Tutorial v1.3

- by Kevkas -

This tutorial was made for ABT originally, but still applies to ABT SE. The values are the same, and the CK too for what matters to my mod. I've gone through it just in case to check if it needed some changes and I updated a couple of minor things, but mostly it's still the same and I will leave the old example I used because it works to help you through editing other mods.

This tutorial will show you how to edit custom arrows and bolts added by other mods so that you can change their speed to match the version you selected for the 'Faster Arrows Improved' and 'Faster Bolts Improved' tweaks.

When you install ABT, if you select any 'Faster' tweaks, all vanilla arrows/bolts will fly at higher speeds, so if you have another mod that adds new ammo to the game the speed for them will be different (usually custom arrows/bolts will fly at vanilla speed, unless the author who created them had already changed it to a different value).

I will give you an example on how to edit new arrows using the Scout Armor mod because it is a fairly simple mod to edit; the same goes for bolts.

After installing ABT, keep note of what version of 'Faster Arrows Improved' you have installed. Let's say you chose:

ABT - Faster Arrows Improved +50%.esp (which is the one I use actually)

You will need to edit the main file from the Scout Armor mod using the Creation Kit, in this case it's called:
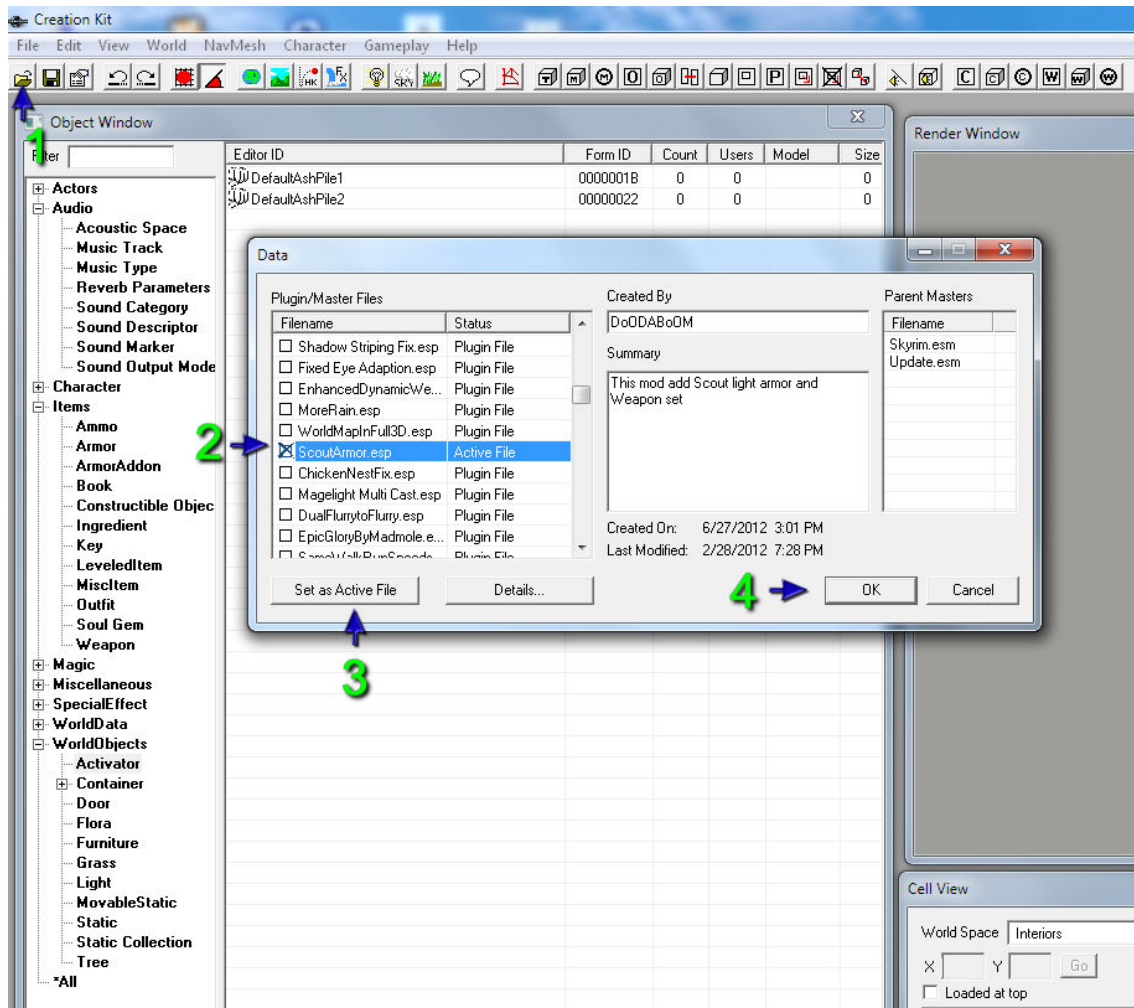
ScoutArmor.esp

A) LOADING A MOD TO EDIT

Open the Creation Kit (CK from now on), go to File > Data… (or you can just click the folder shortcut as shown below: **step 1**) and select:

Skyrim.esm
Update.esm
ScoutArmor.esp (select this one as the 'Active File', **steps 2 and 3**)

And click OK (**step 4**)

The CK will load all the information from the game, as well as all the information from the selected mod. It will also show you some warning messages, which are to be expected and it's actually normal CK behavior, so just click 'Yes to all' to dismiss them.

You probably don't need to select the first two files (Skyrim.esm and Update.esm) but sometimes it is necessary (I've seen some bugs related to not having the Update.esm file selected), so I usually select both of them.

If you still have doubts about loading plugins, check here:
http://www.creationkit.com/Category:Getting_Started

B) LOOKING FOR CUSTOM ARROWS

Now that everything is loaded, you need to find the new arrows added to the game by the Scout Armor mod. If you already know the name of the arrows, you can use the 'Filter' box to find them quickly, but for now let's assume you don't know their names.

Search method 1

The first thing you need to do is open the load menu again (File > Data… **step 1**), then select ScoutArmor.esp (**step 2**) and click on 'Details' (**step 3**).

That will give you a list of all the things that the Scout Armor mod adds, changes, edits, etc. Then, sort that list by clicking on the 'Type' column (**step 4**), and look for PROJ entries, which stands for PROJECTILES (**step 5**).
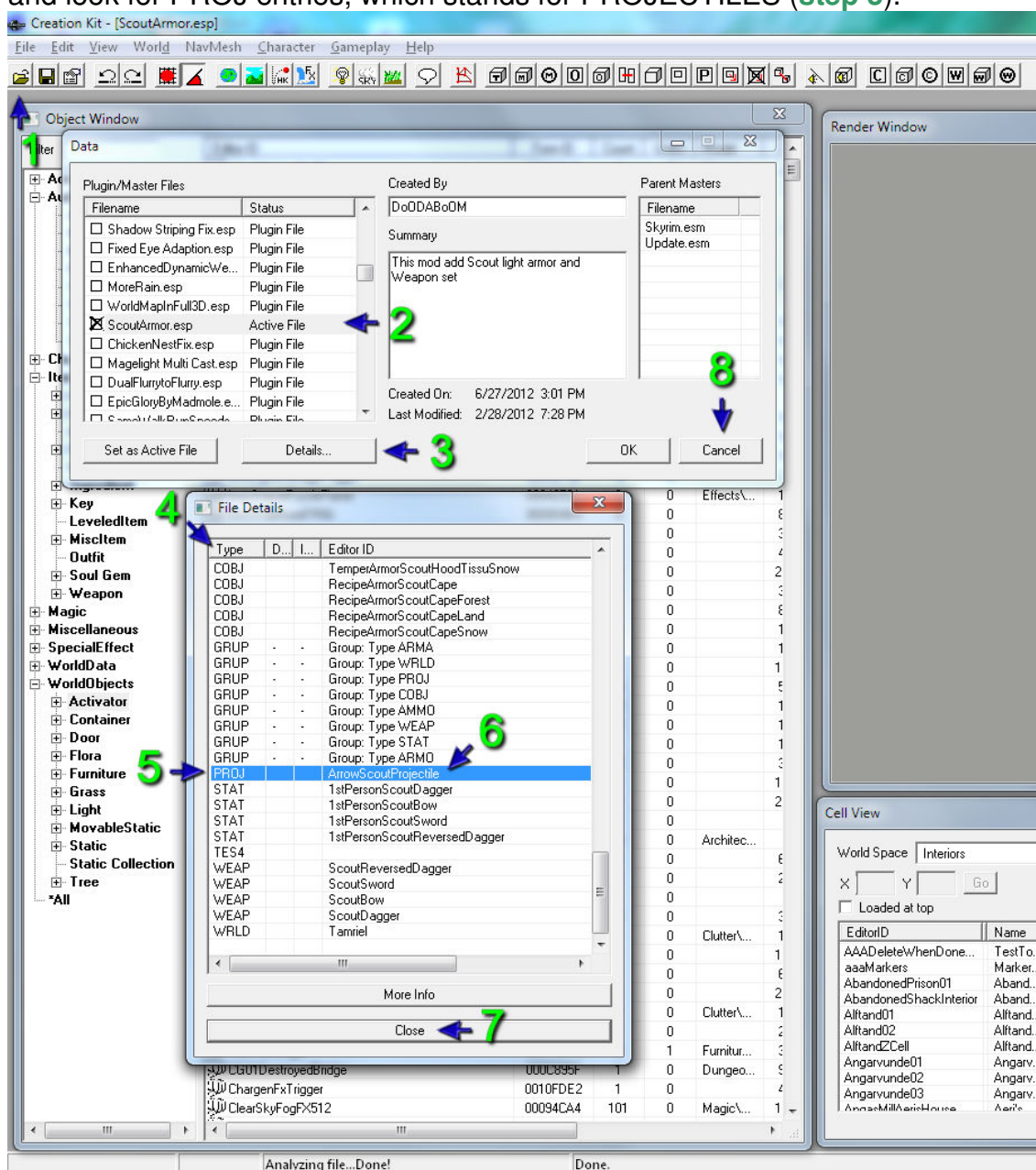
As you can see Scout Armor only has one PROJ entry, because it only adds one new arrow to the game. The 'Editor ID' for that PROJ is the what you are looking for (ArrowScoutProjectile in this case, **step 6**). If a mod adds several arrows, you will need to find and edit each of them (not the arrows themselves, but their projectiles, I'll explain this later on).

Then click 'Close' (**step 7**) and 'Cancel' (**step 8**).

Type: ArrowScoutProjectile in the Filter search box (**step 9**), select **ALL** (**step 10**), and the projectile for the new arrow will appear (**step 11**). After that right-click and select 'Edit' (**step 12**).
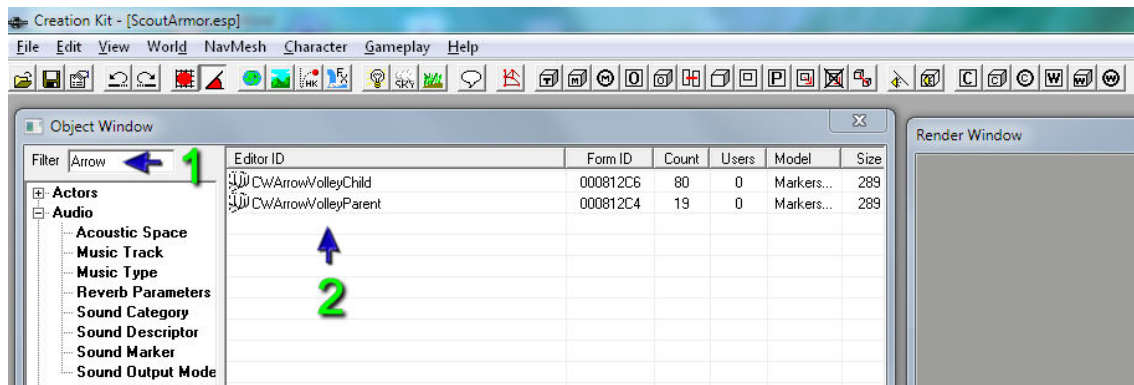Proceed to **C) EDITING CUSTOM ARROWS PROJECTILES**.
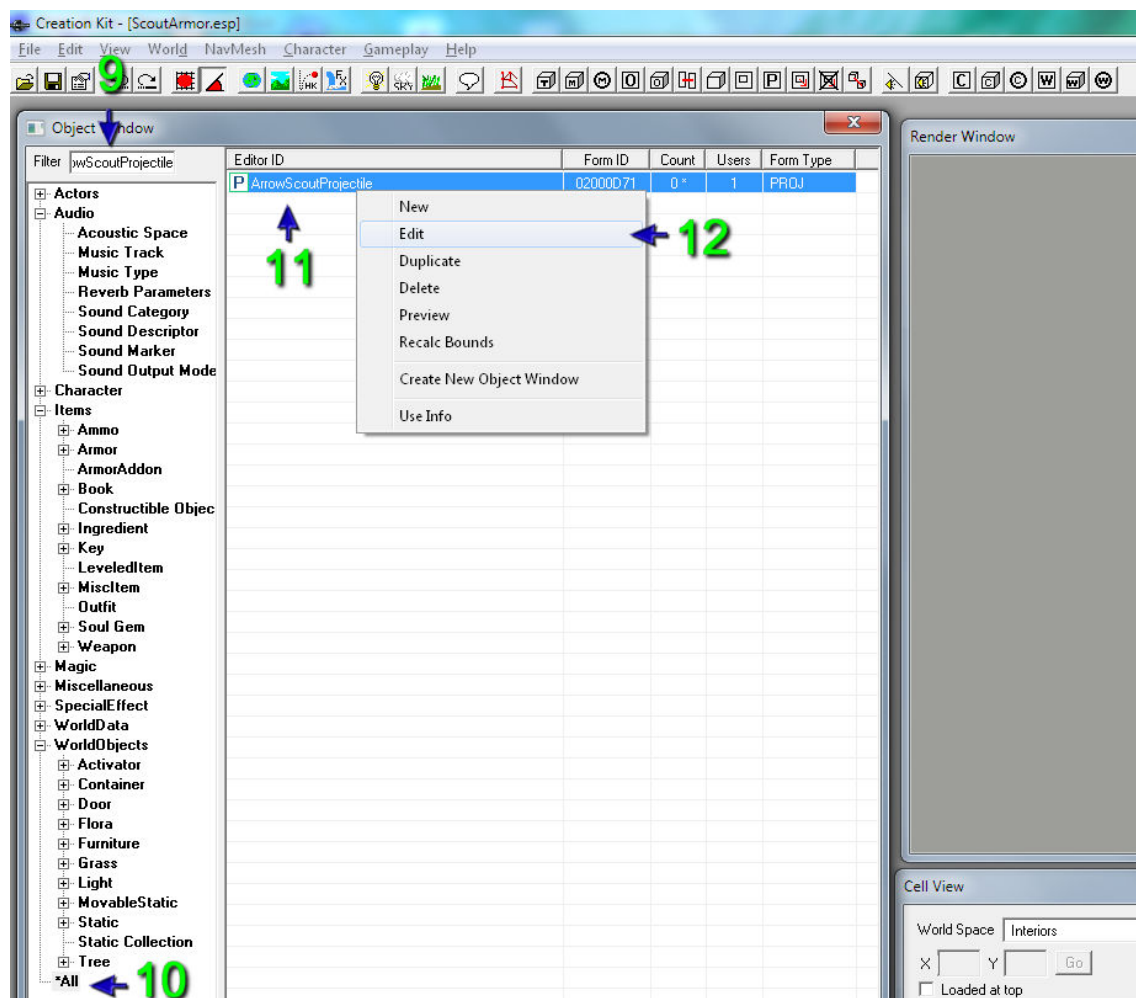
Search method 2

Alternatively, as I've mentioned before, you can just search for the new arrows using the 'Filter' box if you know their names (or if you are already familiar with all vanilla arrows in the CK). After loading everything in: **A) LOADING A MOD TO EDIT** click on 'Filter' and type: Arrow (**step 1**)

The CK will probably only show you a couple of results (usually two activators, **step 2**), so you need to tell the CK to filter 'Arrow' between **ALL** files. Select 'ALL' in the Object Window tree (**step 3**):
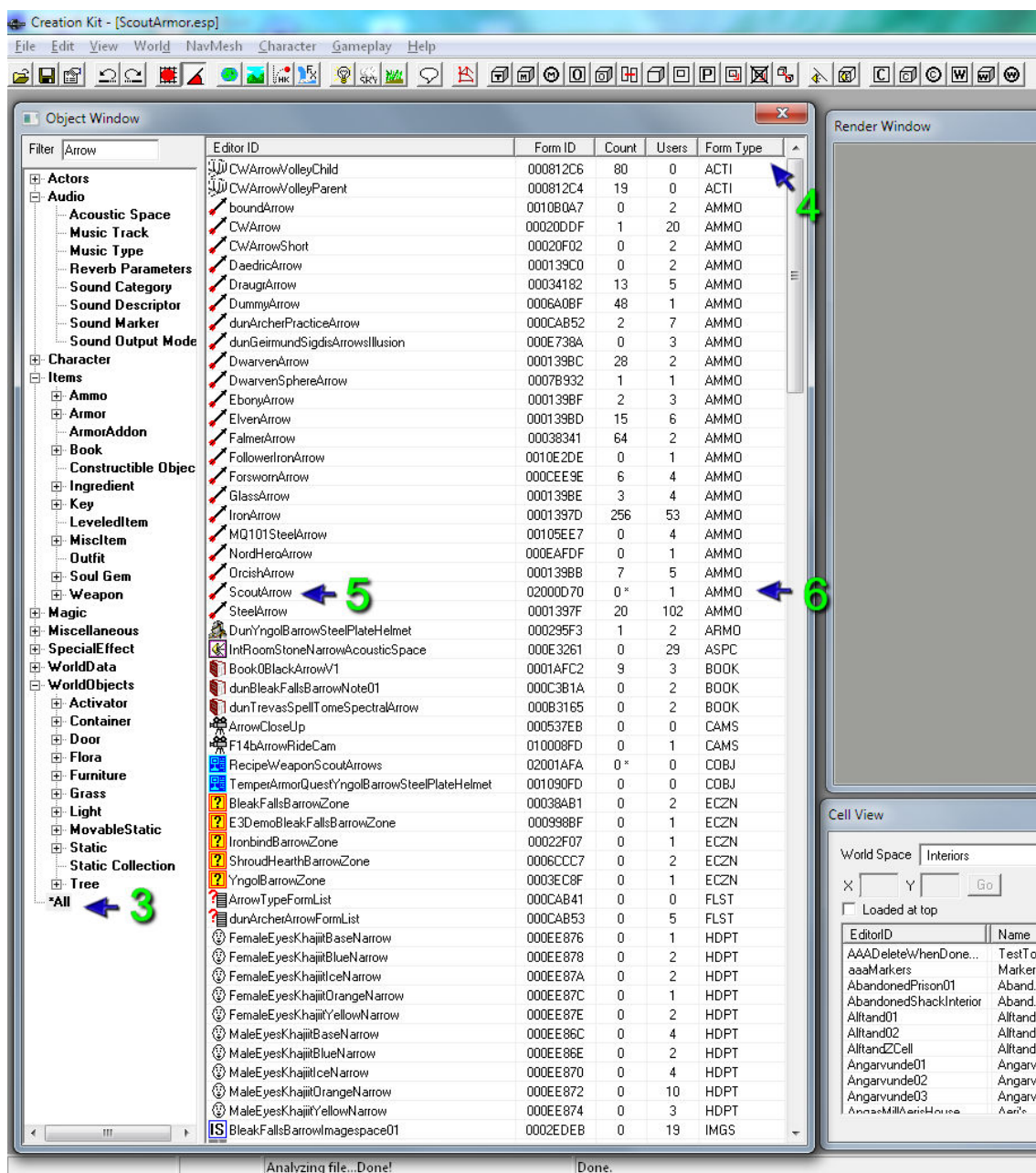
Sort the results by 'Form Type' (**step 4**), and you will get several results: vanilla arrows, new arrows, leveled list, quests, recipes, and a bunch of other stuff too. In the screenshot above you can see that ScoutArrow is there (**step 5**), but that is not the file you need to edit, because that is the actual arrow (in the form type you can see it is an AMMO -**step 6**-, not a PROJ). What you need to edit is the PROJECTILE, which is how the arrow 'behaves' when it is fired.

Scroll down and look for PROJ form types (**step 7**), you will find a lot of arrows projectiles. Most of them belong to vanilla arrows, but there is one that belongs to the Scout Armor mod (you can even tell by the * symbol in the Count column, which shows added/edited content). In this case it is: ArrowScoutProjectile (**step 8**).
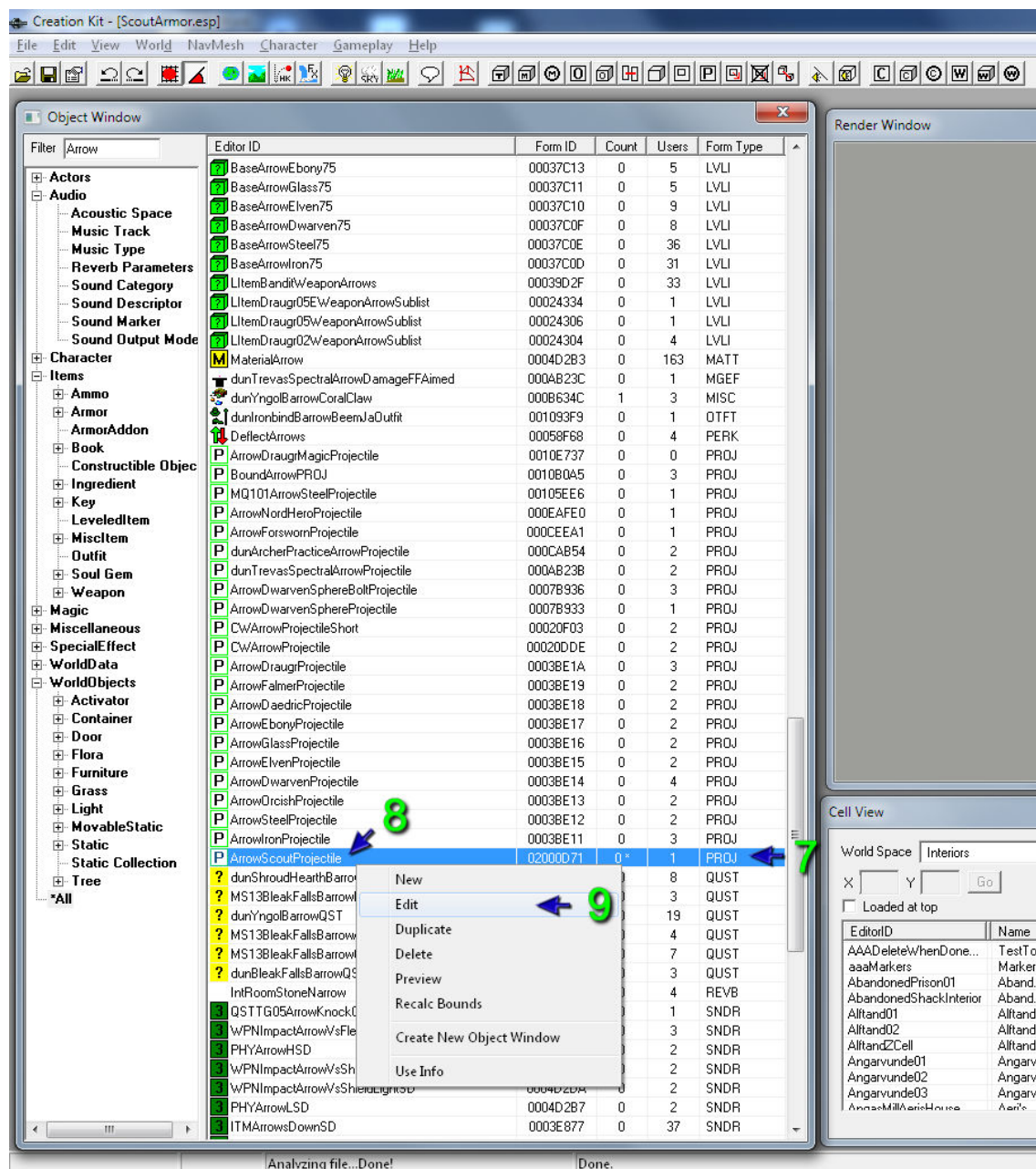
Right-click on it, and select 'Edit' (**step 9**). Proceed to **C) EDITING CUSTOM ARROWS PROJECTILES**.

C) EDITING CUSTOM ARROWS PROJECTILES

After clicking 'Edit' you will see this:
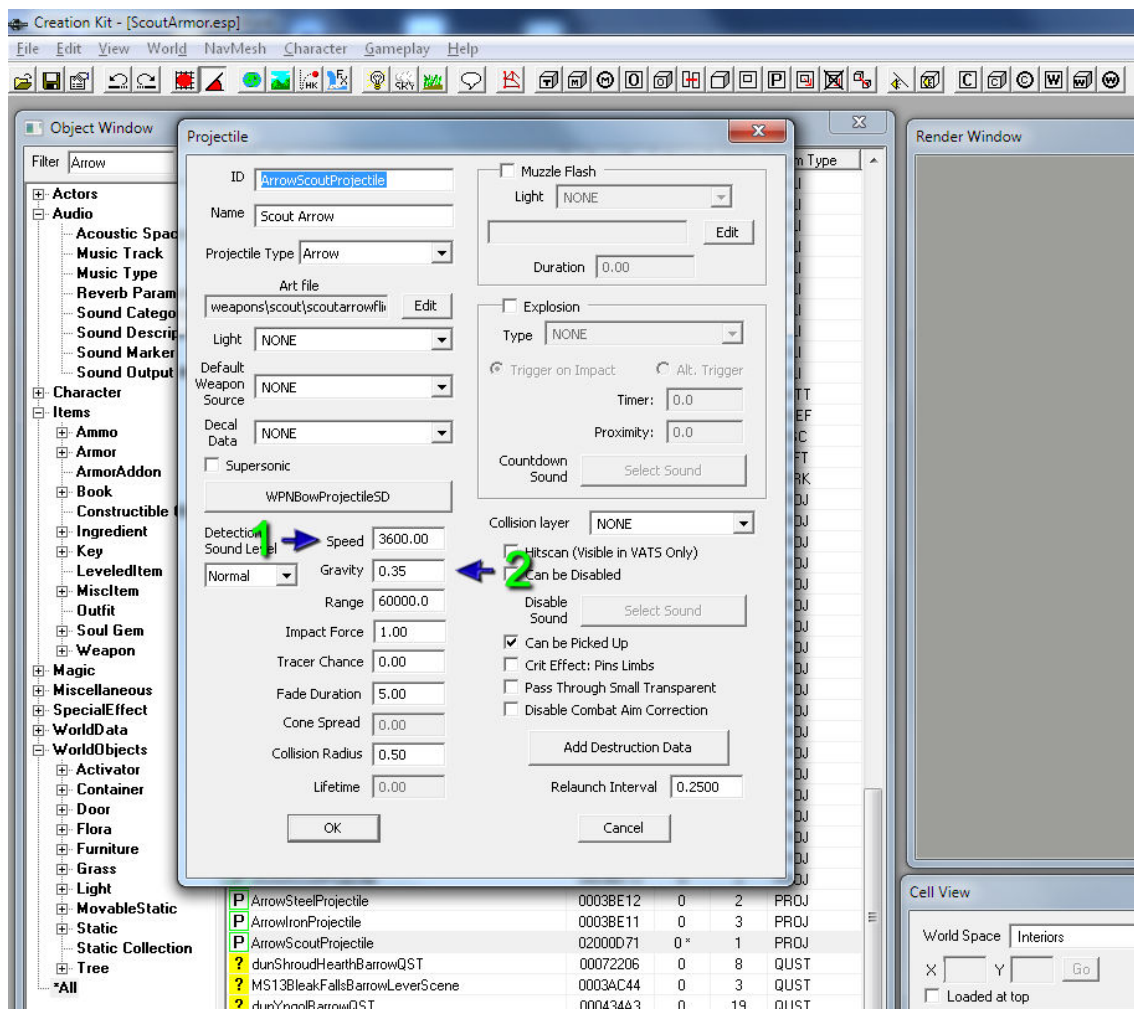
Those two entries (Speed and Gravity) are the ones you want to change. Gravity also needs to be changed because ABT slightly changes it as well. If you are curious about the rest of the entries, check here: http://www.creationkit.com/Projectile

The values shown in the screenshot above are vanilla values:

- Vanilla Speed is: 3600.00
- Vanilla Gravity is: 0.35

As I said at the beginning of this tutorial, you have to keep note of what version of 'Faster Arrows Improved' you have installed. In this example we installed +50% faster arrows, that means we need to increase vanilla speed one and a half times. Some basic math:

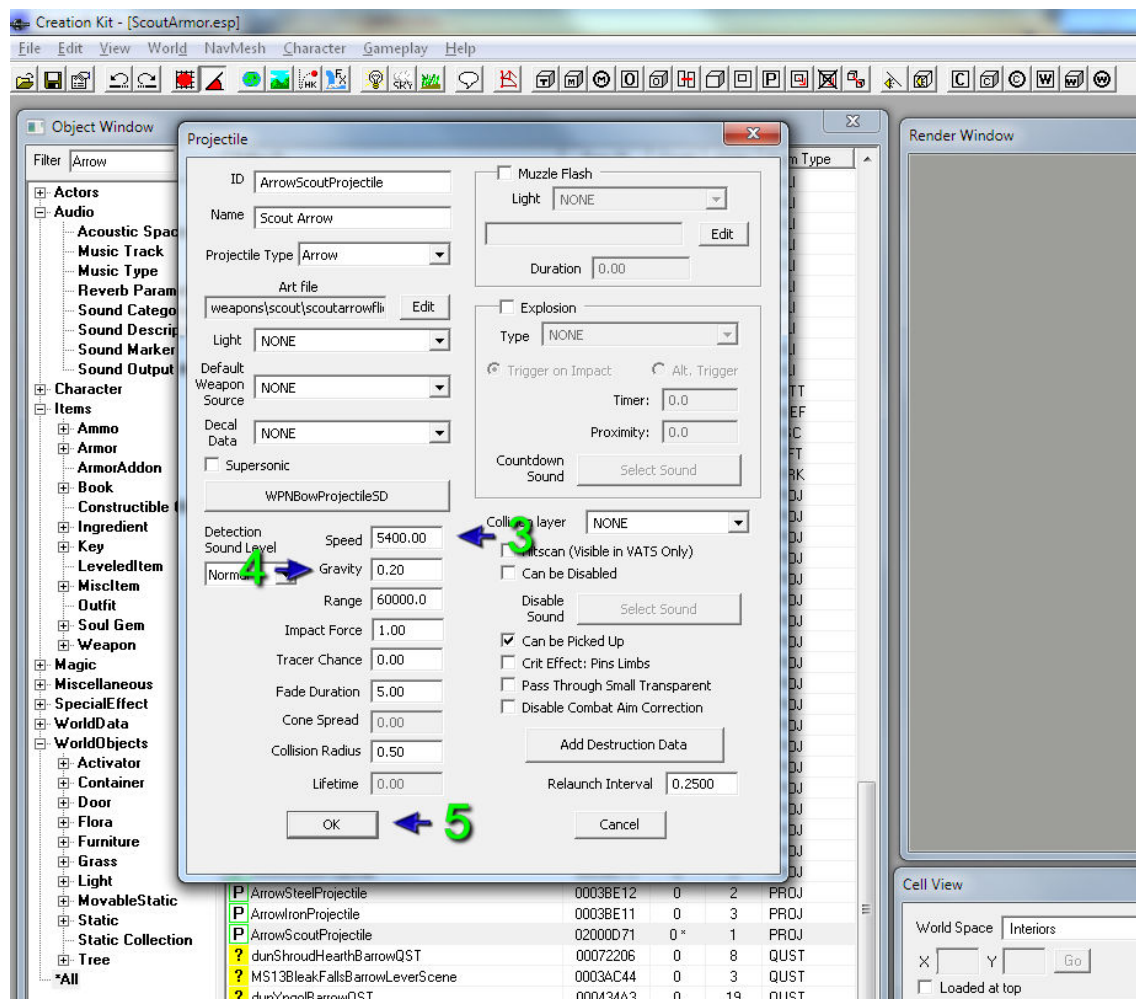50% of 3600 = 1800

Then: 3600 + 1800 = 5400

So in order to increase vanilla speed one and a half times (which is +50% faster) we need to change vanilla speed to: 5400.00

As for Gravity, we need to lower it a bit, we can set it to 0.20 for example.

After changing them it should look like this:

   - Edited Speed is: 5400.00 (**step 3**)
   - Edited Gravity is: 0.20 (**step 4**)


Click OK (**step 5**).

And that's it! The only remaining thing to do is save what you've edited, and you're done!

Remember, you need to change each PROJECTILE for each custom arrow added. Some mods add different AMMO types that use the same PROJ, in those cases editing one projectile will affect **all** of the newly added arrows.

Other mods add new AMMO types which use vanilla projectiles, in those cases you are fine, vanilla projectiles are already covered by the main ABT mod so you don't have to edit them again.

In order to know what projectile a custom arrow uses, scroll back up and right-click to select 'Edit' (**step 6**) on ScoutArrow (**step7**). This time it **is** the AMMO form type what you are looking for (**step 8**):
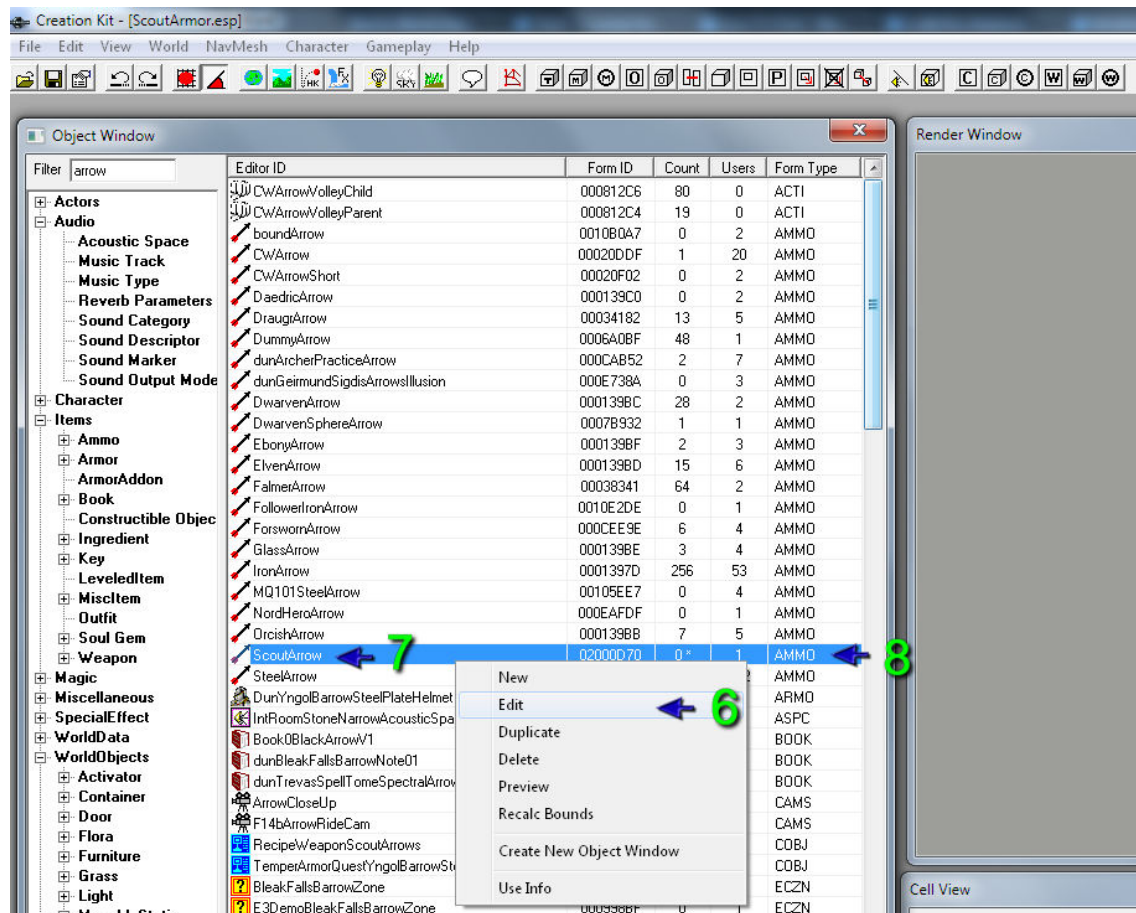
After clicking 'Edit' you can see what Projectile the arrow is using (**step 9**):
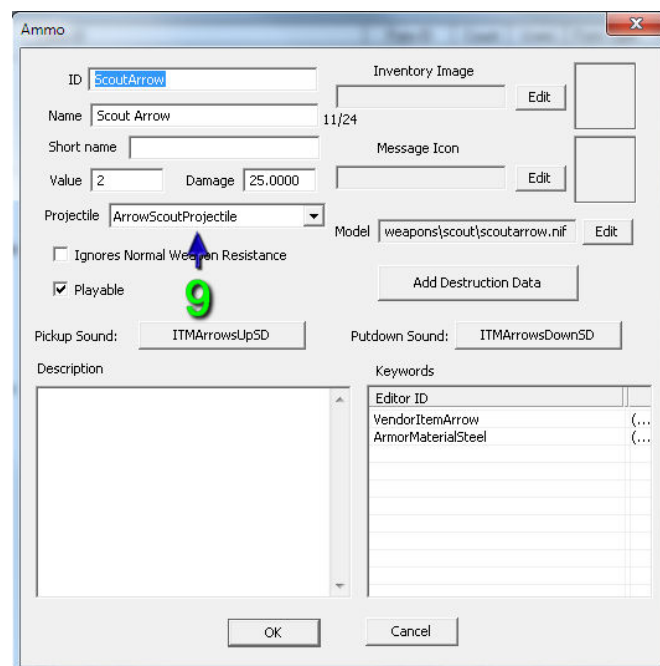
D) SAVE YOUR WORK!!!
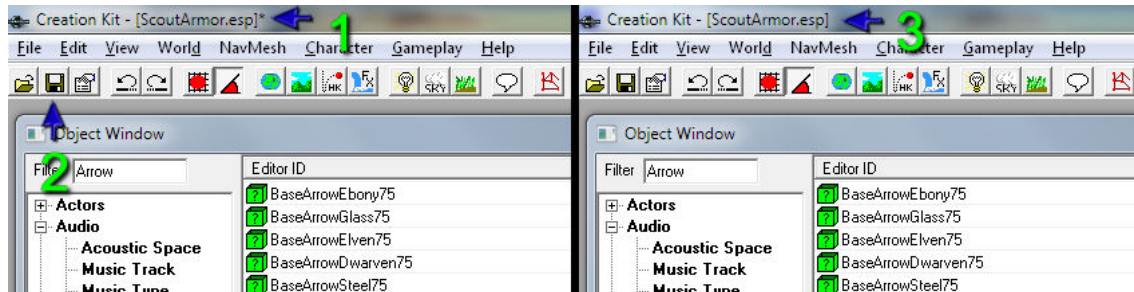
Last but not least, save the edited plugin! You can see below that the CK shows the ScoutArmor.esp file was edited by using the * symbol (**step 1**). Click 'Save Plugin' (**step 2**), and the mod will be saved (no more * symbol! **step 3**).

Close the CK… and go play Skyrim for god's sake! :P

Oh, and don't worry about load order, if you followed these steps the main ABT mod should take care of all vanilla arrows speeds, and the mods you edit should only affect custom arrows speed introduced by those mods alone.

‹ FASTER ARROWS IMPROVED · VALUES ›

Here you have all the values you need to edit custom arrows to match the version of 'Faster Arrows Improved' you have installed. Some values were rounded up or down when I made these tweaks (for example +10% Faster should actually be 3960.00 instead of 4000.00), this was done in order to use rounded (and easier) numbers:

- Vanilla Gravity is: 0.35
- Gravity for all Faster versions is: 0.20

- Vanilla Speed is: 3600.00
- Speed for +10% Faster version is: 4000.00
- Speed for +25% Faster version is: 4500.00
- Speed for +50% Faster version is: 5400.00
- Speed for +75% Faster version is: 6300.00
- Speed for +100% Faster version is: 7200.00

Riekling Spears:

These arrows, introduced in Dragonborn DLC, behave a little bit differently. They are heavier and they don't travel as far as other arrows. Their speed however, was still increased to match the rest of the arrows, the reason for this is that making +10%, +25%, +50%, +75% and +100% increases for the spears speed left them pretty much useless when compared to other arrows. This way, even though they don't deal much damage, they can at least: fly faster (same

as arrows), have less gravity than vanilla spears (but still much more than arrows, to make them feel 'heavier'), fly further (hence the range doubled, although arrows still fly further since they are lighter).

Here are the values I used for them, they **only** apply to the Riekling Spear projectile:

- Vanilla Gravity is: 1.30
- Gravity for all Faster versions is: 0.65

- Vanilla Range is: 4000.00
- Range for all Faster versions is: 8000.00

As I said, I used the same speed for spears as I did for arrows, so check the above values. If you feel spears shouldn't match arrows speed and you prefer to use their math increments, here are the values you should use:

- Vanilla Speed of the Riekling Spear is: 2000.00
- Speed for +10% Faster version would be: 2200.00
- Speed for +25% Faster version would be: 2500.00
- Speed for +50% Faster version would be: 3000.00
- Speed for +75% Faster version would be: 3500.00
- Speed for +100% Faster version would be: 4000.00

Tip:
In order to quickly search for vanilla arrows from Dawnguard or Dragonborn DLCs, type: DLC1Arrow or DLC2Arrow respectively in the Filter search box.

Theoretically you could go higher in Speed values (+200%, +300%, and so on), but after +100% the crosshair doesn't behave as accurately as you would expect in 1st and 3rd person, and it's waaay unrealistic in my opinion (it's a bow after all, not a sniper rifle).

As for Gravity, you 'could' set it to 0.01, but if you have ever shot an arrow in real life, you **know** the arc the arrow suffers from gravity **is** fairly visible even at close range. Again, for realistic purposes the gravity was tunned down a bit but not entirely gone. I like my Skyrim magic-fantasy-land with just a touch of reality, though not so much as to overhaul the entire game. As **rolloLG** said in one of his comments once:

"I really think Skyrim needs just a little better fine-tuning, without reinventing the wheel as many players think..."

⟨ FASTER BOLTS IMPROVED - VALUES ⟩

The values you need to edit custom bolts to match the version of 'Faster Bolts Improved' you have installed are:

- Vanilla Gravity is: 0.35
- Gravity for all Faster versions is: 0.20

- Vanilla Speed is: 5400.00
- Speed for +10% Faster version is: 5940.00
- Speed for +25% Faster version is: 6750.00
- Speed for +50% Faster version is: 8100.00
- Speed for +75% Faster version is: 9450.00
- Speed for +100% Faster version is: 10800.00

Tip:
In order to quickly search for vanilla bolts from Dawnguard DLC, type: DLC1Bolt in the Filter search box.

FINAL WORDS

Thanks for downloading my mod, and for taking the time to read this tutorial. It's the first tutorial I have ever done so I hope it's useful to someone out there. If you find it useful or you like ABT SE leave a comment in the nexus page.

ABT SE - Arrows and Bolts Tweaks Special Edition on Skyrim Nexus:
http://www.nexusmods.com/skyrimspecialedition/mods/4683

My profile:
http://www.nexusmods.com/skyrimspecialedition/users/1560585

Contact info:
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- Kevkas out :P