I've tried this with multiple mods from Nexus and elsewhere, none of them do anything regardless of packaging method. Among others, I've tried this with DynDOLOD (Standalone and Resources file) from here, SKSE, Bottles of Skyrim and other random small mods I could find on the frontpage of Nexus.

Before anyone asks, downloading and installing via the NMM download manager works fine. Basically I have not run into any issues modding Skyrim SE aside from this one.

Tell me if I'm doing something wrong or if you need any additional information.

Edit: Seems that restarting NMM makes the mods show up in the download queue as "Paused" downloads and clicking the continue download button with one of those entries selected installs that mod and also makes all the others show up in the main mod list as uninstalled files. I doubt that this is intended behaviour, but if so it should probably be changed to refresh the mod list immediately, so you can actually see that the program reacts to your input when installing mods from a file.

The text was updated successfully, but these errors were encountered:

We are unable to convert the task to an issue at this time. Please try again.

The issue was successfully created but we are unable to update the comment at this time.

How to install mods for Fallout 3.

This Tutorial aimed to be simple by leaving out all the information you don't need and to get an overview. If you use Windows Vista or Windows 7, you should read Point V) Installing Fallout first. More information and further Links you'll find at the end of the article.

Contents.

I) Mods Prerequisites - Tools that make life easier.

Must Haves.

a "Data Compression Utility" like 7zip, WinRAR, IZArc or TUGZip -> to extract file archives (NMM) -> The official Mod Manager. Currently in beta stage and regarding tools not as powerful as FOMM, but more features will follow (FOMM) -> optional Fallout Launcher providing very useful Modding-Tool, like BSA browser, BSA creator and TESsnip (FOSE) -> many Mods require its additional scripting commands to work.

Recommended Additions.

-> detects Conflicts between Mods, a powerful tool for Mod editing (BOSS for FO3) -> sorts your load order automatically (FOMS) -> another load order helper -> does the whole "ArchiveInvalidation" -> disables GfWL and moves your DLCs into your game folder (FOIC) -> cleans up your Fallout; removes Mods, 3rd party tools, . etc.

II) Installing Mods.

Mods come as package -> first you need to extract them to a temporary location by using a tool like 7zip. Examine the files / folders of the Mod you've unpacked to get a quick overview.

Example of an unzipped Mod under XP and Vista / Windows7 You'll find files with ending *.esp or *.esm and maybe additional folders like textures, meshes or sound. After you unpacked a lot of Mods, you'll consider each result as quite unique, but generally the structure is almost the same.

Anyway, there are two common rules you should keep in mind:

All Mods have to be placed into the Data Directory of your Game. The folder structure must be correct.

The Data Folder.

-> The default path for DVD Versions is C:\Program Files\Bethesda Softworks\Fallout 3\Data You may have customised the install path to something else e.g. C:\Games\Fallout. That's why in some READMEs you'll find the term "< install path > \Fallout 3 \Data \"

-> The default path for Steam Versions is C:\Program Files\Steam\steamapps\Common\Fallout 3\Data To avoid issues under Vista and Win7, the install location of Steam can be customised, see point #V .29 Installing Fallout.

The Folder Structure.

Files that belong into the Data-Dir.

ESP = Elder Scrolls Plugin => Files with ending *.esp ESM = Elder Scrolls Master => Files with ending *.esm BSA = Bethesda Softworks Archive => Files with ending *.bsa (seldom part of user created Mods)

Folders that belong into Data-Dir.

existing by default: Music, Shaders, Video added by yourself: Textures, Meshes, Sound.

Don't think too complicated, just copy & paste Plugins / Masterfiles and Folders like Textures, Meshes, Sound or Music as they are (with all its content) into the Data Folder.

If Windows tells you that such a folder already exists, overwrite.

III) To get Mods working

Many Mods (e.g. Body Replacer, Weapon Mod Kits, Armor Mods, etc) require something which is called "ArchiveInvalidation". This is the process to recognise certain new files which have been placed into the Data folder. -> It's recommended to use the little tool ArchiveInvalidation Invalidated. -> Unzip, run it, activate it The whole Archive Invalidation will be done.

Finally check your G.E.C.K. Mods (*.esp) at your Fallout Launcher or use FOMM (click to enlarge)

--> finished , enjoy the game :-)))

IV) General Tips.

Mods are best installed by your own. (Avoid extracting something directly into your Game / Data Dir)

There could be a ReadMe -> It's recommended to read it before you install a Mod Make a save game that is "clean". -> You could need it later - just to be sure If you install a Mod by your own, you'll know how to remove it Only add one Mod by one. -> Test it. -> If you install a plenty of Mods, you'll probably have to spend a plenty of time to figure out, why your game is crashing. Take care of Mod Conflicts and your Load Order. Tools like FO3Edit and the Fallout Mod Sorter (FOMS) help to increase your games stability. If something went terribly wrong, you'll be lucky if you backed up your Data folder.

V) Installing Fallout.

Keep your System up to date.

Clean your Windows.

(CCleaner recommended) and reboot.

Install Fallout.

If you use Windows7 or Vista , it is highly recommended to install the game to another location than "Program Files" (for example C : \ Games \ Fallout 3) to avoid problems with the security feature UAC. Alternatively you could disable UAC, but this may lead to a less secure system, so be warned. For Steam versions there is hardly a way to customise the install dir. So you may need to go for the "disabling UAC" option - or install Steam to another location than "Program Files" e.g. C:\Games\Steam\ . (click to enlarge)

Install the latest official Patch.

Install the latest official Patch which fits to your game version. Note, that Steam and GotY versions should already be up-to-date. => If you get the xlive.dll error at start, see solution here: Games for Windows Live fix.

Backup your "clean" Data folder before installing Mods.

It saves time if something went wrong - especially if you installed Fallout via Steam (a Data-Folder under XP and Vista / Windows7 , icons may look different)

Defragment your Hard Drives frequently.

VI) Reinstalling Fallout 3.

Every time you reinstall Fallout, it is recommended to do it as clean as possible. A "normal" reinstall wont work in every case properly.

Backup save games and your ArchiveInvalidation.txt file if you use one Uninstall Fallout3 in your System Control (Software / Programs) or use a helper like the Revo Uninstaller There are two Folders left: the Game Dir (with your Mods) & your "My Games" folder -> delete or simply rename the Folders to backup -> be careful with backed up data and avoid using old *.ini files Clean Registry (CCleaner) Reboot your System, to get all Registry changes applied Go on with Point V) Installing Fallout.

VII) Where Have All the Savegames Gone.

You can play Fallout in two different ways: off-line or on-line via GfWL. As soon as you switch between these two modes, if you install F.O.S.E. (which disables GfWL) or if you simply move your DLC files into the Data folder, you'll consider your save games are "gone". This happens because Fallout uses two slightly different locations to store the game saves in.

off-line: <Start Menu> \ Documents \ My Games \ Fallout3 \ Saves \ on-line: <Start Menu> \ Documents \ My Games \ Fallout3 \ Saves \ "Your Live Name" \

-> If you want to continue your game on-line or off-line, simply copy the save games into the respective location.

VIII) Hidden Folders and File Extensions.

Sometimes you need to access hidden folders on your Hard Drive. For example if you want to access the GfWL Folder where DLCs are stored in.

XP : C: \ Documents and Settings \ "User Account" \ Local Settings \ Application Data \ Microsoft \ Xlive \

Vista : C: \ Users \ "User Account" \ AppData \ Local \ Microsoft \ XLive \

These Folders are hidden by default so you may need to set them visible. If you have to deal with several file extensions like *.exe, *.esp or *.bsa, you should disable Hidden file extensions too.

Open a Window, e.g. "Computer" (on Win7 : hit < Alt > if the menu bar wont be shown on top of the window) Go to Tools --> Folder Options and click the View tab. In the Advanced settings list, enable the point "Show hidden files and folders". Click to clear the check box "Hide extensions for known file types". Apply this setting, and click OK.

IX) A Shortcut to your Data folder.

If you test a lot of mods you may want to have quick and easy access to your data folder. Creating a Desktop Shortcut:

Go to your Fallout 3 folder (by default C: \ Program Files \ Bethesda Softworks \ Fallout 3 \ or on Steam versions C: \ Program Files \ Steam \ steamapps \ Common \ Fallout 3 \) Right-Click on the Data folder icon go to "Send to" click on "Desktop (create shortcut)"

Sometimes it is recommended to use the Fake Patch and the Unofficial Fallout 3 Patch as workaround if you don't want to use the official Patches. But keep in mind that this wont work in every case properly. The latest official patch (v1.7) should be your very first choice.

Sometimes Modders get their file structures not correct. In this case you could try to correct this by your own. Use a tool like FO3 Archive Utility (requires Java) or FOMMs built in BSA Browser to open the *.bsa archives (e.g. Fallout - Textures.bsa) to get an idea, how the folder structure has to look like. But do not try to change the *.bsa Archives! (click to enlarge)

Here you reached the end ;-) and hope it helped to clear some things up. Enjoy Fallout3Nexus and don't forget to rate and comment a tested mod. Keep in mind it is lots of hard and unpaid work.

Please log in or register.

Added grandmaster wolver armor and swords from The Witcher 3.

Weapons and Armour By fxckthisworld.

57.4MB 59 --

Oblivion Camera LE.

Standalone SKSE plugin that mimics the Oblivion-style conversation camera. This has been backported from SE to LE.

Immersion By LankySmooove.

134KB 40 --

High Poly Dark Elf Furniture.

High poly meshes for the Dark Elf furniture (Dragonborn DLC). I also added my HD pillows to the beds.

Models and Textures By Xtudo.

434KB 36 --

JS Instruments of Skyrim

A complete remake of the Lute, Flute & Drum. Comes in 2k and 4k versions.

Models and Textures By johnskyrim

66.0MB 33 --

Grid Transition CTD Fix.

This mod fixes rare CTD (not so rare if you have many mods) that appears with grid transition.

Bug Fixes By uranreactor.

35KB 26 --

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Silences Hermaeus Mora in Skyrim (not Dragonborn) so his conversation can be quickly clicked through. Also includes the Augur of Dunlain.

1KB 0 --

Silences Hermaeus Mora in Skyrim (not Dragonborn) so his conversation can be quickly clicked through. Also includes the Augur of Dunlain.

This mod adds an activator (Death Altar) that heals all diseases, restores your health and allows you to reduce Arcane Fever by 7% per day. The blueprint you need to create this item can be bought from the banker Samael Silren or the merchant Gabor Gaboff in the Nobles Quarter.

4KB 0 --

This mod adds an activator (Death Altar) that heals all diseases, restores your health and allows you to reduce Arcane Fever by 7% per day. The blueprint you need to create this item can be bought from the banker Samael Silren or the merchant Gabor Gaboff in the Nobles Quarter.

The mod adds an option to make Tharaël your companion after completing Dark Chambers of Our Mind (providing that you sided with him) and save him at the end of the game (in case if it was a moral dilemma for you, whether let him commit a suicide or postpone his death). It also changes the side room in the house in the Nobles Quarter.

3.5MB 0 --

The mod adds an option to make Tharaël your companion after completing Dark Chambers of Our Mind (providing that you sided with him) and save him at the end of the game (in case if it was a moral dilemma for you, whether let him commit a suicide or postpone his death). It also changes the side room in the house in the Nobles Quarter.

Menu/loading smoke remover with latest ENB "no menu and loading screen" feature support.

40KB 6 --

Menu/loading smoke remover with latest ENB "no menu and loading screen" feature support.

26.0MB 1 --

My personal overhaul of Proudspire Manor - I recreated the layout so it fits the actual exterior building but kept a higher class atmosphere inside.

35.2MB 2 --

My personal overhaul of Proudspire Manor - I recreated the layout so it fits the actual exterior building but kept a higher class atmosphere inside.

This mod fixes rare CTD (not so rare if you have many mods) that appears with grid transition.

35KB 26 --

This mod fixes rare CTD (not so rare if you have many mods) that appears with grid transition.

Corrige errores relacionados con los objetos cosechables. Ahora actualizada a la versión 2.01. Necesita el mod original.

7KB 0 --

Corrige errores relacionados con los objetos cosechables. Ahora actualizada a la versión 2.01. Necesita el mod original.

Traducción al Español de Here There Be Monsters. El Mar de los Fantasmas, lo llaman. Un vacío de hielo y niebla, sin vida y embrujado. Pero las heladas profundidades esconden horrores que ni siquiera el Sangre de Dragón ha enfrentado. Las leyendas hablan de las bestias que habitan en las profundidades.

291KB 0 --

Traducción al Español de Here There Be Monsters. El Mar de los Fantasmas, lo llaman. Un vacío de hielo y niebla, sin vida y embrujado. Pero las heladas profundidades esconden horrores que ni siquiera el Sangre de Dragón ha enfrentado. Las leyendas hablan de las bestias que habitan en las profundidades.

Media.

New today 62 New this week 337 Popular (30 days) Popular (all time) Trending Random.

Welcome to the Ragged Flagon.

14 0.

PREDATORS X SKYRIM 6.

9 0.

PREDATORS X SKYRIM 5.

11 0.

PREDATORS X SKYRIM 4.

8 0.

PREDATORS X SKYRIM 3.

8 0.

PREDATORS X SKYRIM 2.

7 0.

PREDATORS X SKYRIM 1.

9 0.

You're Hit - You're Bleeding Brother.

11 0.

Let me give you a little somethin' Vampire meat.

14 0.

Did you really think you can Kill me with what you got - think Bad blood.

10 0.

Bad Blood Predator Fight.

7 0.

Jungle Hunter Predator.

9 0.

Sarah and Cybele - Skyrim Traditional Drums.

21 2.

29 7.

42 2.

Midge - You set my heart on fire.

34 2.

58 7.

My Characters Pt10.

104 15.

Elegance on Sunday.

143 40.

Coco Fairy Queen.

150 9.

News & Updates.

All news Features Site news Game news Competition news Mod news Interviews Mod updates.

TL;DR: It is our core belief that making modding easier is a noble goal, so more people can enjoy our joint hobby. We are convinced that our collections system, a project we have spent almost 2 years and many work-hours on, is the way to achieve this goal. For the benefit of this system we have to implement a change to how mod file deletions work. The change was announced to mod authors recently, and basically means that mod files are no longer deleted, but rather archived - which will make them.

2218 Comments.

Siege Survival: Gloria Victis released on Steam last month and the good people at Koch Media have partnered with us to give away 35 copies of the game to the Nexus Mods community!

Siege Survival is a new resource management survival game set in the medieval world of Gloria Victis. You play as a small group of civilians trapped in the only remaining stronghold of your city which is under a brutal siege by an invading army.

The gameplay loop is split between a day and n.

536 Comments.

It's that time of year again! The Morrowind May Modathon 2021 starts today celebrating 19 years of modding for The Elder Scrolls III. Upload a mod for Morrowind during the month for your chance to win prizes and unlock some special achievements.

As usual, here are the full details from darkelfguy:

Celebrating Morrowind's 19th anniversary, today I'm announcing the seventh annual Morrowind May Modathon Month Modding Competition, one of the biggest annual modding competit.

24 Comments.

Today we are talking to randyknapp, the author of many UI and quality of life mods for both Valheim and Subnautica, as well as the popular, ARPG inspired Valheim mod: Epic Loot.

BigBizkit: Thank you for joining us today. First of all could you tell us a little bit about yourself?

randyknapp: Thanks for having me! I'm Randy, I'm 33, I live in Seattle with my wife and kids. I'm a professional video game developer with 10 years of industry experience.

If Morrowind modding sounds like your jam, we have something special for you brought to you by organizer Danae123 - please take it away!

The third edition of the Morrowind modding competition "MODJAM" is upon us and it's back with a revenge.

Come April 3rd (yes, this weekend!!), modders have 48 hours to make a mod based on a theme announced minutes before the jam begins. Simple enough, right?

Modders can work alone or in te.

12 Comments.

Update on 2021-04-12 - Applications are now closed. Thank you to everyone who has applied. We are currently going through all applications and hope to have our new community manager soon!

With Nexus Mods getting bigger and better every year, we're looking to bolster our ranks once again by recruiting a Junior Community Manager to work with our existing team to help us better serve our community.

This position is based in our offices in Exeter in the UK an.

36 Comments.

Your notifications are getting a facelift! Starting on 22nd March 2021 all users will be upgraded to the shiny new system featuring easy access to

their preferences, an improved design and more control directly in the notifications panel. We need to permanently remove all existing notifications with this change, so please use this time to check the ones you currently have if you care about them. There are a few things you need to know before the switch-over happens, so read on for more informati.

777 Comments.

Two weeks ago we launched our Nexus Mods Trivia Quiz as a first of many community events for this year marking the 20 year anniversary of Nexus Mods. We all hope you enjoyed the quiz and if you weren't one of the lucky winners - don't worry. We're planning to do plenty of events like these spread throughout the year, building up to our site's birthday in August.

And with that said, keep on reading to see all the correct answers and to learn who the lucky winners are.

33 Comments.

Vortex 1.4 is here - fresh out the oven! A lot has happened since our last Vortex related news update in September. Our devs have been working through many of your feature suggestions and implemented some very handy new improvements that will make your modding lives a bit easier. Keep on reading if you'd like to know more about what's new in 1.4.

Vortex 1.4. has been released on the beta branch on 10th February 2021. Go to your "Settings > Vortex > Update" and select "Beta" to .

72 Comments.

We all love games, that's one of the things everyone in this community has in common, so when our friends over at GOG.com asked us if we'd like to give away some game keys to you guys as part of their "We Love Games" celebration, we could hardly say no!

We have 5 copies of Lichtspeer, Sword of the Necromancer, Bonkies, Gods Will Fall and Project Wingman to give out to the 25 randomly chosen winners.

There are a few rules you should be aware of b.

427 Comments.

I think I speak for pretty much everyone when I say we've got high hopes this year will be much better for everyone around the globe than 2020 was. With that said, it might come as a bit of a surprise to some of you, but did you know that we're actually going to celebrate the 20 year anniversary of Nexus Mods come August 2021? That's right, Nexus Mods (and its predecessors going by other names) has now been around for almost two decades! Just to give you an idea of what that means: back then whe.

66 Comments.

We have recently enabled a new download location for Premium Members that can potentially increase download speeds for any users who might have slower speeds than expected with their Premium Membership. If you're a Premium Member and you think you should be getting faster speeds then please try the "CDN" download location, which now defaults to this new provider.

The long version.

If you've had the (mis)fortune of taking the time to read my year i.

48 Comments.

In this feature, we're chatting with Aragas (aka Aragasas), one of our top Bannerlord mod authors. While you might not have heard of him, if you've played Mount & Blade II with mods there's a good chance you've used at least one of the mods he and the other members of the Bannerlord Unofficial Tools & Resources (BUTR) team have worked on.

Thank you for taking the time to talk with us Aragas. To start off, can you tell us a bit about yourself?

10 Comments.

Happy new year everyone.

It has been a couple of years since I last updated you all on the more internal goings on at Nexus Mods so I've decided to drum up enough enthusiasm to write another of my long-winded, banal "blog posts" on the matter. I wasn't able to get around to doing one last year and I am aware that some of you actually like to punish yourselves, but if you're like me and just like to skim read, here's the TL;DR:

Statistically we're doing better than ever. E.

51 Comments.

Today we are talking to CloudedTruth - author of the very popular Relationship Dialogue Overhaul for both Skyrim and Skyrim Special Edition as well as various amazing follower mods.

Thank you for joining us today, it's truly appreciated. We like to start these interviews off with a bit of a personal introduction, so could you please tell us a bit about yourself?

I'm 28 years old from the United States and currently work in manufacturing dealing with parts and.

Guide: How to install mods with Nexus Mod Manager [PC]

Thanks r/McDonnellDean for the heads up on the Vortex update.

Original Post for those of you who want to keep NMM:

EDIT : I forgot a step at the end! If you tried to use this guide already see steps 7-9 under Nexus Mod Manager . The guide is fixed now.

EDIT2 : u/jash9 has a batch file that'll auto move the plugins.txt (see after step 11 below)

I posted this as a response to the video that u/tyrielwood posted earlier. Posting it on its own. Please remember to get your mods from the Skyrim Special Edition Nexus, not the regular Skyrim as Skyrim VR is using the new special Edition. EDIT : u/UpYerButtWitaCoconut suggests below there's a method that can update old mods to work with the Special Edition.

I recommend you switch over to Vortex as soon as they patch in official Skyrim VR support. You can keep an eye on this subreddit for when that happens.

Enabling Mods:

Be sure you've launched the game for the first time, and it runs (then quit).

Navigate to: Documents>My Games>Skyrim VR and open SkyrimPrefs.ini (You can get to this directory quickly by pasting this into the address bar in Windows Explorer: C:\Users\%USERPROFILE%\Documents\My Games\Skyrim VR)

Add the heading [Launcher] . right under it add the line: bEnableFileSelection=1 then save.

Looks like this:

Nexus Mod Manager.

If you haven't already, Download and install Nexus Mod Manager: [link](#).

Run NMM (administration mode may be required). Cancel the auto search ("Stop Searching" button) at the bottom right of the screen.

Click the . button right below where it says Skyrim Special Edition .

Select the folder: *(steam installation path)*\Steam\steamapps\common\SkyrimVR\

Click the little checkmark above, and ignore the warning that it couldn't find the .exe.

Install mods.

Navigate to . appdata\local\Skyrim Special Edition a copy the plugins.txt (you can easily open the appdata folder by hitting the windows key and hitting enter after pasting this: %LocalAppData% or paste it into the address bar of Windows Explorer)

Paste the plugins into . appdata\local\Skyrim VR.

Close NMM, and get started!

All Done.

You'll have to re-copy the plugins.txt (steps 9 & 10) each time you update your mods in NMM. However, u/jash9 has made a batch file for us to use to copy it automatically (& corrected by for us by u/barackstar):

This batch file will automatically copy over your plugins.txt every time you edit your mods on NMM:

right click on desktop and select new>text document, and erase the whole name including the .txt .

Name it whatever you want with a .bat at the end. I'm naming mine skyrimpluginmover.bat and click "yes" on the warning that pops up.

Right click your new file, and select "Edit"

Copy and paste the following code, then run it each time you edit your mods in NMM. It'll run and finish instantly.

```
xcopy /s /y "C:\Users\%USERPROFILE%\AppData\Local\Skyrim Special Edition\plugins.txt"  
"C:\Users\%USERPROFILE%\AppData\Local\Skyrim VR"
```

Manually installing

This is not recommended as it may be difficult to manage your mods if one breaks your game or something else goes wrong (it's also a pain):

You'll need to follow steps 1 - 3 under Enabling Mods above ^

Download the mods you want manually (again, be sure you're getting them from the Skyrim Special Edition Nexus, not the regular Skyrim).

Extract the mods (7zip recommended).

Manually dump them into the Data file inside the SkyrimVR Steam folder. Caution, many mods don't have the same file structure when you download them. Look for a "Data" folder. You'll dump whatever is in there into the your Data folder. You're usually good if you've found where there's a .esm file. Get that .esm and anything else that's in its directory.

Create a plugins.txt file in the directory . appdata\local\SkyrimVR (you can easily open the appdata folder by hitting the windows key and hitting enter after pasting this: %LocalAppData%)

In that plugins file, put your list of mods (file name with .esm as the extension) with an asterisk in front of them. Should look like this:

If anyone comes here wondering how to get DLC working, don't fret they're included with the base game and already fully working.

Troubleshooting:

If you're having trouble getting any mods to work, I recommend you disable all of them and just use one, this one. It works, and you can tell if it worked right when the game boots. It makes the Skyrim Logo spin. It's not an .esm so it shouldn't depend on getting your plugins.txt copied correctly.

If you're having trouble with NMM even after following the steps above, I recommend you try uninstalling and reinstalling it; start over from the beginning. There's a reason that it was discontinued for Vortex! Be mindful that just because there are warnings that it can't find this or that you should be able to just click past them, and you may also want to try running NMM as administrator.

once i "manually download" a mod from nexus mods, how do i get it into my mod manager?

For the mods that don't have the "download with mod manager" I click on download manually. I get the files, then I'm lost on where to send them. I would like to run them through the nexus mod manager so I can turn them on and off at will.

I just need the path on where to put those manually downloaded files. (im kinda computer dumb so if you could start with C: etc that would be a big help.

EDIT: the flair. im assuming i have the classic skyrim on steam? im not sure what SSE is or if i have it.

When you open Nexus mod manager, look for the two tabs "plugins" and "mods" Click mods Under "mods" tab should be an option. Click on it. It should say "install from file" and "install from URL" or something along those lines.

Install from file. Locate your manual download, select it, and let NMM do the rest.

Then go to the plugins tab, make sure the little box for your new mod is checked if it has an ESP file, and under "mods" it should also show a green check box if it is installed there too.

There is also a search bar at the top of the screen to search for specific mods to see if they're installed.

Then use LOOT to sort your load order. If you don't have LOOT, google it, get familiar, and download it!