

“Dirty” Cell Tips for Cleaning:

FINDING THE COMMON “DIRTY” CELLS DUE TO MERGING MODS:

Open up the TES Construction Set (CS). Select “File|Data Files...” from the CS menu. Highlight the mod to be checked and note the dependancies (Parent Masters) in the rightmost list window (Morrowind / Tribunal / Bloodmoon). Check the checkbox for the mod, select it as the Active mod and then select “OK”. Select “Yes” to any warnings that may appear. Once the mod is loaded, find the correct column in the table below for the Parent Masters and see if the references indicated in the Cell View window (Ref Count column) **match** the following FOR ANY CELLS TO BE CHECKED THAT HAVE AN “*” AT THE END OF WHATEVER IS IN THE GRID COLUMN. FOR ANY OF THOSE THAT DO HAVE THIS ASTERISK IN THE GRID COLUMN AND MATCH THE REF COUNT IN THE TABLE BELOW, it is a “dirty” cell and should be cleaned as indicated further below.

PARENT MASTERS FOR MOD:	MORROWIND	MORROWIND AND TRIBUNAL	MORROWIND AND BLOODMOON	MORROWIND TRIBUNAL BLOODMOON
<i>Cell Name and Grid</i>	<i>Ref Count</i>	<i>Ref Count</i>	<i>Ref Count</i>	<i>Ref Count</i>
Bitter Coast Region -14, 2	0	0	0	0
Bitter Coast Region -14, 4	0	0	0	0
Bitter Coast Region -14, 5	0	0	0	0
Bitter Coast Region -13, 1	0	0	0	0
Bitter Coast Region -13, 2	0	0	0	0
Bitter Coast Region -13, 3	0	0	0	0
Bitter Coast Region -13, 4	0	0	0	0
Bitter Coast Region -12, 1	0	0	0	0
Bitter Coast Region -12, 2	0	0	0	0
Bitter Coast Region -12, 3	0	0	0	0
West Gash Region -16, 7	0	0	0	0
West Gash Region -16, 8	0	0	0	0
West Gash Region -15, 7	0	0	0	0
Wilderness -15, -8	0	0	0	0
Wilderness -29, 23	N/A	N/A	0	0
Wilderness -28, 24	N/A	N/A	0	0
Wilderness -20, 15	N/A	N/A	2	2
Wilderness -19, 14	N/A	N/A	2	2
Wilderness -19, 15	N/A	N/A	2	2

SPECIAL CASE FOR CELL ASHLANDS REGION 0, 0:

Ashlands Region cell at grid 0, 0 is the default cell in the Cell View window when a mod is first loaded. It is very easy for a modder to inadvertently make a change in this cell (and maybe even later delete that inadvertent change) but the mod will still present to the

game engine that the cell has been changed and thus be “dirty”. The check to determine if this cell is dirty is immediately after loading the mod as the active mod, review the contents of that cell in the Cell View window. If there is an asterisk for this cell in the Grid Column AND a Ref Count of 156, the cell is “dirty” and should be cleaned.

ONE WAY TO CLEAN THESE DIRTY CELLS:

There are various utilities available (TESAME, TESTOOL, etc.) that can delete these dirty cell entries but you can also delete them just using the CS. To do that, perform the following steps.

- 1) Open up a clean copy of the CS with no mods loaded
- 2) Select “File|Data Files...” from the CS menu
- 3) Highlight the mod you wish to clean (do NOT load it) and select “Details”
- 4) Click twice (NOT a double-click – wait a second between each click) on the ID column to place the table in alphabetic order ascending by ID type
- 5) Find the “dirty” cells (only the Grid and not the Cell Name will show up in the table) and highlight the first one
- 6) Press the delete key on your keyboard – a message will probably appear to confirm you want to ignore that cell in any saves, if so agree
- 7) Repeat steps 5-6 for any other “dirty” cells you wish to clean
- 8) Once finished, press the close button on the File Details window
- 9) Check the checkbox for the mod, set it as Active and then select “OK” to load the mod – say “Yes” to any warnings that may appear
- 10) Once the mod is loaded in the CS, select “File|Save” from the CS menu
- 11) Exit the CS

The next time you load that mod in the CS (or your game) those cells will be cleaned. Note that this method will change the date for the mod and will thus affect the load order of that mod in new or saved games. If you need to now adjust the load order you can do so with a tool like Wyre Mash or any of the other load order tools available. Regardless, your saved games should also be fixed with Wyre Mash because now you have deleted some references that were present in them so unpredictable results can occur in your saved games if you do not.

- Rougetet
9/18/2007