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[Installation]

1. Copy the `.dll` and `.exe` files to your `Skyrim` directory. This is usually in your Program Files folder under `Steam\SteamApps\common\skyrim\`. If you see files named `TESV` and `SkyrimLauncher`, this is the correct folder. Do not copy these files to the Data folder as with a normal mod. The "src" folder is only useful for programmers, most users can ignore it.
2. Copy the `.pex` files in `Data\Scripts\` into the `Data\Scripts\` folder of your installation. The `.pex` files are needed by all users of SKSE.
3. Copy the `.psc` files in `Data\Scripts\Source\` into the `Data\Scripts\Source\` folder of your installation. The `.psc` files are only needed if you have the CreationKit installed and intend to create or compile Papyrus scripts.
4. Launch the game via running `skse_loader.exe`. Steam must be running before launching `Skyrim`.

If you use a desktop shortcut to launch `Skyrim` normally, just update the shortcut to point to `skse_loader.exe` instead of `TESV.exe` or `SkyrimLauncher.exe`.

[Suggestions for Modders]

If your mod requires SKSE, please provide a link to the main SKSE website `<http://skse.silverlock.org/>` instead of packaging it with your mod install. Future versions of SKSE will be backwards compatible, so including a potentially old version can cause confusion and/or break other mods which require newer versions.

[Troubleshooting / FAQ]

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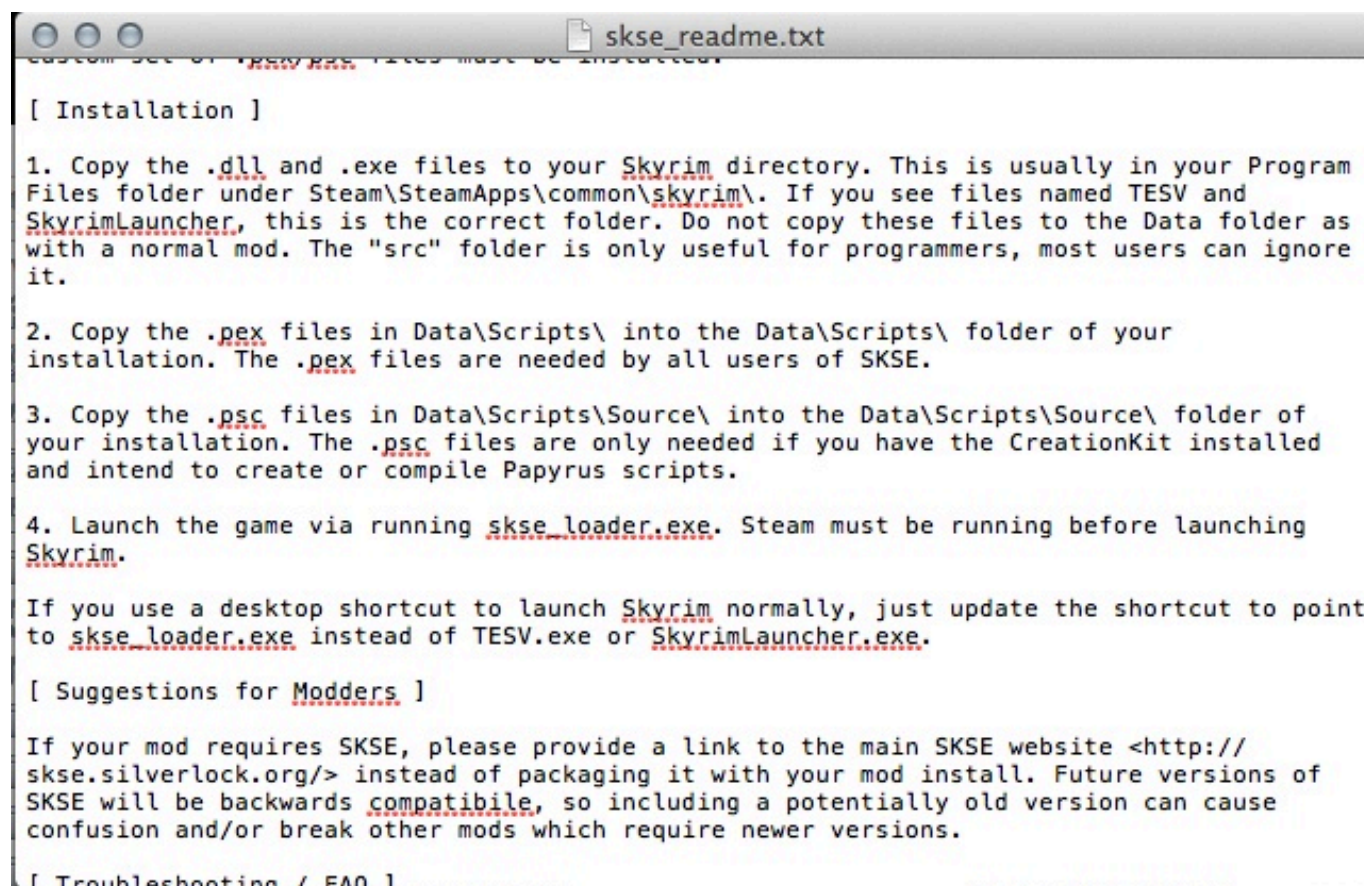
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