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1 Part 1: The OpenMW Project

2 Intro

3 Hello, and welcome to our new FAQ video series which will replace the rather outdated
4 FAQ video released in September 2012. Since then, the OpenMW project has come a long
5 way. Our engine is nearly feature-complete by now, and the developers are concentrating
6 on bug-fixing, fine-tuning, and implementing the last missing features.

7 The goals of this series are to properly introduce our project, answer the most common
8 questions about OpenMW, and give some in-depth information about certain aspects of
9 the engine, e.g., the current development status or future moddability.

10 In the first video – which you are watching now – I’ll give a general introduction to the
11 project and explain the advantages OpenMW brings for our different target audiences.
12 The second video will summarise the project’s current status and the remaining tasks for
13 version 1.0. In the third video we will take a closer look at OpenMW’s future by discussing
14 the engine’s potential and naming limitations to both the OpenMW project as well as
15 the engine itself. The fourth video will focus on compatibility issues with the original
16 game OpenMW was designed to run in the first place, mainly speaking of problems with
17 user-created modifications to the vanilla game. The fifth video will be a call to arms
18 for everyone who is interested in helping OpenMW to reach its goals – whether you are
19 an experienced coder, a fan of the original game, or an artist who creates models and
20 textures.

21 Enough said. Now, let me introduce you to the OpenMW project.

22 What exactly is OpenMW?

23 Q: *What exactly is OpenMW?*

24 A: OpenMW is a free and open source software designed to run the classic RPG *The*
25 *Elder Scrolls III: Morrowind*. The original game has been created by Bethesda
26 Softworks and was released in 2002. It received critical acclaim because of its
27 open-world character and its innovative setting. It came with its own editor, *The*
28 *Elder Scrolls Construction Set*, which allowed players to modify many aspects of

29 the game, leading to a huge amount of mods – some of which are still being worked
30 on.

31 Bethesda also created other famous RPGs, like parts four and five of the *The Elder*
32 *Scrolls* series, *Oblivion* and *Skyrim*, as well as the revival of the *Fallout* series. The
33 OpenMW team wants to build an engine called *OpenMW* to replace *Morrowind*'s
34 original engine, making the latter obsolete in the future.

35 **Why would you reimplement a whole game engine?**

36 Q: *Why would the OpenMW team start such a huge undertaking in the first place?*
37 *Morrowind has been playable when it was released, and it is still running on recent*
38 *Windows versions.*

39 A: Well, *Morrowind*'s original engine has its flaws. There are many bugs which will
40 never be fixed considering the game's age. Moreover, it tends to be unstable and
41 was optimised for, now, very outdated hardware. Also, the modding capabilities
42 are limited when it comes to changes in the actual game mechanics, which lead to a
43 variety of hackish third-party software to overcome at least some of the hard-coded
44 limitations. Last but definitely not least, the vanilla engine only runs on Windows,
45 ignoring a growing part of the gaming community.

46 **Isn't this illegal?**

47 Q: *You are rebuilding a commercial game? Isn't this illegal?*

48 A: No, the OpenMW project is a completely legitimate engine reimplementaion. It is
49 neither a modification nor a third-party engine hack. We are just writing a piece of
50 software which is able to run *Morrowind* by reading its game files, and every part
51 of the engine has been written from scratch. We do not provide any of the original
52 contents and have obtained our information through clean reverse-engineering. The
53 game files themselves are still property of Bethesda Softworks and ZeniMax Media.

54 **What are your goals for version 1.0?**

55 Q: *Okay, I get it. What are your goals for version 1.0 then?*

56 A: The OpenMW engine has a great potential which goes far beyond the scope of
57 the original game. But for the time being, the OpenMW team concentrates on
58 reimplementing Morrowind with all of its features, some of its bugs when necessary,
59 and compatibility with all of its mods, given they have been created in a clean way.

60 We'll consider the engine ready for version 1.0 when the following goals have been
61 reached:

- 62 1. OpenMW correctly implements every feature of the original game, while
63 adjusting obviously wrong behaviour when it is reasonable.
- 64 2. OpenMW fixes every system design bug in the original engine, e.g., the
65 infamous bloating of savegame files during a play-through, or the limit of 256
66 mods to be active at a time.
- 67 3. OpenMW supports all existing content, including the add-ons *Tribunal* and
68 *Bloodmoon* as well as every mod which has been created without using third-
69 party software or libraries.
- 70 4. OpenMW runs natively on Windows, Linux, and Mac OSX.
- 71 5. OpenMW takes advantage of modern hardware in order to achieve a better
72 graphical quality without a performance hit.
- 73 6. OpenMW improves the interface and journal system of the original engine.
- 74 7. OpenMW improves the game's physics and AI.
- 75 8. OpenMW allows developers to create a new game from scratch, independent
76 from Bethesda's contents.

77 Of course, these goals can be adjusted in case of unreasonable delays because of a
78 single feature missing but we consider the first four goals essential for OpenMW
79 1.0.

80 **What are OpenMW's hardware requirements?**

81 Q: *What are OpenMW's hardware requirements? Will OpenMW perform better than*
82 *the original engine?*

83 A: Morrowind is an old game and should run well on any remotely up-to-date system.
84 Since version 0.37.0, our engine's performance equals or exceeds the vanilla one's
85 in most situations. However, there are some restrictions when comparing both
86 pieces of software. First of all, OpenMW has not been optimised yet, leaving room
87 for noticeable improvements. Secondly, OpenMW ships with improved graphics
88 which complicates a straight comparison between the engines. Finally, there are
89 a few problems with certain system setups, especially with AMD drivers. To cut
90 a long story short, if your PC is above Morrowind's hardware requirements, the
91 game should perform well using OpenMW. If not, please contact us in our Support
92 subforum at openmw.org.

93 **Do I need a copy of TES III: Morrowind in order to play OpenMW?**

94 Q: *You are replacing Morrowind's engine with a new one. Do I need the original game*
95 *files in order to play Morrowind on OpenMW?*

96 A: OpenMW only is an engine designed to run Morrowind's game files. We do not
97 provide any of the original content – which would, by the way, be a severe copyright
98 infringement. So yes, you need the original game to run Morrowind using OpenMW.
99 It is still available on Steam or GOG for a fair price, and, sometimes, you can still
100 find it for sale at game stores.

101 Please note that you don't need Morrowind to run OpenMW. You only need
102 the Morrowind game files, if you want to play Morrowind on OpenMW. This is
103 especially true for new games created with our editor, OpenMW-CS.

104 **Is it possible to port my old Morrowind savegames to OpenMW?**

105 Q: *Is it possible to port my old Morrowind savegames to OpenMW?*

106 A: In general, no. There is an early version of a savegame importer but it is far
107 from being finished. Maybe, someone is willing to continue work after version 1.0
108 has been released. We advise you to start a new game when switching over to
109 OpenMW.

110 **I just want to play Morrowind. Why would I use OpenMW instead**
111 **of the vanilla engine?**

112 Q: *I'm just a Morrowind enthusiast who wants to enjoy the game without any modding*
113 *magic. Why would I use OpenMW instead of the vanilla engine?*

114 A: OpenMW is a modern engine and runs natively on Windows, Linux, and Mac OSX.
115 And the best thing is, you can play the game on any screen resolution. OpenMW
116 is actively maintained and fixes most of the vanilla engine's bugs and design flaws.
117 We have reworked the savegame management and have improved the interface,
118 e.g., by making all UI windows adjustable, redesigning the Alchemy window, or
119 adding comfort functions to the mercantile window. The placement of items has
120 seen improvements too. Moreover, a great amount of settings has been added, e.g.,
121 to adjust the view distance, make the sneak mode toggle, or show the owner status
122 of items and activators. OpenMW also supports joysticks and gamepads.

123 **I play Morrowind using tons of mods, MWSE, MGE, and MGSO.**
124 **Why would I switch to your engine?**

125 Q: *I play Morrowind using tons of mods, MWSE, MGE, and MGSO. Why would I*
126 *switch to your engine?*

127 A: First of all, OpenMW should support every user-created content, if it doesn't rely
128 on third-party software or engine hacks. Obviously, this doesn't include utilities like
129 *Morrowind Script Extender* or *Morrowind Graphics Extender*. However, OpenMW
130 will provide most of the additional functionalities right from the start in the future,
131 compensating for the lack of compatibility. Modifications relying on third-party
132 software may remain incompatible though. They need to be rewritten or, more
133 likely, to be substituted with written-from-scratch modifications using OpenMW's
134 extended modding capabilities.

135 So, if utilities like the *Morrowind Graphics Extender* are a must-have for your
136 Morrowind play-throughs, OpenMW may not be the best choice for you right now
137 as it will take some time after version 1.0 has been released until OpenMW features
138 everything the great Morrowind modding community has invented to cope with
139 the original engine's limitations.

140 **I want to mod Morrowind. What advantages does OpenMW** 141 **provide for modders?**

142 Q: *I want to mod Morrowind. What advantages does OpenMW provide for modders?*

143 A: Morrowind came with its own editor, *The Elder Scrolls Construction Set*, which
144 allowed modders to change many aspects of the game. However, there were many
145 hard-coded limitations, and the editor always felt somewhat clunky.

146 The OpenMW team has created its own editor, OpenMW-CS, to overcome these
147 restrictions. Our editor is multi-threaded, non-blocking, and provides a modern
148 interface which is customisable and supports multiple views. Modders may open
149 as many documents at the same time as they want to, while keeping the load on
150 their system low. It is also possible to create new games without any Morrowind
151 dependencies.

152 On the hard-coding side of things, the OpenMW team plans to get rid of most
153 limitations after version 1.0 has been released. In the future, modders will be able
154 to add new skills to the game, overhaul the combat system, create schedules for
155 NPCs, and much, much more. And keep in mind that all of this will happen in a
156 clean way, ensuring a high degree of compatibility and consistency.

157 **I want to develop a game based on the OpenMW engine. Is this** 158 **possible, and am I allowed to sell my game in the end?**

159 Q: *I want to develop a game based on the OpenMW engine. Is this possible, and am I*
160 *allowed to sell my game in the end?*

161 A: Like I said before, OpenMW-CS provides the option to create new games running
162 on the OpenMW engine. We will also provide a game template which contains
163 the minimum of required assets a developer would need in order to create a new
164 game – independent from Bethesda’s contents, of course. The corresponding *Game*
165 *Template* project as well as the *OpenMW Example Suite* whose purpose it is to
166 showcase OpenMW’s additional features are already in slow but active development.

167 Regarding commercialising your game: OpenMW is licensed under the GNU GPL
168 license. This license grants free access to the OpenMW source code. If you develop
169 a game and change the source code in the process, you must ensure public access
170 to that particular code. If you don’t change the source code at all, your customers
171 can simply download OpenMW from official sources. Apart from the source code,
172 any assets you have created for your game are under your copyright and are not
173 subjected to the GNU GPL.

174 To sum things up: Yes, you can create a game with OpenMW-CS and sell it. You
175 must provide free access to your source code though.

176 **Outro**

177 That’s all for the general introduction to OpenMW. The next part covers the project’s
178 current status. If my answers to the frequently asked questions raised even more questions,
179 please leave a comment, or visit our forums at openmw.org. The corresponding links as
180 wells as references to other relevant sites are available below this video.

181 See you in part two of the FAQ series. And, as always, thanks for watching!

182 **Part 2: Project Status**

183 **Intro**

184 Welcome to the second part of our FAQ video series. This time, we will talk about the
185 project's current status.

186 **You've just released version 0.40.0. Another 60 releases to go until** 187 **version 1.0?**

188 *Q: So, you've just released version 0.40.0. Another 60 releases to go until version 1.0?*

189 *A: The OpenMW team uses the so-called *Semantic Versioning* to index OpenMW*
190 *releases. A version label consists of three numbers, separated by a point. The first*
191 *number refers to the current main version. Since OpenMW has not reached its first*
192 *set of main goals, the current main version is 0. It will be increased to 1 as soon*
193 *as we've reached all of the goals I've introduced in the first part of this series.*

194 The second number indicates the minor version count. It is increased with every
195 release, 40 of which we had until today. Accordingly, the number is by no means a
196 percentage value of our progress. If you want to convert the current version into
197 such a value, I'd say that we've released version 0.95 or 0.96. The minor version
198 counter is reset to 0 when the major version counter is increased.

199 The last number represents maintenance releases or patches. These are small
200 updates in case of severe errors popping up after a minor version's release. The
201 patch counter is reset to 0 once another minor version release has arrived. Oh, and
202 don't get confused: We often skip the last number because we are lazy as hell!

203 **Is Morrowind currently playable on OpenMW?**

204 *Q: Now, be honest: Is Morrowind currently playable on OpenMW?*

205 A: The short answer is: Yes, Morrowind is already playable on OpenMW!

206 And here's the long answer: As far as we know, the main story, both add-ons as
207 well as every side quest of the vanilla game are working. The same goes for nearly
208 every game mechanic, missing a few AI features at the moment. Testers constantly
209 give us feedback about our engine's performance – and current replies show that
210 our engine often runs more stable than the original one, without noticeable bugs
211 and with a decent frame rate, even on high graphics settings.

212 We get more and more reports about issues with mods though which is related to
213 the increased number of players using OpenMW. Often, errors occur because of
214 mod author's hackish solutions to the original engine's limitations, or because of
215 plain scripting errors. However, there are lots of bugs or unexpected behaviours on
216 OpenMW's side which only appear, if the engine gets stressed beyond the vanilla
217 game's standards. We are also implementing a lot of fall-backs and workarounds
218 to make OpenMW compatible to as many mods as possible.

219 **What exactly keeps you from releasing version 1.0?**

220 Q: *What exactly keeps you from releasing version 1.0?*

221 A: There are four main things which prevent us from directly jumping to version
222 1.0: the status of our editor, OpenMW-CS, missing features, bugs, and missing
223 optimisation.

224 OpenMW comes with its own editor, OpenMW-CS. We initially planned to release
225 OpenMW 1.0 and OpenMW-CS 1.0 at the same time in order to allow modders to
226 create new content right away. However, the progress on our editor had been much
227 slower for a long time which resulted in a big gap between OpenMW's playability
228 and OpenMW-CS's usability. Because of that the OpenMW team has decided
229 to uncouple both pieces of software and will release OpenMW version 1.0 even
230 without the editor being fully functional.

231 When you have a look at our bug tracker, you get an impression of what's missing
232 right now on OpenMW's side. First of all, there is a small number of features which
233 need to be implemented. These include several AI-related tasks, e.g., a proper

234 implementation of the AI's fleeing behaviour and an improved path-finding AI. A
235 full list of the missing features is available in the video links below.

236 The OpenMW team wants to release a product which is as bug-free as possible.
237 According to our bug tracker, the number of bugs which need to be fixed before
238 version 1.0 can be released is in the double figures. There are likely to show up
239 more bugs in the future but we've managed to constantly decrease the number of
240 remaining issues in the past. Nevertheless, bug-fixing is a tedious task which can
241 be very time-consuming.

242 The last reason for delaying the 1.0 release is a rather vague yet complex one:
243 optimisation. As I said earlier, OpenMW performs very well. There are a few
244 weaknesses though, namely certain problems with the physics engine and perfor-
245 mance problems on AMD graphics cards. Additionally, the OpenMW team not
246 only wants to create an engine which is equal to a 14-year-old game engine but
247 rather allows to use modern graphic features, more scripts, and more content, while
248 keeping a decent frame rate. We will have to trade perfect optimisation off against
249 a reasonable release date for version 1.0.

250 **OpenMW seems to be rather complete. When do you expect** 251 **version 1.0 to arrive?**

252 Q: *OpenMW seems to be rather complete. When do you expect version 1.0 to arrive?*

253 A: OpenMW is an open source project, and every team member working on OpenMW
254 does so on a voluntary basis. That said, we don't give exact release dates. But
255 let me give an estimation instead: I would say that we will have two to three
256 minor releases until version 1.0 is ready, i.e., 0.41, 0.42, maybe a 0.43 and, then, an
257 OpenMW 1.0.0. Given an average time of three to four months per release and
258 counting from September 2016, we end up with a 1.0 release between June 2017
259 and January 2018.

260 **Will there be a beta test or something like that?**

261 Q: *Will there be a beta test or something like that?*

262 A: There are supporters and opponents of a beta test – and we had quite a few
263 discussions about that topic. The first group argues that it would be beneficial to
264 announce a public beta in order to make clear where the project stands and to
265 draw the attention of additional testers. The latter group wants to avoid the term
266 *beta* as OpenMW is playable right now, and only in alpha status because of some
267 minor features missing. They opt for an extended test phase before the 1.0 release.

268 We will decide on that matter when the time has come – and, of course, inform
269 you about our decision. Despite the naming issues, you can assume that we will
270 rather delay version 1.0 to thoroughly test OpenMW’s functionality than rush an
271 unstable OpenMW 1.0.

272 **Outro**

273 Alright, any questions left? If yes, simply put them in the comments tab below, or head
274 over to our forums at openmw.org. Below this video, you’ll also find the most important
275 links regarding our project.

276 See you in the next part which will cover OpenMW’s potential and limitations. Until
277 then, thanks for watching!

278 **Part 3: The Engine's Potential & Limitations**

279 **Intro**

280 Hello, and welcome to the third part of our OpenMW FAQ series. After we have properly
281 introduced the project itself and talked about the current status, we are prepared to
282 have a look at OpenMW's future.

283 **Okay, let us assume that version 1.0 has been released. And now?**

284 *Q: Okay, let us assume that version 1.0 has been released. And now?*

285 A: Version 1.0 is going to be a milestone in OpenMW's development because, after
286 its release, the OpenMW team isn't tied to reimplementing Morrowind and its
287 mechanics anymore. Several team members have already stated what they want to
288 do in order to further improve the engine's graphical power, the scripting system,
289 the game mechanics system, the overall moddability, and the creation of entire new
290 games.

291 Due to its open-source character, everyone is free to add or change pieces of our
292 code – and provide the updated code to others, or even merge it into the main
293 OpenMW project. We don't expect the development activity to explode after the
294 1.0 release but the newly gained freedom should encourage more coders to become
295 part of the project.

296 We will also agree on a new set of main goals leading us to version 2.0, the second
297 and more mature major version of OpenMW. Remember, nearly every feature is
298 possible, if there's somebody willing to implement it.

299 **Hold on a moment! Do you plan to add any content to the original** 300 **game?**

301 *Q: Hold on a moment! Do you plan to add any content to the original game?*

302 A: The OpenMW project is not a modding project like, e.g., *Tamriel Rebuilt* or
303 *Morrowind Rebirth*. We only provide the environment and tools to develop new
304 mods or new games running on OpenMW. We will neither distribute any original
305 Morrowind content nor any modifications to the vanilla game.

306 That said, there are certain exceptions: We provide several improvements to the
307 original engine out of the box, e.g., a redesigned Alchemy window or the new water
308 shader. The word *content* in general refers to everything accomplishable with our
309 editor, OpenMW-CS, or pure replacers, e.g., texture or animation replacers.

310 **I like vanilla Morrowind quite a bit. Will I be able to play** 311 **Morrowind true to the original game in the future?**

312 Q: *I like vanilla Morrowind quite a bit. Will I be able to play Morrowind true to the*
313 *original game in the future?*

314 A: The OpenMW team sets a high value on backward compatibility, i.e., you will
315 be able to enjoy the original Morrowind experience even on, let's say, OpenMW
316 version 4.0 – of course, with several improvements like fewer bugs, fewer crashes,
317 better performance, and the above-mentioned Alchemy window or water shader.

318 **What can modders expect from OpenMW and OpenMW-CS?**

319 Q: *What can modders expect from OpenMW and OpenMW-CS?*

320 A: The *The Elder Scrolls* series has always had a big modding community. We want
321 to allow modders to change nearly every aspect of the original game, and of all
322 future games powered by the OpenMW engine. In order to achieve this, we will
323 de-hard-code most of the game mechanics and variables. Please note that this
324 step will take some time and has to be divided into several intermediate steps in
325 order to keep full backward compatibility with the original game and ensure a clean
326 implementation.

327 In addition, we plan to build up OpenMW-CS to be an even more powerful editor
328 than it is today, making it a superior tool to create new content for OpenMW.
329 Modders can expect OpenMW-CS to provide every functionality of the original

330 Construction Set, plus many more, while being easy to use and highly customisable,
331 allowing for a much faster workflow.

332 **Do game developers have to start their games from scratch?**

333 Q: *Do game developers have to start their games from scratch?*

334 A: No, we will provide a so-called game template which allows developers to start their
335 work with the minimum of assets needed to run OpenMW. This will also include
336 some extras to save them some time in the beginning. So far, the *OpenMW Game*
337 *Template* will contain basic animation and terrain files as well as basic scripts.

338 **Give me multiplayer!**

339 Q: *I kindly ask you to implement multiplayer in Morrowind.*

340 A: While multiplayer is well within the scope of the OpenMW engine, there are
341 two restrictions to an implementation in the near future. Firstly, Morrowind is
342 an open-world, single-player RPG, and the reasonable integration of multiplayer
343 might be quite difficult. Secondly, the current development team has no interest in
344 working on a multiplayer feature as there are many other things to do.

345 There have been external attempts on implementing multiplayer in OpenMW which
346 has created some hype earlier this year but I haven't heard any news about this for
347 a long time.

348 **Is OpenMW able to run the Xbox version of Morrowind?**

349 Q: *Is OpenMW able to run the Xbox version of Morrowind?*

350 A: No, the Xbox version is not supported in OpenMW. Bethesda asked us not to mix
351 platforms, meaning that the Xbox version is only playable on the Xbox or the Xbox
352 360.

353 **Is it possible to play Morrowind on Android using OpenMW?**

354 Q: *Is it possible to play Morrowind on Android using OpenMW?*

355 A: There has been some excitement about an Android port of Morrowind via OpenMW
356 which also raised Bethesda's attention in a negative way. Like I said before,
357 OpenMW is an engine for the PC version of Morrowind. That doesn't mean
358 OpenMW is restricted to the PC but that Morrowind playability is. We agreed
359 with Bethesda on not to advertise OpenMW on other platforms using Morrowind
360 contents.

361 That said, there is an early version of an Android port which is sporadically updated
362 and free to use for everyone. Please let me repeat: Whatever you are doing with
363 the code, please do not advertise Morrowind on other platforms than the PC. The
364 OpenMW team will not support such actions at all!

365 **What about other platform support in general?**

366 Q: *What about other platform support in general?*

367 A: The primary target platforms of OpenMW are Windows, Linux, and Mac OSX.
368 However, OpenMW is platform-agnostic and supports devices running OpenGL 2.0
369 or higher. Check out our written FAQ for more information. Keep in mind that
370 platform support always depends on people implementing and maintaining it.

371 **Why does OpenMW not support all TES games?**

372 Q: *Why does OpenMW not support all TES games?*

373 A: Although the last three *The Elder Scrolls* games are based on the same engine,
374 Bethesda made many changes to adapt their engine to modern hardware, better
375 graphics and animation, and new game mechanics. Directly using OpenMW on
376 Oblivion's or Skyrim's assets would result in absolute chaos – not to mention the
377 legal implications as Bethesda doesn't want anyone to mix up their games' contents.
378 Nevertheless, it would be possible to take OpenMW as a basis, adjust the code and
379 release OpenOB or OpenSK. I don't need to stress the fact that this would take a

380 huge amount of time and manpower. Unfortunately, there is no jack-of-all-trades
381 engine to run all TES games.

382 **Outro**

383 I hope that most questions regarding future development of OpenMW have been answered
384 by now. If you have any further questions, put them in the comments below, or visit our
385 forums at openmw.org.

386 In the next video, we will deal with the subject of mod compatibility. Until then, thanks
387 for watching!

388 **Part 4: Morrowind Mod Compatibility**

389 **Intro**

390 Hello! You've finally made it to part four of our FAQ series. This time, we need to talk
391 about OpenMW's compatibility with user-created content aka mods which were created
392 for the original Morrowind engine. Let's jump right in.

393 **I use some mods with Morrowind. Well, dozens, to be honest. Will** 394 **they play on OpenMW?**

395 *Q: I use some mods with Morrowind. Well, dozens, to be honest. Will they play on*
396 *OpenMW?*

397 *A: OpenMW should support all Morrowind mods which match the following criteria:*

- 398 1. The mod is a pure replacer or a modification created with the original Con-
399 struction Set.
- 400 2. The mod does not rely on third-party software or other engine hacks.
- 401 3. The mod does not contain any severe scripting errors or other crucial design
402 flaws.

403 These requirements are necessary in order to keep OpenMW's code clean of
404 workarounds, fall-backs, forgiving error-checking methods, and duplicated functions.
405 We have implemented a decent amount of such things though to cope with the
406 most common modding sins, especially with scripting errors. The original engine
407 virtually encouraged modders to make mistakes in their code.

408 While the majority of mods meets our requirements, there is a significant number of
409 mods which are completely or partially incompatible with OpenMW. These mods
410 either must be rewritten or must hope for future workarounds to be implemented
411 in OpenMW's source code.

412 **I have installed a normal mod which works in the vanilla game but**
413 **not in OpenMW. What's wrong there?**

414 *Q: I have installed a normal mod which works in the vanilla game but not in OpenMW.*
415 *What's wrong there?*

416 A: On the one hand, there could be errors in the mod itself. OpenMW is more verbose
417 when it comes to design flaws or incorrect script code.

418 On the other hand, there also are many unknown bugs in OpenMW which do not
419 appear in a normal play-through without mods. More and more users start their
420 game with heavily modded setups, making these issues more obvious. This way, we
421 get an increasing amount of complaints about perfectly normal mods – which, in
422 turn, allows us to fix our engine's behaviour.

423 If you have problems with a particular mod and think the error is on OpenMW's
424 side, please check out our Mod Compatibility Wiki page, contact us in our Mod
425 Compatibility subforum, or file a bug report on our bug tracker.

426 **I checked your Mod Compatibility page but it only includes a small**
427 **number of mods. Where is the rest?**

428 *Q: I checked your Mod Compatibility page but it only includes a small number of mods.*
429 *Where is the rest?*

430 A: Our recently reworked Wiki page collects the results of selective mod-testing done
431 by our forum members. It does not claim to be complete – and most likely it
432 will never contain all Morrowind mods. It is just a list of mods which happen to
433 be tested. Please note that most of these mods were tested without any other
434 active mods. Thus, the information on this page is limited to single-mod setups on
435 OpenMW.

436 Feel free to use our forums to give us feedback about mods you are using, or even
437 assign yourself to our Wiki group, if you are already a forum member. New mod
438 testers are always welcome!

439 **What about utilities like MWSE, MGE XE, or MCP? Will OpenMW**
440 **never support these?**

441 Q: *What about utilities like MWSE, MGE XE, or MCP? Will OpenMW never support*
442 *these?*

443 A: There are several utilities which expand the original engine's capabilities. The
444 most famous of them are the Morrowind Script Extender (MWSE), the Morrowind
445 Graphics Extender (MGE and MGE XE respectively), and the Morrowind Code
446 Patch (MCP). All of them are third-party software which is not supposed to work
447 with OpenMW. The same goes for mods which use the extended scripting or
448 graphical features of these utilities.

449 That's the bad news. The good news is that OpenMW will partially support them
450 in the future. This is true for all additional scripting functions provided by MWSE
451 which will be implemented post-1.0. This should make mods using the script
452 extender compatible with OpenMW. Moreover, most graphical features of MGE
453 as well as most fixes MCP offers already are or will be implemented in OpenMW.
454 Please note that the OpenMW team has the opportunity to achieve all this in a
455 clean way by simply modifying our source code.

456 **What about MGSO?**

457 Q: *And what about MGSO?*

458 A: The *Morrowind Overhaul: Graphics and Sounds* is one of the biggest mod com-
459 pilations ever made. As it integrates all the abovementioned third-party utilities,
460 it is not compatible with OpenMW. However, you are free to install MGSO for
461 your vanilla installation, import the data files and mod list to your OpenMW
462 installation and hope for the best. Chances are that your OpenMW-nised MGSO
463 only has minor issues, e.g., shiny textures because of fake bump maps on textures
464 being displayed the right way. It is also most likely that parts of mods are missing
465 because they rely on functionality which is not present in OpenMW.

466 A general advice for all mod users: OpenMW rarely crashes because of incompat-
467 ibility issues. You are more likely to find a whole bunch of warning messages in

468 your console – these often give a clue about what is missing or what function is
469 failing to execute.

470 **How does OpenMW handle the load order of my setup?**

471 Q: *How does OpenMW handle the load order of my setup?*

472 A: The original Morrowind engine uses the files' time stamps to determine the load
473 order. This creates various problems when using mods which need to be in a
474 particular order. There are several utilities which serve the purpose to manually
475 adjust the load order. All of this is unnecessary in OpenMW. You can simply
476 adjust the load order of your game files by drag and drop in our launcher, while our
477 software indicates every file's dependencies. To be honest, there should be more
478 functionality added to our launcher in the future but the system itself works fine.

479 **What about registering .bsa archives in OpenMW?**

480 Q: *What about registering .bsa archives in OpenMW?*

481 A: .bsa archives are files which contain an arbitrary amount of game assets, e.g.,
482 textures, meshes, or sound files. To make the original engine use the files inside
483 such an archive, you have to register the archive itself via an external tool. You can
484 also extract all included assets to the *Data Files* directory but this method is not
485 suitable for more complex setups or quickly switching mods on and off. OpenMW
486 doesn't need any external program to register .bsa files. You can simply add them
487 as a so-called *fall-back archive* in the openmw configuration file. In the future, the
488 OpenMW team wants to abandon the use of .bsa archives for newly created content
489 in favour of OpenMW's capability to use multiple data paths.

490 **Outro**

491 That's all I wanted to say about mod compatibility and mod setups. If you have any
492 further questions, please ask them in the comments section below, or visit our forums on
493 openmw.org.

⁴⁹⁴ Prepare yourself for the next video which is all about your possibilities to contribute to
⁴⁹⁵ our project. Until then, thanks for watching!

496 **Part 5: How To Contribute To Our Project**

497 **Intro**

498 Welcome to part five of our FAQ series. This will be the last video for now but future
499 updates may further expand this series. Today, we will deal with one of the most
500 important topics: How you can contribute to our OpenMW project.

501 **How can I contribute to your project?**

502 *Q: I'm eager to help you. How can I contribute to your project?*

503 *A:* There are many different ways to help OpenMW reach its goals. You could spread
504 the word about our project, help us with translation tasks, test our engine, or
505 become a developer for OpenMW or OpenMW-CS respectively. And now for the
506 details.

507 By the term *spread the word* I mean any activity which aims at increasing
508 OpenMW's awareness level. To achieve this, you could share our release an-
509 nouncements, videos, and news posts on other sites or forums. Moreover, taking
510 part in discussions on related forums or on reddit would allow us to introduce more
511 people to OpenMW and help us to fight misconceptions about our engine. Maybe
512 you have a friend who loves classic RPGs? Why not ask him to start his newest
513 Morrowind play-through on OpenMW? You see, there are many ways to support
514 our project without overcommitting yourself.

515 Another task for non-developers is translation work. Morrowind and OpenMW
516 have an international community, and not everyone has sufficient English skills to
517 fully understand what's going on with our project or what the hell this video guy
518 is babbling about. If you are a confident writer, why not start translating stuff into
519 your native language? There are news posts, release announcements, Wiki pages
520 and video subtitles waiting for you – just introduce yourself in our *Join the team*
521 subforum, include a piece of translation for an arbitrary OpenMW-related text and
522 become a fully-fledged member of our team.

523 If you are interested in OpenMW, you are most likely familiar with Morrowind
524 or, at least, plan to play the game using OpenMW. Since OpenMW is already
525 playable, why not start your Morrowind play-through equipped with pen and paper
526 in order to note anything which appears strange to you. You could also have our
527 bug tracker and forums opened to quickly search for any issues you've encountered
528 during your hours of gaming. When you've found a so far unknown bug, feel free
529 to ask about it in our forums – or directly file a bug report on our bug tracker. In
530 the latter case, please note our bug report guidelines.

531 Apart from testing the vanilla game, we also need people who test Morrowind mods
532 on OpenMW. Remember that one of our main goals is full support of existing
533 mods given they were created in a clean way. We already have a Mod Status Wiki
534 page to keep track of tested mods but there are thousands of modifications which
535 need to be tested. You could either do so by simply using a modded setup for
536 your play-through or by selectively testing particular mods on a clean OpenMW
537 installation. Again, please report your findings in our forums – this time those for
538 mod compatibility –, file bug reports if necessary and don't forget to update our
539 Wiki page. Every forum member can assign him- or herself to the Wiki group in
540 order to gain access to the full editing options.

541 All of the aforementioned tasks do not involve any specific coding skills. However,
542 we are in bare need of active developers for OpenMW. However, the majority
543 of tasks left to do before version 1.0 will be released is about bug-fixing and
544 optimisation. To make things even worse, most of these tasks are only suitable for
545 advanced coders familiar with OpenMW's source code. So if you have any C++
546 experience and are willing to spend some time digging through our source code, you
547 are very welcome to join our development team. This may not be the most exciting
548 or rewarding time for developers but you could be among the team members who
549 helped OpenMW take the last steps towards version 1.0. Let us finish this business
550 as soon as possible and then enjoy the coding freedom of the post-1.0 era!

551 An important part of OpenMW is our home-brew editor, OpenMW-CS. It will be
552 the heart of future Morrowind modding and the starting point for any new game
553 developed for OpenMW. Accordingly, my plea for new developers also applies to
554 OpenMW-CS. Maybe you have got some skills in QT and some spare time to help
555 us on the editor's side? Similar to the actual engine, we need to do the basic work
556 before we can further expand OpenMW-CS's functionality and make it the world

557 builder it is meant to be. Join our efforts and start coding in remembrance of all
558 the Morrowind modders who suffered from the original Construction Set!

559 **Are there any further tasks which are not directly bound to**
560 **OpenMW?**

561 Q: *Phew, many things do to. Are there any further tasks which are not directly bound*
562 *to OpenMW?*

563 A: Well, there are two more tasks indeed: The *OpenMW Game Template* project and
564 the *OpenMW Example Suite*.

565 The first one is the attempt to provide game developers the minimum of assets
566 they need in order to run OpenMW without any Morrowind dependency. This
567 way, they will be able to create their personal assets and develop their contents in
568 OpenMW-CS, while at the same time being able to test everything in OpenMW.
569 The link to the corresponding forum thread can be found below this video.

570 The second project is kind of a showcase world. OpenMW already has some features
571 that weren't supported by the original engine – and the *Example Suite* is the place
572 where these features can be presented. Its main goal is to provide a world distinct
573 from Bethesda's Nirn, including a small story-line, new items, new NPCs, and new
574 quests in order to let players explore OpenMW's capabilities along the way.

575 Both projects are in active but rather slow development, and especially the Example
576 Suite lacks many contents. So all you creative people out there: You may not be
577 an experienced coder or a patient game tester, but why not turn your passion into
578 work? We need new meshes and textures, icons, splash screens, maybe concept art.
579 And not to forget all the texts that need to be written: dialogues, journal notes,
580 item and spell descriptions, or new in-game books. Come to our *Example Suite*
581 subforums and ask what you can do!

582 **Is there a possibility to help you out in a financial way?**

583 Q: *Is there a possibility to help you out in a financial way?*

584 A: The OpenMW team does not accept any donations to our project. That said, it
585 is perfectly fine to support certain developers but not on behalf of the OpenMW
586 team. There is a Patreon account of our developer scrawl but it is on hiatus for the
587 time being. Another Patreon account was created by DestinedToDie, our current
588 *Example Suite* project leader.

589 In the future, an option would be to make contracts for individual feature requests,
590 e.g., via Bountysource.com. This way, coders would be able to pick a task, submit
591 their solution and get the monetary reward on success. However, such a step will
592 not be taken without a fundamental debate about partially monetising OpenMW's
593 development. We are a hobbyist project after all!

594 **Outro**

595 Congratulations, you have finally reached the end of this FAQ series. If there are any
596 more questions about how to help our project, put them below this video, or visit our
597 forums on openmw.org.

598 See you soon for the 0.41 release commentary, thanks in advance for your help – and, as
599 always, thanks for watching!