

# BAKING-a-Game Save or (BAGS) by, RayBo.

v4.1\_21MAR19 (BAGS)

Note: nothing is being downloaded, sorted or installed, **just the plug is enabled at or after Layer 1 – 4.** **Layer 5 is all you baby!**

	Plugs Enabled	MODS Installed	Layers
Pregame Prep	<p>Best Described in BiRaitBec – Load Order Guide:</p> <ul style="list-style-type: none"> <li>I will add something here that is not covered in his guide. DL any Creation Club content you will use in your game pull the content from the Data Folder, Make a mod package archive and install it through your mod organizer. Now Test it. Then disable it.</li> </ul>	<p>Actions like:</p> <ul style="list-style-type: none"> <li>Cleaning ESM's</li> <li>Installing F4SE</li> <li>Prepping ini files for modding</li> <li>Texture Work</li> <li>If using Vortex, deconflict mods - set overwrites in mods tab, then set categories, groups and finally rules in the plugs tab.</li> </ul>	0
Start Game PreLooks Menu	<p>The essential mods you are running that impact the game from the start, enable only these when you start a new game. Examples: FO4UPatch! UI mods, F4SE mods, Inventory Mods "VIS-G", <b>Sim Settlement masters and expansions like Conqueror</b>. Some world changing / big settlement overhaul mods. Most of my ESL's. The mods needed for Looksmenu, presets and replacers if used. <b>If using Conqueror after the start-up, wait. Don't ask me how long it is your system and mod list! if you want to ask me then you need to wait even longer ☺! Ha! Yes, you can wait in the vault ☺ Why, wait? Humm.. ☹ ...</b></p>	<p><i>Before enabling anything it is a good idea to do a clean unmodded run to at least the exit of the vault "pre-Conqueror advice." Make unmodded saves at a minimum at each of the layer check points and save these files somewhere safe. "use them for trouble shooting and making future testing saves."</i></p> <p><b>Mods without plugs / F4SE mods can now be enabled in the mods tab along with the ones to the left.</b></p> <p><b>NOW, make a new Save Game and enjoy your new character.</b></p>	1
Pre-War Sanctuary	<p>Then I enable these. examples: High load order mods, some of my scripted mods "level list kinds of mods, weapons w/o quests" Other settlement mods, some of my workshop mods that do not add any items to my inventory. Some relative patches. Big quest mods like Fusion City the others "already tested." Mods that spawn things in Post-War world. Any remaining ESL. <i>"note: if a mod requires a patch I install it and the patch at the same time."</i> <b>All my SimSettlement add-ons(1), pre Conqueror I always added the add-ons in layer #2. (1). If you use Conqueror then add the SS_add-ons in layer#1, either way Coots Creations should always be in layer#1 as he adds items to the post-war vault.</b></p>	<p>Really big mods like the Fusion City / Project Valkyrie, Diamond City Expansion, South of the Sea I test in a previous save. I believe it is ridiculous to try to add large mods like this on a current play through untested and expect things to work well through-out. I normally run about 400 mods, there is no way I can figure this out on the fly in an active game. I like adding these to games I am about to finish or broken games and test them beforehand for the basics. This goes for TFTC, Wild Wasteland and whatever else is out there.</p>	2
Post-War Exit Cryo	<p>Then I enable these: Examples: Middle load order mods, some of my scripted mods. Mods like better Settlers and Creature Mods. Other settlement mods, some of my workshop mods that do not add any items to my inventory. Speech-notification-NPC mods, "Player Comments". Many of my Clothing, Weapons and Armor mods. Stat-changers. Overhaul mods that I know must be mid LO.</p>	<p>All my general mods that <u>probably don't matter where they are put.</u></p> <p>Humm, feel like I need to say something here to fill the dead space? Oh, Vortex does not need Loot but I grab Loot anyway and export my mod list into EXCEL with it. I make sure the loadorder #s match and type in all my F4SE mods – so I know which ones will need updating. Haha, I forget ☺ Also, in excel I can then run a "loadlist analyzer" to compare my LL with someone else like Gambit77 ☺</p>	3
Exit Vault #111	<p>Then I enable these: Examples: Low load order mods, smaller scripted mods "like CC – CWSS – Robots - Quest ." <u>Any mods that add items to my inventory like halo-tapes.</u> Player Comments and Head tracking or Snap and Build are good examples. Most of the mods that one would see notifications that it is was now running / Quest notification. Any remaining patches and must be on bottom mods. <b>Oh, RIGHT! NOW GOTO Steam and Disable the Game Auto Update!</b></p>	<p>Check that Inventory items that should have been added are there. <b>*I check my Save with FallRim, and save that screenshot. It needs to be Perfect! haha, After that: WHEN YOU FIRST GET TO A CHEM STATION check every category for uninstall chems, items or halotapes. If the uninstall is hidden it the holotape then make (2). Put them in a container or make a list. You know who you are and why I am saying this dip-shit! I guarantee you will find some with uninstall procedures you did not know about.</b></p>	4
Delayed	<p>Then I enable these later in my game: I have mods that just work better if I delay enabling them. An example: a Castle renovation mod that I never install until after finishing the Minutemen quests and the battle with Sarge. Some of my companion mods. Mods that need to be delayed until after a quest has been completed or something done at a location.</p>	<p>I often find mods I want to try or Test. This is fine. I leave them in an "uninstalled state" <b>until I have time to test them. Nothing is just added!</b> When ready to test them out: <b>I like to check my Save with FallRim beforehand.</b></p> <ul style="list-style-type: none"> <li>I make a controlled save and make a copy</li> <li>Put that save somewhere safe! "good time to clean out that save file folder anyway" No exit save is a good indicator its time to clean it out!</li> <li>Good to know exactly where I need to ROLLBACK to if I don't use the mod.</li> </ul>	5