

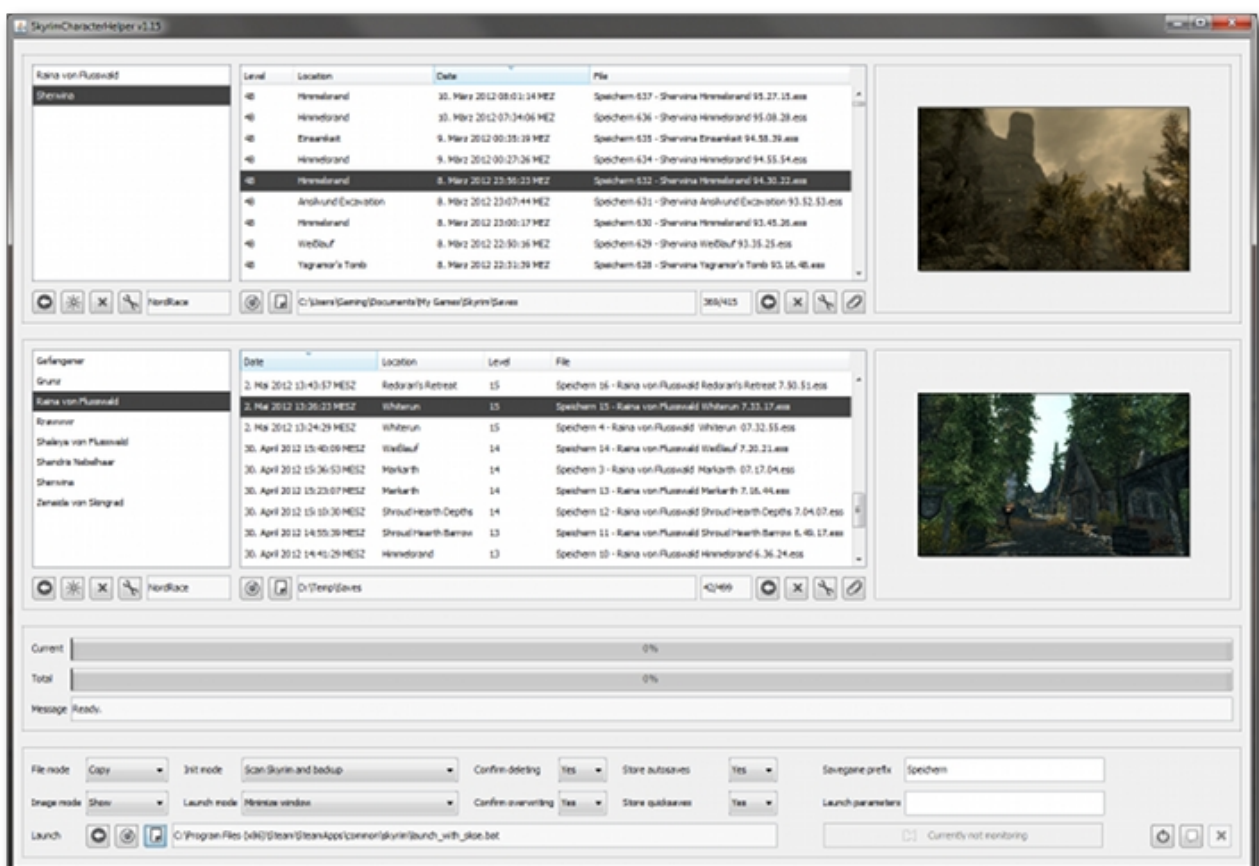
Welcome to SkyrimCharacterHelper!

I love playing Skyrim, especially exploring the world with different characters is a great pleasure. But as much fun as this is, as much do I hate how the savegame folder gets flooded with hundreds of files and the annoyance of cleaning this mess up. As a result, I wrote a tool which is able to read Skyrim's savegames (thanks to the savegame format description given [here](#)) and handle them in a character-centric manner. I hope you find SkyrimCharacterHelper useful. You may also want to check out the [official thread](#) at SkyrimNexus. The tool was developed by Ulf Wagemann in 2012 and is distributed under the BSD licence. The project homepage can be found at <http://www.gridlife.info/skyrim>.

Features

SkyrimCharacterHelper is a fully localized Java7 application and offers a clean and reactive UI. All of the settings, especially those concerning the application's layout, are memorized and restored on next startup. SkyrimCharacterHelper offers the following:

- Copying and moving of savegames or complete characters between Skyrim's character folder and a backup folder
- Deleting of savegames or complete characters
- Sorting the savegame display by character location, character level, date or filename
- Automated conversion of Skyrim's quicksaves and autosaves into regular character savegames while playing Skyrim
- Displaying the savegames' thumbnails and copying them to the system clipboard
- Launching Skyrim "stand-alone" or for a dedicated character
- User-defineable launch target, thereby supporting *SKSE* and other extenders



I was an adventurer until I took an arrow to the knee.

Thanks!

I'd like to thank a lot of people who contributed to the software used for creating SkyrimCharacterHelper: [NetBeans](#), [Better Swing Application Framework](#), [Notepad++](#), [Gimp](#) and SimpleScreenshot. And of course, thanks to the guys who gave us Java (JDK 7u2 was used for development).

Then, I am indepted to [Andreas Viklund](#) for creating the design template I used for this webpage, to [James Gill](#) for his wonderful icons and to [FreqMan](#) for the .wav-file, which SkyrimCharacterHelper uses to incidate the conversion of autosaves and quicksaves. Please refer to the file *licence.txt* in the subfolder *docs* for more information.

Special thanks!

There are users of [SkyrimNexus](#), who deserve special thanks for contributing to SkyrimCharacterHelper by suggesting new features and providing worthful information and hints in the discussion thread. Thanks guys, your input is highly appreciated:

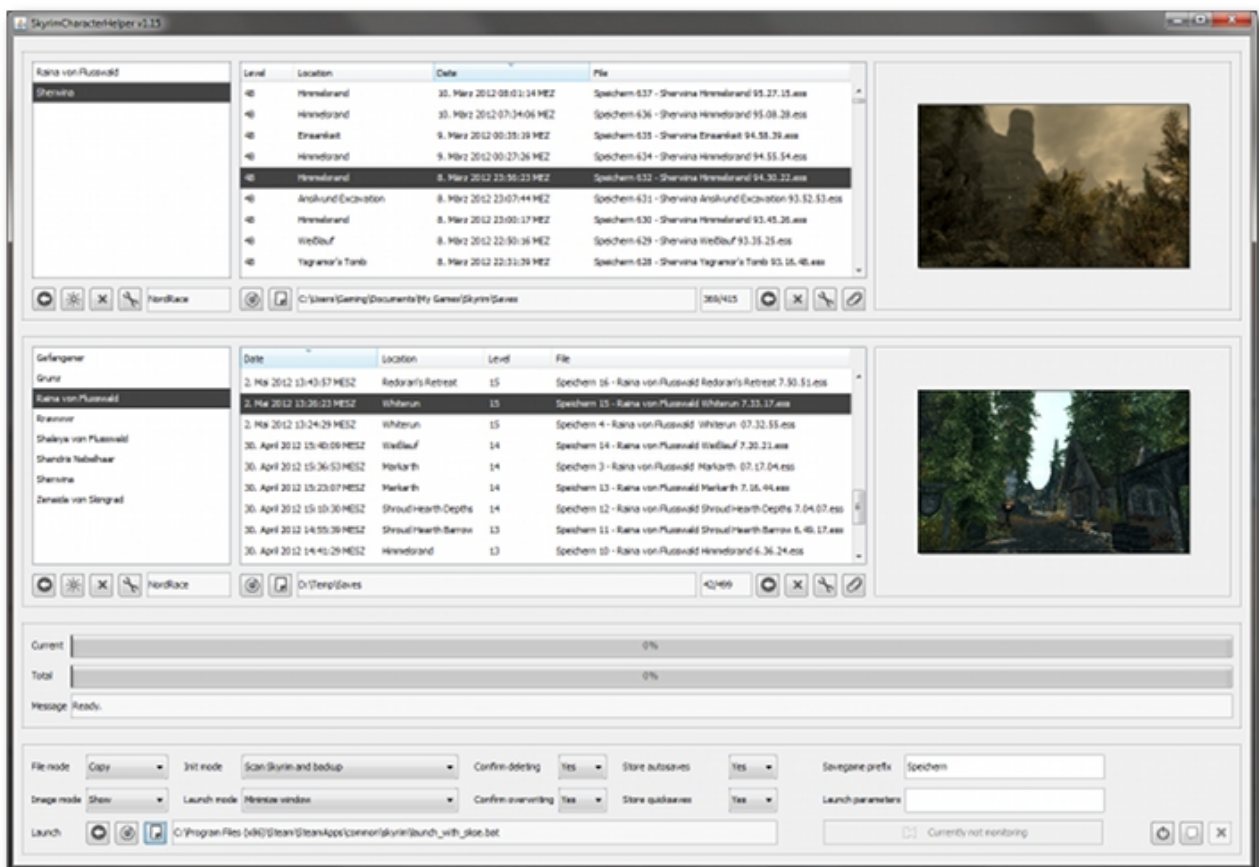
- ☆bahnbrecher
- ☆digitaltrucker
- ☆DingoForest
- ☆HadToRegister

Instructions

Preface

SkyrimCharacterHelper will aid you in dealing with your different characters' savegames. You can copy or move savegames or complete characters into a user-defined backup directory and restore them from this folder. It is also possible to delete savegames or complete characters. Savegames are shown character-wise, the display can be sorted by location, date, player level and filename.

SkyrimCharacterHelper allows launching Skyrim "stand-alone" or for a dedicated character. But even better, it also offers the automated conversion of Skyrim's quicksave- and autosave-files. This means that after launching Skyrim the tool monitors it, and whenever Skyrim creates a quicksave- or autosave-file, SkyrimCharacterHelper converts this file into a regular savegame for the corresponding character, thereby complying with the numbering schema of already existing savegames.



This feature basically enables you to get rid of Skyrim's save screen: Instead of saving games using the save screen, you can just hit F5 to cause Skyrim creating a quicksave game and continue your gameplay. Working in background, SkyrimCharacterHelper will create the regular savegame based on the newly created quicksave file for you automatically and give an audible notification. You can command SkyrimCharacterHelper to behave the same way when autosaves are created (which happens for instance when you use the map for travelling to dedicated locations). After Skyrim has terminated, SkyrimCharacterHelper will bring up its window again.

1. Prerequisites

1.1 tasklist.exe

Windows XP users, please note: SkyrimCharacterHelper scans the process list when monitoring Skyrim in order to detect related processes. Therefore, it uses the output of a tool called *tasklist.exe*. While it ships with every version of Windows7, it was delivered with particular versions of WindowsXP only, it was especially **not** included in the Home edition. So, if you use Windows XP Home and want to take advantage of SkyrimCharacterHelper's features, you'll have to install *tasklist.exe*. It was distributed by Microsoft as part of the TweakUI utilities, but you can find a valid download [here](#), too.

1.2 Java7

SkyrimCharacterHelper is a localized Java7-based application. You can find the latest Java release [here](#). For regular users, I recommend installing the JRE, while developers may want to choose the JDK. Please make sure that Java is installed properly on your machine, especially that jar-file associations and path entries point to Oracle's JRE/JDK (they might have been highjacked by other applications). So, if starting SkyrimCharacterHelper by double-clicking the jar-file fails, most likely your settings point to non-standard JREs/JDKs.

When you're having issues starting SkyrimCharacterHelper, the comments section of the official thread at [SkyrimNexus](#) contains a posting describing how to repair your file associations in case your settings are so messed up that even using the Windows Control Panel won't fix them. This is the short version of the posting by *HadToRegister* (make sure to enter a path which fits you Java installation in step 3):

1. Open a command prompt
2. Enter `assoc .jar=jarfile`
3. Enter `ftype jarfile=C:\Program Files\Java\jre\bin\javaw.exe -jar %1 %*`

1.3 Launching Skyrim

1.3.1 Filemode setting and launching

SkyrimCharaterHelper is able to launch Skyrim in several ways. I'd like to explain how launching works a bit more detailed here:

While you can setup a *filemode* (see Section 3.2.1) defining how files should be treated in case of backup or restore operations, this particular setting does **not** apply to the launch methods: If you launch Skyrim specifically for a selected character or a selected savegame, it will always **move** files if necessary, independently from the current *filemode* setting.

So, whenever you launch Skyrim for a selected character using the launch buttons below the character lists, any savegame not belonging to this character will be moved to the backup folder. And of course, if you select a character from the backup folder and hit launch, then its savegames have to be moved to Skyrim's savegame folder in order to being accessible by Skyrim. The same logic applies to launching Skyrim for a selected savegame.

The reason is, that *SkyrimCharacterHelper* is just proxying the launch by calling either the standard launcher or the *SKSE* launcher (or a user-defined target), it can only support what these applications support. Yet, there is no way of calling either of them¹ for just a single file or a defined set of files, so at present, moving files (if needed) is inevitable.

1.3.2 Skyrim launch target

While *SkyrimCharacterHelper* is able to launch *Skyrim*, it also supports extensions such as *SKSE* by letting the user define which file to execute when launching *Skyrim*. By default, the *Skyrim* installation path coming from your registry and the *Skyrim* launcher binary are used to define the launch target. Please note: If you setup your launch target, do *not* choose *TESV.exe* as your target file, but the launcher binary *SkyrimLauncher.exe* instead.

Why that? Because *TESV.exe* itself uses to execute *SkyrimLauncher.exe* when it is called. So this will result in multiple starts of the launcher binary, finally causing an error message. Since *SkyrimCharacterHelper* hardly can predict what your launch target will perform, it therefore just checks whether the target process is already running before trying to launch it. To avoid the described error scenario, you are recommended to rather use *SkyrimLauncher.exe* as launch target than *TESV.exe*.

1.4 Where are my Skyrim savegames?

Good question. *SkyrimCharacterHelper* tries to locate them, taking into account differences between WinXP, WinVista and Win7. *Skyrim* creates a folder called *Skyrim\Saves* within a special Windows folder, which depends on the OS version:

WinXP	: <i>My Documents\My Games</i>
WinVista	: <i>My Documents\Saved Games</i>
Win7	: <i>Documents\My Games</i>

When *SkyrimCharacterHelper* detects that *Skyrim*'s savegame folder has not been defined yet or is empty (for whatever reason), it tries to retrieve the location depending on your OS. If it succeeds, it will show a requester and suggest using this folder.

¹ Except some .ini-file tweaking, which does not comply with *SkyrimCharacterHelper*'s intention.

2. Running SkyrimCharacterHelper

Preface

SkyrimCharacterHelper remembers all of its settings and reconfigures accordingly on next start. This applies to settings of the *Control area* as well as to UI settings, such as for instance the savegame display's column ordering. Another feature is the reactive UI: This means, that at a given point of time, only those UI elements are accessible which provide any meaningful functionality. For instance, you cannot access the *Launch* buttons unless you have entered the *savegame prefix* setting (which is explained later).

2.1 Installation

2.2.1 SKSE users

Attention, SKSE users! You have two options to avoid SKSE throwing "*tesv.exe not found*" error:

a) You **MUST** extract the contents of the SkyrimCharacterHelper folder into your Skyrim installation directory. Thanks to the guys at [SkyrimNexus](#) who figured this out!

b) You write a small batch file which changes into your Skyrim installation folder and then execute the SKSE launcher. Then you define this batch file as your launch target in SkyrimCharacterHelper. My batch file for launching Skyrim using SKSE looks like this:

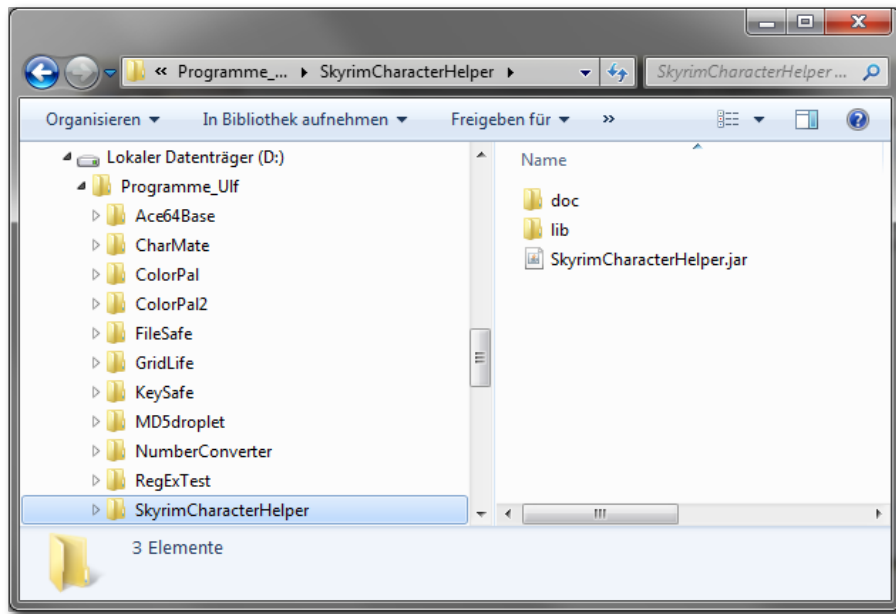
```
C:
cd "Program Files (x86)\Steam\SteamApps\common\skyrim"
skse_loader.exe
```

You will find the above batch file in SkyrimCharacterHelper's installation folder as a file named *launch_with_skse.bat*. Modify the path according to your Skyrim installation and choose the batch file as launch target.

2.2.2 Others

Installation is fairly easy: The deliverable zip-file contains a folder named *SkyrimCharacterHelper*. Extract this folder to any harddrive location. In this folder, you will find the jar-file *SkyrimCharacterHelper.jar*. The documentation can be found in the subfolder *docs*, while *libs* houses used libraries.

Please **DO NOT** spread the contents of the folder *SkyrimCharacterHelper* when extracting, you have to preserve the folder structure! To clarify this, the following screenshot shows the directory structure on my harddisk after extracting the deliverable to the folder *D:\Programme_Ulf*:



2.2 Startup and exit

SkyrimCharacterHelper can be started by double-clicking on its jar-file. You may also want to create a shortcut to *SkyrimCharacterHelper.jar* and change the shortcut command to *javaw -jar <your SkyrimCharacterHelperPath>\SkyrimCharacterHelper.jar* to get rid of a start-shell window.

On start, SkyrimCharacterHelper tries loading its properties from the local file *settings.prs*, on exit it stores its settings there. The values are interpreted and used for continuing the startup procedure, which is as follows:

1. Scan Skyrim's savegame folder (if defined)
2. Scan backup folder for savegames (if defined and configured)
3. Revalidate UI in respect with the information gathered before

2.3 Fresh start

In case SkyrimCharacterHelper cannot find its properties file, it assumes a fresh starts and pre-defines some settings. It will set your Skyrim launch target to Skyrim's standard launcher executable, the path is gathered from your registry. Furthermore, SkyrimCharacterHelper sets up a savegame prefix based on Skyrim's localization files (the savegame prefix is explained later). An information requester will inform you about these actions.

When running SkyrimCharacterHelper for the first time, you usually do the following:

1. Define Skyrim's savegame folder
2. Define your backup savegame folder
3. Check whether the savegame prefix is valid
4. Define the settings such as file mode, launch mode etc.

2.4 During runtime

SkyrimCharacterHelper works in two different modes of operation: After start, it works in *normal mode*, listening to user interactions and performing the requested operations. As soon as you launch Skyrim, the tool switches to *monitoring mode*, in which it remains until you either manually interrupt by clicking the *Cancel* button, or Skyrim has terminated.

In *monitoring mode*, SkyrimCharacterHelper periodically scans the process list for any Skrim-related processes. If none are found, it assumes that Skyrim has exited and returns to *normal mode* by bringing up its window. As long as Skyrim-related processes are found while being in *monitoring mode*, SkyrimCharacterHelper checks whether Skyrim creates any autosaves or quicksaves, in order to converting them to regular savegames (if this setting was activated by the user).

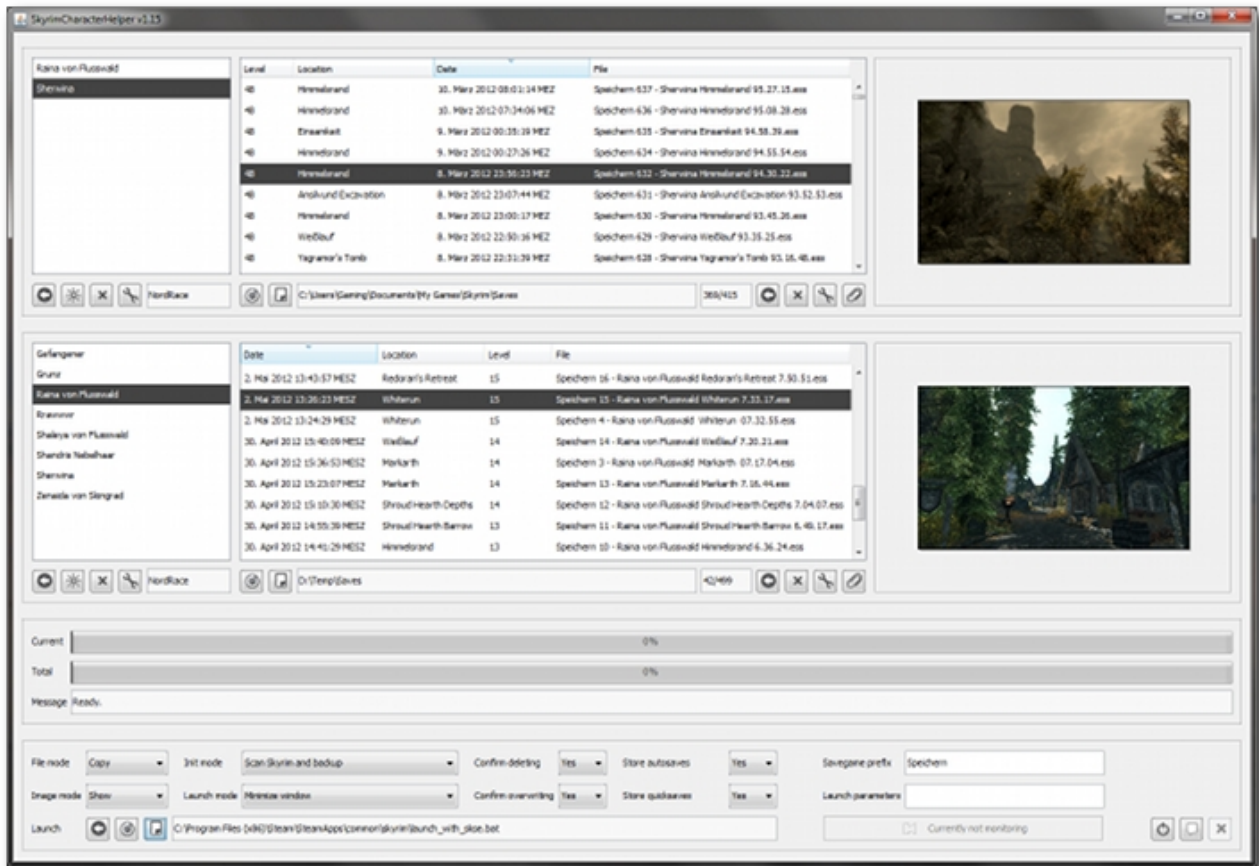
The current mode of operation is visualized in the lower right corner of the window: Whenever the monitoring label changes its color to green, the tool is in *monitoring mode*, otherwise it is in *normal mode*.



As long as it is working in *monitoring mode*, SkyrimCharacterHelper will show every update caused by Skyrim's file operations which influences the currently displayed savegame list and character list, but it will **not** accept any user interaction except pressing the *Cancel* button.

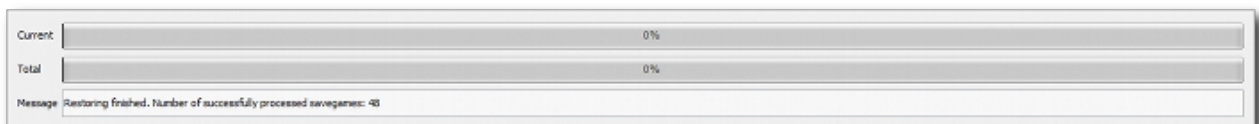
3. The UI explained

SkyrimCharacterHelper's main window is divided into four areas: From top to bottom, there are two *Character panels*, followed by the *Display area* and the *Control area*. The top character panel represents Skyrim's savegame folder, the lower one the backup savegame folder. SkyrimCharacterHelper is designed to copy or move files from Skyrim's savegame folder to the backup savegame folder and vice versa.



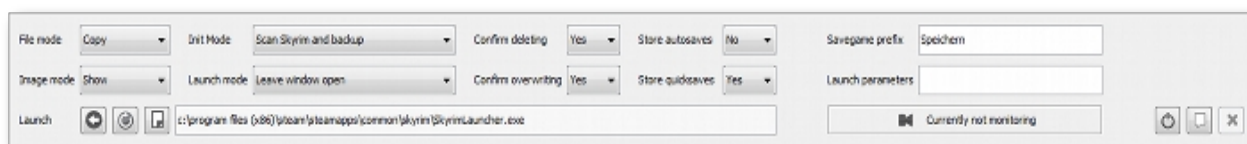
3.1 Display area

This area contains two progress bars for showing the progress on the current file and on the total action. Below, a message textfield shows what SkyrimCharacterHelper has to tell.

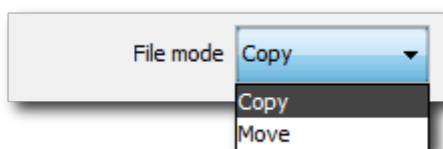


3.2 Control area

Here you can setup SkyrimCharacterHelper's behaviour. This ranges from settings influencing whether files are rather moved than copied to settings triggering the automatic generation of regular savegames from quicksave- and autosave-files.



3.2.1 Selectable settings



File mode. SkyrimCharacterHelper can operate in two different file modes: If you select *Copy*, savegame files are copied to the destination directory. If *Move* is selected, the source savegame is deleted after copying it to the destination directory. Please note, that this setting **DOES NOT** influence the custom launch of Skyrim for a dedicated character: In this case, files are always moved!

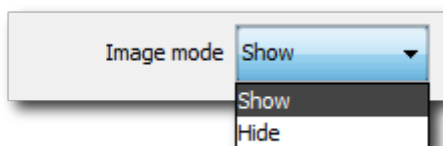
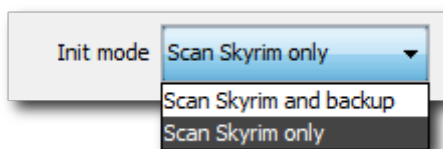
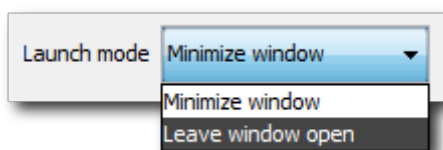


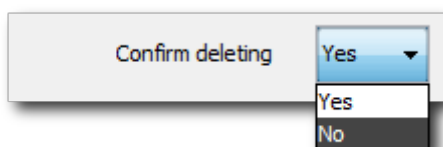
Image mode. Allows you to toggle displaying the savegames' screenshot thumbnails. When deactivating the image display, the space previously occupied by the images is then used by the savegame tables. Even with a disabled image display, copying the thumbnails to the system clipboard is supported. Images are loaded on demand (e.g. when you click on a savegame entry) when this setting is activated).



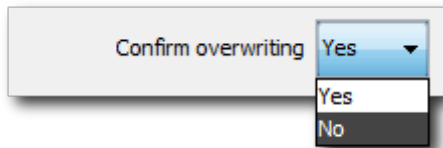
Init mode. If set to *Scan Skyrim only*, SkyrimCharacterHelper scans just Skyrim's savegame folder on start, otherwise it also scans the backup savegame folder (if defined). Depending on the amount of savegames in the backup folder, this can reduce SkyrimCharacterHelper's startup time significantly. If the backup folder was not scanned on start, some functions requiring this folder will remain unavailable until a scan of the backup folder was performed.



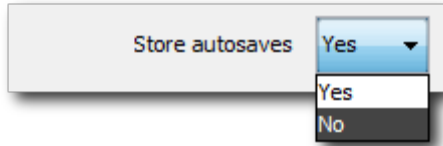
Launch mode. If set to *Minimized*, SkyrimCharacterHelper hides its window when starting Skyrim. After Skyrim has terminated, the window is shown again.



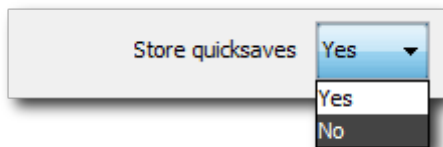
Confirm deleting. If set to *Yes*, SkyrimCharacterHelper checks for possible deletes of savegames before performing any operation and brings up a confirmation request in these cases.

A screenshot of a software interface showing a dropdown menu for the 'Confirm overwriting' option. The menu is open, displaying three options: 'Yes' (highlighted in blue), 'Yes', and 'No'.

Confirm overwriting. If set to *Yes*, SkyrimCharacterHelper checks for possible overwritings of savegames before performing any operation and brings up a confirmation request in these cases.

A screenshot of a software interface showing a dropdown menu for the 'Store autosaves' option. The menu is open, displaying three options: 'Yes' (highlighted in blue), 'Yes', and 'No'.

Store autosaves. If set to *Yes*, SkyrimCharacterHelper monitors Skyrim for creating autosave-files. Whenever that happens, a regular savegame is created from the autosave-file and an audible notification is given.

A screenshot of a software interface showing a dropdown menu for the 'Store quicksaves' option. The menu is open, displaying three options: 'Yes' (highlighted in blue), 'Yes', and 'No'.

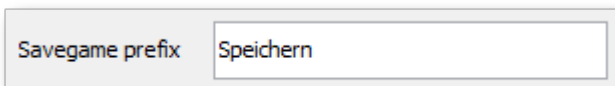
Store quicksaves. If set to *Yes*, SkyrimCharacterHelper monitors Skyrim for creating quicksave-files. Whenever that happens, a regular savegame is created from the quicksave-file and an audible notification is given.

3.2.2 Savegame prefix

Another important setting concerns the creation of savegames from autosave- and quicksave-files. Examining Skyrim's savegames, you'll find out that they obey to the following naming schema:

<Prefix> " "<Number>" - "<PlayerName>" "<Location>" "<GameTime>.ess


On a fresh start, SkyrimCharacterHelper determines this prefix from Skyrim's localization files. Though, you can enter the savegame prefix manually. If you're unsure what this prefix may be for your language, create a regular savegame using Skyrim's save menu and look at the filename. **Attention:** If no savegame prefix is defined, you will not be able to access the *Launch* buttons.

A screenshot of a software interface showing a text input field for the 'Savegame prefix' setting. The field contains the text 'Speichern'.

3.2.3 Launch parameters

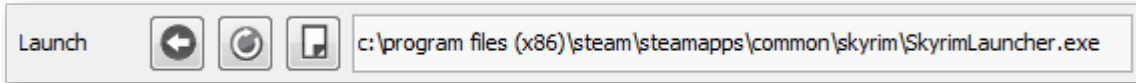
Because I do not know what you may select as launch target, I have included an option to pass command line parameters to the launch target when executing it. Usually, you would not enter any value here, especially not when working with the original Skyrim applications.

Any value entered here is appended to the resulting the launch call. If for instance your launch target is `C:\test.exe` and your launch parameters are set to `-v 200`, the resulting launch call is `C:\test.exe -v 200` (the space character between launch target and launch parameters is added by SkyrimCharacterHelper).

A screenshot of a software interface showing a text input field for the 'Launch parameters' setting. The field is currently empty.

3.2.4 Launch target

The huge textfield shows the current launch target. The launch target is user-definable to support extensions such as *SKSE* which use their own launcher. Please make sure that you read the instructions about the launch target before defining it. The buttons next to this textfield refer to the launch target.



Select file. Brings up a filechooser dialog and lets you define the file to execute when trying to launch Skyrim.



Rescan registry. Rescans the registry and sets the default launch target, which consists of your Skyrim installation directory and Skyrim's launcher binary.



Launch. Launches Skyrim (to be more precise: the launch target defined by the user) and then switches to *monitoring mode*. **Requires a valid savegame prefix.**

3.2.5 Remaining stuff

While the monitoring label was explained earlier, there are three buttons remaining to be detailed. They are located on the right side of this area and offer the following functions:



About. Brings up an about dialog.



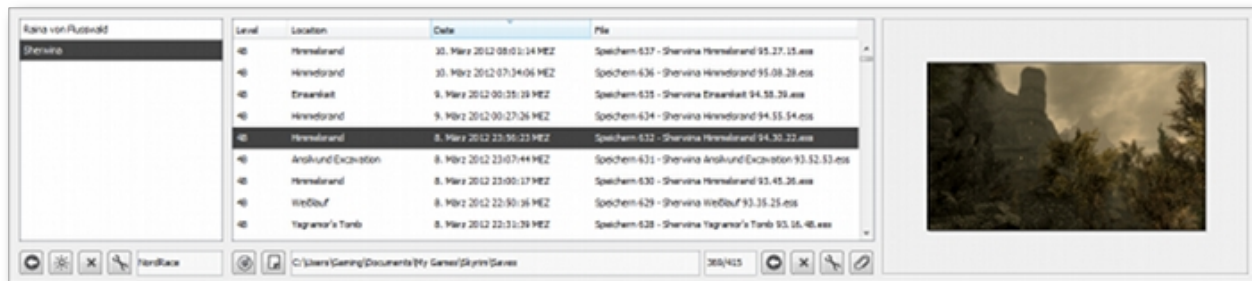
Cancel. Interrupts any ongoing processing. Thereby, *SkyrimCharacterHelper* ensures that files are closed properly, so you don't need to worry about damaging files when interrupting processing. *Cancel* also forces *SkyrimCharacterHelper* back into *normal mode* in case it is operating in *monitoring mode*.



Exit. Does exactly what you already guessed.

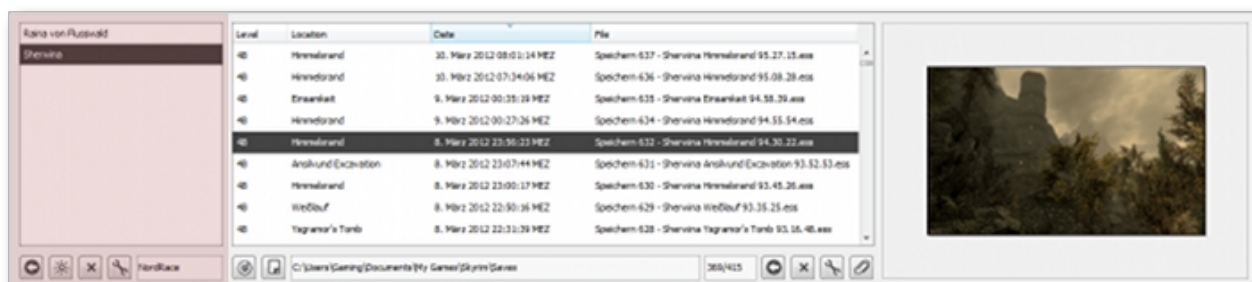
3.3 Skyrim savegame panel

Every operation performed here relates to Skyrim's savegames. This panel is divided into three areas: On the left, you see the list of characters and the buttons for manipulating them. In the middle, there is the savegame table with its buttons, and to the right, there is the thumbnail display area.



3.3.1 Character list

Whenever you click on a character, the corresponding savegames are shown in the table in the middle of the zone. Please note that the savegame table's contents are displayed only if there is no multiselection active in the character list. Clicking on a savegame triggers the display of the savegame's screenshot thumbnail in the right area. You also need to select savegames in order to accessing the buttons below.



Launch. When you click on this button, Skyrim will be launched for just the currently selected character. To achieve this, any savegame *not* belonging to this character is *moved* to the backup folder. Then, Skyrim is launched. Depending on your settings, this may trigger confirmation requests before the process starts. Please keep in mind that *Launch* always *moves* files, independently from the *File mode* settings. **May require a valid and scanned backup savegame folder. Requires a valid savegame prefix.**



Backup. When you click on this button, the currently selected character is copied to the backup folder. If you chose *Move* as *File mode*, then the savegames of this character will be erased after copying. Depending again on your settings, this may trigger a confirmation request before the restore process starts. **Requires a valid and scanned backup savegame folder.**



Delete. Deletes the currently selected character. Warning: This will delete every single savegame which belongs to this character! Depending on your settings, a confirmation request may pop up before the delete process starts.



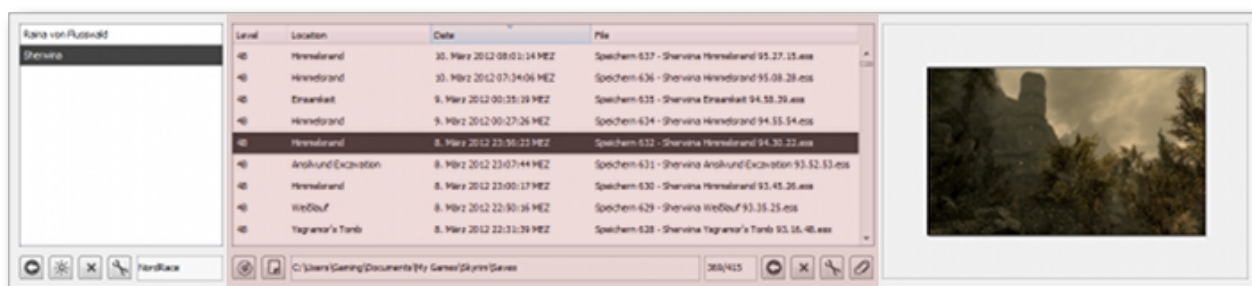


Clear. Be careful with this one, it completely clears the list. Because it deletes every player, this also means that every single savegame in Skyrim's savegame folder will be deleted. Depending on your settings, this may trigger a confirmation request before the clear process starts.

3.3.2 Savegame table

Whenever you click on a savegame, the corresponding screenshot thumbnail is shown to the right (unless you multi-select several savegames). Below the table, the amount of savegames contained in the table in respect with the total amount of savegames is shown. This number changes, if there is a multiselection of characters: In this case, the amount of savegames belonging to the selection in respect with the total amount of savegames is displayed. The buttons to the left below the savegame table let you define Skyrim's savegame folder and force a rescan of this folder. The buttons to the right refer to the currently active selection of savegames.

For every savegame, its location, date, player level and filename are displayed in separate columns. Clicking on a column header flips the sort order. Columns can be resized, they can also be rearranged by dragging. SkyrimCharacterHelper will memorize these settings as well as the active sort column.



Rescan. Clicking this button causes SkyrimCharacterHelper to rescan Skyrim's savegame folder. After finishing the rescan, the savegame table and the player list are updated accordingly.



Directory. Opens a filechooser to let you select Skyrim's savegame folder. The path is shown in the textfield to the right of this button. Setting a path causes SkyrimCharacterHelper to scan this path for savegames.



Backup. When you click on this button, the currently selected character's savegames are copied to the backup folder. If you chose *Move as File mode*, then the savegames of this character are deleted after copying. Depending on your settings, this may trigger a confirmation request before the restore process starts. **Requires a valid and scanned backup savegame folder.**



Launch. Launches Skyrim for just the selected savegame. This results in first moving any savegame except the selected one to the backup directory before launching Skyrim.

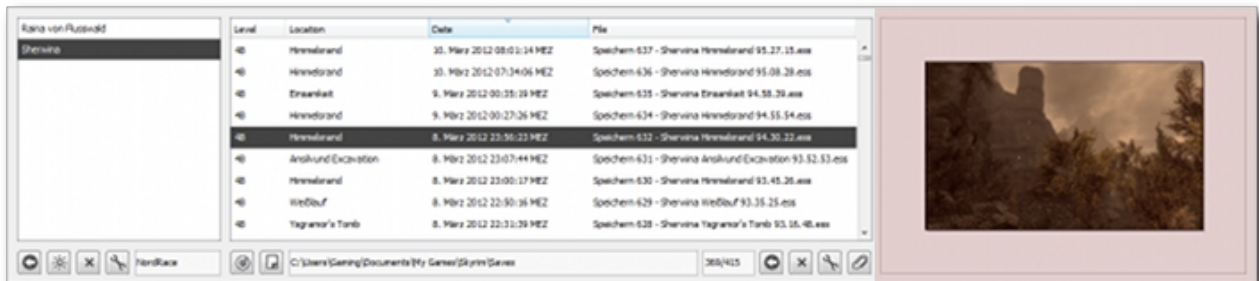


Delete. Deletes the currently selected savegames. Depending on your settings, a confirmation request may pop up before the delete process starts. Be aware that whenever a character runs out of savegames, it is removed from the character list.



Copy thumbnail. Copies the screenshot thumbnail of the currently selected savegame to the system clipboard.

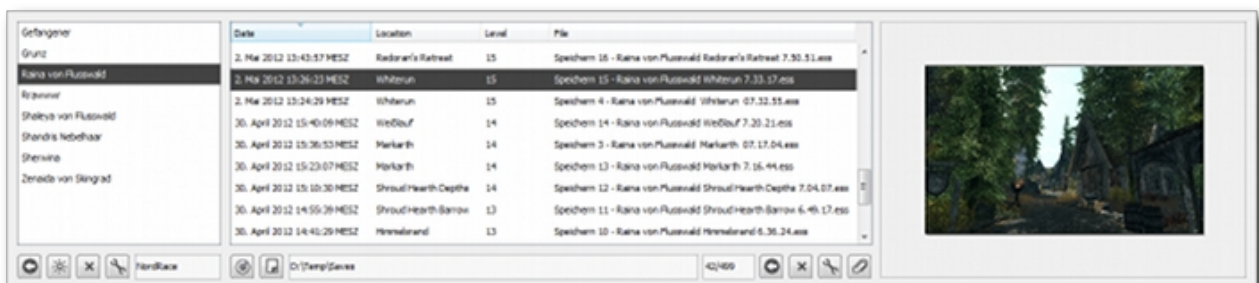
3.3.3 Screenshot thumbnail



Unless there is a multiselection of savegames active, this area displays the screenshot thumbnail of the currently selected savegame.

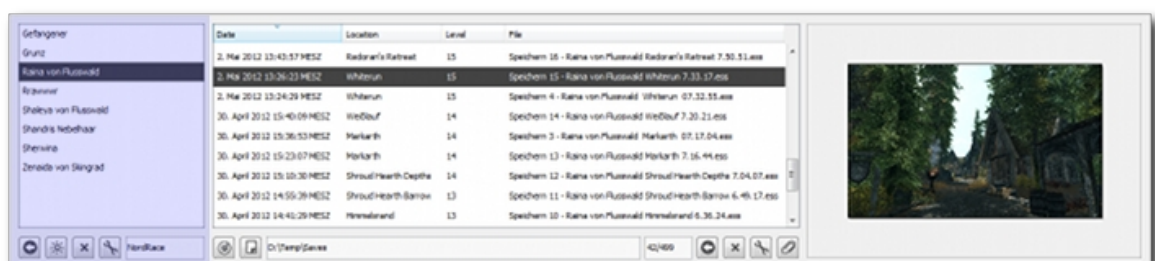
3.4 Backup savegame panel

Every operation performed here relates to the backup savegames. This panel is divided into three areas: On the left, you see the list of characters and the buttons for manipulating them. In the middle, there is the savegame table with its buttons, and to the right, there is the thumbnail display area.



3.4.1 Character list

Whenever you click on a character, the corresponding savegames are shown in the table in the middle of the zone. Please note that the savegame table's contents are displayed only if there is no multiselection active in the character list. Clicking on a savegame triggers the display of the savegame's screenshot thumbnail in the right area. You also need to select savegames in order to accessing the buttons below.



Launch. When you click on this button, Skyrim will be launched for just the currently selected character. To achieve this, any savegame belonging to this character is *moved* to Skyrim's savegame folder. Then, any savegame in Skyrim's savegame folder not belonging to this character is *moved* to the backup directory. Finally, Skyrim is launched. Depending on your settings, this may trigger confirmation requests before the process starts. Please keep in mind that *Launch* always *moves* files, independently from the *File mode* settings. **Requires a valid and scanned Skyrim savegame folder. Requires a valid savegame prefix.**



Restore. When you click on this button, the currently selected character is restored to Skyrim's savegame folder. If you chose *Move* as *File mode*, then the savegames of this character will be erased after copying. Depending again on your settings, this may trigger a confirmation request before the restore process starts. **Requires a valid and scanned Skyrim savegame folder.**



Delete. Deletes the currently selected character. Warning: This will delete every single savegame which belongs to this character! Depending on your settings, a confirmation request may pop up before the delete process starts.



Clear. Be careful with this one, it completely clears the list. Because it deletes every player, this also means that every single savegame in Skyrim's savegame folder will be deleted. Depending on your settings, this may trigger a confirmation request before the clear process starts.

3.4.2 Savegame table

Whenever you click on a savegame, the corresponding screenshot thumbnail is shown to the right (unless you multi-select several savegames). Below the table, the amount of savegames contained in the table in respect with the total amount of savegames is shown. This number changes, if there is a multiselection of characters: In this case, the amount of savegames belonging to the selection in respect with the total amount of savegames is displayed. The buttons to the left below the savegame table let you define the backup savegame folder and force a rescan of this folder. The buttons to the right refer to the currently active selection of savegames.

For every savegame, its location, date, player level and filename are displayed in separate columns. Clicking on a column header flips the sort order. Columns can be resized, they can also be rearranged by dragging. SkyrimCharacterHelper will memorize these settings as well as the active sort column.

Attention: If the backup folder was not scanned or if the scan was interrupted, the backup savegame path (if defined) is displayed in **red** and you will not be able to access functions requiring the backup folder. To change this, you can invoke the scan manually by hitting the *Rescan* button. A successful scan is indicated by the backup savegame path being displayed in black.





Rescan. Clicking this button causes SkyrimCharacterHelper to rescan the backup savegame folder. After finishing the rescan, the savegame table and the player list are updated accordingly.



Directory. Opens a filechooser to let you select the backup savegame folder. The path is shown in the textfield to the right of this button. Setting a path causes SkyrimCharacterHelper to scan this path for savegames.



Restore. When you click on this button, the currently selected character's savegames are copied to Skyrim's savegame folder. If you chose *Move* as *File mode*, then the savegames of this character are deleted after copying. Depending on your settings, this may trigger a confirmation request before the restore process starts. **Requires a valid and scanned Skyrim savegame folder.**



Launch. Launches Skyrim for just the selected savegame. This results in first moving this savegame to skyrim's savegame folder, then moving any other savegame found there to the backup directory before finally launching Skyrim.

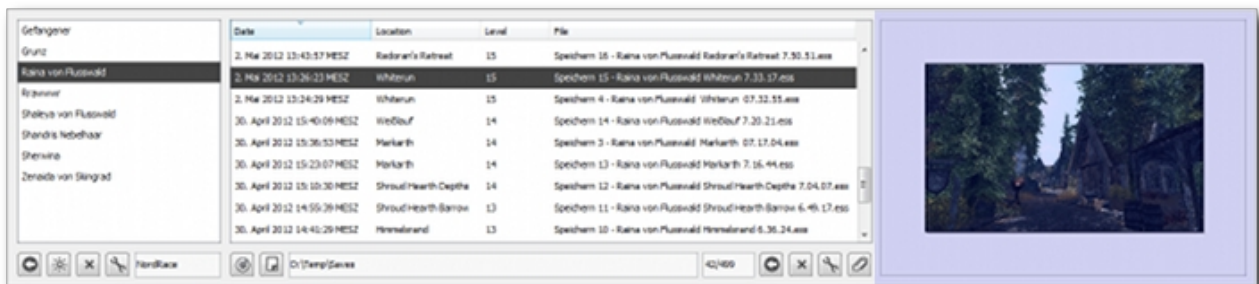


Delete. Deletes the currently selected savegames. Depending on your settings, a confirmation request may pop up before the delete process starts. Be aware that whenever a character runs out of savegames, it is removed from the character list.



Copy thumbnail. Copies the screenshot thumbnail of the currently selected savegame to the system clipboard.

3.4.3 Screenshot thumbnail



Unless there is a multiselection of savegames active, this area displays the screenshot thumbnail of the currently selected savegame.