

## Contents

<b>Part 1: The OpenMW Project</b>	<b>3</b>
Intro . . . . .	3
What exactly is OpenMW? . . . . .	3
Why would you reimplement a whole game engine? . . . . .	4
Isn't this illegal? . . . . .	4
What are your goals for version 1.0? . . . . .	5
What are OpenMW's hardware requirements? . . . . .	6
Do I need a copy of TES III: Morrowind in order to play OpenMW? . . . . .	6
Is it possible to port my old Morrowind savegames to OpenMW? . . . . .	6
I just want to play Morrowind. Why would I use OpenMW instead of the vanilla engine? . . . . .	7
I play Morrowind using tons of mods, MWSE, MGE, and MGSO. Why would I switch to your engine? . . . . .	7
I want to mod Morrowind. What advantages does OpenMW provide for modders?	8
I want to develop a game based on the OpenMW engine. Is this possible, and am I allowed to sell my game in the end? . . . . .	8
Outro . . . . .	9
<b>Part 2: Project Status</b>	<b>10</b>
Intro . . . . .	10
You've just released version 0.40.0. Another 60 releases to go until version 1.0?	10
Is Morrowind currently playable on OpenMW? . . . . .	10
What exactly keeps you from releasing version 1.0? . . . . .	11
OpenMW seems to be rather complete. When do you expect version 1.0 to arrive? . . . . .	12
Will there be a beta test or something like that? . . . . .	12
Outro . . . . .	13
<b>Part 3: The Engine's Potential &amp; Limitations</b>	<b>14</b>
Intro . . . . .	14
Okay, let us assume that version 1.0 has been released. What now? . . . . .	14
Hold on a moment! Do you plan to add any content to the original game? . . .	15
I like vanilla Morrowind quite a bit. Will I be able to play Morrowind true to the original game in the future? . . . . .	15

What can modders expect from OpenMW and OpenMW-CS? . . . . .	15
Do game developers have to start their games from scratch? . . . . .	16
Give me multiplayer! . . . . .	16
Is OpenMW able to run the Xbox version of Morrowind? . . . . .	17
Does OpenMW support gamepads? . . . . .	17
What about Virtual Reality systems like Oculus Rift? Will they be supported?	17
Is it possible to play Morrowind on Android using OpenMW? . . . . .	18
What about other platform support in general? . . . . .	18
Why does OpenMW not support all TES games? . . . . .	18
Outro . . . . .	19
<b>Part 4: Morrowind Mod Compatibility</b>	<b>20</b>
Intro . . . . .	20
I use some mods with Morrowind. Well, dozens, to be honest. Will they play on OpenMW? . . . . .	20
I have installed a normal mod which works in the vanilla game but not in OpenMW. What's wrong there? . . . . .	21
I checked your Mod Compatibility page but it only includes a small number of mods. Where is the rest? . . . . .	21
What about utilities like MWSE, MGE XE, or MCP? Will OpenMW never support these? . . . . .	22
What about MGSO? . . . . .	22
How does OpenMW handle the load order of my setup? . . . . .	23
What about registering .bsa archives in OpenMW? . . . . .	23
Outro . . . . .	24
<b>Part 5: How To Contribute To Our Project</b>	<b>25</b>
Intro . . . . .	25
How can I contribute to your project? . . . . .	25
Are there any further tasks which are not directly bound to OpenMW? . . . .	27
Is there a possibility to help you out in a financial way? . . . . .	28
Outro . . . . .	28

# 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 reimplementation. 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](http://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.

## 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](http://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, apart from a few missing AI features. 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 are a small number of features  
233 which need to be implemented. These include several AI-related tasks, e.g., a

234 proper implementation of the AI's fleeing behaviour and an improved path-finding  
235 AI. A 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. More bugs are likely to show up  
239 in the future but we've managed to constantly decrease the number of remaining  
240 issues in the past. Nevertheless, bug-fixing is a tedious task which can be very  
241 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 also  
247 allows the use of 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](http://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. What now?**

284 *Q: Okay, let us assume that version 1.0 has been released. What 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. Remember, nearly every feature is possible, if there's somebody  
296 willing to implement it.

297 The release procedure will stay the same after version 1.0 has been released: We  
298 will continue to develop our engine and decide to have a minor release when enough  
299 bug-fixes and features have been implemented. We may also define certain features  
300 to be included for a new release, and if there are significant changes to the engine –  
301 let's say the implementation of multiplayer in OpenMW – we will release a major  
302 version, leading us to OpenMW 2.0, 3.0, 4.0 etc. But it is also possible that we  
303 will have a 1.215.0 release without the need of a major version update.

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

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

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

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

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

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

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

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

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

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

330 order to keep full backward compatibility with the original game and ensure a clean  
331 implementation.

332 In addition, we plan to build up OpenMW-CS to be an even more powerful editor  
333 than it is today, making it a superior tool to create new content for OpenMW.  
334 Modders can expect OpenMW-CS to provide every functionality of the original  
335 Construction Set, plus many more, while being easy to use and highly customisable,  
336 allowing for a much faster workflow.

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

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

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

### 343 **Give me multiplayer!**

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

345 A: Since OpenMW is an open source project, multiplayer is well within the scope  
346 of our engine. However, this is no trivial task, and the OpenMW team itself  
347 concentrates on our version-1.0 goals. Nevertheless, a group of developers and  
348 Morrowind enthusiasts has come together to form *TES3MP*, a project with the goal  
349 of bringing multiplayer to OpenMW. It basically is a fork of OpenMW, sharing  
350 most of its source code. The team has recently announced version 0.2.0 which  
351 improves the save and the load system.

352 Please note that it may take a long time until actual co-op play-throughs with your  
353 best friend or large PvP arena battles will be possible in OpenMW. But it looks  
354 like Morrowind multiplayer will be ready – sooner or later. You can find the links  
355 to the project's page and resources below this video.

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

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

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

## 361 **Does OpenMW support gamepads?**

362 *Q: Does OpenMW support gamepads?*

363 A: OpenMW already provides basic support for gamepads. That said, user reports  
364 indicate that the actual implementation needs improvement, above all, we are  
365 currently lacking a proper gamepad user interface. If there's anyone willing to  
366 tackle this task, OpenMW will definitely include full gamepad support in the future.

## 367 **What about Virtual Reality systems like Oculus Rift? Will they be** 368 **supported?**

369 *Q: What about Virtual Reality systems like Oculus Rift or OpenVR? Will they be*  
370 *supported?*

371 A: OpenMW does not yet support VR systems. In general, it would be possible  
372 to integrate them into our engine in the future. This would need some changes  
373 to the user interface or the internal controls – but nothing that would stop a  
374 talented coder from implementing it. However, there are certain limitations to the  
375 systems we can support. OpenMW is open source and licensed under the GPL  
376 which makes it incompatible with closed-source software like OpenVR. Also, the  
377 OpenMW team wants their engine to be cross-platform which currently excludes  
378 Oculus Rift. Maybe OSVR would be an option here – but do not expect VR  
379 support to be included before version 1.0 or any time soon.

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

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

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

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

## 392 **What about other platform support in general?**

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

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

## 398 **Why does OpenMW not support all TES games?**

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

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

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

## 409 **Outro**

410 I hope that most questions regarding future development of OpenMW have been answered  
411 by now. If you have any further questions, put them in the comments below, or visit our  
412 forums at [openmw.org](http://openmw.org).

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

## 415 **Part 4: Morrowind Mod Compatibility**

### 416 **Intro**

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

### 420 **I use some mods with Morrowind. Well, dozens, to be honest. Will** 421 **they play on OpenMW?**

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

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

- 425 1. The mod is a pure replacer or a modification created with the original Con-  
426 struction Set.
- 427 2. The mod does not rely on third-party software or other engine hacks.
- 428 3. The mod does not contain any severe scripting errors or other crucial design  
429 flaws.

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

435 While the majority of mods meet our requirements, there are a significant number  
436 of mods which are completely or partially incompatible with OpenMW. These mods  
437 either must be rewritten or must hope for future workarounds to be implemented  
438 in OpenMW's source code.

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

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

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

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

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

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

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

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

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

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

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

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

476 That's the bad news. The good news is that OpenMW will provide most of the  
477 abovementioned functionality right from the start in the future. Additional script  
478 functions and graphical features will be implemented, and some of MGE's features  
479 have already made their way into our engine. However, we may skip a few features  
480 here and there because of unnecessarily complex implementation or security risks.  
481 To be clear: OpenMW will never support any of the third-party utilities or any of  
482 the mods depending on them. Instead, we will allow modders to achieve an ever  
483 better functionality without dirty engine hacks. – And, with all due respect for  
484 the hard-working mod authors, I think this is the best solution since many mods  
485 are a collection of workarounds for the original engine's limitations, limitations  
486 OpenMW will never have in the first place.

487 **What about MGSO?**

488 Q: *And what about MGSO?*

489 A: The *Morrowind Overhaul: Graphics and Sounds* is one of the biggest mod com-  
490 pilations ever made. As it integrates all the abovementioned third-party utilities,  
491 it is not compatible with OpenMW. However, you are free to install MGSO for  
492 your vanilla installation, import the data files and mod list to your OpenMW  
493 installation and hope for the best. Chances are that your OpenMW-nised MGSO  
494 only has minor issues, e.g., shiny textures because of fake bump maps on textures

495 being displayed the right way. It is also most likely that parts of mods are missing  
496 because they rely on functionality which is not present in OpenMW.

497 A general advice for all mod users: OpenMW rarely crashes because of incompat-  
498 ibility issues. You are more likely to find a whole bunch of warning messages in  
499 your console – these often give a clue about what is missing or what function is  
500 failing to execute.

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

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

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

## 510 **What about registering .bsa archives in OpenMW?**

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

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

**521 Outro**

522 That's all I wanted to say about mod compatibility and mod setups. If you have any  
523 further questions, please ask them in the comments section below, or visit our forums on  
524 [openmw.org](http://openmw.org).

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

## 527 **Part 5: How To Contribute To Our Project**

### 528 **Intro**

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

### 532 **How can I contribute to your project?**

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

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

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

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

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

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

572 Another mod-related task is our OpenMW-CS user manual. We want to provide  
573 modders a compendium of the editor's features, including definitions of all technical  
574 terms, an explanation of associated files and directories, and general tutorials on  
575 creating content with OpenMW-CS. If you are interested in modding, want to  
576 become familiar with our editor, or want to help other modders finding their way  
577 in our editor, this is your opportunity to become part of the OpenMW project.

578 All of the aforementioned tasks do not involve any specific coding skills. But if we  
579 want to release version 1.0 within a reasonable time frame, we need more help on  
580 the coding side of things. Unfortunately, the majority of tasks left to do before  
581 version 1.0 will be released is about bug-fixing and optimisation. To make things  
582 even worse, most of these tasks are only suitable for advanced coders familiar  
583 with OpenMW's source code. So, if you have any C++ experience but don't feel  
584 confident about writing code for our project, you are welcome to help us with code  
585 documentation. This would not only make it easier for other developers to work  
586 on our engine but also help you acquainting yourself with OpenMW's structure in  
587 order to become part of our development team later.

588 Which leads to the crucial point of this video: We are in dire need of active  
589 developers for OpenMW. Our current engine development team consists of two  
590 regular and a few sporadic contributors. That may be enough to fix some bugs  
591 here and there but it is not enough to implement new features or quickly react to  
592 new issues on our bug tracker. So if you are experienced with C++ and already are  
593 familiar with our source code or are willing to spend some time digging through  
594 it, you are very welcome to join our development team. This may not be the  
595 most exciting or rewarding time for developers but you could be among the team  
596 members who helped OpenMW take the last steps towards version 1.0. Let us  
597 finish this business as soon as possible and then enjoy the coding freedom of the  
598 post-1.0 era!

599 An important part of OpenMW is our home-brew editor, OpenMW-CS. It will be  
600 the heart of future Morrowind modding and the starting point for any new game  
601 developed for OpenMW. Accordingly, my plea for new developers also applies to  
602 OpenMW-CS. Maybe you have got some skills in QT and some spare time to help  
603 us on the editor's side? Similar to the actual engine, we need to do the basic work  
604 before we can further expand OpenMW-CS's functionality and make it the world  
605 builder it is meant to be. Join our efforts and start coding in remembrance of all  
606 the Morrowind modders who suffered from the original Construction Set!

## 607 **Are there any further tasks which are not directly bound to** 608 **OpenMW?**

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

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

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

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

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

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

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

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

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

### 642 **Outro**

643 Congratulations, you have finally reached the end of this FAQ series. If there are any  
644 more questions about how to help our project, put them below this video, or visit our  
645 forums on [openmw.org](http://openmw.org).

<sup>646</sup> See you soon for the 0.41 release commentary, thanks in advance for your help – and, as  
<sup>647</sup> always, thanks for watching!