

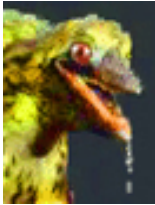
# Fixing mod-broken games

My main quest was broken, and I was given instructions on how to repair it, just thought I'd share:

**From: Mike Lipari**

**Very easy to do. I'll tell you how so you can spread the word:**

- 1 Copy the Save to your Data Files directory.**
- 2 Rename it to have an ESP extension.**
- 3 Open up the Construction Set.**
- 4 Bring up the Data Files dialog.**
- 5 Click on your save game in the list.**
- 6 Click the Details button.**
- 7 Scroll down to the bottom where the topics (DIAL forms) are.**
- 8 Slowly scroll through them looking for the letter D in the Deleted column.**
- 9 Whenever you find a deleted topic, select it and any INFOs between it and the next topic.**
- 10 Press the Delete key on your keyboard and hit OK on the confirmation dialog.**
- 11 Now that topic and all of the selected infos will be marked as Ignored (I in the Ignored column)**
- 12 Repeat steps 9-11 until you've found all the deleted topics.**
- 13 Click on the Deleted column to sort by it (which should move all Deleted forms to the top)**
- 14 Make sure that all Deleted Topics are marked as Ignored.**
- 15 Rename your save game to have an ESS extension again.**
- 16 Copy it back into the Saves directory.**
- 17 Load it up in game and all should be well.**



**DeATHX**

**Re: Fixing mod-broken games [re: Archeopterix]**

I fixed the savegame but it won't change back to an ess file, it still says it's a esp file :/! why is that?

**SpideyKnight**

**Re: Fixing mod-broken games [re: DeATHX]**

You have to rename it. Right click on it, rename the extension to .ess and then left click. It should now be a .ess file, put it back in the saves folder.

**Khalid01**

**Re: Fixing mod-broken games [re: Archeopterix]**

Pardon my incompetence, but does this method apply when dashes ( - ) are present in the D column? Regardless, could someone advise me on something, it seems similar to this problem, but not entirely.

You see, I have a plethora of plugins, and I don't know which may be doing it, or if this problem is a result of a general bug, but for some reason in Arrille's Tradehouse all of the iron/steel armour has the incorrect values, they're around 1-3 while Netch and Fur armour is at the correct (approx.) rating of 5-6. I reloaded the game at the same location and discovered it was a consistent problem for that game, but sometimes the values are correct when I don't collect various items in the Census office (I think) in a different game, so does anyone have any suggestions? I'd like to play through the game with all of the plugins I've picked up, so that's sort of out of the question. Thanks, and my apologies for hijacking the thread.

Edit/Update: It seems that when I make a Khajiit character this problem surfaces, but I'm not entirely sure if it's limited to Khajiits, but when I didn't pick up anything at the Census room it still didn't have the right values.

*Edited by Khalid01 (11/11/02 12:44 AM)*

**cosmicdebris**

**Re: Fixing mod-broken games [re: Khalid01]**



How about editing a saved game to change your characters configuration? Can this be done?

XBOX LIVE beta tester

**DoctorOakroot**

**Re: Fixing mod-broken games [re: Khalid01]**

In reply to:

---

armour has the incorrect values, they're around 1-3 while Netch and Fur armour is at the correct (approx.) rating of 5-6.

---

They're correct... your character has a good light armor skill, but a bad heavy armor skill - so the light armor has better values. I was confused by this too till I went back and read the section on armor in the manual carefully.