

How do add dances

In this little tutorial I will explain how to add or change dances.

Do not worry, no previous knowledge is necessary.

Only a good preparation, some time and exact work.

That's all.

And now have fun. Oh, I forgot ..

The tutorial is written for Skyrim, not for any modmanager folder.

How does Let's Dance Again basically work?

Multiple arrays are used. Comparable to lists or single-column tables.

Music title, music duration, animations and dancers list.

The entries in these arrays must be properly combined with each other.

How this works is explained in the tutorial.

Required tools and resources

For editing papyrus source files I recommend Notepad ++

Link: <https://notepad-plus-plus.org/>

Creation Kit (for Skyrim)

Needed für edit the esp and compile the scripts.

Download: In your Steam Libary -> Tools

MultiXwm

Needed for wav <> xwm conversion

Link: <https://www.nexusmods.com/skyrim/mods/3159/>

Papyrus Source files of SKSE

Is install by default *

Papyrus Source files of Papyrus Util

Is install by default *

GenerateFNIS for Modders

Is install by default *

Papyrus Source files of SkyUI

Is available by default *, but in BSA archiv.

I recommend BSAExtractor for unpacking the source papyrus files.

Link: <https://www.nexusmods.com/skyrim/mods/56063>

Note: SkyUI 5.1 has no source files in BSA.

So if you use 5.1 then download 5.0 - not for install - only for unpack the source files.

Unzip (from BSA) all psc files from *scripts\source*

in your *Skyrim\Data\Scripts\Source* directory.

- ski_configbase.pcs

- ski_configmanager.pcs

- etc.

** Default means that it is already required by the mod itself*

Preparation - the new dance

As example in this tutorial I use the following "dance"

Link to the video: <https://www.youtube.com/watch?v=2-ltjRPuRQ&t=150s>

Download is in the video description.

The video has an age restriction.

But this "dance" has some important features for explaining the logic of the mod.

This "dance" was meant to replace another dance in Dance Together Mod.

We only need the following resources from the download - because we do not replace, but add:

I am using a new "Dance Example" folder to copy all files there.

The animation and furniture from the download folder.

Meshes\actors\character\animations\Dance Together

- bed.nif

- oneredleaf.hkx

The music from the download folder

sound\fx\mydance

-oneredleaf.xwm

First and important step:

Rename the hkx and xwm files.

Here in the example I rename to:

- sexybedmoves.hkx

- sexybedmoves.xwm

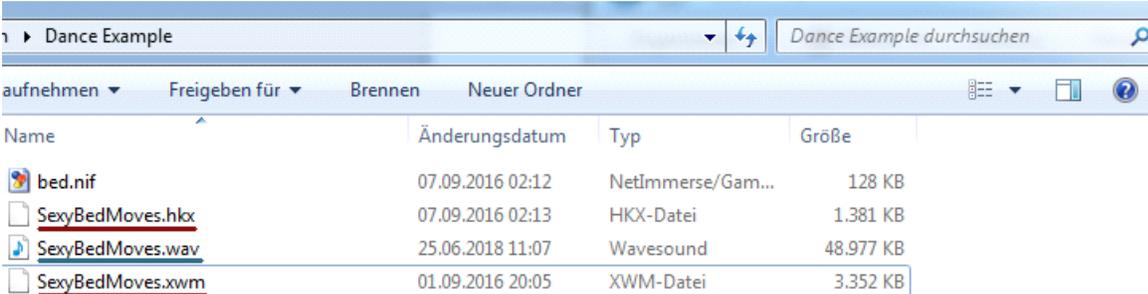
Second important step, we need a wav file.

Open MultiXwm -> add your sexybedmoves.xwm -> check xwm to wav -> click start.

The created sexybedmoves.wav is now in output folder by MultiXwm.

Copy the file into the Dance Example folder

Your folder should now look like this:



The screenshot shows a Windows File Explorer window with the address bar set to 'Dance Example'. The window title is 'Dance Example' and the search bar contains 'Dance Example durchsuchen'. The ribbon includes 'aufnehmen', 'Freigeben für', 'Brennen', and 'Neuer Ordner'. The main area displays a table of files:

Name	Änderungsdatum	Typ	Größe
bed.nif	07.09.2016 02:12	NetImmerse/Gam...	128 KB
<u>SexyBedMoves.hkx</u>	07.09.2016 02:13	HKX-Datei	1.381 KB
<u>SexyBedMoves.wav</u>	25.06.2018 11:07	Wavesound	48.977 KB
<u>SexyBedMoves.xwm</u>	01.09.2016 20:05	XWM-Datei	3.352 KB

created with MultiXwm
renamed resources

Now would be a good time to create a backup of your Lets Dance again mod.

Make a backup of the following files.

From the folder Data\Meshes\actors\character\animations\Let's dance again

- FNIS_Let's dance again_List.txt

From the folder Data\Meshes\actors\character\ behaviors

- FNIS_Let's dance again_Behavior.hkx

From the folder Data\

- Let's dance again.esp

From the folder Data\scripts

-xLetsDanceMenu.pex

-xLetsDanceStartEffect.pex

From the folder Data\scripts\source

-xLetsDanceMenu.psc

-xLetsDanceStartEffect.psc

Now copy your prepared files to your mod folders.

Data\Meshes\actors\character\animations\Let's dance again

-sexybedmoves.hkx

-bed.nif

Data\sound\fx\LDA

-sexybedmoves.xwm

-sexybedmoves.wav

Preparation almost completed - It's time for some FNIS

Open the **FNIS_Let's dance again_List.txt**

in Data\Meshes\actors\character\animations\Let's dance again.

Scroll down. The last 8 lines are for the cameras.

We insert our new animation in the line above it.

This is the line for our new animation:

[o -a Ida2027 SexyBedMoves.hkx xbed](#)

What's all this crap?

o is a FNIS Parameter: It's a animation with Anim Object. In this case, the bed. Called as [xbed](#).

You remember? We copied the bed.nif with the SexyBedMoves.hkx together.

Other FNIS parameters are, for example, [b](#) and [a](#)

b: It's a basic aniamtion

a: It's not cycle

and so on.

If you are interested in FNIS, Fore has links to documentation on its page.

[SexyBedMoves.hkx](#) ist the animation file.

What is [Ida2027](#)?

This is my name for the master.hkx - will be described later.

Important is. This name **MUST** be unique. Not only for your mod, but always - for Skyrim and all mods.

And [Idaxxx](#) should be pretty much unique. ;)

This is how the file should look like

```
FNIS_Let's dance again_List.txt - Editor
Datei Bearbeiten Format Ansicht ?
b -a lda2013 OHMyJuliet1.hkx
b -a lda2014 OHMyJuliet2.hkx
b -a lda2015 OHMyJuliet3.hkx

b -a lda2016 TakinBackMyLove1.hkx
b -a lda2017 TakinBackMyLove2.hkx

b -a lda2018 Thriller1.hkx
b -a lda2019 Thriller2.hkx
b -a lda2020 Thriller3.hkx
b -a lda2021 Thriller4.hkx
b -a lda2022 Thriller5.hkx
b -a lda2023 Thriller6.hkx
b -a lda2024 Thriller7.hkx

b -a lda2025 UrStyle.hkx
b -a lda2026 WinterHasGone.hkx
o -a lda2027 SexyBedMoves.hkx xbed

' Cameras
b -a xmyc001 c1.hkx
b -a xmyc002 c2.hkx
b -a xmyc003 c3.hkx
b -a xmyc004 c4.hkx
b -a xmyc005 c5.hkx
b -a xmyc006 c6.hkx
b -a xmyc007 c7.hkx
b -a xmyc008 c8.hkx

Your new line

Zeile 236, Spalte 20
```

Save the file FNIS_Let's dance again_List.txt

The next step is GenerateFNISforModders

In the directory Data\tools\GenerateFNIS_for_Modders\

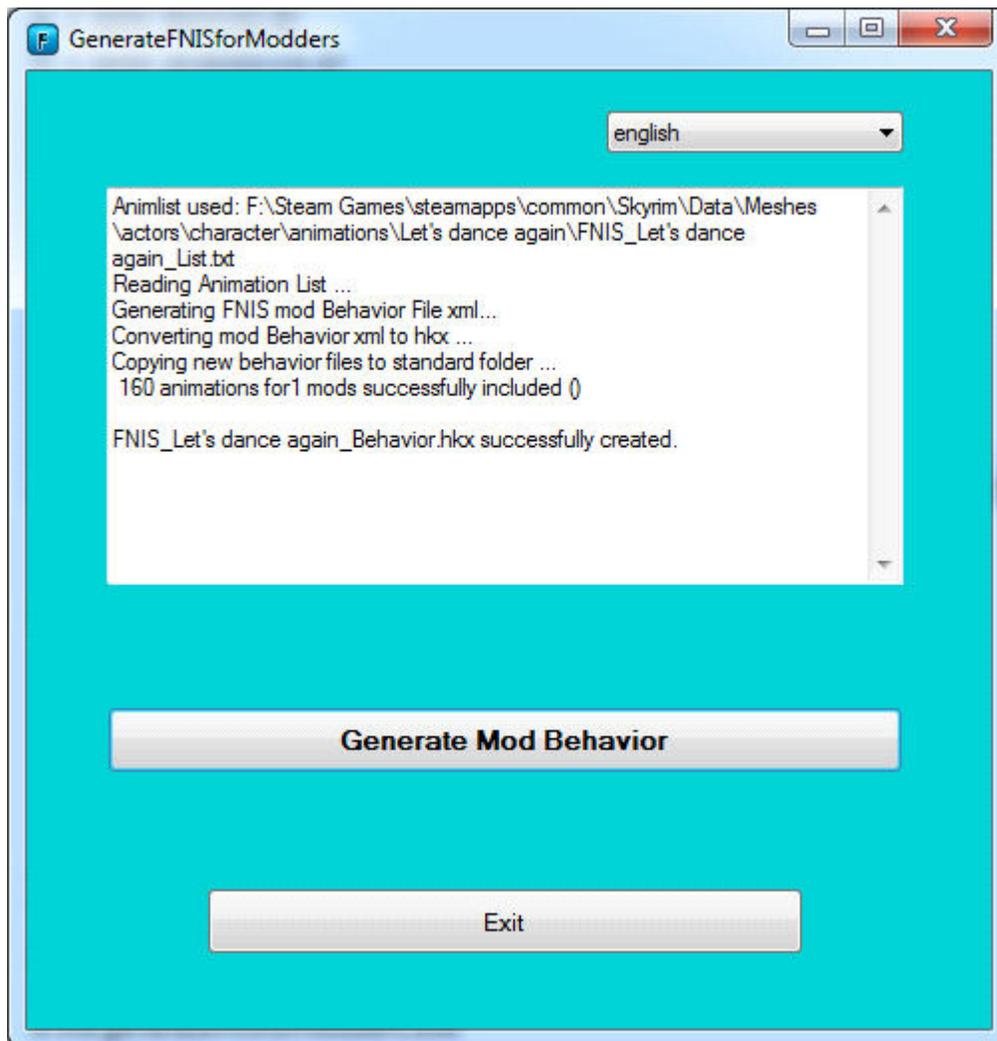
is the generatfnisformodders.exe

Open with double-click.

Click on the "Generate Mod Behavior" button.

In the file selection dialog, switch to Data\Meshes\actors\character\animations\ Let's dance again\ and select FNIS_ Let's dance again_ List.txt and click open.

If you have not made any mistakes before, the following feedback will appear and you can click on Exit.



Now Run FNIS for User

So far everything was preparation - will now start modding.

From now on, modding starts and it's important to work in a focused manner and follow the order of steps.

Start Notepad++ and open

-xLetsDanceStartEffect.psc

-xLetsDanceMenu.psc

In xLetsDanceMenu scroll down to line 343.

This is a Array called musiclist2.

Musiclist2, why 2 arrays?

Arrays in Papyrus are limited to 128 entries.

In musiclist2 array.

Increasing the index from 13 to 14-

Array starts counting at 0, not alos surprised.

Add the following line at the end of the array.

`musiclist2 [13] = "Sexy Bed Moves"`

See the screenshot!

```
340
341
342 ; Musiclist2
343 musiclist2 = new String[14]
344 musiclist2[0] = "Oh My Juliet! (3)"
345 musiclist2[1] = "Winter has gone, spring is coming"
346 musiclist2[2] = "Hotel Moonside"
347 musiclist2[3] = "Thriller (7)"
348 musiclist2[4] = "Kimagure Mercy (5)"
349 musiclist2[5] = "Automatic"
350 musiclist2[6] = "Unknown Mother Goose"
351 musiclist2[7] = "Ur-Style"
352 musiclist2[8] = "Fade away to invisible black"
353 musiclist2[9] = "Chained up"
354 musiclist2[10] = "Jade smoke"
355 musiclist2[11] = "Takin' Back My Love (2)"
356 musiclist2[12] = "Good luck"
357 musiclist2[13] = "Sexy Bed Moves"
358
359
```

Increased - was previously 13

Your new Line

"Sexy Bed Moves" - is the title for the music list in MCM.
You can call it "Damn tutorial crap" ;)

Save the file xLetsDanceMenu.psc. DO NOT close Notepad++, leave both files open.

The horror begins - work in the creation kit

Well, not really horror. But Creation Kit is very "unique" and master of caching.

So if I write - **Save Now** - that's not just good advice.

Start Creation Kit und wait.

When Creation Kit is done with check your bsa's, ini's etc. ...

Click File-> Data:

In the selection dialog, scroll left to Let's Dance again.esp.

Select it (not double-click) and click the button "Set as Active File" and then on OK.

And now - wait again.

The parent master files (Skyrim.esm and Update.esm in this case) are loaded

and then Let's dance again.

finished loading?

It begins. ;)

We have prepared everything so far.

A FNIS_txt is written, a behavior is created with FNIS for Modders, and Skyrim's master.hkx is extended with FNIS for User.

FNIS for User has taken our Mod Behavior and added it to the Master.hkx (I call it that way) (actually recreated)

Skyrim now knows the animation, but it is not used.

Now we have to make sure that we can use this new animation.

Step 1

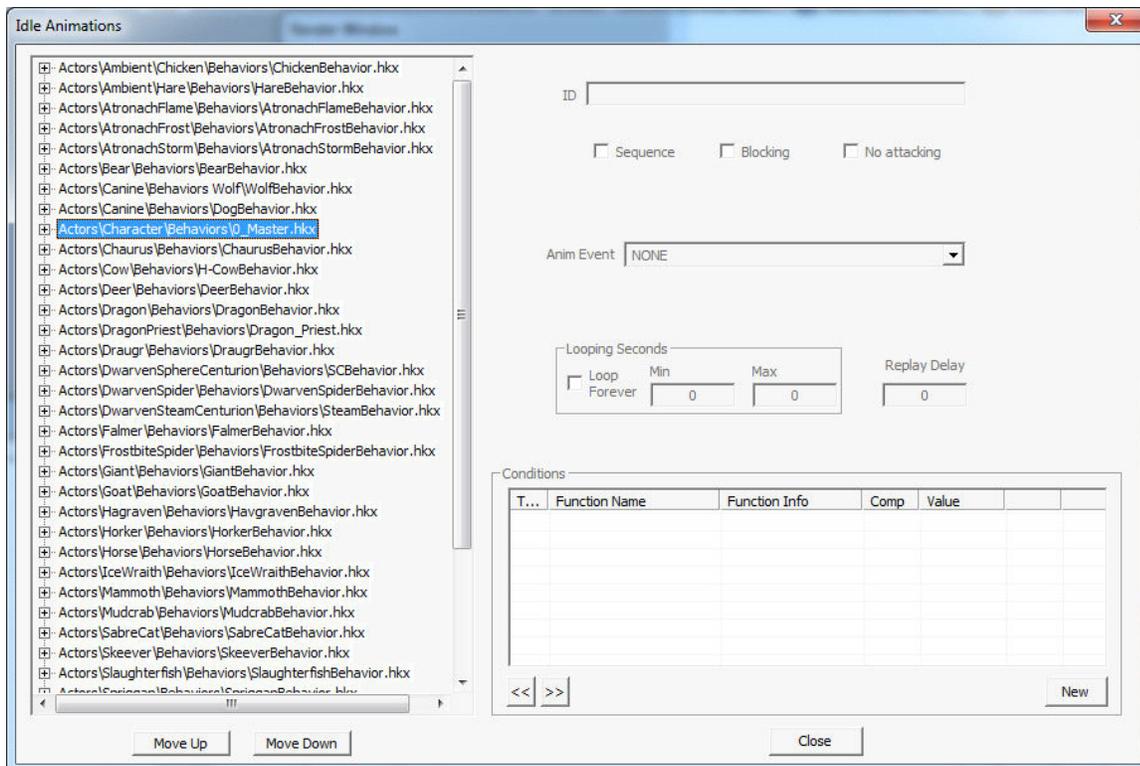
In Creation Kit Menu (at the top) click Gameplay -> submenu Animations ...

A window opens with all idles that exist - categorized by path\NamebyBehavior.hkx.

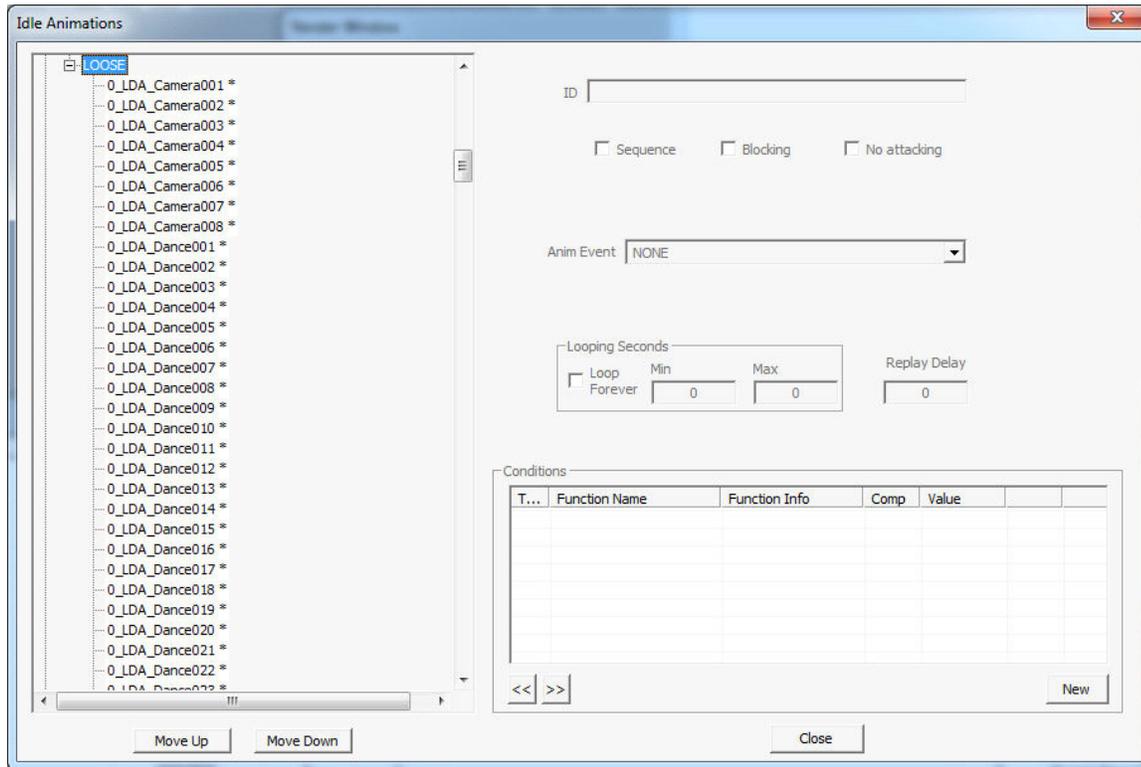
We need the master.hkx (as I call them) or more precisely the 0_master.hkx.

Actors\Character\Behaviors\0_Master.hkx.

See the screenshot:



Expand Loose



Next step is the bed and sounds

We work here with so-called forms. On the left side in the Creation Kit (I'll call it CK now, it's less writing) you see "Categories".

All these are Forms.

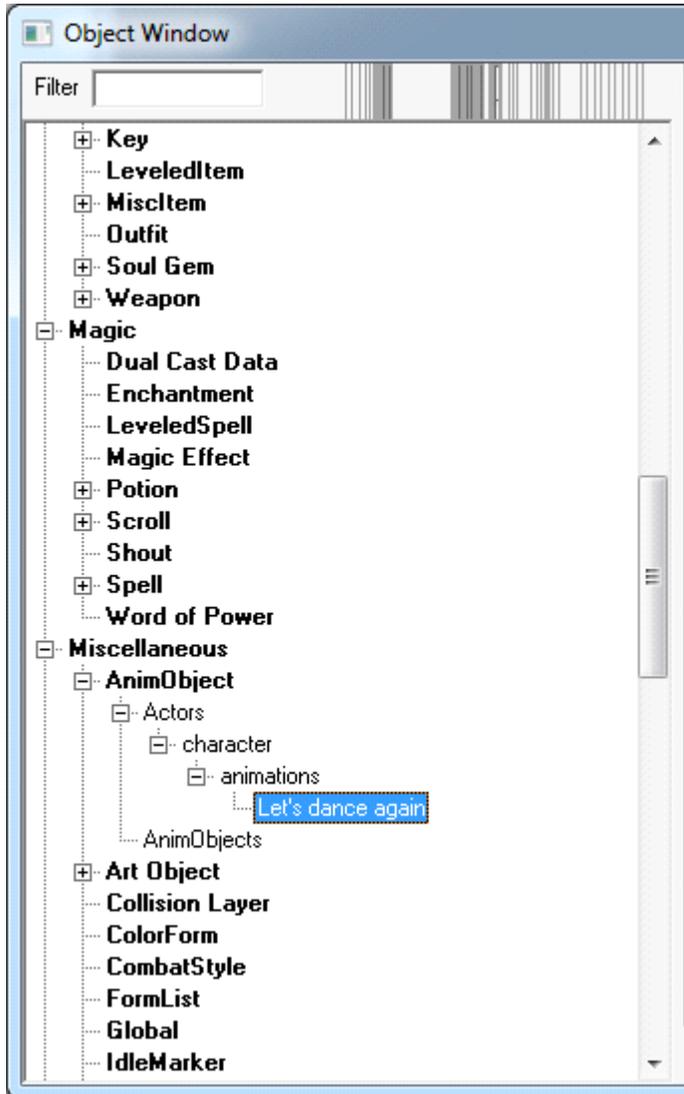
Actors, Races, Sound Markers, Quests etc. - all are Forms.

And forms have a good feature. When I enter a new ID, CK asks me to create a new form - when i save. We use this to our advantage.

We start with the bed.

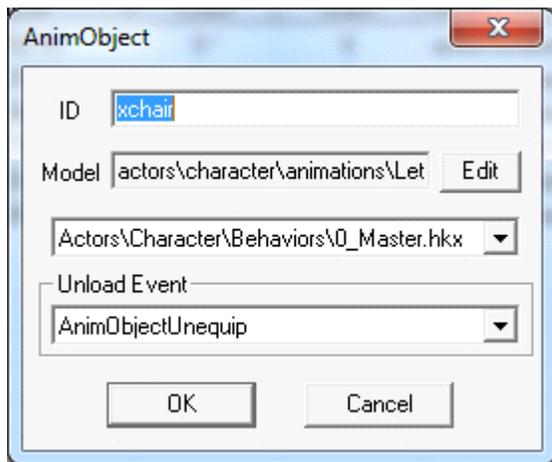
In CK on the left, choose Anim Object.

Expand the category and select Let's Dance again.



Right - the Object Window displays all the forms previously added by Let's Dance Again.

Double-click on xchair (for example)



First of all - change the ID:

from xChair to **xBed**.

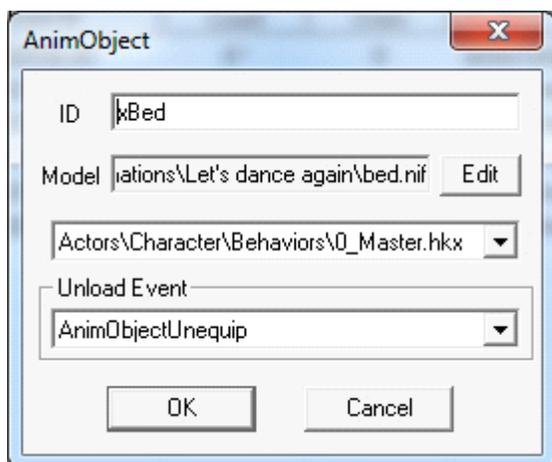
You remember a **xbed**. ;)

Second - change the nif in Model:

actors\character\animations\Let's dance again\bed.nif

You remember the bed.nif'?

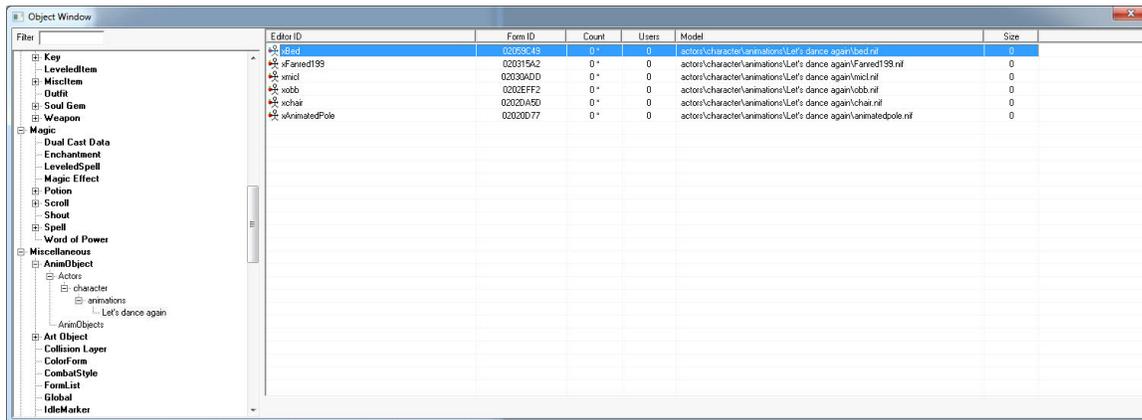
This is how it is done:



If you click OK, CK asks if you want to create a new form.

Click on **YES**.

Well, you have a new Anim Object:



Editor ID	Form ID	Count	Users	Model	Size
xbed	0028243	0*	0	actors\character\animations\Let's dance again\bed.nif	0
xFanned199	00315A2	0*	0	actors\character\animations\Let's dance again\Fanned199.nif	0
xmici	0030ADD	0*	0	actors\character\animations\Let's dance again\mici.nif	0
xobb	0030FF2	0*	0	actors\character\animations\Let's dance again\obb.nif	0
xchair	002D45D	0*	0	actors\character\animations\Let's dance again\chair.nif	0
xAnimatedPole	0030D77	0*	0	actors\character\animations\Let's dance again\animatedpole.nif	0

Save Now

Only some music and then little scripts

For music we need 2 forms.

First the form Sound Descriptor - contains the category, settings and the sound file

Second, the form sound markers - so we can use the sound in the script

Step one:

We need a Sound Descriptor.

On the left in Audio Category open the sub-category Sound Descriptor.

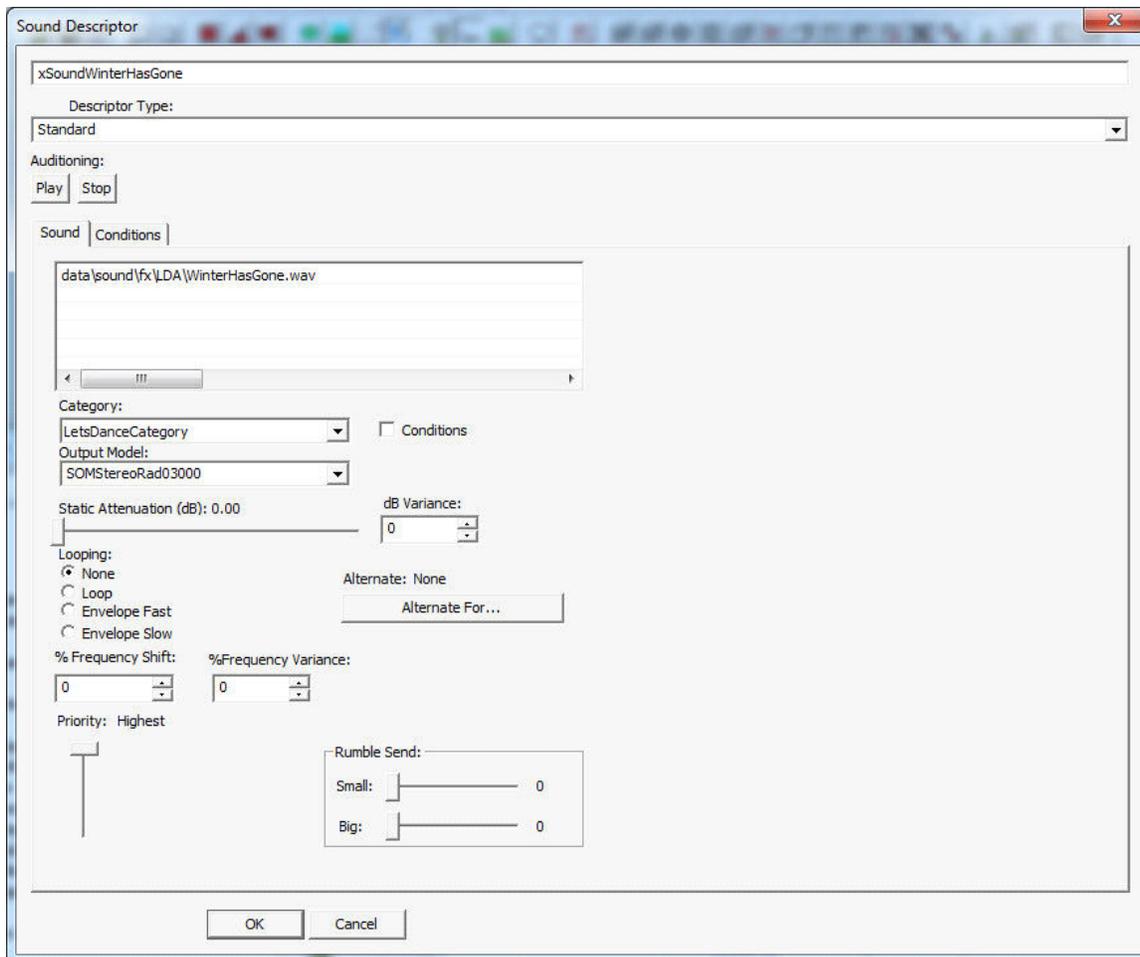
Right in the Object window, an awful lot of forms are displayed.

On the right side of the Object window, click on the column header "Form ID".

Now Let's Dance Again Forms should be at the top.

All sounds from this mod start with Form ID 02 and name xSoundblablabla.

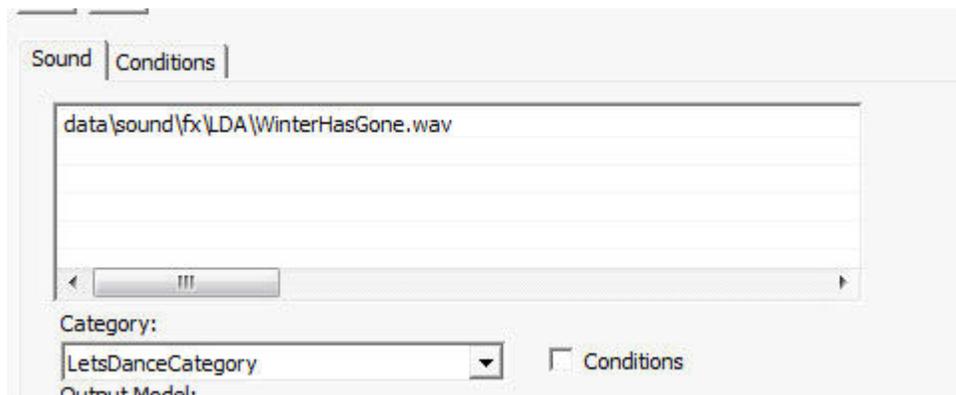
Open one of these forms with a double click. As an example I choose xSoundWinterHasGone.



As previously described: **First change the ID.**

I change the ID in [xSoundSexyBedMoves](#)

Now, change the sound file.



Right click in this window and choose New.

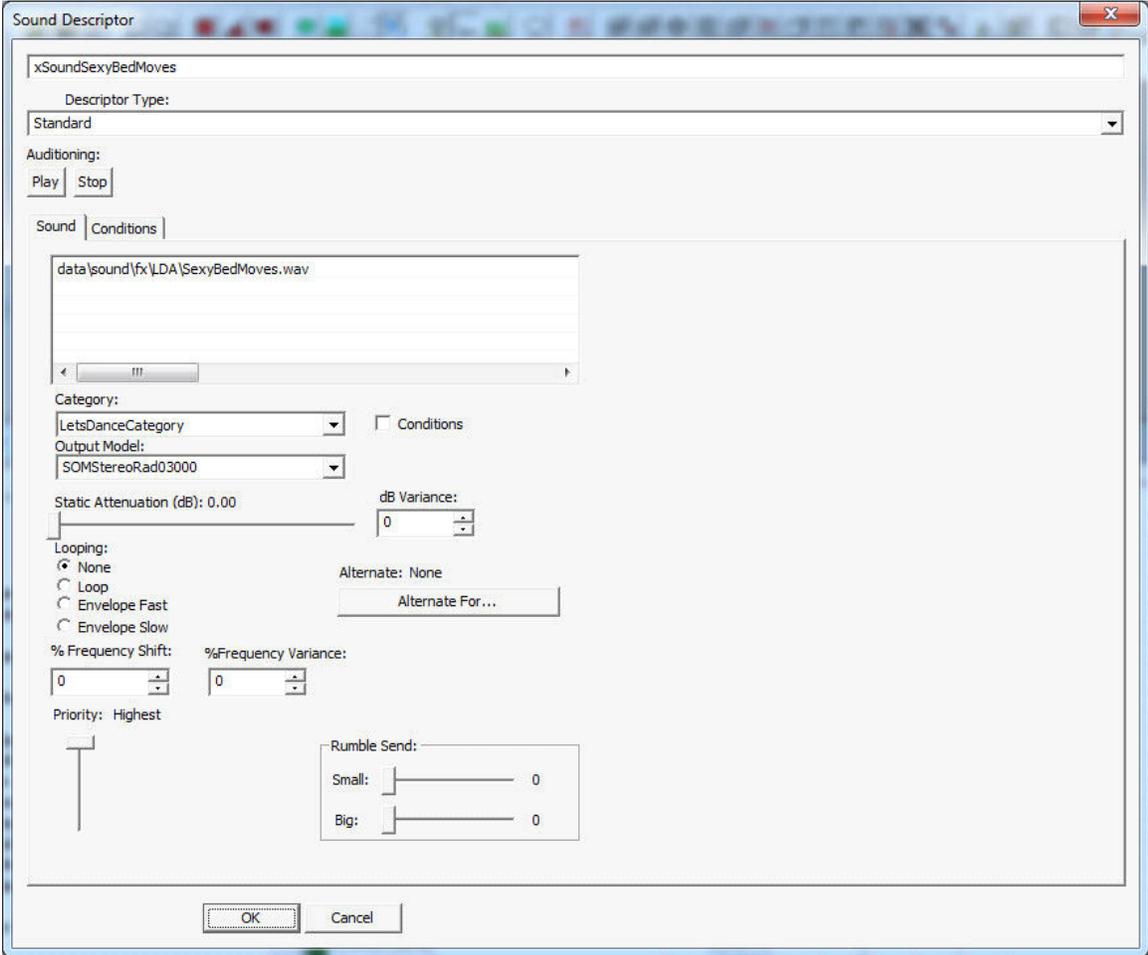
In the file selection dialog, switch to Data \ sound \ fx \ LDA and select the file SexyBedMoves.wav.

Then right-click on the old file in the list -> right-click -> Delete.

Click on Play if you want to check AND click on Stop before closing the window.

When you close, CK asks if new form, click **Yes**.

That's the sound descriptor when you're done.

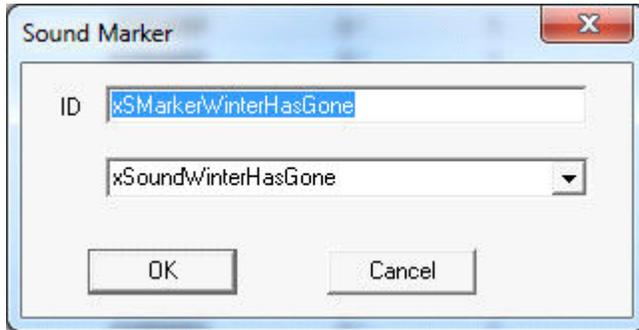


Save Now

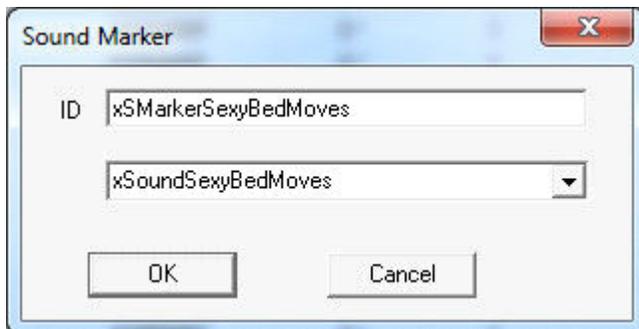
Now we need a sound marker

As before, go to Sound Marker (directly below Sound Descriptor)

Sort by Form Id and open for example `xSMarkerWinterHasGone`.



Change the ID in `xSMarkerSexyBedMoves` and select your new sound descriptor `xSoundSexyBedMoves`.



Animations, Furnitures / Anim Objects, Sounds - all done.

Just some script and you're done

In the Ck on the left, choose Quest.

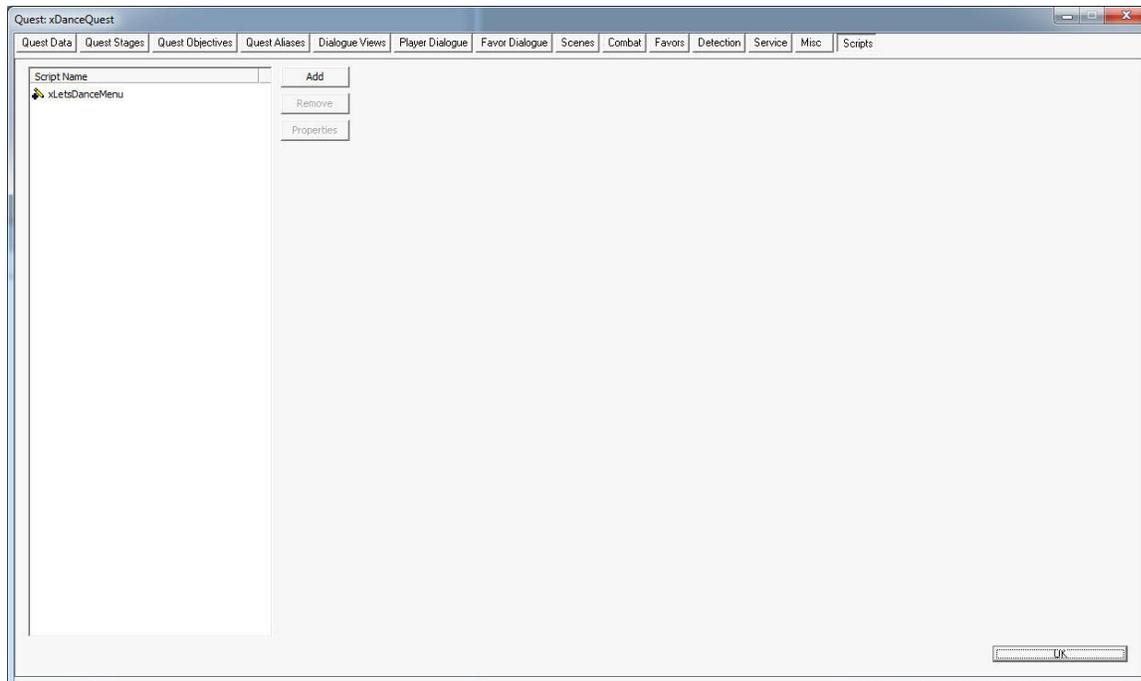
It is a subcategory of character.

Sort by Form ID.

Editor ID	Form ID	Count	Users	Name
? xDanceQuest	02002DD1	0 *	5	Dance
? Patch1_9_UpdateQuest	010009A3	0	0	
? Patch1_6_UpdateQuest	0100097F	0	0	
? Patch1_5_UpdateQuest	0100083F	0	0	
? Patch1_4_UpdateQuest	01000803	0	0	
? DA15Return	0010FF8F	0	1	
? CRTwinsPostQuest	0010FE25	0	4	
? CWReservations	0010FDD5	0	1	
? C00PlayerTheftPoke	0010FBF5	0	1	
? DA08FriendKill	0010FAEE	0	1	
? DA08EbonyBladeTracking	0010FAEC	0	5	
? CreatureDialogueFox	0010F676	0	2	CreatureDialogueFox
? MGSrollSwap	0010F4AC	0	1	Elder Scroll Handling
? MQGreybeardCall	0010EC61	0	1	
? TGJarl	0010E3E9	0	0	Thieves Guild Jarl Quest
-	-	-	-	-

Double-click to open the [xDanceQuest](#).

Go to the last tab > Scripts <



Right click on the script -> Edit Source.

The should open in CK script editor.

You already know the file - Here you have added a new dance with Notepad ++.

Click File -> Save. Close the CK script editor.

Close the Quest window

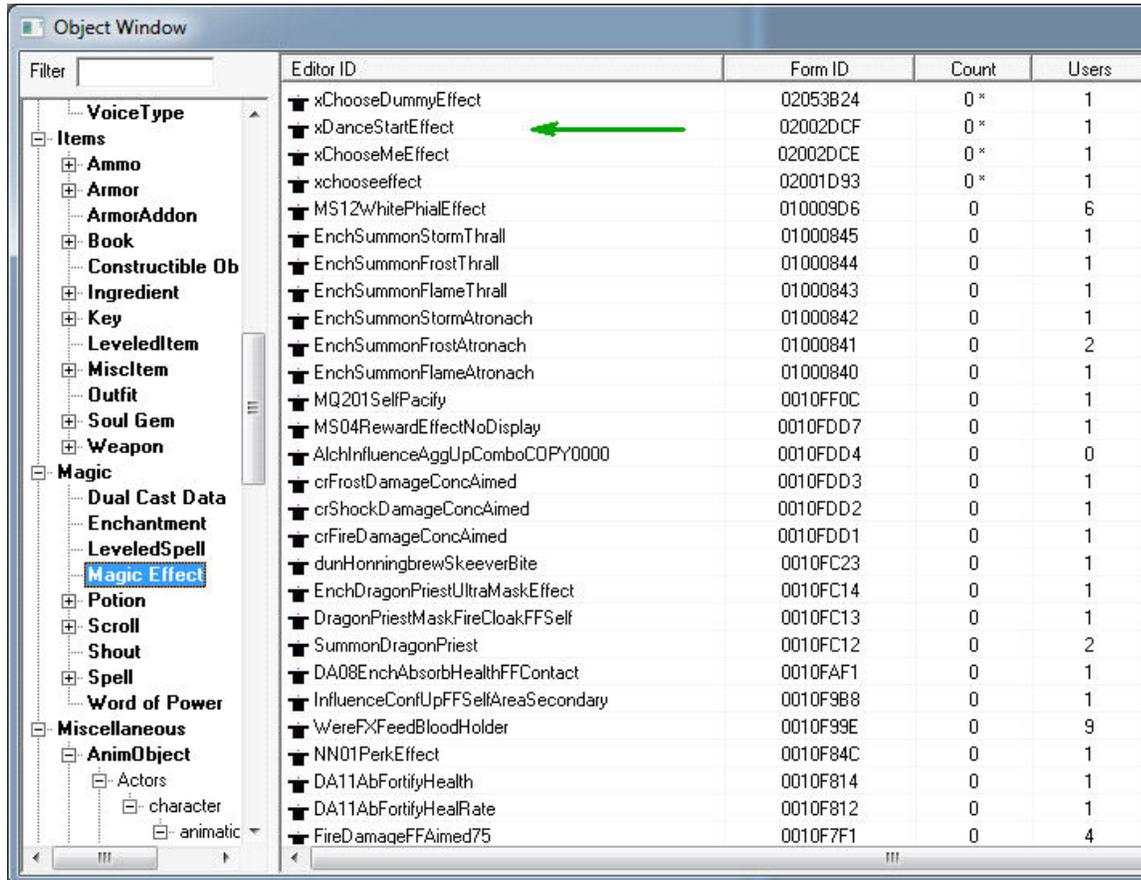
Well. I am just asking. You noticed what dance it was?

Assistance - it was Dance [13](#) in the [musiclist2](#).

And now some script

You're still awake - I believe you, but do not complain if you forget something or just fall asleep.

In CK on the left click on Magic Effect and sort the Form by Form ID - as before.



The screenshot shows the 'Object Window' interface. On the left, a tree view shows the 'Magic Effect' category selected. The main area displays a table of objects sorted by Form ID. A green arrow points to the 'xDanceStartEffect' entry.

Editor ID	Form ID	Count	Users
xChooseDummyEffect	02053B24	0 *	1
xDanceStartEffect	02002DCF	0 *	1
xChooseMeEffect	02002DCE	0 *	1
xchooseeffect	02001D93	0 *	1
MS12WhitePhialEffect	010009D6	0	6
EnchSummonStormThral	01000845	0	1
EnchSummonFrostThral	01000844	0	1
EnchSummonFlameThral	01000843	0	1
EnchSummonStormAtronach	01000842	0	1
EnchSummonFrostAtronach	01000841	0	2
EnchSummonFlameAtronach	01000840	0	1
MQ201SelfPacify	0010FF0C	0	1
MS04RewardEffectNoDisplay	0010FDD7	0	1
AlchInfluenceAggUpComboCOPY0000	0010FDD4	0	0
crFrostDamageConcAimed	0010FDD3	0	1
crShockDamageConcAimed	0010FDD2	0	1
crFireDamageConcAimed	0010FDD1	0	1
dunHonningbrewSkeeverBite	0010FC23	0	1
EnchDragonPriestUltraMaskEffect	0010FC14	0	1
DragonPriestMaskFireCloakFFSelf	0010FC13	0	1
SummonDragonPriest	0010FC12	0	2
DA08EnchAbsorbHealthFFContact	0010FAF1	0	1
InfluenceConfUpFFSelfAreaSecondary	0010F988	0	1
WereFXFeedBloodHolder	0010F99E	0	9
NN01PerkEffect	0010F84C	0	1
DA11AbFortifyHealth	0010F814	0	1
DA11AbFortifyHealRate	0010F812	0	1
FireDamageFFAimed75	0010F7F1	0	4

Double click on [xDanceStartEffect](#).

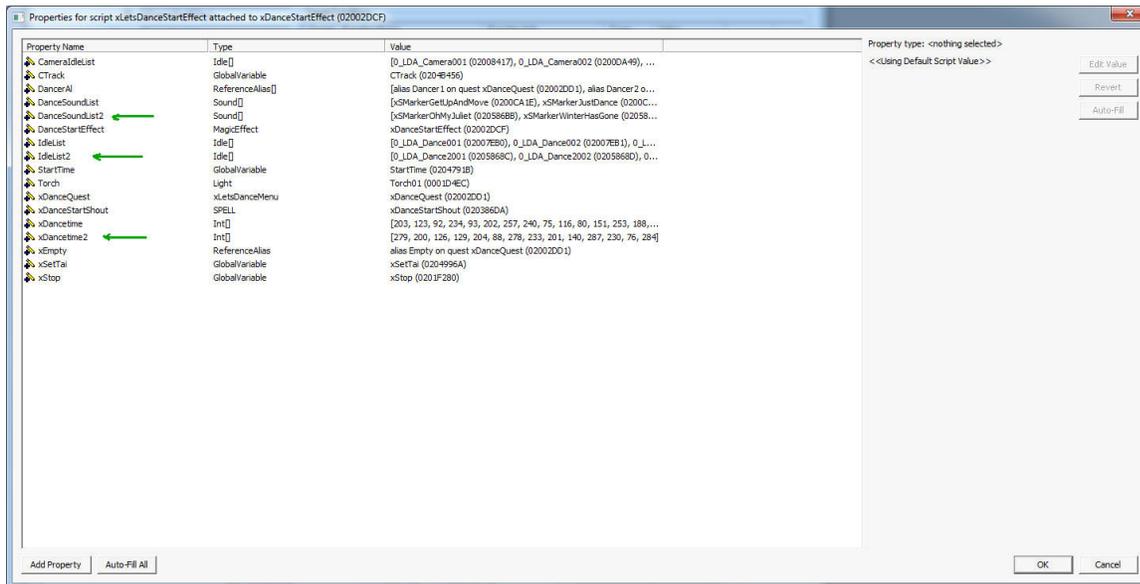
The screenshot shows the 'Magic Effect' editor window. The main configuration area is filled with various settings for the 'xDanceStartEffect' magic effect. The 'Papyrus Scripts' section at the bottom right contains a list of scripts, with 'xDanceStartEffect' selected and highlighted in blue. A green arrow points to this script. The 'Target Conditions' table is empty. The 'Visual Effects' section contains a list of visual effects, all set to 'NONE'. The 'Dual Casting' section has 'Art' set to 'NONE' and 'Scale' set to '1.0000'. The 'Spellmaking' section has 'Power Affects' checked for 'Duration' and 'Casting Time' set to '0.5000'. The 'Script Effect AI Data' section has 'Score' set to '0.0000' and 'Delay Time' set to '0.0000'. The 'Equip Ability' is set to 'NONE'. The 'Sounds' section contains a list of sound effects, all set to 'NONE'. The 'Magic item description' field is empty. The 'Papyrus Scripts' section has 'Add', 'Remove', and 'Properties' buttons. The 'xDanceStartEffect' script is selected, and a green arrow points to it.

Target	Function Name	Function Info	Comp	Value
--------	---------------	---------------	------	-------

Script Name
xDanceStartEffect

Click on the Script and then on Button Properties.

The Properties

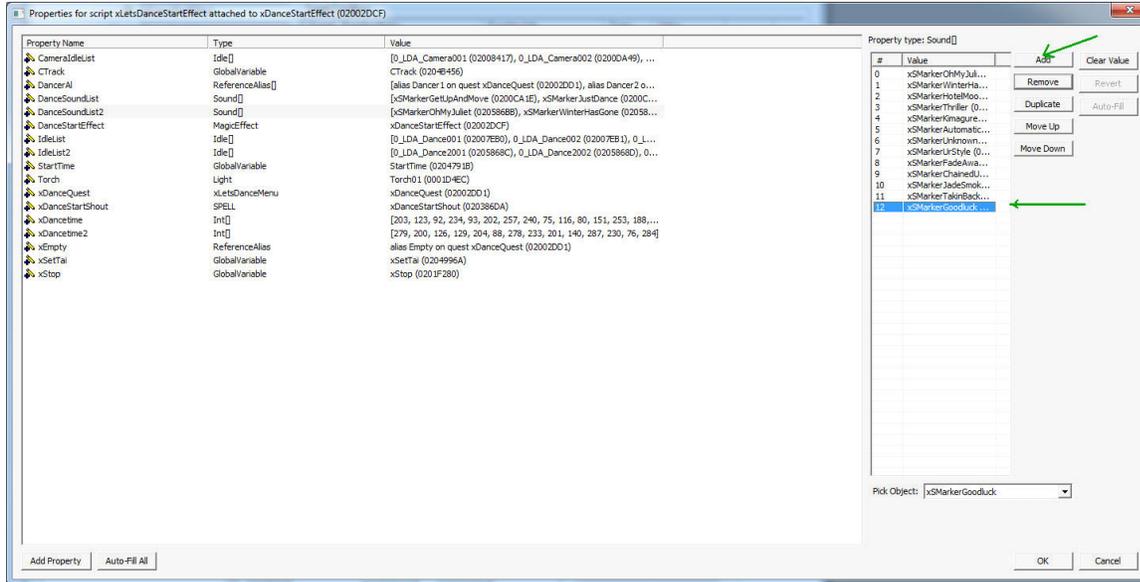


We have to edit 3 properties (arrays) and enter new values

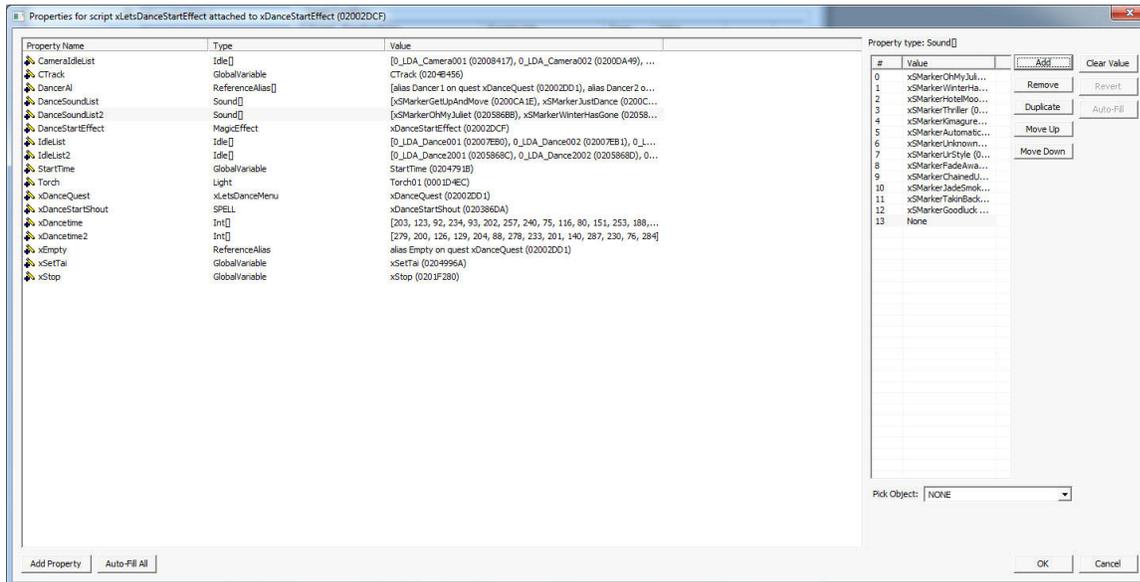
- first Array - click on DanceSoundList2

Here you see all Soundmarker for Musiclist2.

Click **first** on the last entry and **then** on the Add button



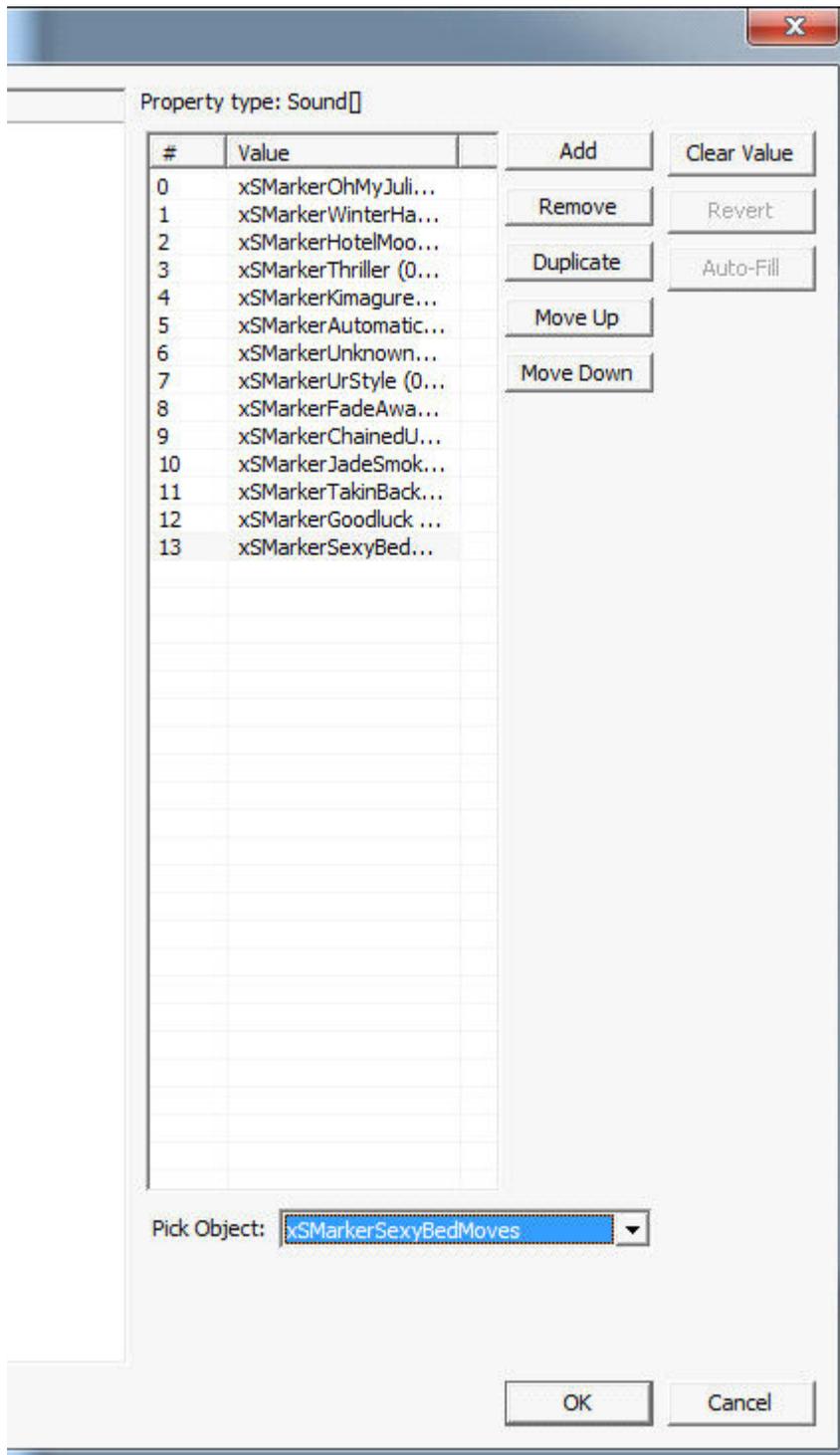
We have a new entry in the array, but is None



Click on Pick Object list and choose your new Sound Marker [xSMarkerSexyBedMoves](#)

If you enter x - list scroll down to the first xEntry. Is much faster...

It should look like this - click on ok



*Make a note for yourself like this: **DanceID 13***

13 is the array index

Important note!

Never resort, duplicate or delete these entries.

At least not if you do not know exactly what you are doing.

This also applies to the next two arrays.

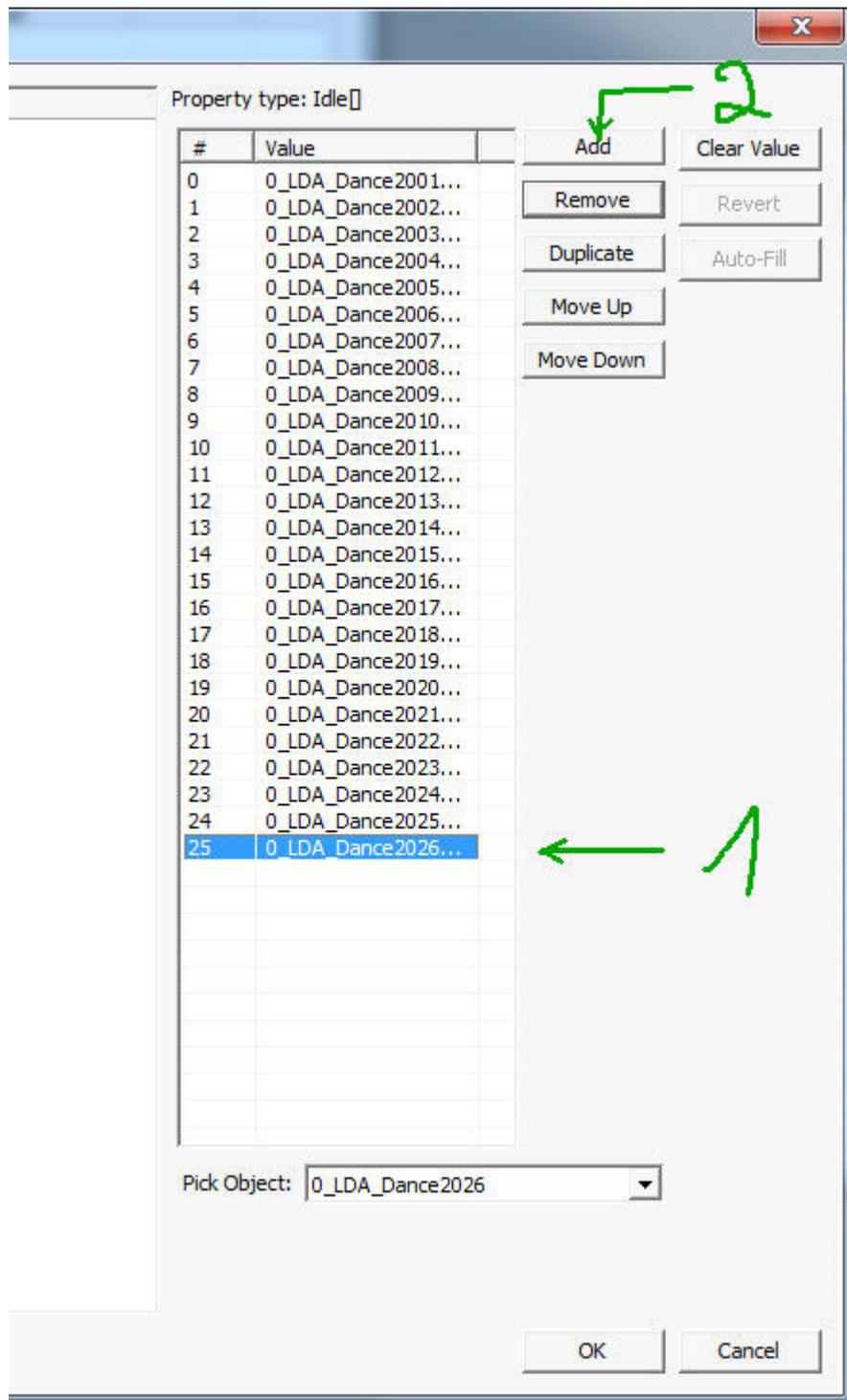
- second array - click on [IdleList2](#)

You see, there are more entries than songs. We have only 13 Songs in Musiklist2.

Not every dance consists of only ONE animation. Some dances consist of SEVERAL animations.

To map this correctly, we will write some script afterwards.

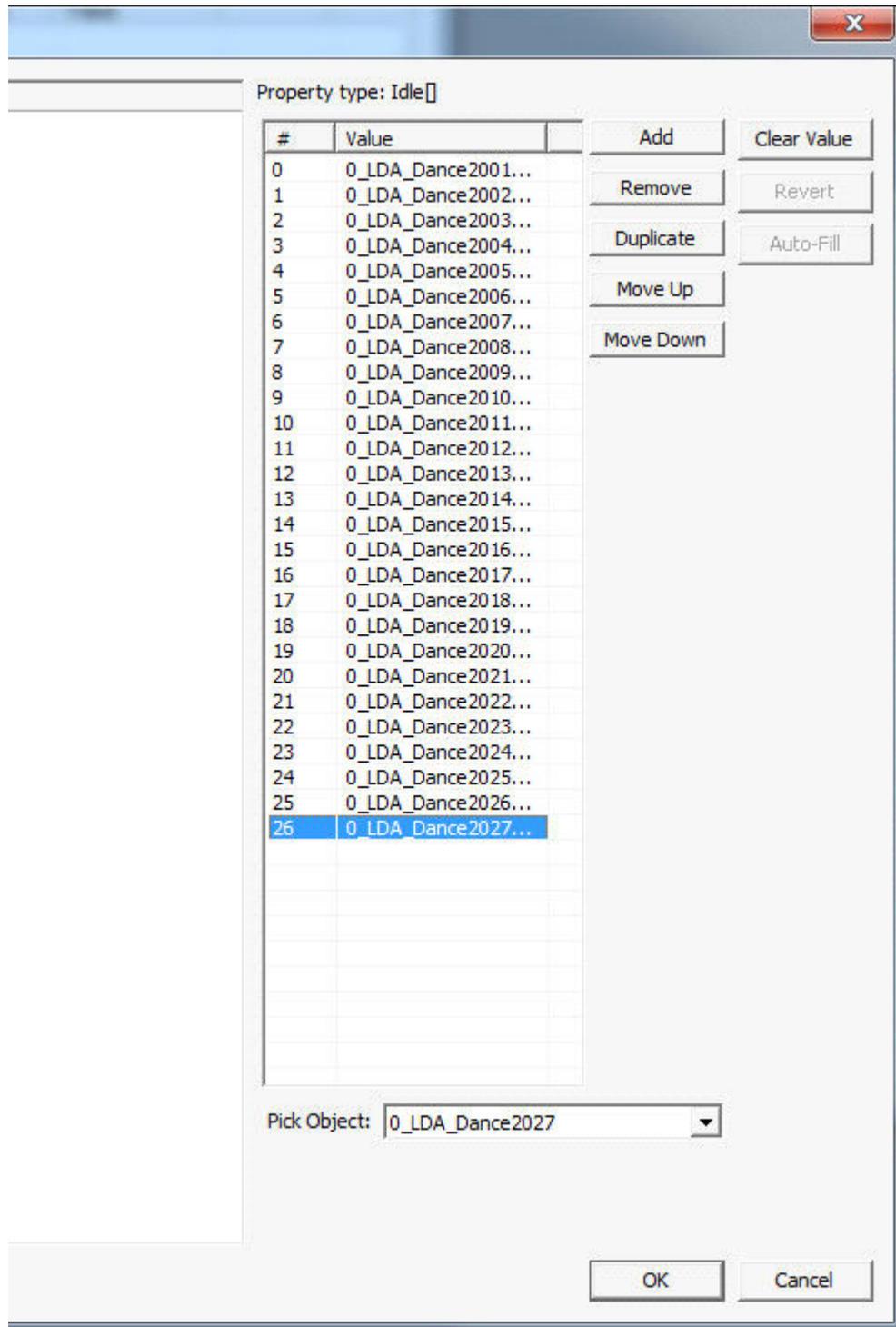
First select the last entry and click on Add.



In Pick Object List choose your Idle [0_LDA_Dance2027](#).

If you remember, that was the first thing we did in CK. The idle created.

Now, It should look like this - click on ok



*Make a note for yourself like this: **idleID 26***

26 is the array index

-third array - click on [xDanceTime2](#)

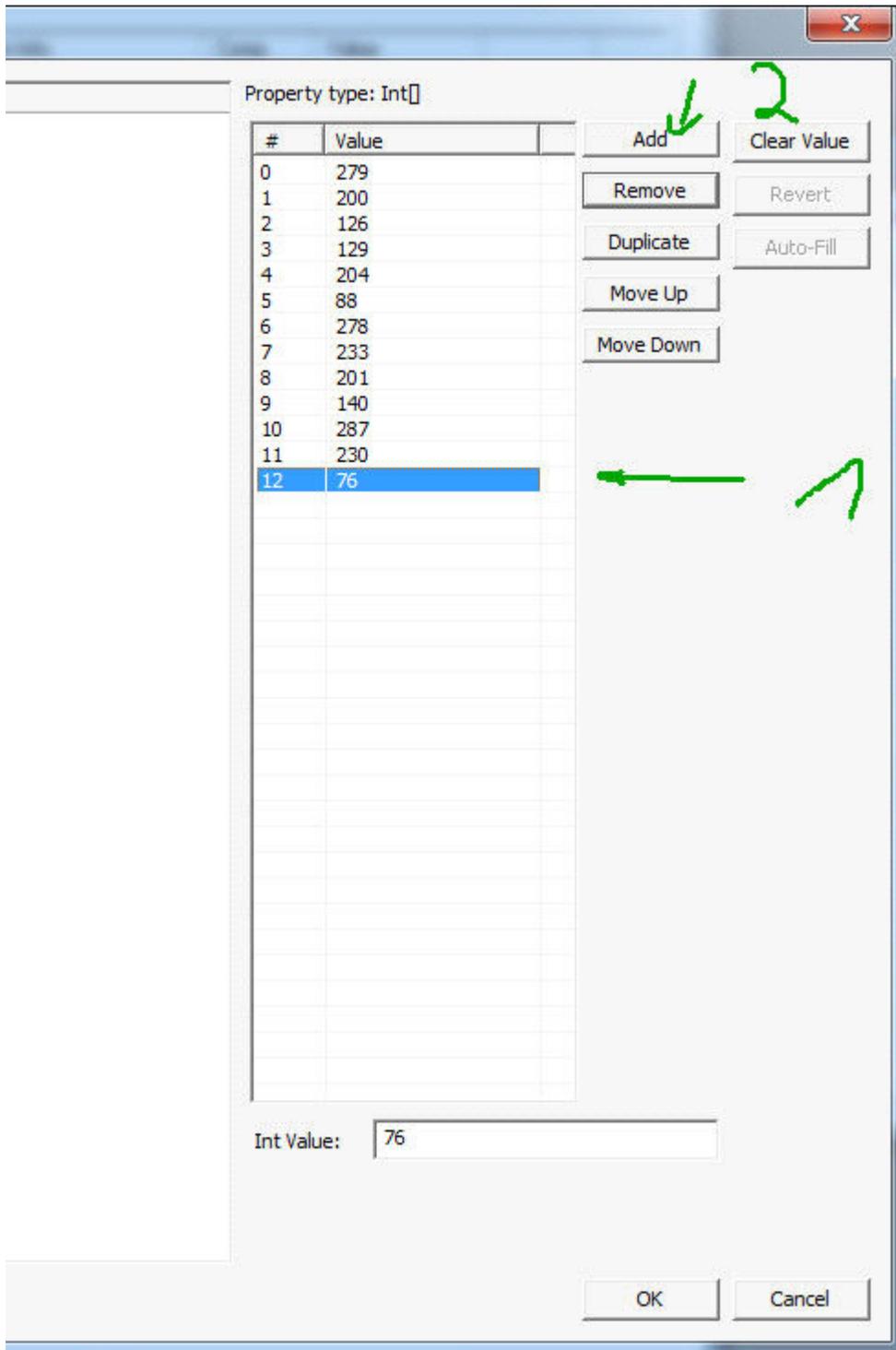
We need the time for the animation - in seconds.

Usually that's the duration of the song.

But in this case the animation time is only 4:22 minutes, but the song 4:44 minutes.

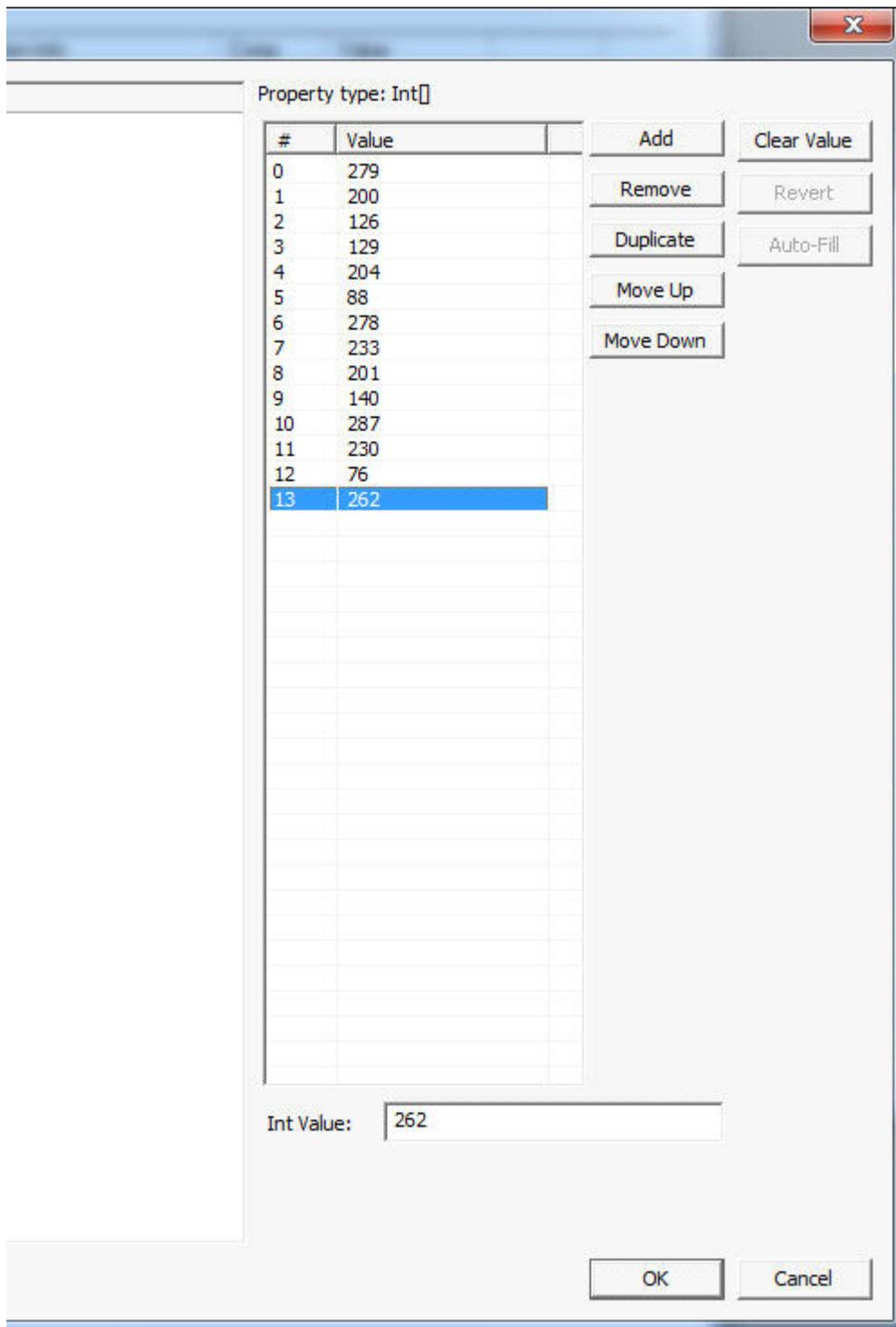
So I decide for 262 seconds

As before - First select the last entry and click on Add.



And now enter the time in seconds - here 262

Now, It should look like this - click on ok



Close the Propertie Window with click on OK.

Close the Magic Effect Window with click on OK.

Save Now

Switch to your Notepad++ - it should still be open.

If Notepad++ ask you if wish reload, because another program editet the files, click yes.

In Notepad++ open the tab [xLetsDanceStartEffect.psc](#)

It's time for a little bit script.

I hope you took your notes.

Now you will need it.

In `xLetsDanceStartEffect.psc` scroll down to line 590.

This is the `function mappingMusicList2` for mapping the arrays - here for `musiclist2`.

Scroll down to the `endif` - is at the end of the `function`

See here

```
elseif xSDanceID == 8
    letsDance(xSDanceID, false, xSMaxN ,4)
elseif xSDanceID == 9
    letsDance(xSDanceID, false, xSMaxN ,3)
elseif xSDanceID == 10
    letsDance(xSDanceID, false, xSMaxN ,6)
elseif xSDanceID == 11
    letsDance(xSDanceID, true, 2 ,15)
elseif xSDanceID == 12
    letsDance(xSDanceID, false, xSMaxN ,0)
endif
endfunction

;#####
;## How do use the function letsDance ##
;## call in mappingMusicList 1 and 2 ##
;#####
;
; letsDance(1 as int, 2 as bool, 3 as int, 4 as int)
;
; 1 = xSDanceID = Id of MusicList
```

Now enter follow 2 lines

```
elseif xSDanceID == 13
```

```
letsDance(xSDanceID, true, 1 ,26)
```

When you're done, it should look like this.

```
623 elseif xSDanceID == 8
624     letsDance(xSDanceID, false, xSMaxN ,4)
625
626
627 elseif xSDanceID == 9
628     letsDance(xSDanceID, false, xSMaxN ,3)
629
630
631 elseif xSDanceID == 10
632     letsDance(xSDanceID, false, xSMaxN ,6)
633
634
635 elseif xSDanceID == 11
636     letsDance(xSDanceID, true, 2 ,15)
637
638
639 elseif xSDanceID == 12
640     letsDance(xSDanceID, false, xSMaxN ,0)
641
642
643 elseif xSDanceID == 13
644     letsDance(xSDanceID, true, 1 ,26)
645
646 endif
647
648 endfunction
649
650 ;#####
651 ;## How do use the function letsDance ##
652 ;## call in mappingMusicList 1 and 2 ##
653 ;#####
654 ;
655 ; letsDance(1 as int, 2 as bool, 3 as int, 4 as int)
656
657 ; 1 = xSDanceID = Id of MusicList
658 ; 2 = Id count of anims. If false All Dancers use the same Animation. If true, Dancer 1 use anim 1,
659 ; 3 = Max number of dancers.
660 ; 4 = Id of animation in IdleList.
661
662 ; ##Note##
663 ; Many dances have more than 1 animation. So is maybe <Id of MusicList> != <Id of IdleList>
```

Save the [xLetsDanceStartEffect.psc](#)

Notes:

The 13 = see your Note 1

The 26 = see your Note 2

True means it's a dance with a lot of animations. Not true - right. I'll say something. *

The 1 means the maximum number of dancers.

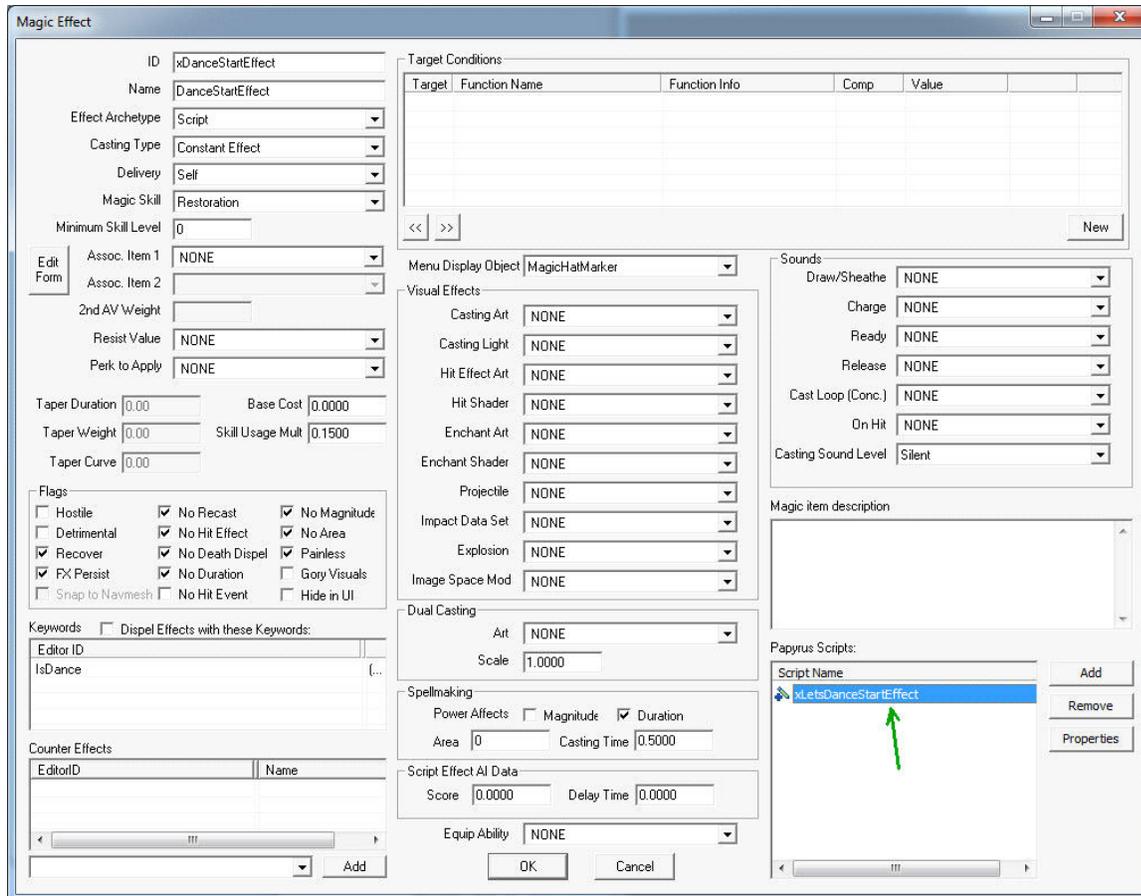
*The 1 (maximum number of dancers) is only considered if true.

If I enter false and instead of 1 xSMaxN, then whole Riverwood with up to 12 beds and anatomically dislocated females can become impassable. ;)

Some explanation about the script is written at the end of the file.

Change back to CK

Double click on `xDanceStartEffect`. It's the Magic Effect which you have already worked on



But now **right click** on the script -> **Edit Source**.

The CK script editor opens the script.

Click in CK script editor on File save.

The script will now be compiled. Close the CK script editor if compiled successfully.

Close the magic effect.

Save the ESP - for sure.

You can close CK now.

Congratulations - you have a new dance.