

=====

= Settings for combat music (By Amras Anárion) =
(Improved conversion of my Oldrim mod: [Fix for combat music](#))

=====

Version: 1.2

Author: Amras Anárion

Category: Audio, sound and music

Prerequisites: Skyrim Special Edition

Summary: Adjusts the frequency of combat music, from never (NoCombatMusic) to always (FixCombatMusic).

=====

~~~ Description ~~~

=====

When the Dovahkiin becomes powerful, combat music plays more and more rarely, especially above the level 50. Loving Skyrim's battle themes, the immersion was somewhat impacted for me.

To resolve this problem, I simply set the fCombatMusicPlayerTargetedThreatRatio value at 5,000 (from 1 on Vanilla game) with a little \*.esp file.

With this little fix mod, battle music always plays when an enemy threatens you, even if you are level 81.

**NEW:** For those who don't like fighting themes or want to heard it only in case of real danger, I also provide esp files that reduces or disable the frequency of combat music.

=====

~~~~ Installation ~~~~

=====

Choose only one *.esp file from the folder "Choose here your Esp file", then copy it into your data folder and activate it in the launcher/mod manager/plugins.txt. To remove the mod simply delete the *.esp.

These *.esp set the fCombatMusicPlayerTargetedThreatRatio value from 0 (never combat music) to 5,000 (always combat music). With a lower Threat Ratio, the battle music won't start with weaker enemies. The lower will be the modded ratio; the stronger will be enemies to the battle music starts.

Threat Ratios available in this Mod:

- Never combat music's folder: Threat Ratio at 0
- Less often combat music's folder: Threat Ratio from 0.005 to 0.5 (7 choices)
- More often combat music's folder: Threat Ratio from 2 to 500 (8 choices)
- Always combat music's folder: Threat Ratio at 5000

If with the evolution of your character, changes in the combat music's frequency don't please you anymore; it is possible to change the file at any time. Simply replace the *.esp with another one. It will remain enabled in your Mod Manager. The change will be taken into account at the next startup of Skyrim.

=====

~~~~ Choose the right file ~~~~

=====

The following table will give you an estimation\* of the Threat Ratio player/opponent according to your enemies and your level. If the Threat Ratio is less than that recorded in the game (default 1), the battle music will sound.

\* Note that your equipment, your current health and use of all that strengthens your character (smithing, enchantments, blessings, cheats, exploits...) affect the Threat Ratio. The real values may therefore differ slightly from this estimate depending on your style of play.

| Strength of the enemy \ Your level | Lv. 1 | Lv. 11 | Lv. 21 | Lv. 31 | Lv. 41 | Lv. 51 | Lv. 61 | Lv. 71 | Lv. 81 |
|------------------------------------|-------|--------|--------|--------|--------|--------|--------|--------|--------|
| <b>Very Weak</b>                   | 0.6   | 2      | 4      | 10     | 25     | 60     | 150    | 400    | 1,000  |
| <b>Weak</b>                        | 0.2   | 0.5    | 1      | 2      | 5      | 15     | 40     | 100    | 250    |
| <b>Medium</b>                      | 0.05  | 0.12   | 0.25   | 0.5    | 1.2    | 3      | 8      | 20     | 50     |
| <b>Strong</b>                      | 0.01  | 0.03   | 0.08   | 0.12   | 0.3    | 1      | 2.5    | 8      | 20     |
| <b>Very Strong</b>                 | 0.003 | 0.01   | 0.02   | 0.05   | 0.1    | 0.3    | 0.9    | 2      | 5      |

- **Very Weak:** Mudcrabs, Skeevers, Wolves, Horkers...
- **Weak:** Falmers, Bandits, Bears, Skeletons, Frostbite Spiders...
- **Medium:** Flame Atronachs, Giant Frostbite Spiders, Bandits Thug, Chaurus, Trolls, Spriggans, Ice Wraiths, Falmers Gloomlurker, Sabre Cats...
- **Strong:** Bandits Marauder, Frost/Storm Atronachs, Frost Trolls, Wispmothers, Spriggans Matron, Hagravens, Guards and Soldiers...
- **Very Strong (usually Bosses):** Chief Bandits, Falmers Shadowmaster, Giants, Mammoths, Legats and Generals...

(!) Dragons aren't counted, because they have a special theme that always works in their presence. (So, this mod cannot turn off their music.)

=====

~~~ Changelog ~~~

=====

v1.0 Initial release

v1.1 Added lower Threat Ratios in option, for those who don't want to hear the battle music against weak enemies.

v1.2: - Conversion for Skyrim SE

- Added Threat Ratios less than 1 in option, for those who don't want to hear the battle music against medium enemies, or even never.

- The Highest Threat Ratios option is increased from 1000 to 5000 in order to take into account the evolution allowed by the legendary Skills.