

How to Patch Pandora to Work with ZAZ 8+

The objective of this tutorial is to make it possible for the ZAZ 8+ Mod, which is required for many Skyrim mods, to be compatible with the Pandora animation engine.

The mod organizer used for this purpose is MO2, as I don't use Vortex and I assume it would cause more problems if used.

The use of FNIS serves the additional purpose of extracting some files that this engine is capable of generating correctly, unlike Pandora Alpha, which has had issues assigning animations via script. According to my tests, Pandora does install the ZAZ animation packages, but the scripts do not execute, resulting in NPCs standing still next to equipment.

It will be separated into different parts.

- Installation of requirements, methods, directions, and cleaning
- Sequence of folder activation, execution of FNIS XXXXL, and Pandora
- Assembling the patched Pandora ZAZ 8+ folder

Enlaces de requisitos

- [MO2](#) – (I use this [2.5.1rc2](#), but it should work on all)
- [FNIS \(XXL, creaturas, spells\)](#)
- [FNIS XXXXL](#)
- [ZAZ 8+ SE](#) (I use this [ZAZ](#))
- [Pandora v1.4.3-Alpha](#)
- [Parche ZAZ 8+ SE behaviors 2024](#)



• Installation of Pandora

The first thing is to have everything in order, so we have to install **Pandora** just like a mod and generate a separate folder for the files it generates.

You must associate the program with your M02. To do this, go into the installed mod (its folder) and associate the file Pandora Behavior Engine+.exe. Also, make sure to create an empty mod to deposit the files created by Pandora.

4 days ago
github-actions
v1.4.3-alpha
Fe6f4d5
Compare

Pandora Behaviour Engine v1.4.3-alpha Latest

What's Changed

- [Fix]: Revert to match based string operations instead of length based to prevent element value concat errors. by @Monitor144hz in #205
- [Fix]: Crashing and other instability issues in-game from replace text patches triggering deletion of parent node (whoops). Highly recommended to update.

Full Changelog: [v1.4.2-alpha...v1.4.3-alpha](#)

Contributors

Monitor144hz

Assets

- Pandora_Behaviour_Engine_v1.4.3-alpha.zip 6.65 MB 4 days ago
- Source code (zip) 4 days ago
- Source code (tar.gz) 4 days ago

You and 4 others reacted

- meshes
- Nemesis_Engine
- Pandora_Engine
- scripts
- FNIS.esp
- GongSolutions.WPF.DragDrop.dll
- HXX2.dll
- HXX2.pdb
- meta.ini
- Nito.HashAlgorithms.Core.dll
- Nito.HashAlgorithms.CRC.dll
- NLog.config
- NLog.dll
- Pandora Behaviour Engine+.deps.json
- Pandora Behaviour Engine+.dll
- Pandora Behaviour Engine+.exe
- Pandora Behaviour Engine+.pdb
- Pandora Behaviour Engine+.runtimeconfig.json
- XML Cake.dll
- XML Cake.pdb

Modificar Ejecutables

Ejecutables: Pandora Behaviour Engine+

ReSaver
R88_ESLify
zEdit
GenerateFNISforUsers XXL
SSEEdit
FNIS XXXL Patcher
LOOT (1)
Wrye Bash
Creation Kit
SSEEditPseudoESL
Ostim tools-1.1.0 Setup
ESLifyEverything
Pandora Behaviour Engine+
GenerateFNISforModders
HXK Extractor

Título: Pandora Behaviour Engine+

Binario: (.Mods\Pandora Behaviour Engine +)\Pandora Behaviour Engine+.exe ...

Comenzar en: ...

Argumentos: ...

Suscribirse Steam AppID

Crear archivos en mod en lugar de sobrescribir (*) Pandora PLUS EXPORT

Forzar bibliotecas de carga (*)

Use el icono de la aplicación para accesos directos de escritorio

Ocultar en la interfaz de usuario

(*) Perfil específico

Aceptar Cancelar Aplicar

Activos:

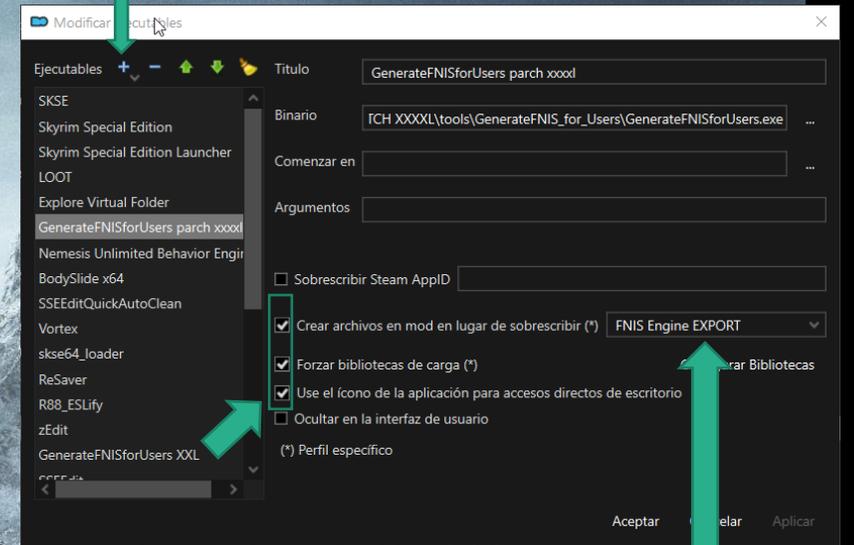
- Instalar mod...
- Cear Mod vacíos
- Crear separador

Pandora PLUS EXPORT

• Installation of FNIS XXXXL

In the same way as Pandora, if you install FNIS from its page on Nexus and its patch from LoverLab, also generate a separate folder for the files it generates.

There is an extra step: when installing mods from Nexus, you will need to combine them with the files you downloaded from LoverLab. Copy the 'tools' folder and paste it into your FNIS that is already installed as a mod. Then, associate the new FNIS XXXXL Patcher.exe with your M02.



Download this file

Get Support

- Meshes
- scripts
- source
- tools
- FNIS.esp
- FNIS.ini0
- FNIS_Readme_7.6 SE XXL.txt
- FNISACweaponScript_EXAMPLE_SCRIPT.psc
- meta.ini

- GenerateFNIS_for_Modders
- GenerateFNIS_for_Users
- FNIS XXL.patch
- FNIS XXXXL Patcher.exe
- FNIS XXXXL.patch

FNIS Engine EXPORT

• Methods and Directions

After installing both programs correctly, make sure you have ZAZ 8+ installed from the [LoverLab](#) page. Then, download the [Parche ZAZ 8+ SE behaviors 2024](#) which I packaged myself. It's not much, but it's to update the animation order a bit. There are no major changes; remember to install it after the ZAZ folder so it overwrites it.

After completing all of this, we will have multiple mods installed and applications in MO2. Now we need to create an extra folder where the patch will be performed. In my case, I decided to name it 'PANDORA+ZAZ8+FIX Overwrite'.

Organizing everything, we would have what is shown in the image. If you don't have all these folders in MO2, it means you missed something in the previous procedure.

The names may vary, but the important thing is that you understand what is behind each folder.

- ZaZ Animation Pack+ CBBE HDT V.8.0+SE2023 (CAO)
- ZaZ Animation Pack+8.0+SE behaviors 2024

ANIMACION PANDORA + FNIS XXXXL ZAZ 8+

- PRESS 1 Fores New Idles in Skyrim SE - FNIS SE PARTCH XXXXL
- PRESS 2 FNIS Spells SE 7.0
- PRESS 3 FNIS Creature Pack SE 7.6
- Pandora Behaviour Engine +

ANIMACIONES Overwrite

- Pandora PLUS EXPORT
- FNIS Engine EXPORT
- PANDORA+ZAZ8+FIX Overwrite

Once installed and activated, this patch will not be touched again.

• Overwrite Cleanup

To avoid issues, it's necessary to clean this folder of animations generated with Nemesis or other engines previously; otherwise, the tutorial won't work. The old animations will overwrite the ones you create, and ZAZ will remain broken.

For this, I have a little trick. Download this file, which contains my generated documents. Go to the Overwrite folder of MO2 and delete all files that are being overwritten. Remember to only delete files that are in the folder. Check the folders.

If you find folders named Pandora or Nemesis, delete them. As for the others, check them and clean up any repeated files. (The 'mirror' folder is just an example of the things you have to delete, don't paste or use them).

Overwrite

Enter this folder and delete everything related to animations. Follow the guidance provided by the file I uploaded [LINK](#).

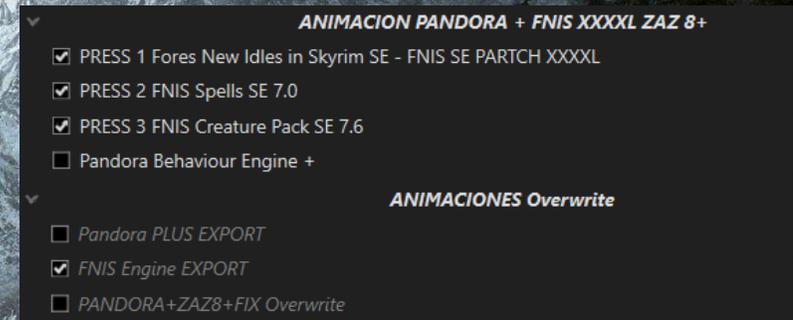
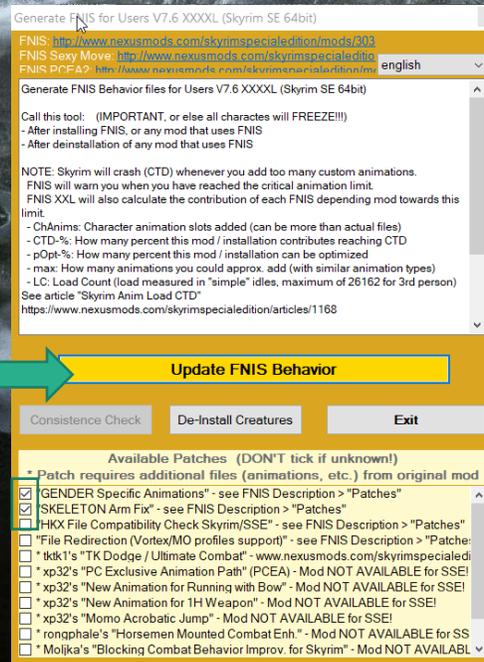
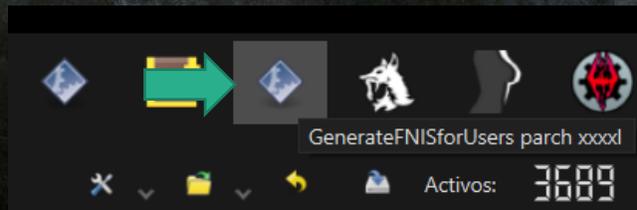
- meshes
- Nemesis_Engine
- Pandora_Engine
- scripts
- tools
- Engine.log

• Process of folder activation sequences, execution of FNIS XXXXL

Begin the procedure here. Remember to follow the steps in order.

1. You have to activate and deactivate the mod folders in the order shown in the image.

2. Run FNIS XXXXL from M02 and activate the program.



3. Remember to close it when finished using this button and make sure that the first two boxes are checked.

• Process of folder activation sequences, execution of Pandora

This continues with Pandora. Remember to follow the steps in order.

4. You have to activate and deactivate the mod folders in the order shown in the image.

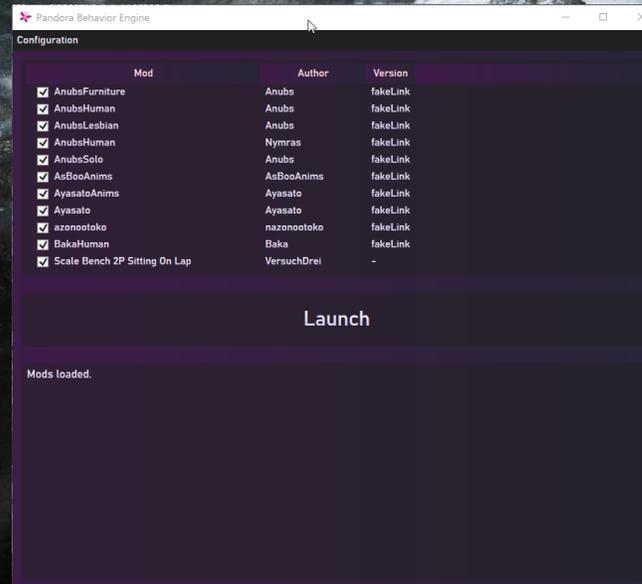
5. Run Pandora+ from M02 and activate the program.

ANIMACION PANDORA + FNIS XXXXL ZAZ 8+

- PRESS 1 Fores New Idles in Skyrim SE - FNIS SE PARTCH XXXXL
- PRESS 2 FNIS Spells SE 7.0
- PRESS 3 FNIS Creature Pack SE 7.6
- Pandora Behaviour Engine +

ANIMACIONES Overwrite

- Pandora PLUS EXPORT
- FNIS Engine EXPORT
- PANDORA+ZAZ8+FIX Overwrite



6. Verify if all the boxes are checked, double check. Once finished, close it and continue to the next page.

• Assembling the patched Pandora ZAZ +8 folder

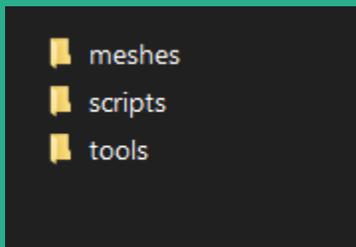
Here you should move the files from both EXPORT folders in a sequence to create a good one.

7. You must activate and deactivate the mod folders in the order shown in the image.

8. Be very careful when doing this procedure. Enter the 'FNIS Engine EXPORT' folder and move all the files to 'PANDORA+ZAZ8+FIX Overwrite' (DO NOT COPY THEM, MOVE THEM FROM ONE FOLDER TO ANOTHER).

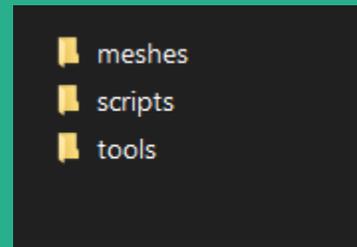


folder "FNIS Engine EXPORT"



MOVE

folder "PANDORA+ZAZ8+FIX Overwrite"



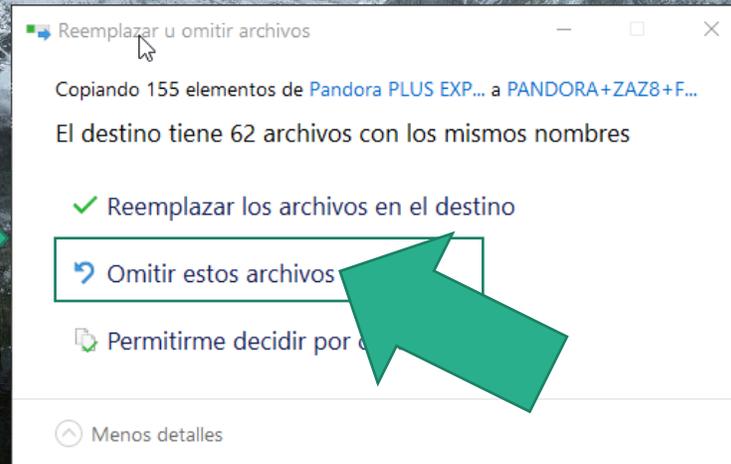
• Assembling the patched Pandora ZAZ +8 folder

9. Now enter the 'Pandora PLUS EXPORT' folder, copy the files from that folder, and paste them into 'PANDORA+ZAZ8+FIX Overwrite'. Remember not to overwrite any files, just copy the files.

folder "Pandora PLUS EXPORT"

- meshes
- Pandora_Engine
- Engine.log

COPIAR



folder "PANDORA+ZAZ8+FIX Overwrite"

- meshes
- Pandora_Engine
- scripts
- tools
- Engine.log

• Assembling the patched Pandora ZAZ +8 folder

10. Now you just need to replace 3 files from the 'Pandora PLUS EXPORT' folder in the 'PANDORA+ZAZ8+FIX Overwrite' folder. These files are located in the 'meshes' folder.

folder "Pandora PLUS EXPORT"

\Pandora PLUS EXPORT\meshes

actors
animationdatasinglefile.txt

\Pandora PLUS EXPORT\meshes\actors\character

Behaviors
characters
characters female

folder "PANDORA+ZAZ8+FIX Overwrite"

\PANDORA+ZAZ8+FIX Overwrite \meshes

actors
animationdatasinglefile.txt

\PANDORA+ZAZ8+FIX Overwrite \meshes\actors\character

Behaviors
characters
characters female

They are 3 files:

- animationdatasinglefile.txt
- defaultmale.hkx
- defaultfemale.hkx

11. After replacing the 3 files, delete everything inside the 'Pandora PLUS EXPORT' folder.

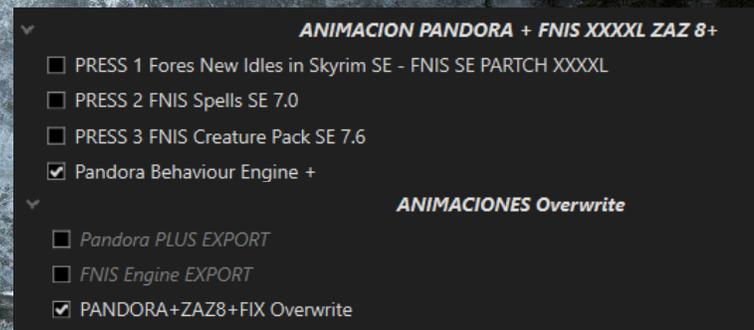
• Folder activation sequence process, Pandora execution

Finally, we check that everything is okay.

12. You must activate and deactivate the mod folders in the order shown in the image.

13. Make sure that the 'Pandora PLUS EXPORT' and 'FNIS Engine EXPORT' folders are empty; the only one with files should be 'PANDORA+ZAZ8+FIX Overwrite'.

14. Run your game normally.



"Done, that's all! I know it's not easy, and God knows I tried to make it work (I tried everything from modifying the mods, moving ZAZ to Nemesis, creating ESP patches for each mod with dependencies), but in the end, it worked out.

I'm working on an EXE that will perform this entire process with just one or three buttons. It will take me a week or more to polish the program. When it's ready, I'll release it.

Disclaimer: I love how efficient Pandora is and how reliable FNIS is, and how revolutionary Nemesis is. I love jumping into Skyrim and rescuing damsels in distress. But seeing them all with errors is not very encouraging, so I used this method. I'm not seeking compensation for this; if you can improve it, I'll be much happier. and in case I don't see ya, good afternoon, good evening, and good night.

