» Wrye Mash v.84 Guide

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Disclaimer: *This tutorial was created to help users better understand how to manage an application known as Wrye Mash by Wrye. I nor the creator of this mod hold any responsibility for the results caused by using this tutorial. Use at your own risk.*

This guide is compatible with Wrye Mash version v.84

If you have any questions, suggestions or something to express. Why not post a comment?

Sections:

Downloading Wrye Mash

The first step of the tutorial would be to downloading Wrye Mash.
Wrye Mash v.84 Wrye Mash is written in python and uses the wxPython GUI library to provide the interface.

The next step is to download and install both second-part programs to Wrye Mash.
Python 2.5.4 and wxPython 2.8.9.2 UNICODE

Top

Installing Wrye Mash

1. To begin, open the zip file "Wrye Mash 84" and unzip it's content into the default Morrowind folder.
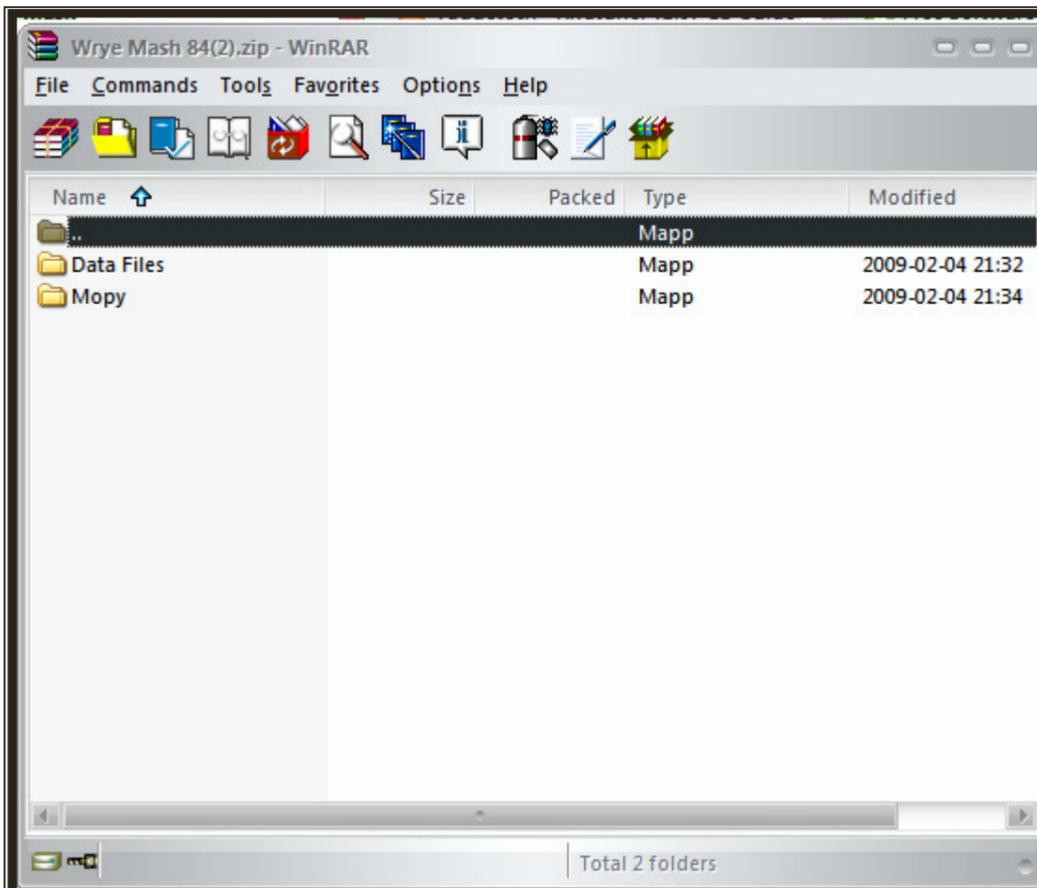
2. Now, go to the Morrowind directory and open the "Mopy" folder.

Morrowind

C:\Program\Bet

Fil- och mappaktiviteter

- CSUninstall
- Data Files
- Mopy
- MWUninstall
- Bethesda
- binkw32.dll
- Knife
- license
- Morrowind
- Morrowind
- Morrowind Launcher
- readme
- TES Construction Set
- TES Construction Set
- TES Construction Set.cnt

1 objekt är n   Den här datorn
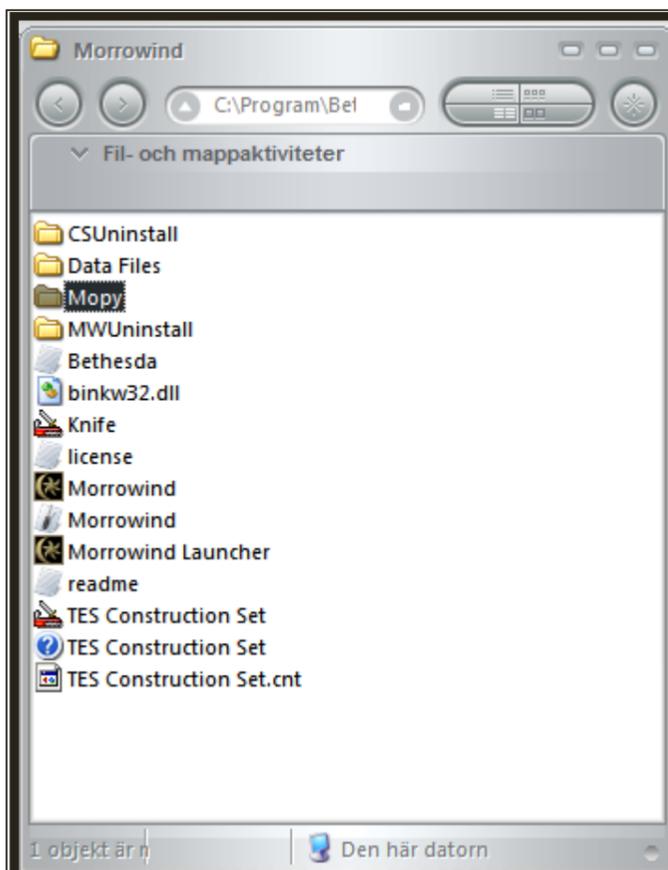
3. Try launching the file "Wrye Mash for Python 2.5": If there's a error, right click the file

and choose properties (egenskaper) otherwise skip to the "Installing Mods" section.
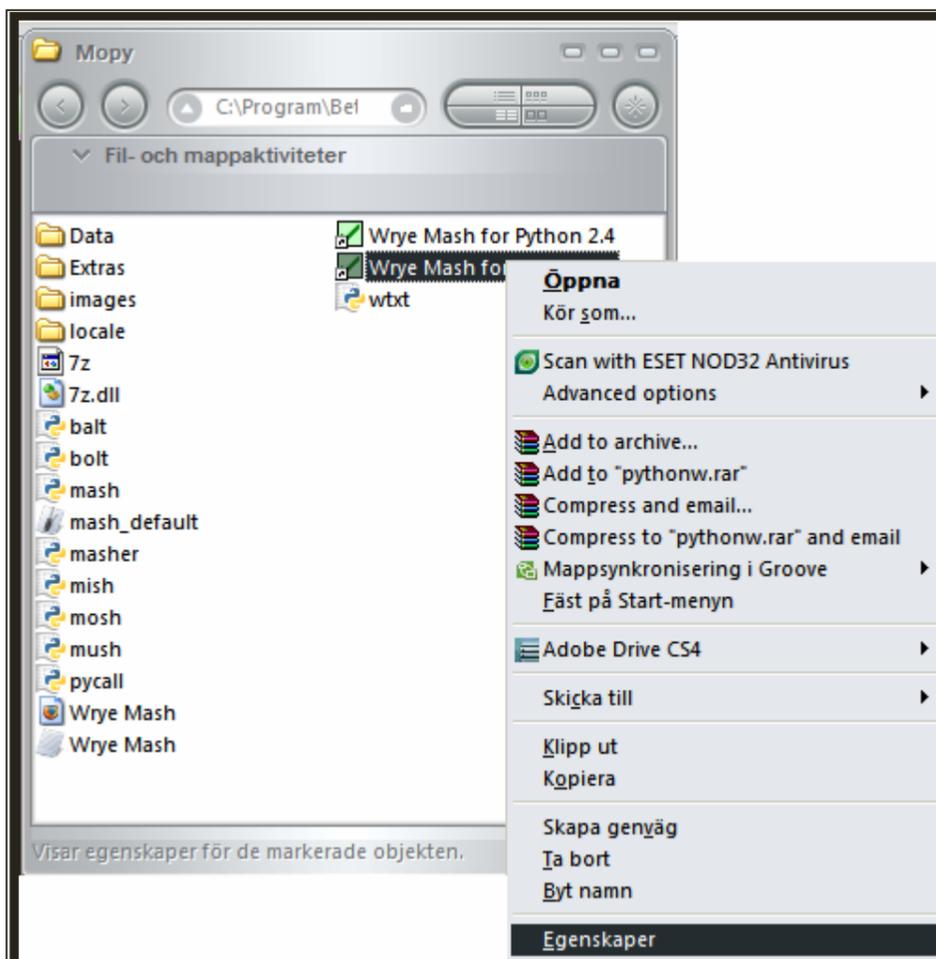
4. Click both "Target and Start in:" and change both paths into the normal location.
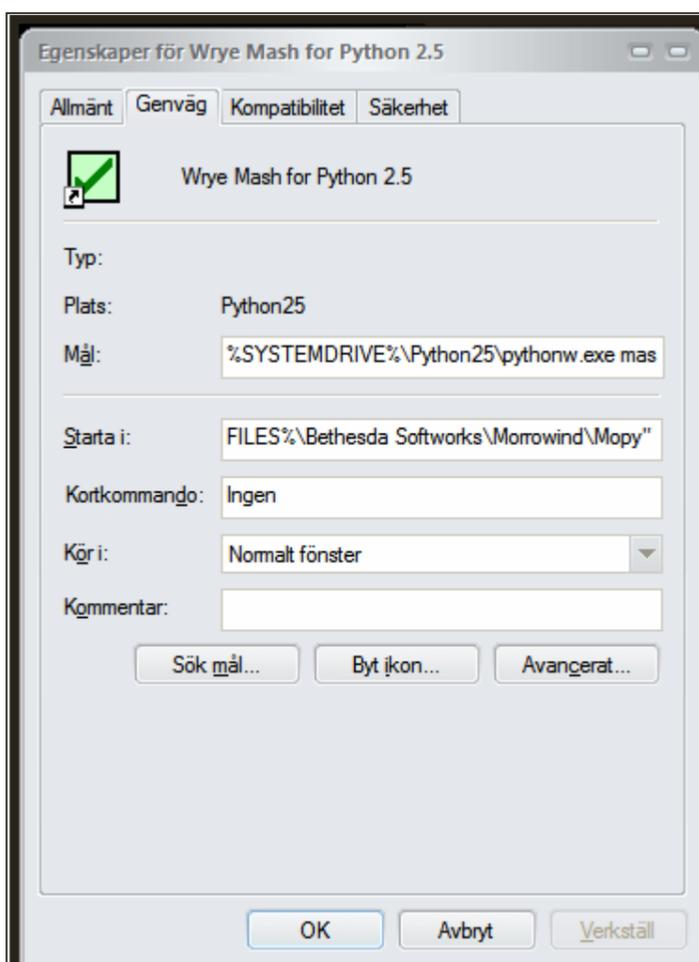
5. Now, the window should look like this. Click OK and launch Wrye Mash for Python 2.5.
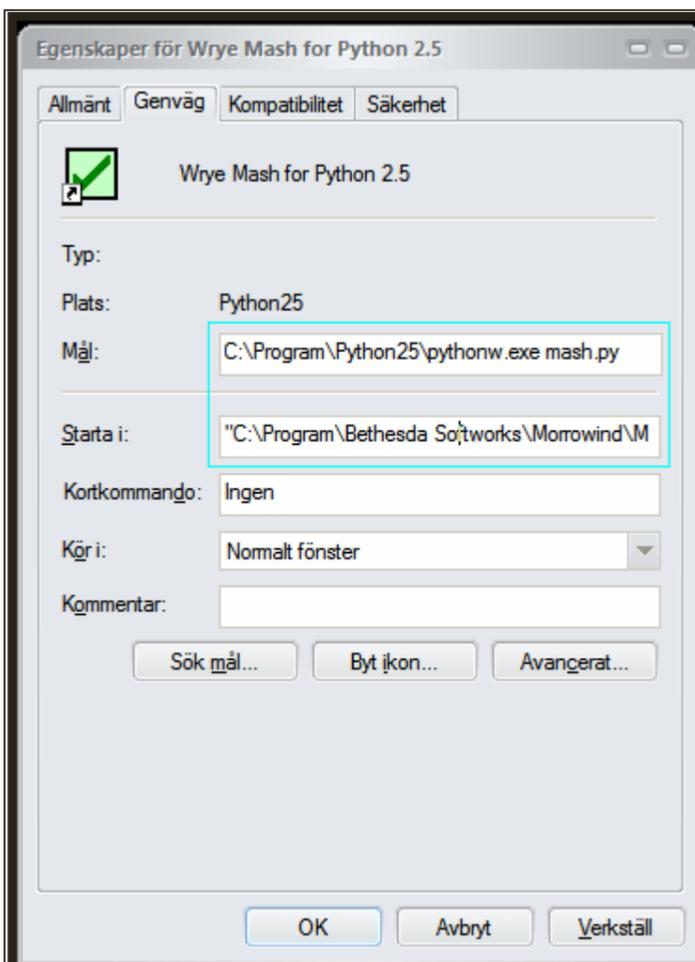
This concludes the "Configuring Wrye Mash" section of the tutorial.

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Adding the Mods

The next part of the tutorial is "Adding the Mods". Observe, for this to work to it's fullest potential Morrowind should only be consisting< of the two offical expansions. Pay attention, their shouldn't exist any mods in the data files folder. If there is, erase them before contining with this section. The mods should instead reside elsewhere in valid packages such (zip, rar, 7z).

1. In the program mark every mod (by pressing the green square). Then click the Installers "tab" located in the upper left corner.
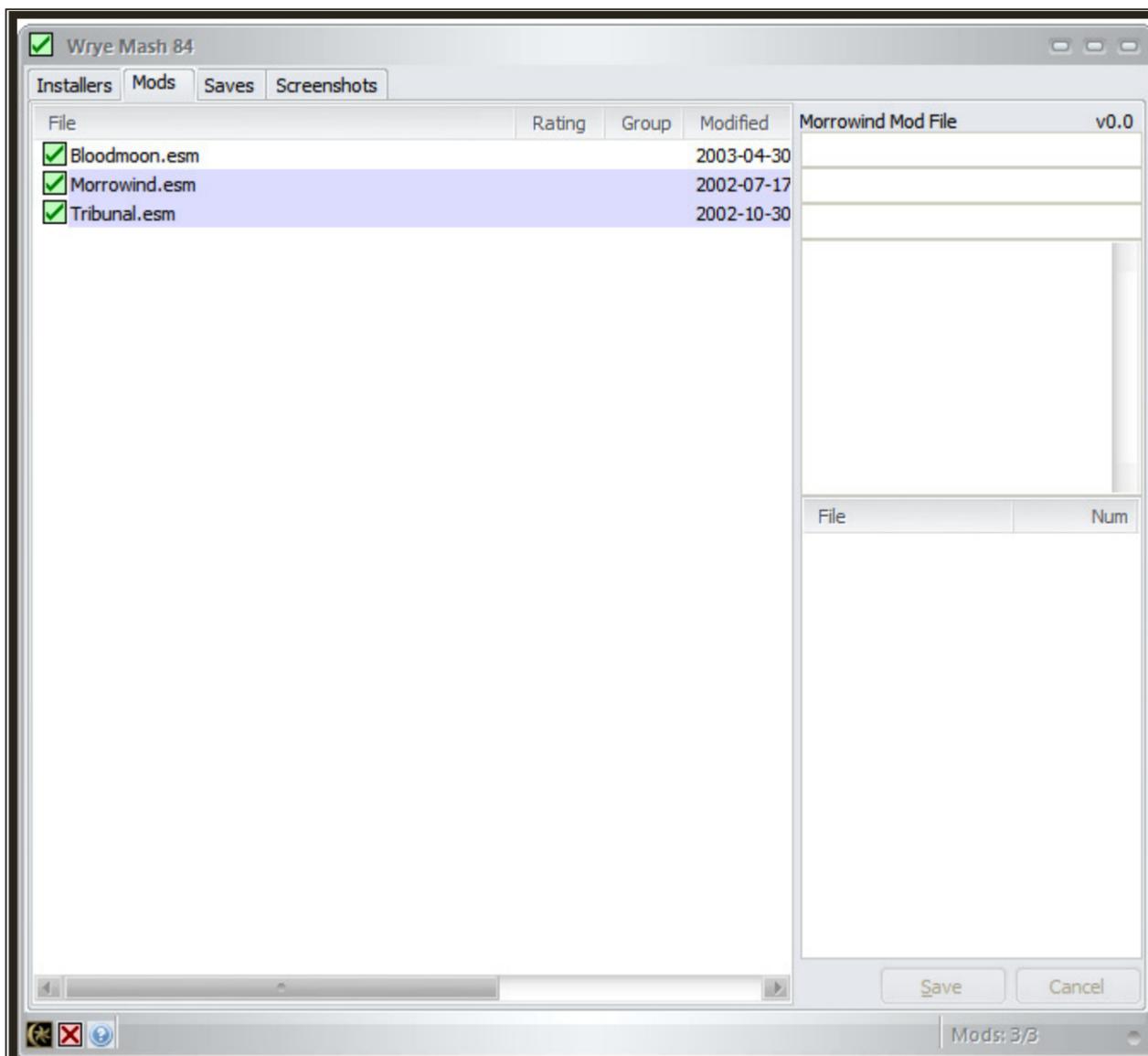
2. The installation of the Installers will begin. It could take some time, might wanna grab a snack while waiting.
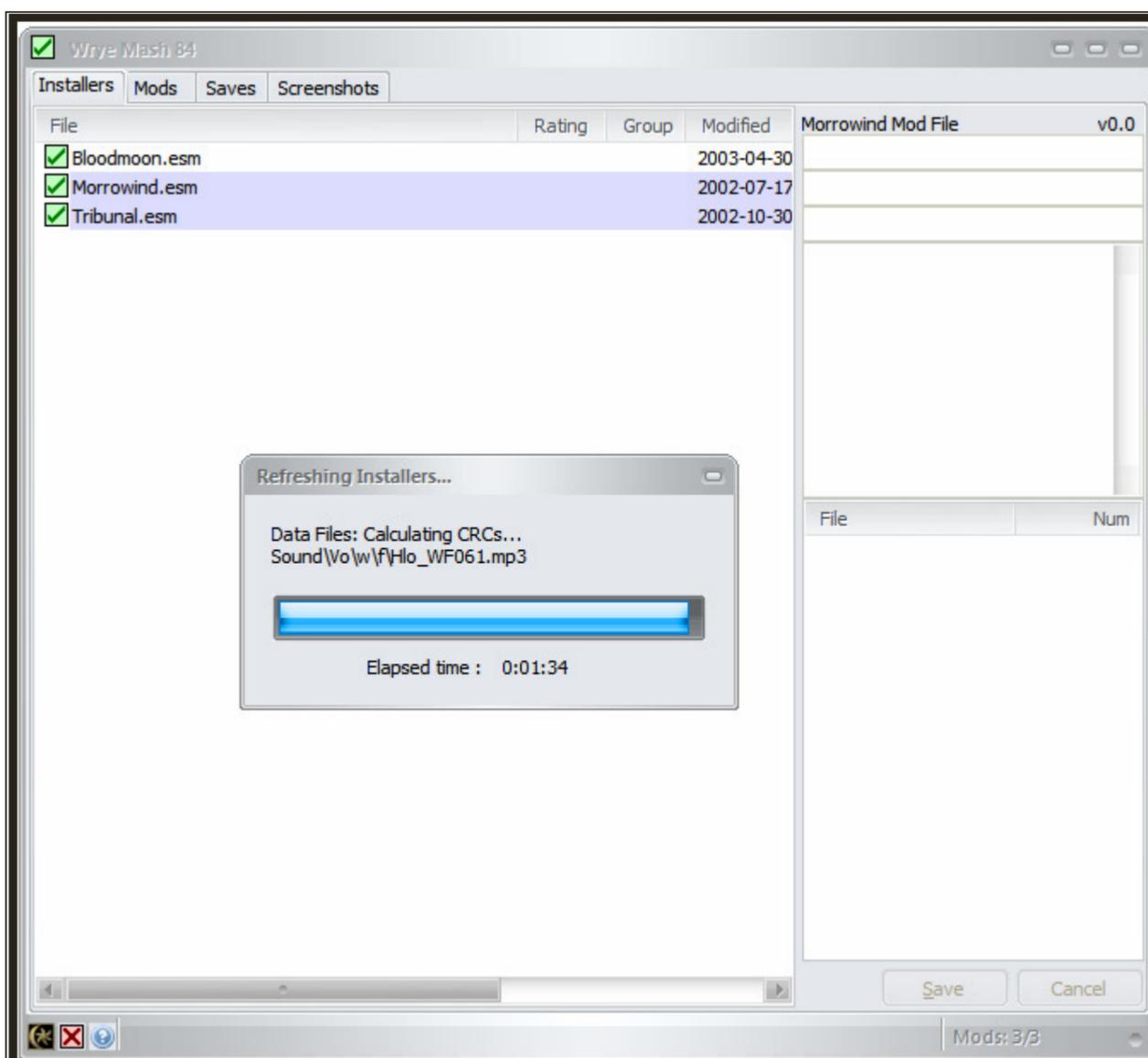
3. This is how the Installers tab should look when opened the first time.
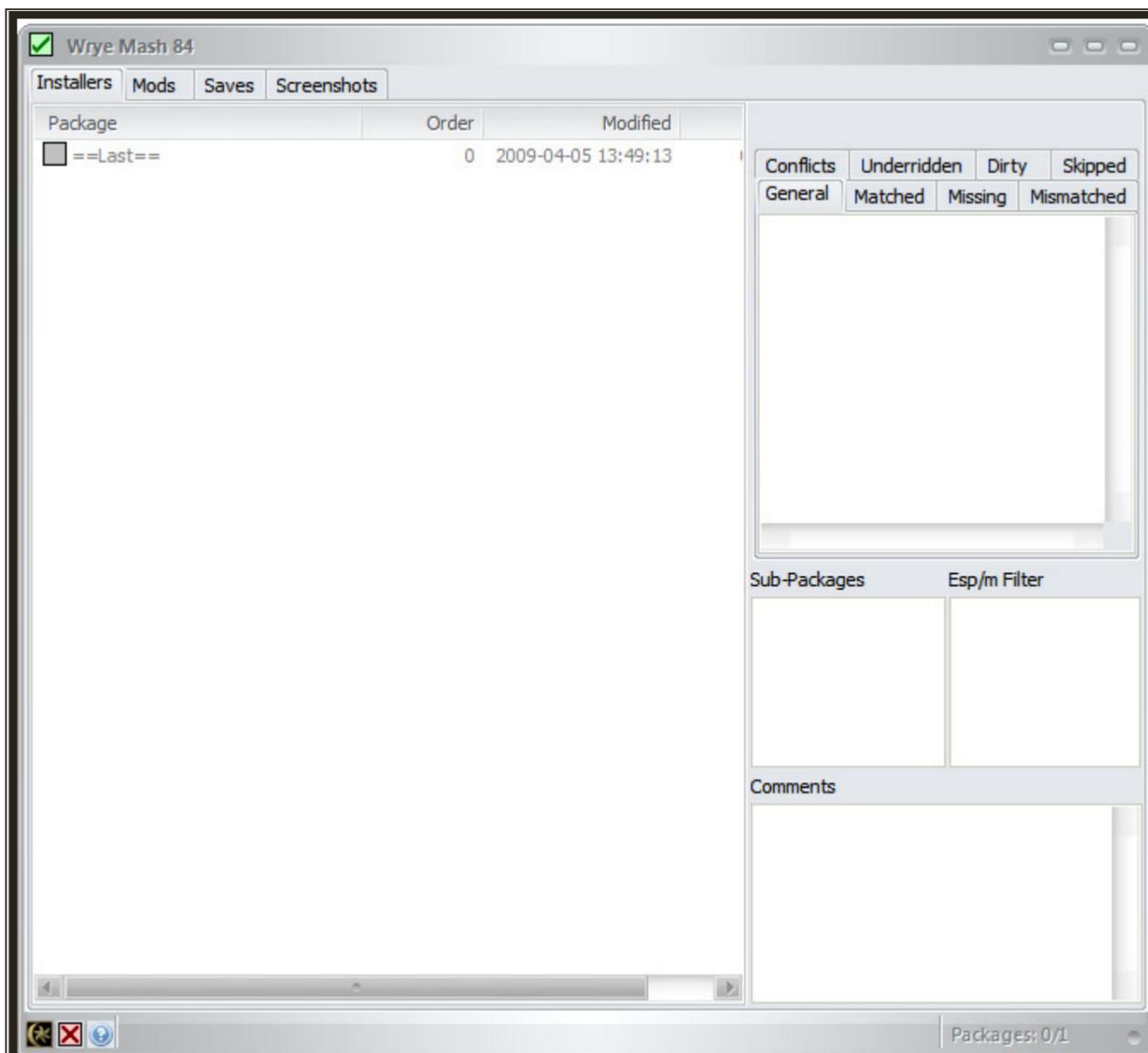
4. In the default Morrowind folder there should exist a new folder "Installers", open it.

Morrowind

C:\Pr

Fil- och mappaktiviteter

- 📁 Data Files
- 📁 Installers
- 📁 Mopy
- 📁 MWUninstall
- 📁 Saves
- Bethesda
- binkw32.dll
- Knife
- license
- Morrowind
- Morrowind
- Morrowind Launcher
- Morrowind.ini.baf
- Morrowind.ini.bak
- readme
- TES Construction Set
- TES Construction Set
- TES Construction Set.cnt

1   Den här datorn

5. Move over any desired mods to the "Installers" folder. In this tutorial the mod "Real Life" is used.

Installers

C:\Pr

Fil- och mappaktiviteter

Bash
RealWildlife2b

Ty   Den här datorn
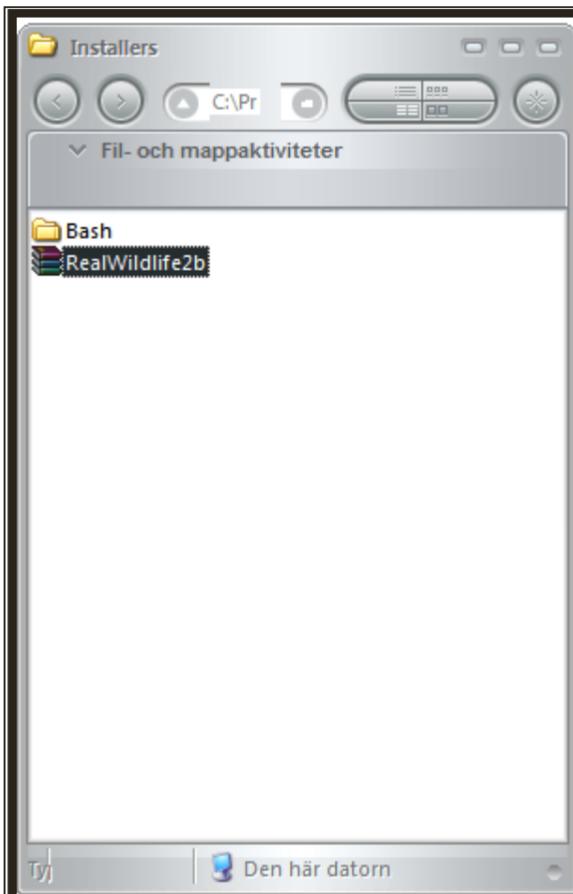
6. Open "Wrye Mash 84" again.
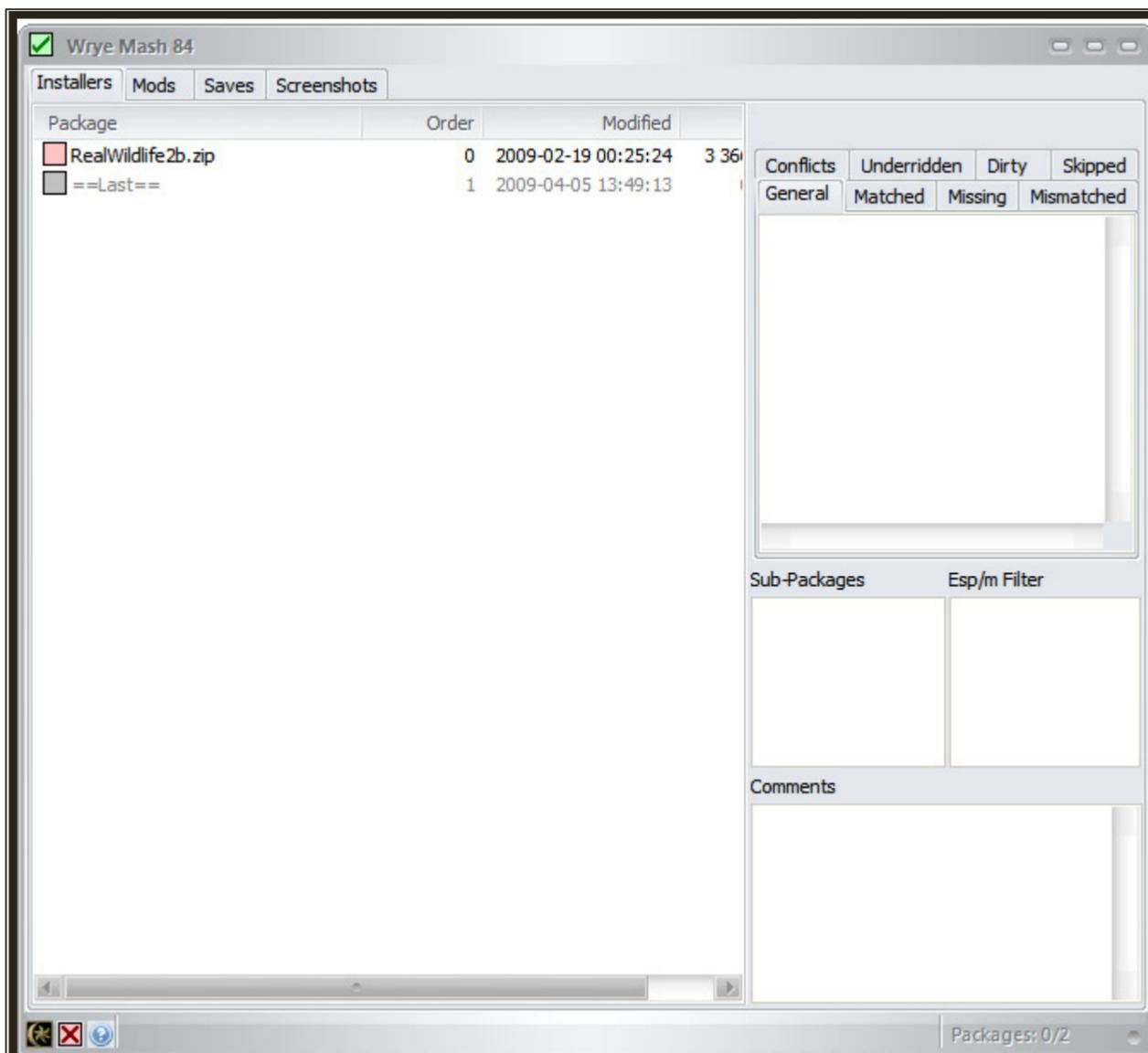
7. Select the mod "Real Life", right-click and choose Install.
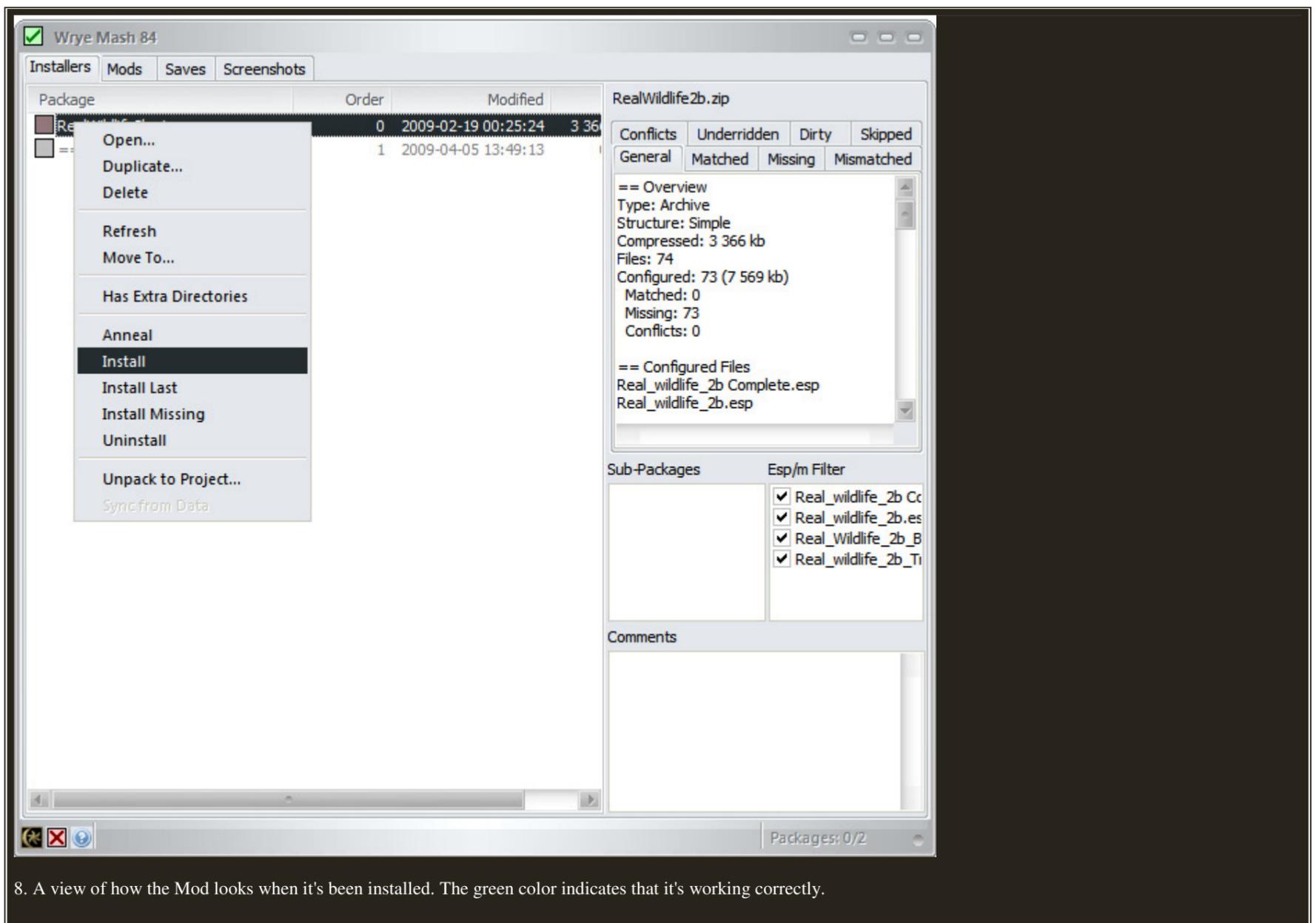
8. A view of how the Mod looks when it's been installed. The green color indicates that it's working correctly.
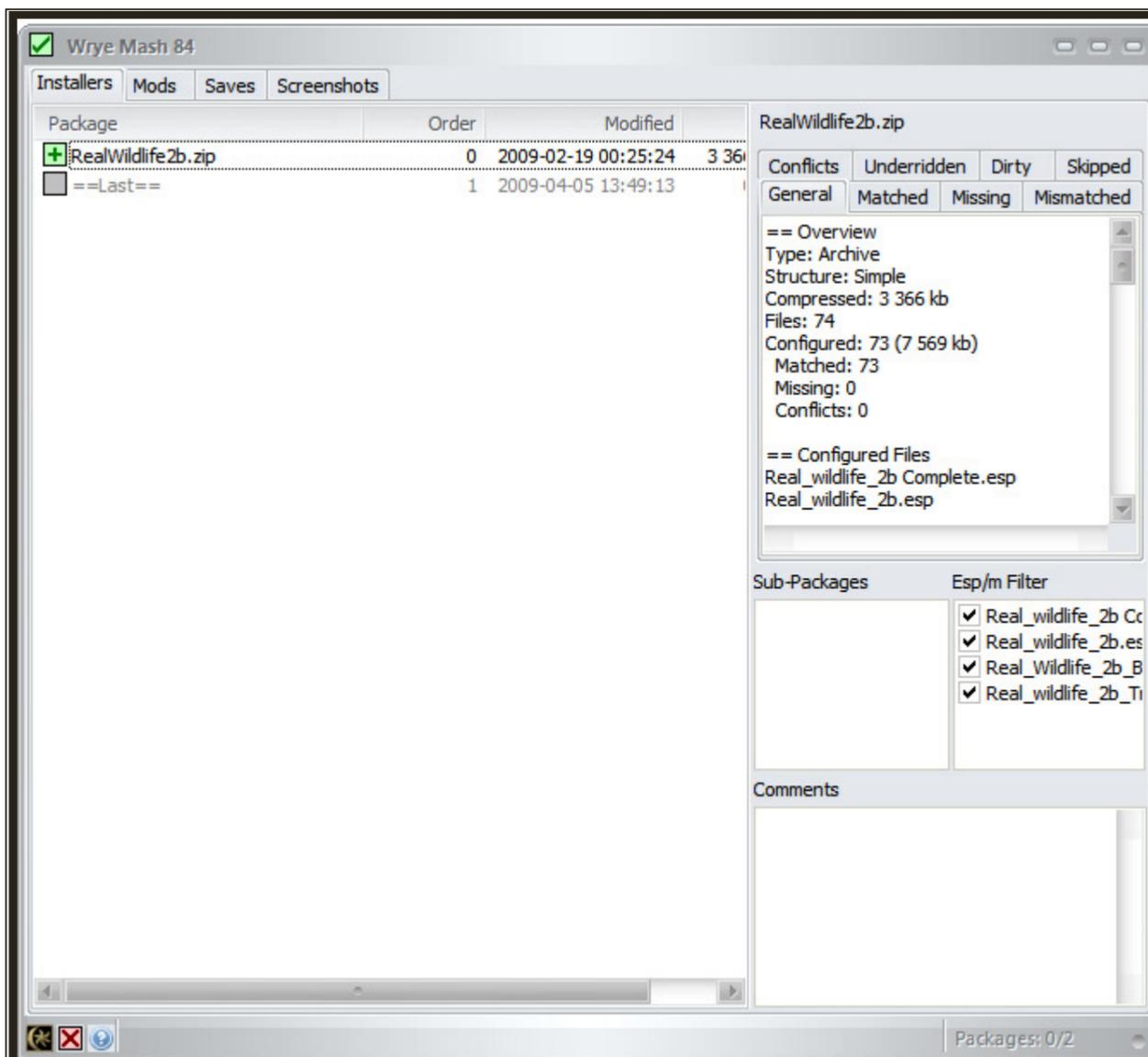
9. Repeat step 5 again with all desired mods to use in Morrowind.

Installers

C:\Pr

Fil- och mappaktiviteter

📁 Bash
RealWildlife2b
weatheredsigns1.1_0606
waterfallv1.0
weaponsoftamriel_v1.2
Weapon_Sheaths_Ultimate
Water_Seraphs_v1_1
Valitys_Bitter_Coast_Mod_4
vablueymarmour
DNArmorTexturesDD1_1024
ZXT - Showcase Province Cyrodiil
TheForgottenShields-Artifacts1.3
the_regulars_2.02
Real_Katanas_For_Sale_v1_1

14 64,2 MB   Den här datorn

10. Repeat step 7 to install the mods.
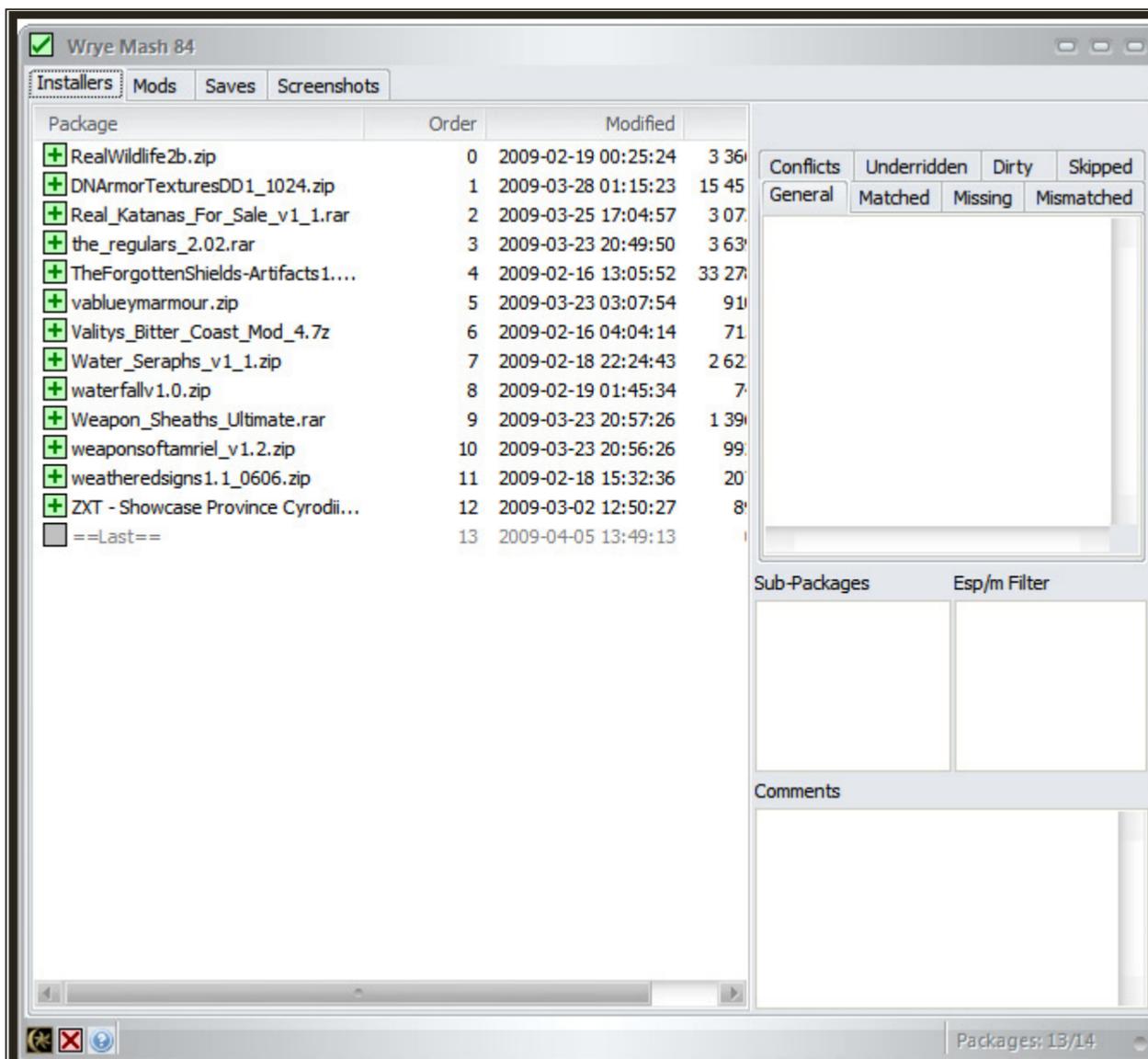
This concludes the "Adding the Mods" section of the tutorial.

Top

Cleaning the Mods

The next part of the tutorial is Cleaning Mods. This will be done by cleaning and correcting the Mods. Importantly, this should be done particular in order to avoid any trouble.

1. First, select the Morrowind.esm file. After click in the lower right window to enable then click on Save.
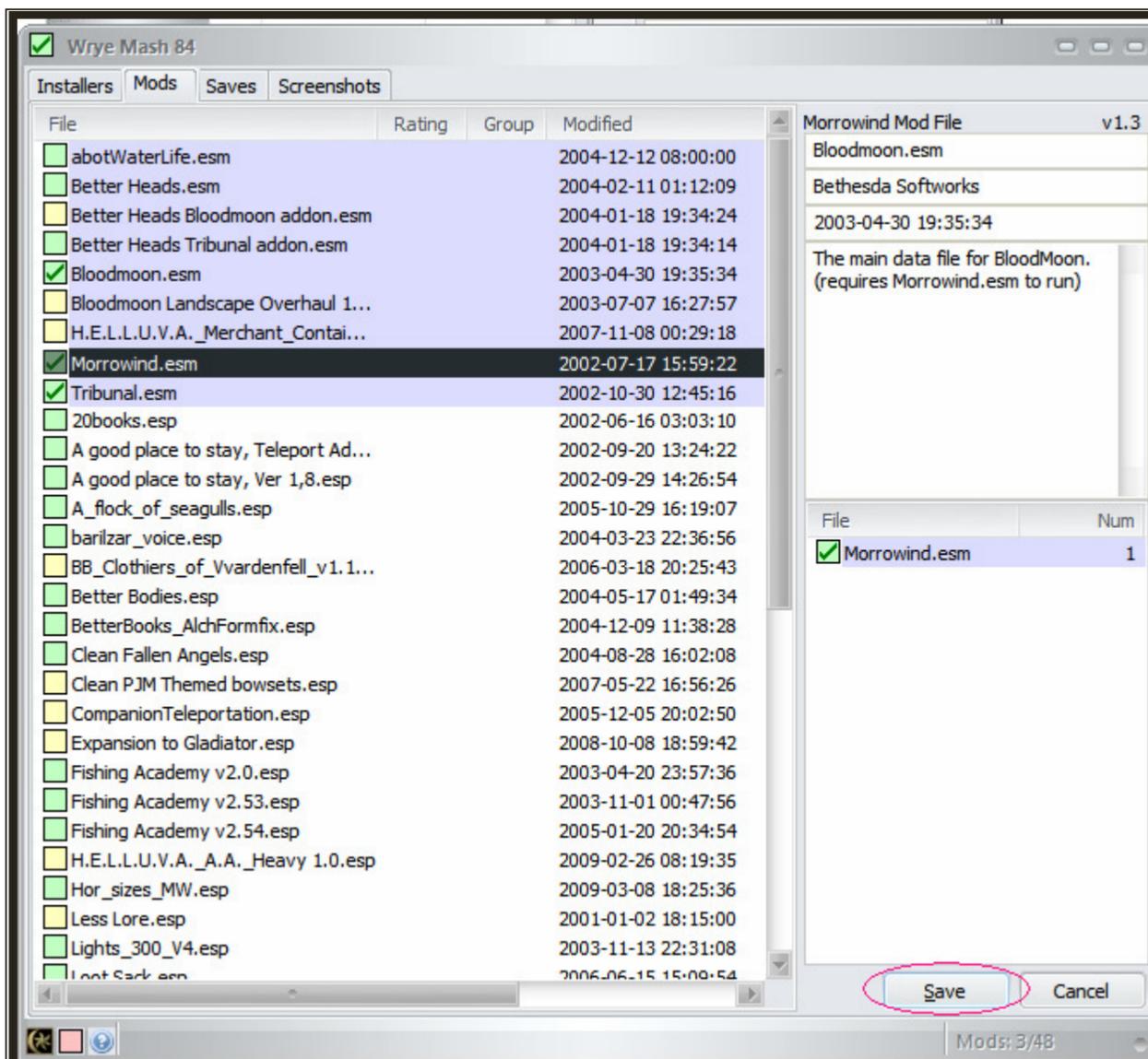
2. Do the same for the other two Betsheda masters file. Select and clicking Save.
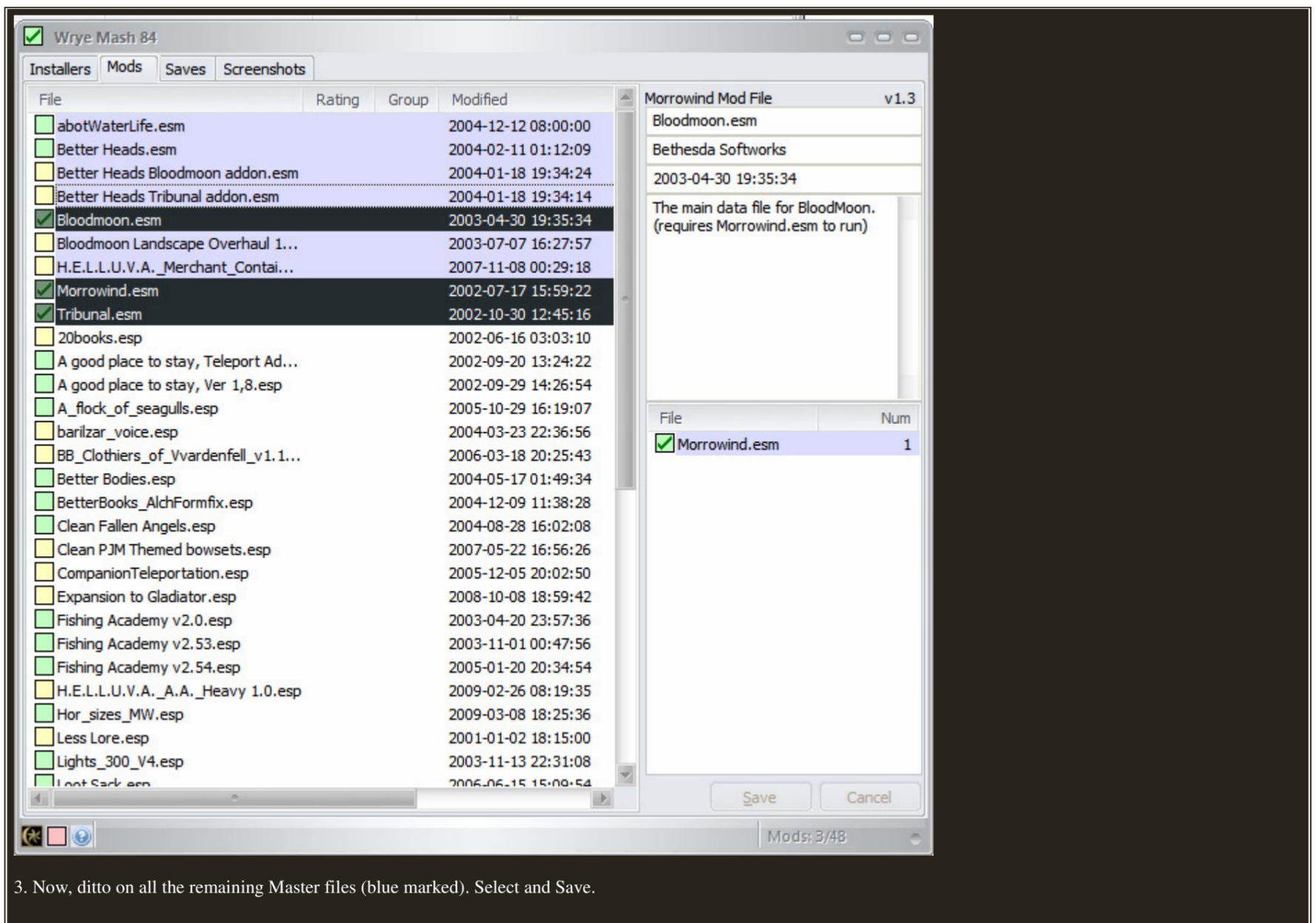
3. Now, ditto on all the remaining Master files (blue marked). Select and Save.
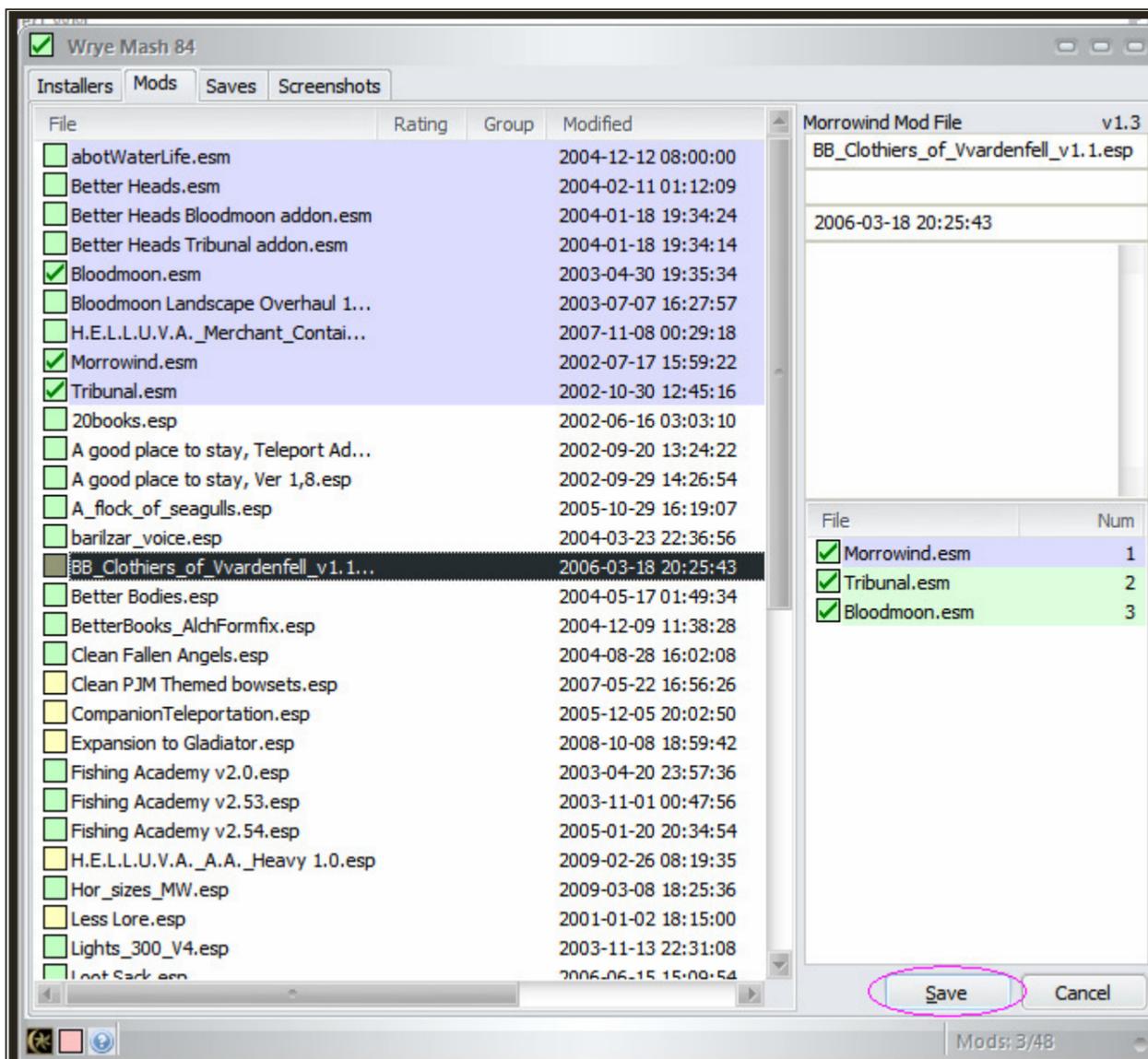
4. Ditto on all the regular Mods. Remember: Only necessary on the non-green ones. If done correctly

you should now have a list containing of nothing else then green colored squares.
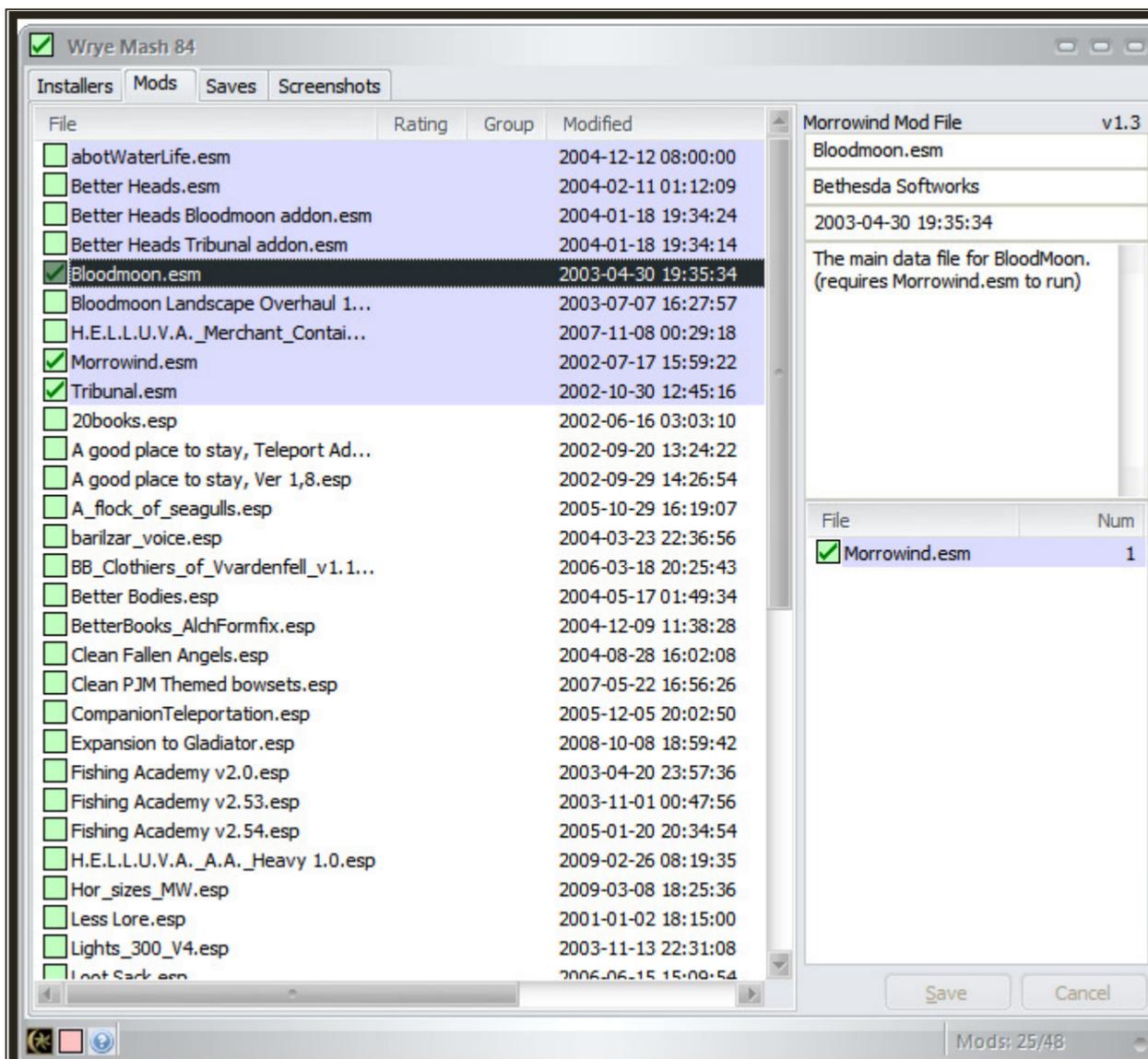
This concludes the "Cleaning Mods" section of the tutorial. All mods should be cleaned and corrected.

Top

Restoring Save Files

At this point, if all steps been done, you should now have a list containing of corrected Mods. It's time to move onto the next step. Restoring save files. The following tutorial will show how to clean, restore, ,repair and sync all saved data. To make your exising characters playable and enjoyable once again for your entertainment.

1. Click the Saves tab at the top of the Wrye Mash main window.
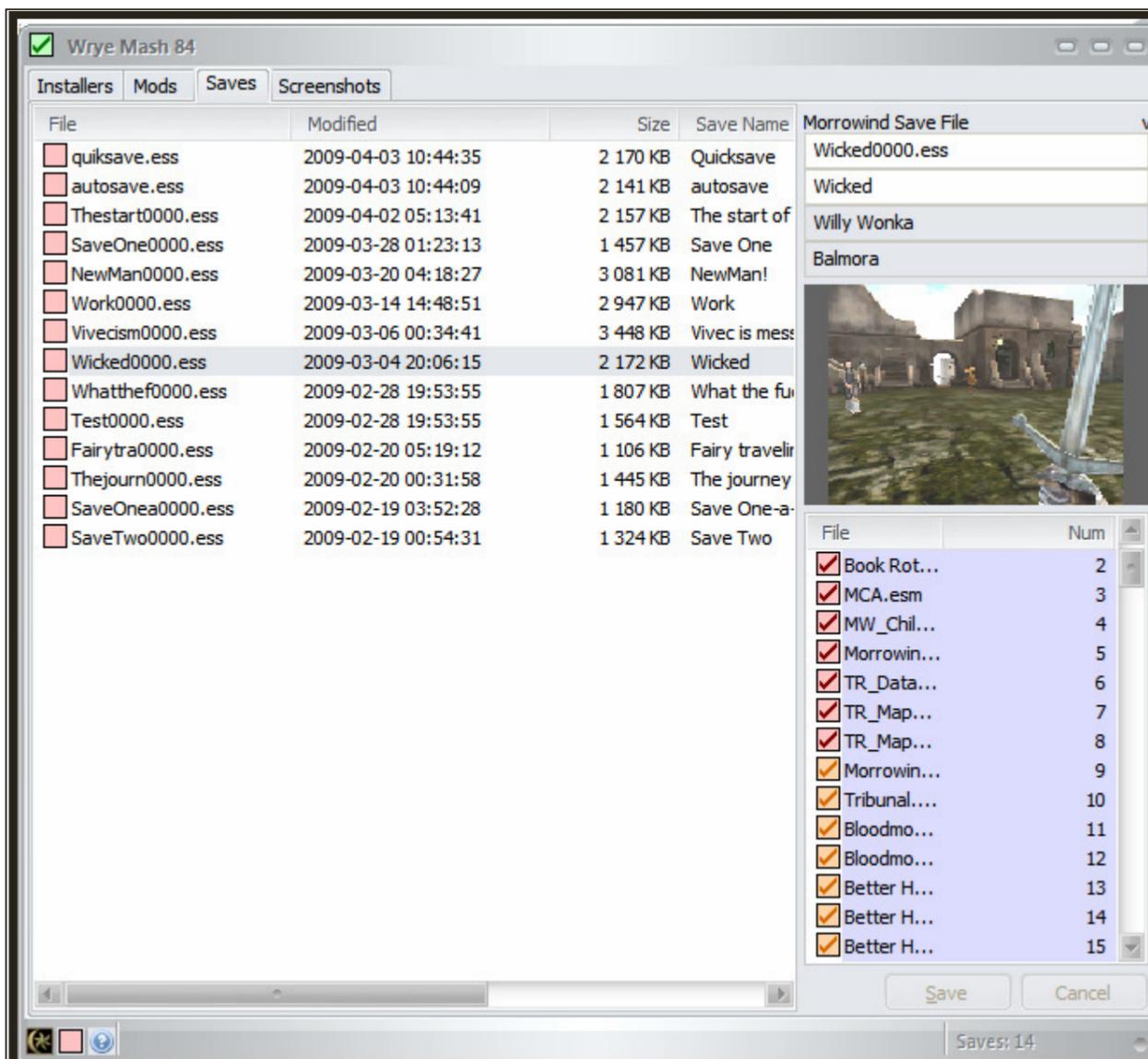
2. Select any of your saved data. In this tutorial the file Wicked000.ess is used.
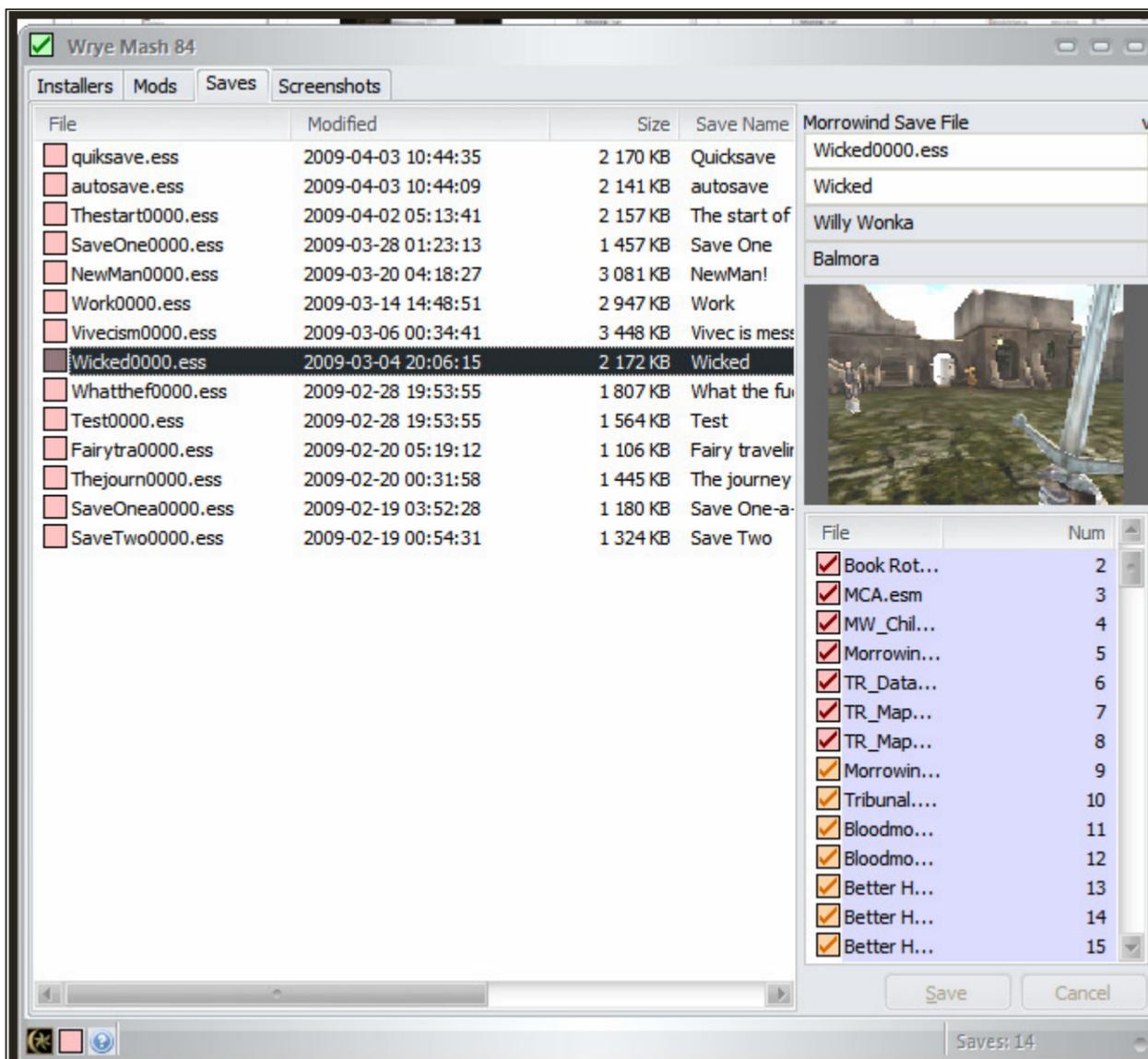
3. Right click on the column header for the save game's load list and choose Sync to load list
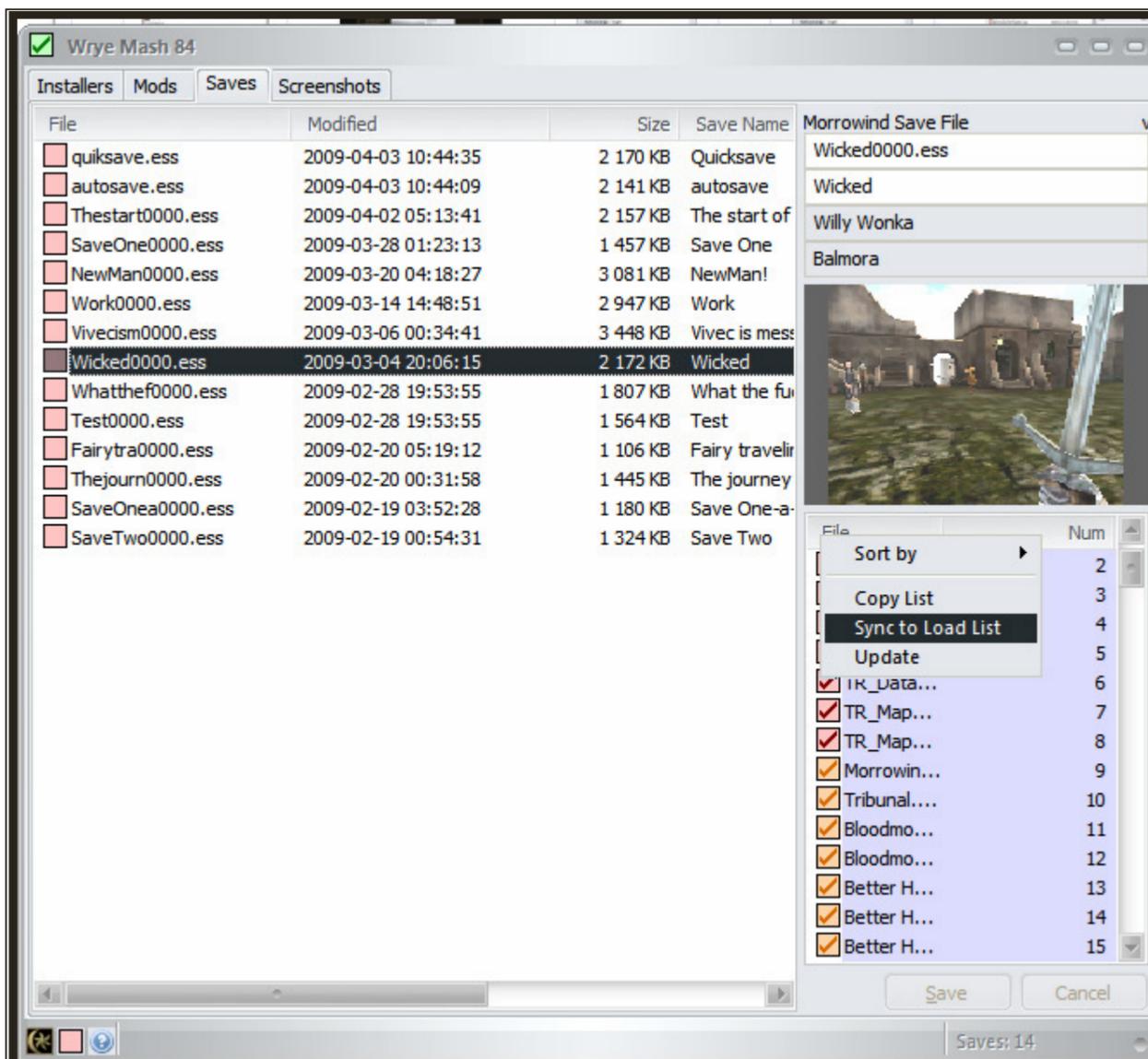
4. Click at the window with mods and numbers then click on Save.
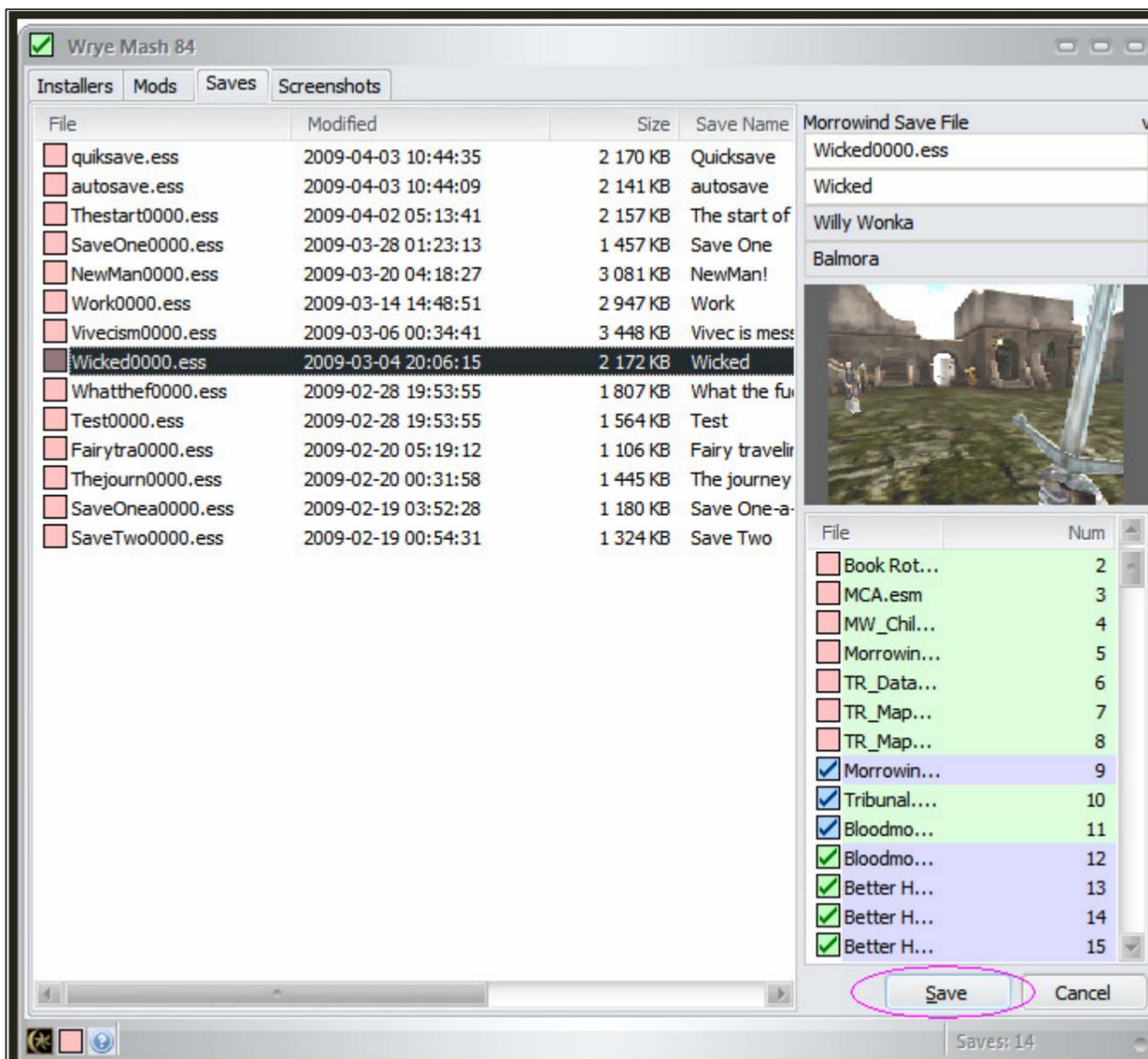
5. The file should now be green indicating that it is fixed.
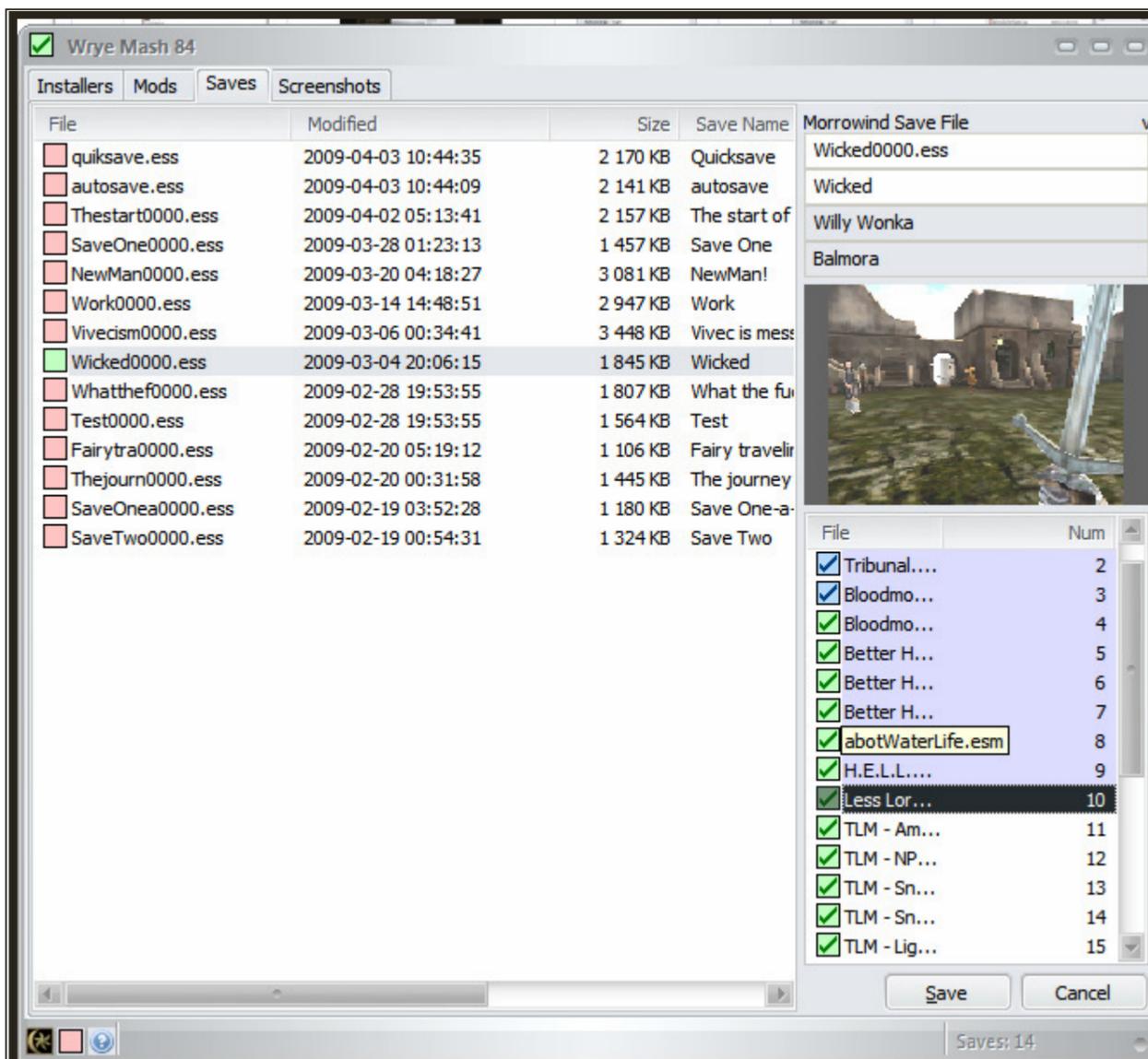
6. Select the fixed save file, right-click and choose Repair All.
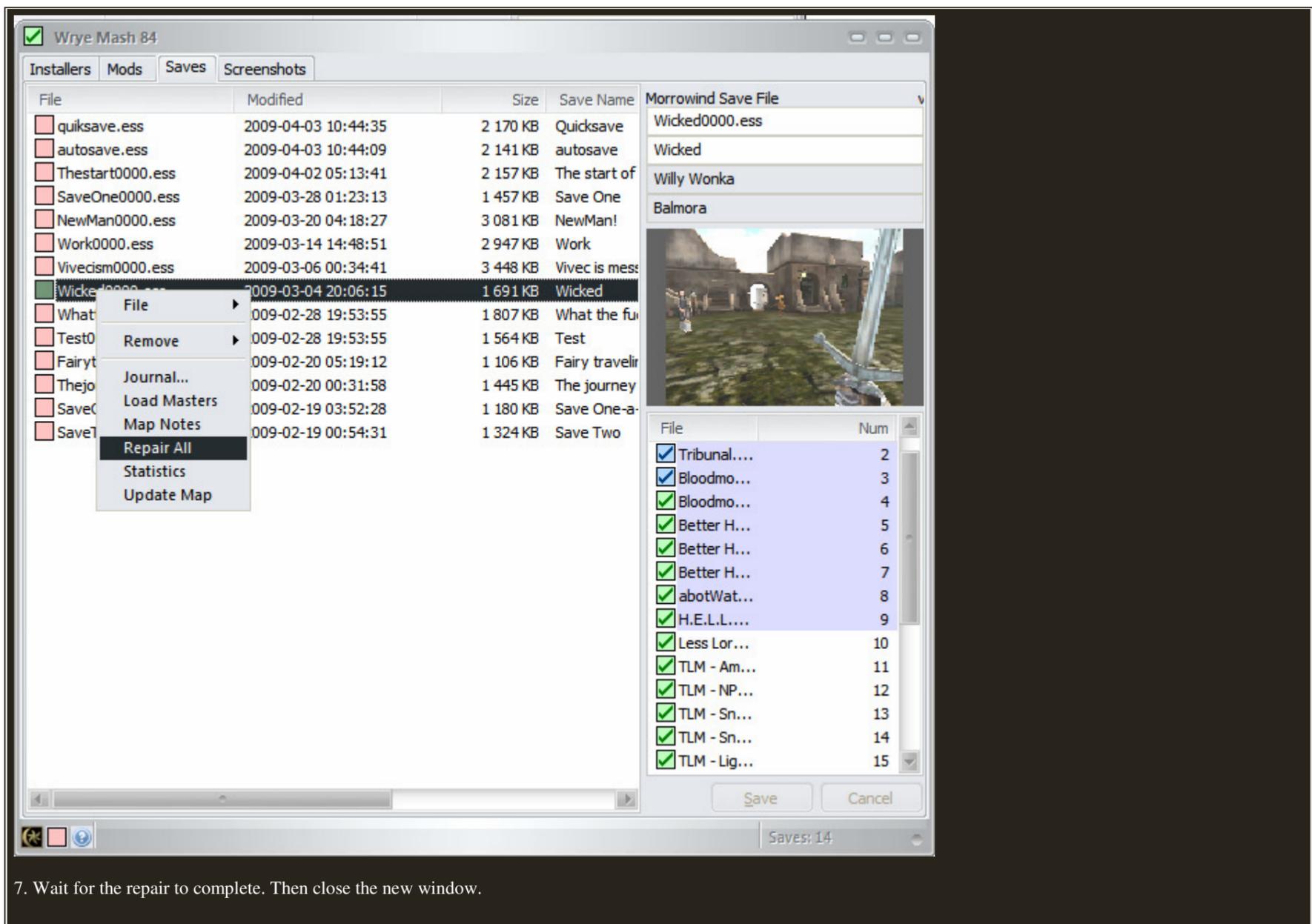
7. Wait for the repair to complete. Then close the new window.

Wrye Mash 84

Installers | Mods | **Saves** | Screenshots

| File | Modified | Size | Save Name | Morrowind Save File |

quiksave.ess
autosave.ess
Thestart0000
SaveOne0000
NewMan0000
Work0000.es
Vivecism0000
Wicked0000.
Whatthef000
Test0000.ess
Fairytra0000
Thejourn0000
SaveOnea00
SaveTwo000

Repairing Wicked0000.ess

Objects repaired: 0.
Objects deleted: 0.
Debris records deleted: 651.
Orphan contents deleted: 386.
Overriding lists deleted: 0.
[1,24]
Debris Cell Name: Nelas Island

Debris CREA:
plx_beetle3
plx_vermin_beetle2
plx_vermin_beetle3
plx_vermin_rat
plx_vermin_rat2
RW_scrib_a_F6
RW_scrib_wg_a_F6

Debris GLOB:
1MH_WSeraph_Trans_State
__halo_bIsDawn
__halo_bIsDay
__halo_bIsDusk
__halo_bIsNight
_ase_flashdur
_ase_flashpause
_ase_noflashtimer
_ase_numflashes

| | Num |
ounal.... | 2
odmo... | 3
odmo... | 4
ter H... | 5
ter H... | 6
ter H... | 7
otWat... | 8
E.L.L... | 9
ss Lor... | 10
TLM - Am... | 11
TLM - NP... | 12
TLM - Sn... | 13
TLM - Sn... | 14
TLM - Lig... | 15

Save | Cancel

Saves: 14

8. Lastly, select the file again, right-click and choose Load Masters. This will sync the load order.
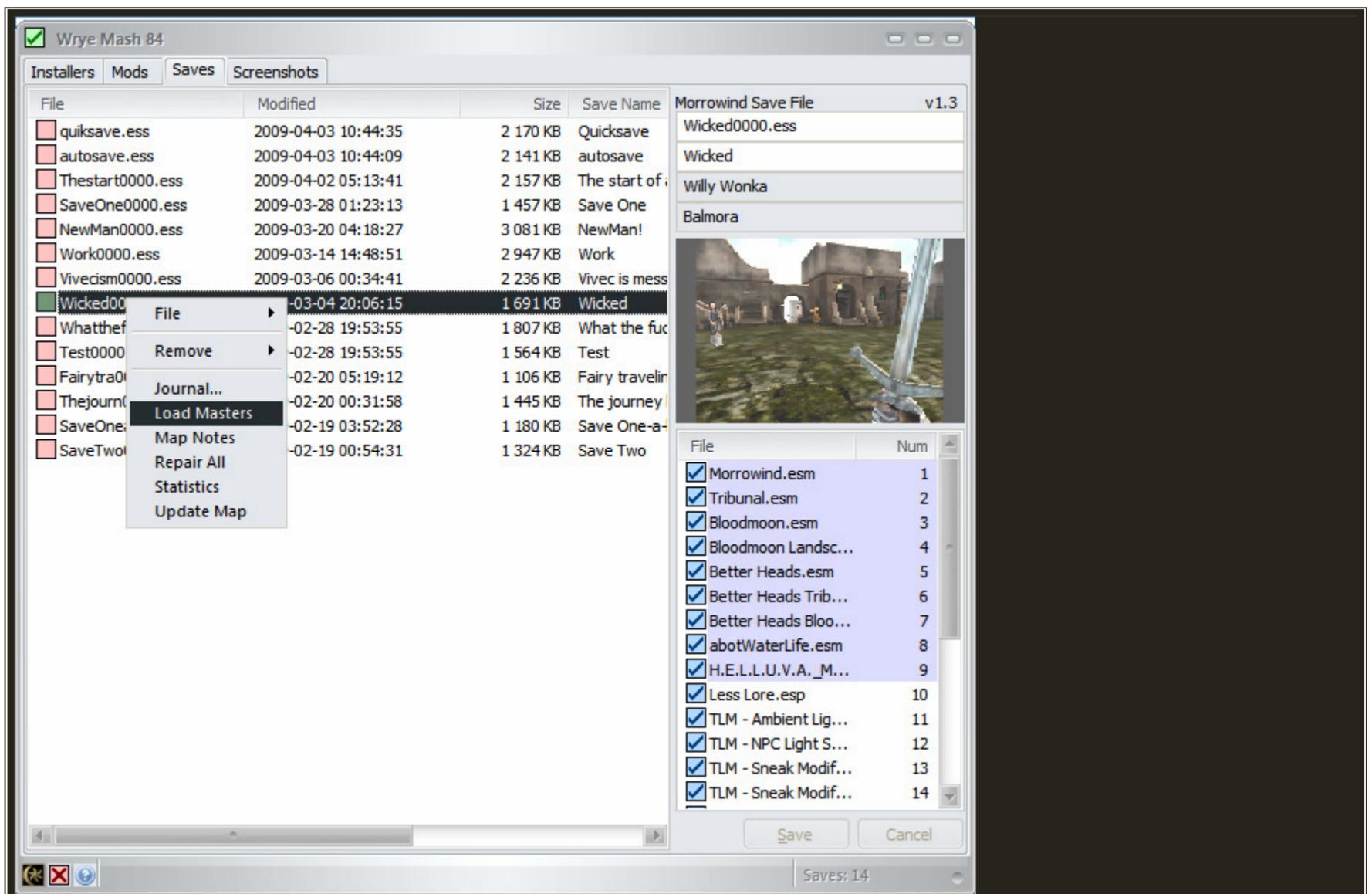
9. The purple colored square indicates that the save file has been restored to maximum result.
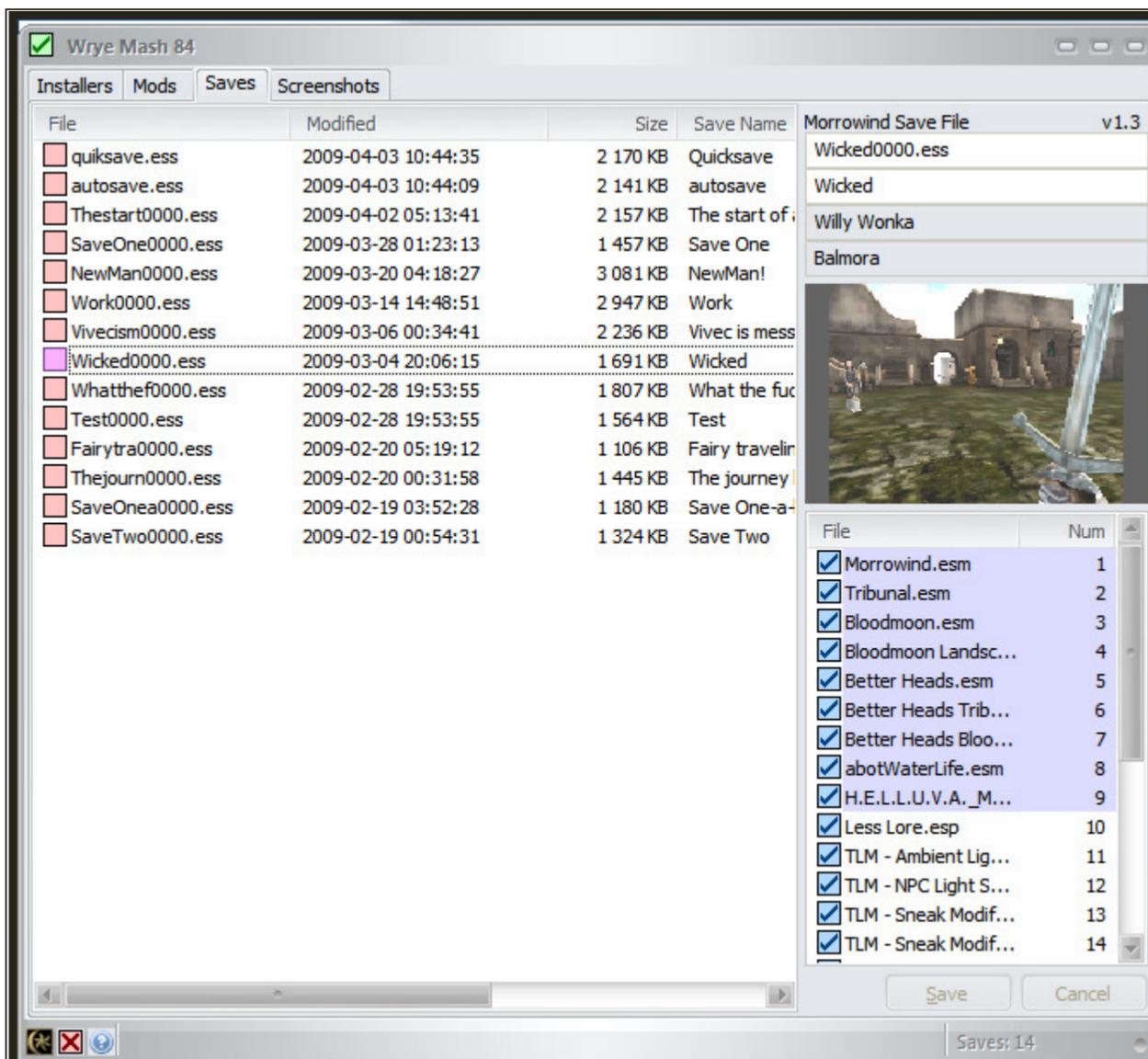
This concludes on how to restore save files. It was also the third and final tutorial. That been covering the basics how to install, connect mods and restore save files in Wrye mash. The section will continue with additional guides. First off, Repairing Black Mods.

Top

Reparing Black Mods

Sometimes mods can't be installed in the Installers tab.. (description under devolopment)

1. Open "Wrye Mash 84" and go to the "Installers" tab. In this tutorial the mod "Loius Beutyshop" is used.
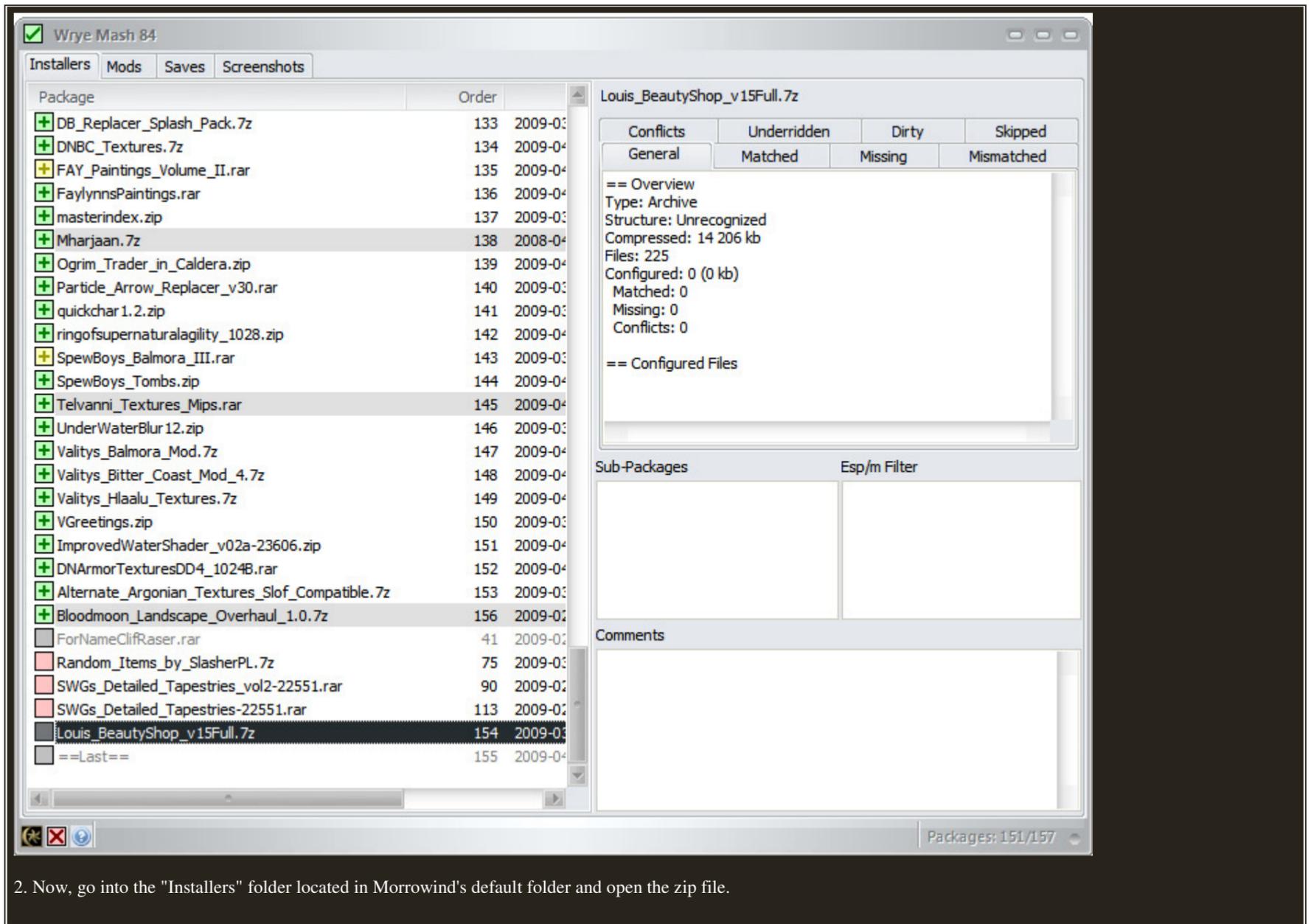
2. Now, go into the "Installers" folder located in Morrowind's default folder and open the zip file.
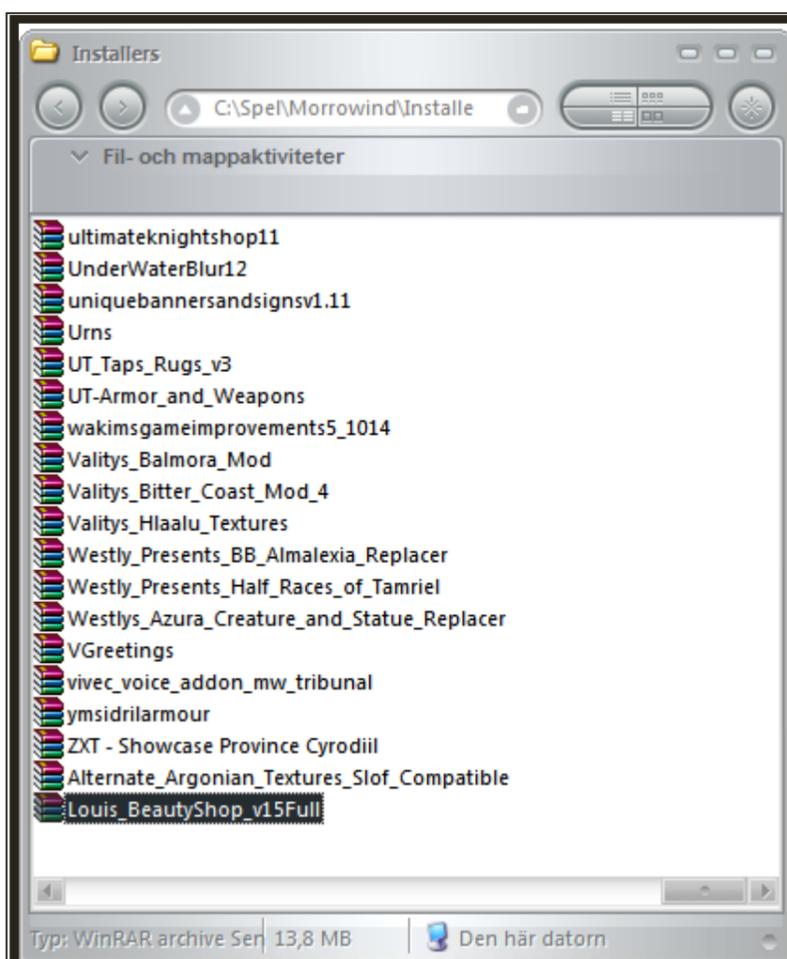
3. The problem lies in that the folders i in the zipfile doesn't lead

directly to Data Files folder. A very typical issue and easy to fix.
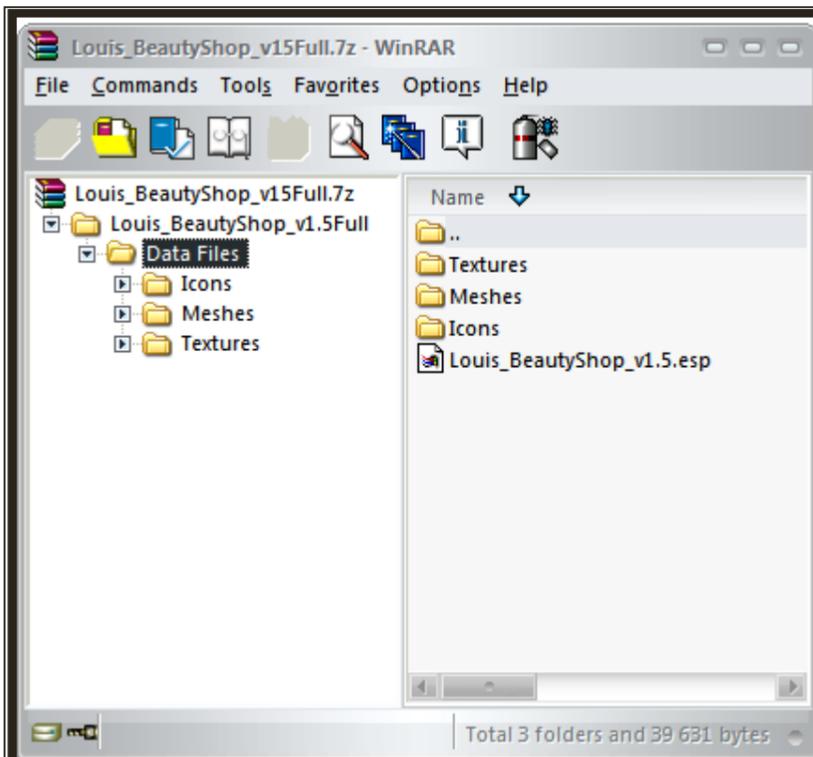
4. Make a new folder inside the "Installers" folder.
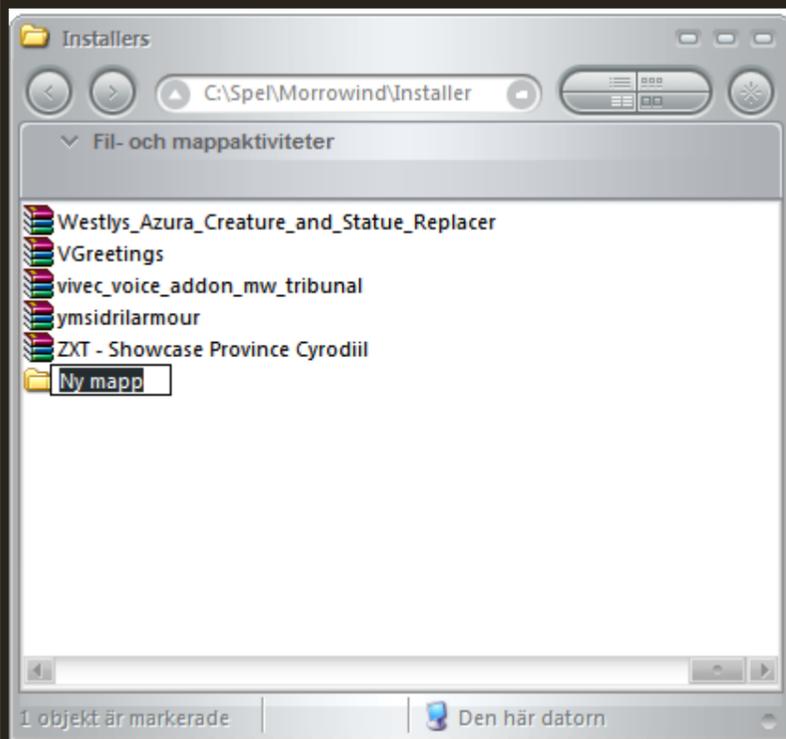
5. Name it into something resembeling the mod. In this tutorial the name "Loius Beutyshop" is used.
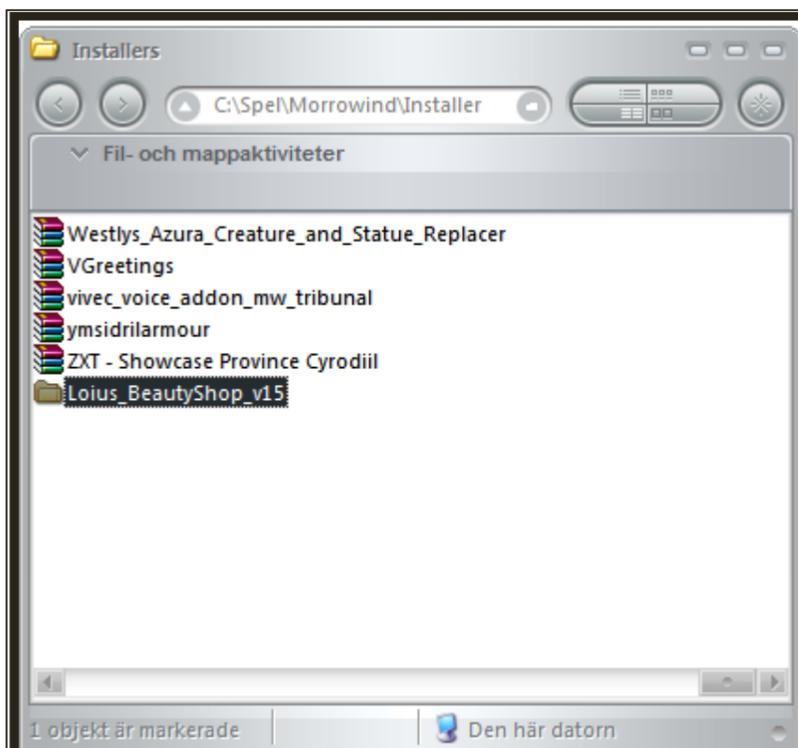
6. Open the zipfile "Louis Beautyshop" and copy all containing files inside the Data Files folder.
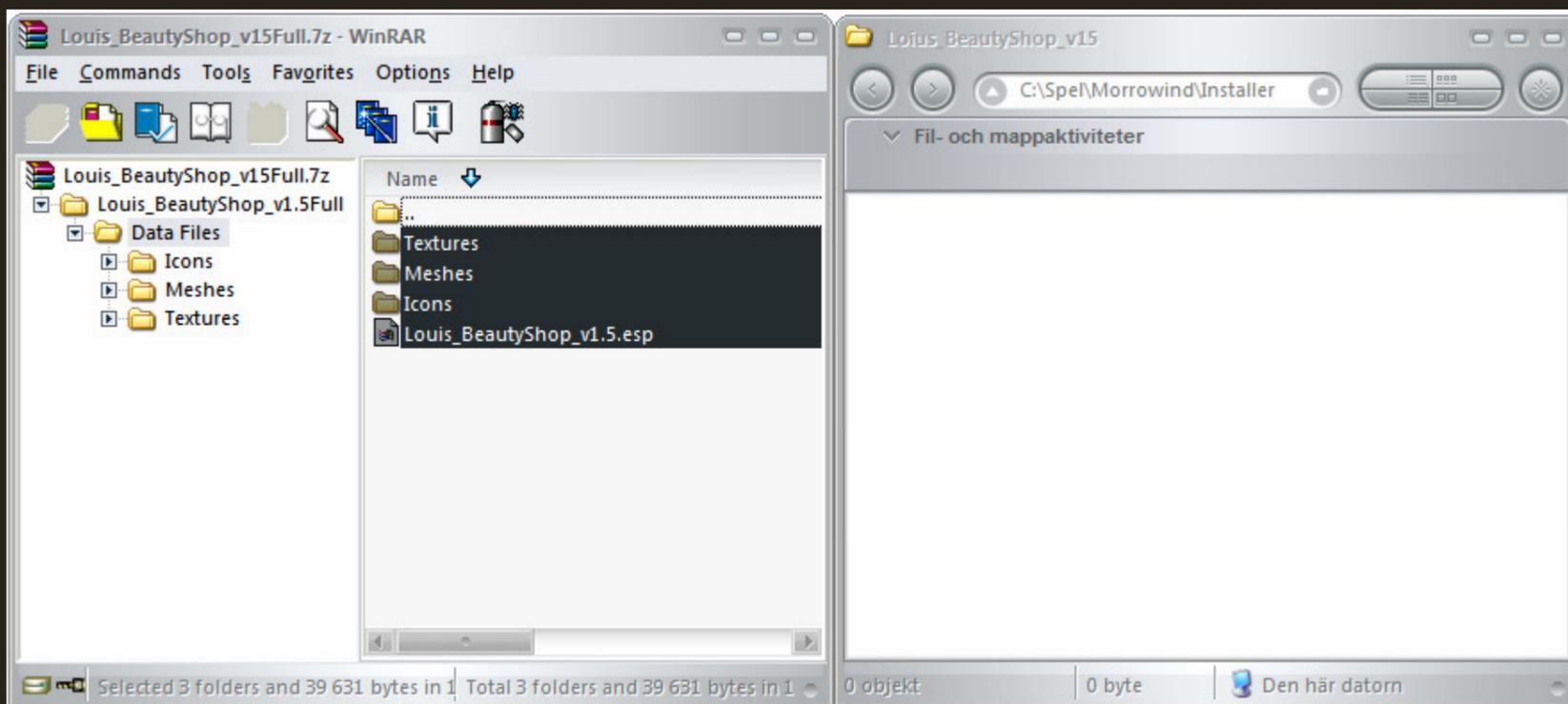
7. Paste it into the new folder "Louis Beatyshop".
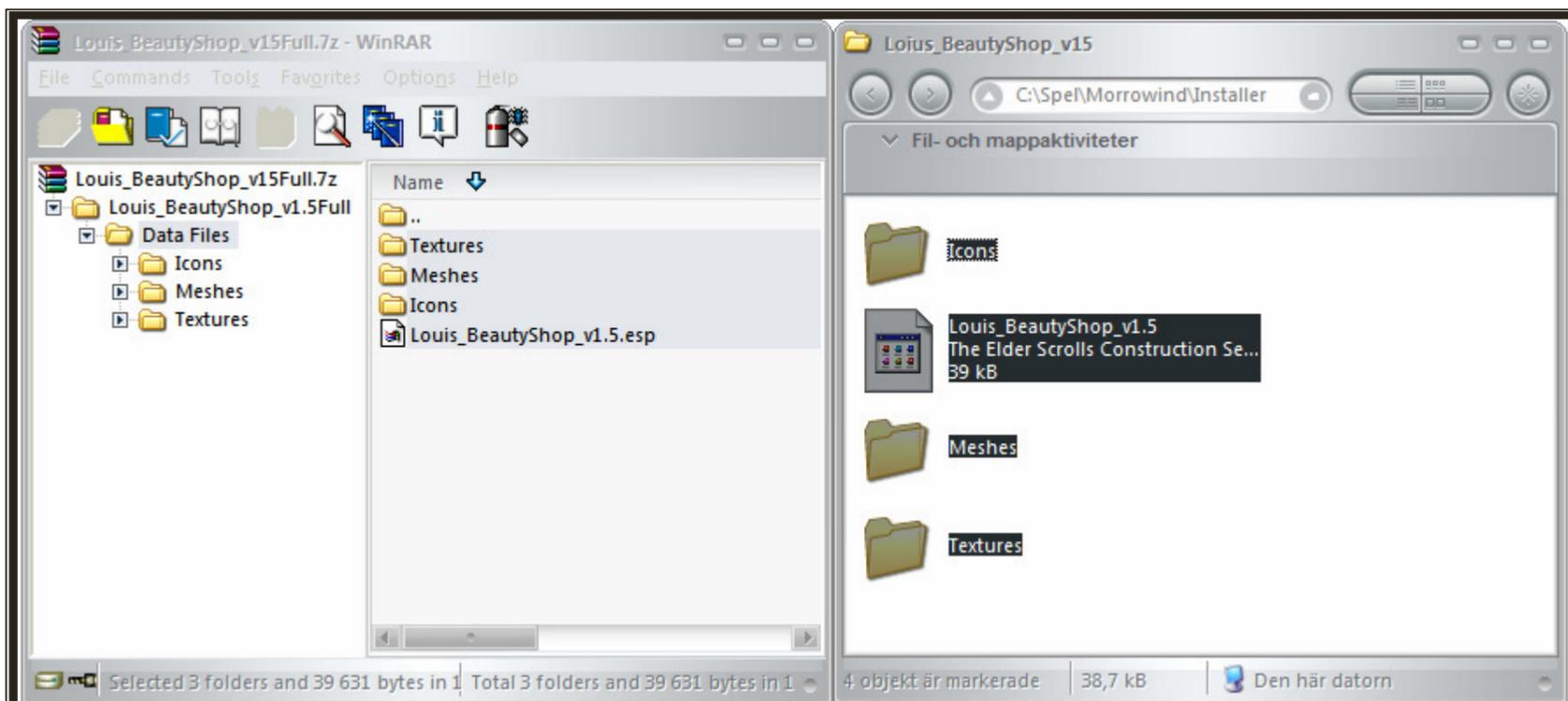
8. Make a zipfile of the "Louis Beatyshop" folder.
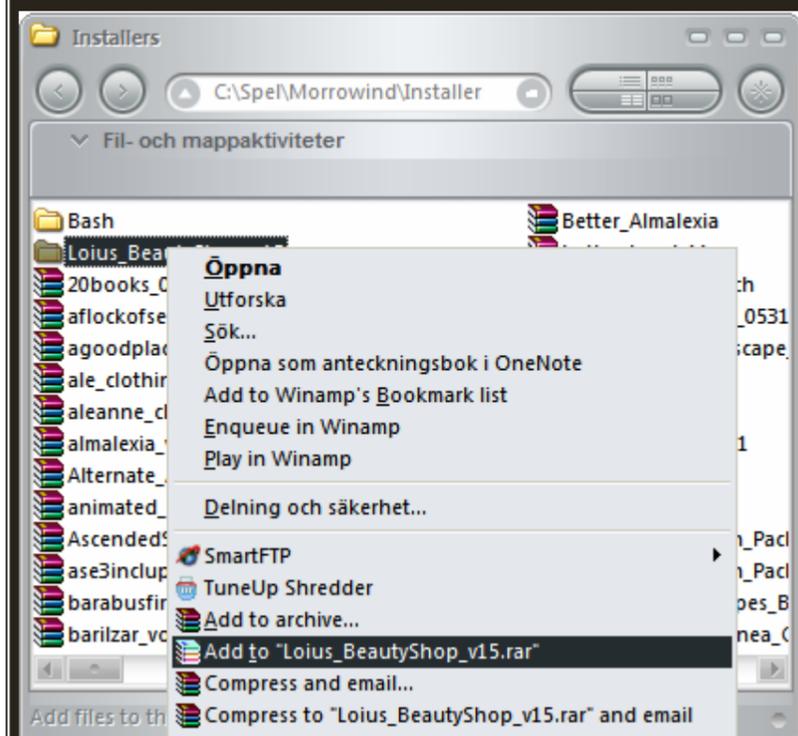
9. Open the zipfile and rename the first folder into "Data Files".
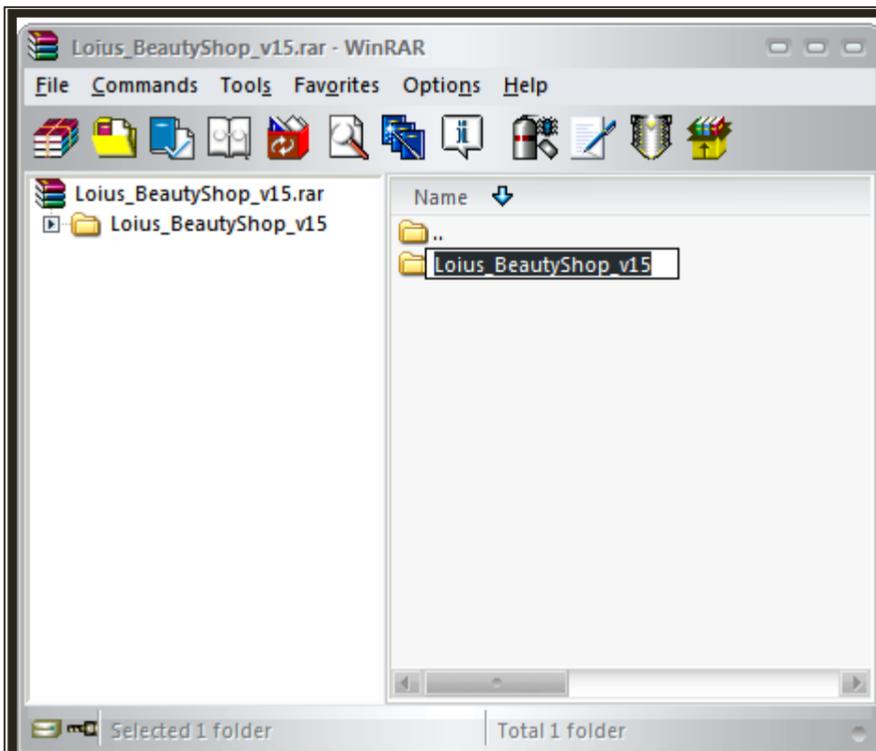
10. If all gone well, the new zipfile should look like this.
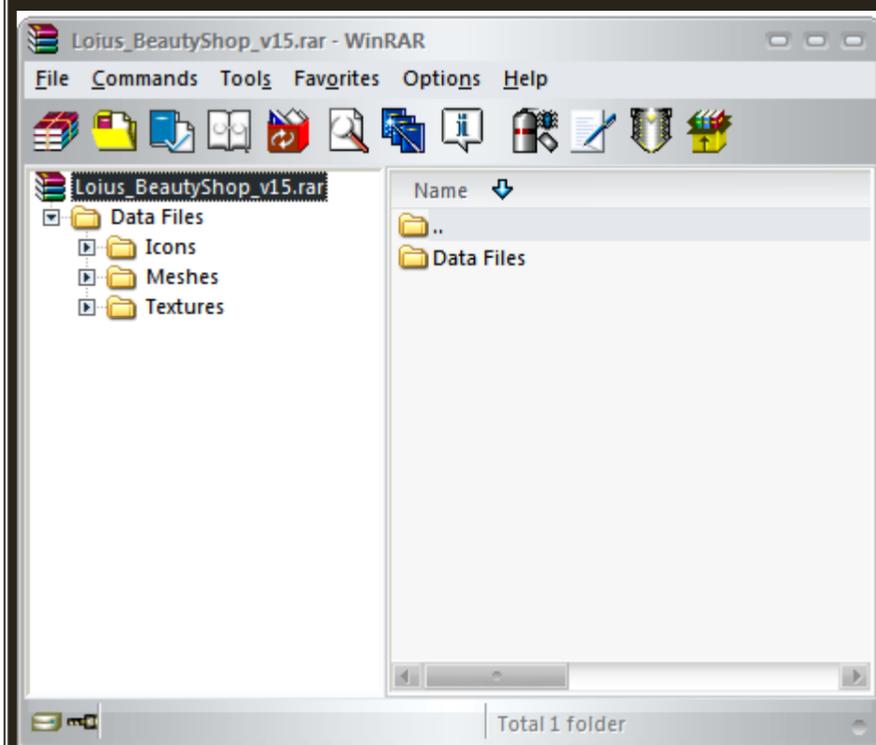
11. Open "Wrye Mash 84" and go into the Installers tab. Select the file, rightclick and choose Install.

Wrye Mash 84

Installers | Mods | Saves | Screenshots

Package	Order	
DB_Replacer_Splash_Pack.7z	133	2009-0:
DNBC_Textures.7z	134	2009-0
FAY_Paintings_Volume_II.rar	135	2009-0
FaylynnsPaintings.rar	136	2009-0
masterindex.zip	137	2009-0:
Mharjaan.7z	138	2008-0
Ogrim_Trader_in_Caldera.zip	139	2009-0
Particle_Arrow_Replacer_v30.rar	140	2009-0:
quickchar 1.2.zip	141	2009-0:
ringofsupernaturalagility_1028.zip	142	2009-0
SpewBoys_Balmora_III.rar	143	2009-0:
SpewBoys_Tombs.zip	144	2009-0
Telvanni_Textures_Mips.rar	145	2009-0
UnderWaterBlur 12.zip	146	2009-0:
Valitys_Balmora_Mod.7z	147	2009-0
Valitys_Bitter_Coast_Mod_4.7z	148	2009-0
Valitys_Hlaalu_Textures.7z	149	2009-0
VGreetings.zip	150	2009-0:
ImprovedWaterShader_v02a-23606.zip	151	2009-0
DNArmorTexturesDD4_1024B.rar	152	2009-0
Alternate_Argonian_Textures_Slof_Compatible.7z	153	2009-0:
Bloodmoon_Landscape_Overhaul_1.0.7z	157	2009-0:
ForNameClifRaser.rar	41	2009-0:
Random_Items_by_SlasherPL.7z	75	2009-0:
SWGs_Detailed_Tapestries_vol2-22551.rar	90	2009-0:
SWGs_Detailed_Tapestries-22551.rar	113	2009-0:
Loius_BeautyShop_v15.rar	155	2009-0
==Last==	156	2009-0

Loius_BeautyShop_v 15.rar

Conflicts | Underridden | Dirty | Skipped
General | Matched | Missing | Mismatched

== Overview
Type: Archive
Structure: Complex/Simple
Compressed: 23 592 kb
Files: 218
Configured: 217 (54 642 kb)
 Matched: 11
 Missing: 206
 Conflicts: 0

== Configured Files
Louis_BeautyShop_v1.5.esp
Icons\Aleanne_san_lb_fh_rf_029c.tga

Sub-Packages

Esp/m Filter
☑ Louis_BeautyShop_v1.5.esp

Comments

Packages: 151/158

12. Enjoy the new mod.

This concludes the "Fixing Black Mods" section of the tutorial.

Top

Add YestoAll

A tweak in Morrowind to enable to skip the in-game windows. Considered an essential tool for the game and is very easy to adapt.

1. Go to the Morrowind folder, select Morrowind.ini and open it.
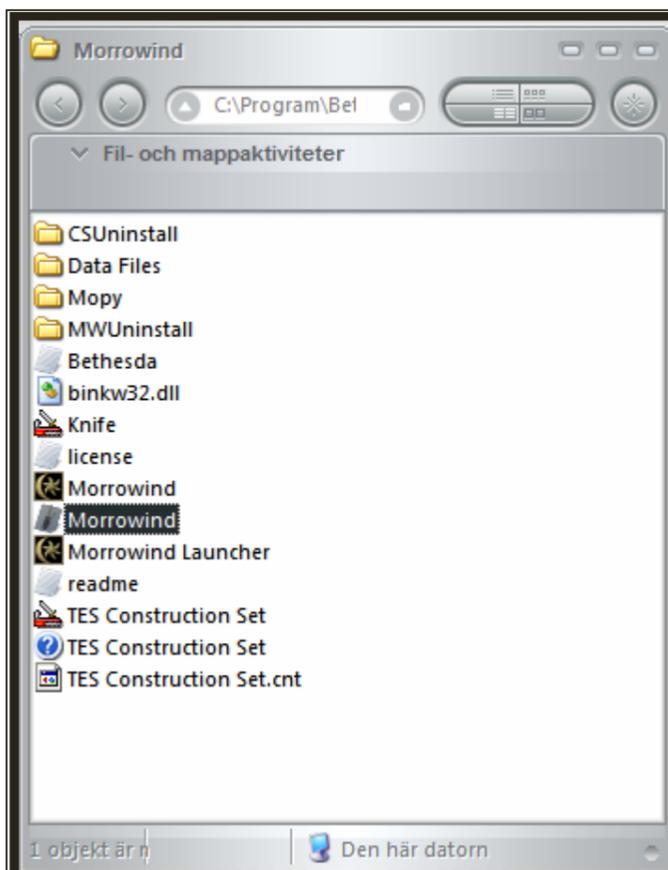
2. A view of the Morrowind.ini.
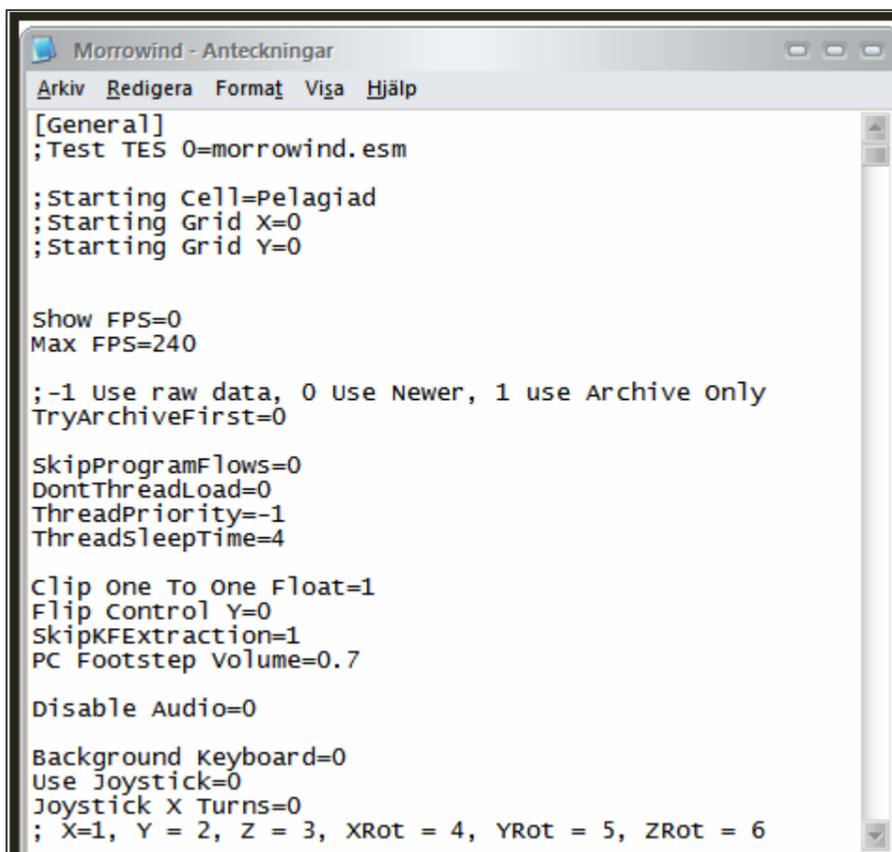
```
Morrowind - Anteckningar

Arkiv  Redigera  Format  Visa  Hjälp

[General]
;Test TES 0=morrowind.esm

;Starting Cell=Pelagiad
;Starting Grid X=0
;Starting Grid Y=0


Show FPS=0
Max FPS=240

;-1 Use raw data, 0 Use Newer, 1 use Archive Only
TryArchiveFirst=0

SkipProgramFlows=0
DontThreadLoad=0
ThreadPriority=-1
ThreadSleepTime=4

Clip One To One Float=1
Flip Control Y=0
SkipKFExtraction=1
PC Footstep Volume=0.7

Disable Audio=0

Background Keyboard=0
Use Joystick=0
Joystick X Turns=0
; X=1, Y = 2, Z = 3, XRot = 4, YRot = 5, ZRot = 6
```

3. Add the line "AllowYestoAll=1" anywhere in the file then Save it.
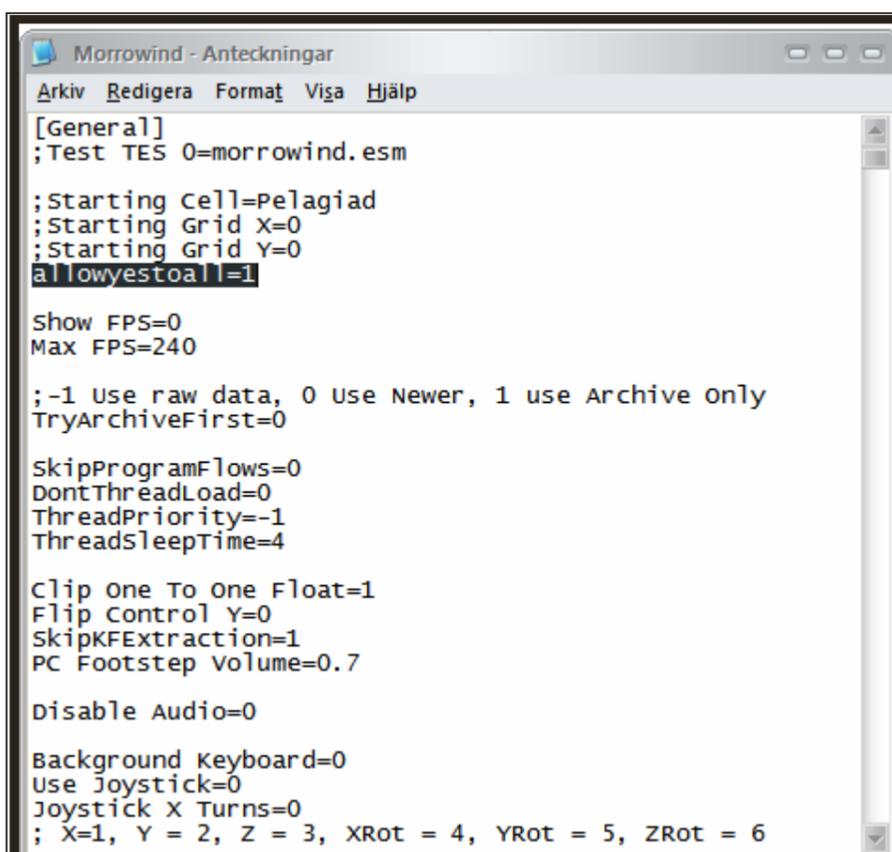
```
Morrowind - Anteckningar

Arkiv  Redigera  Format  Visa  Hjälp

[General]
;Test TES 0=morrowind.esm

;Starting Cell=Pelagiad
;Starting Grid X=0
;Starting Grid Y=0
allowyestoall=1

Show FPS=0
Max FPS=240

;-1 Use raw data, 0 Use Newer, 1 use Archive Only
TryArchiveFirst=0

SkipProgramFlows=0
DontThreadLoad=0
ThreadPriority=-1
ThreadSleepTime=4

Clip One To One Float=1
Flip Control Y=0
SkipKFExtraction=1
PC Footstep Volume=0.7

Disable Audio=0

Background Keyboard=0
Use Joystick=0
Joystick X Turns=0
; X=1, Y = 2, Z = 3, XRot = 4, YRot = 5, ZRot = 6
```

4. Finally, a screenshot showing how it will look in-game if the tweaks working.

That's it, you finished the "Add YestoAll"; section of the tutorial.

Mashing the List

One of the unique features in Wrye Mash is the ability to connect and bring several mods togather without errors occuring. Harmony, you can called it. "Mashing the List"; et you do this, by syncing the mods in order to obtain a line of argument with each other. And also updating the save files.

1. Go to the Morrowind folder, select and open the folder "Mopy".

Morrowind

C:\Program\Bet

∨ Fil- och mappaktiviteter

📁 CSUninstall
📁 Data Files
📁 Mopy
📁 MWUninstall
📁 Saves
📄 Bethesda
🖼 binkw32.dll
🗡 Knife
📄 license
🎮 Morrowind
🎬 Morrowind
🎮 Morrowind Launcher
🖥 Morrowind.ini.baf
🖥 Morrowind.ini.bak
📄 readme
🗡 TES Construction Set
❓ TES Construction Set
🖥 TES Construction Set.cnt

1 objekt är n   💻 Den här datorn

2. Open the folder "Extras".

Mopy

C:\Program\Bet

Fil- och mappaktiviteter

Data	mush
Extras	pycall
images	settings.pkl
locale	settings.pkl.bak
7z	Wrye Mash
7z.dll	Wrye Mash
balt	Wrye Mash for Python 2.4
balt	Wrye Mash for Python 2.5
bolt	wtxt
bolt	
mash	
mash_default	
masher	
masher	
mish	
mosh	
mosh	
mush	

1 objekt är n   Den här datorn

3. Select and copy the file "Mashed Lists".

Extras

C:\Program\Bet

Fil- och mappaktiviteter

- BETHESDA===============
- BODY===============
- CLOTHES===============
- CREATURE===============
- ESTemplate
- FIX===============
- GAMEPLAY===============
- GFX===============
- LAST===============
- LGNPC===============
- LOCATION===============
- Mashed Lists
- MISC.====
- NOM MiniR
- NPC=====
- QUEST===============
- RACE===============
- RESOURCE===============

- SOUND==========

Typ: The Elder Scrolls Construction Set File
Senast ändrad: 2001-09-30 23:00
Storlek: 362 byte

Typ: The Elde 362 byte   Den här datorn
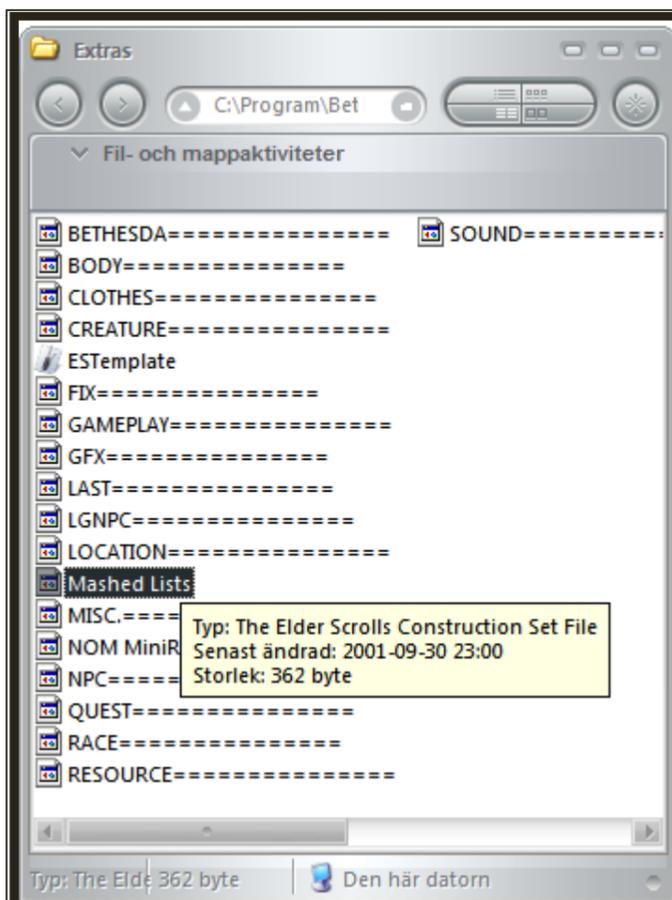
4. Go into the "Data Files" folder and paste the copied file.
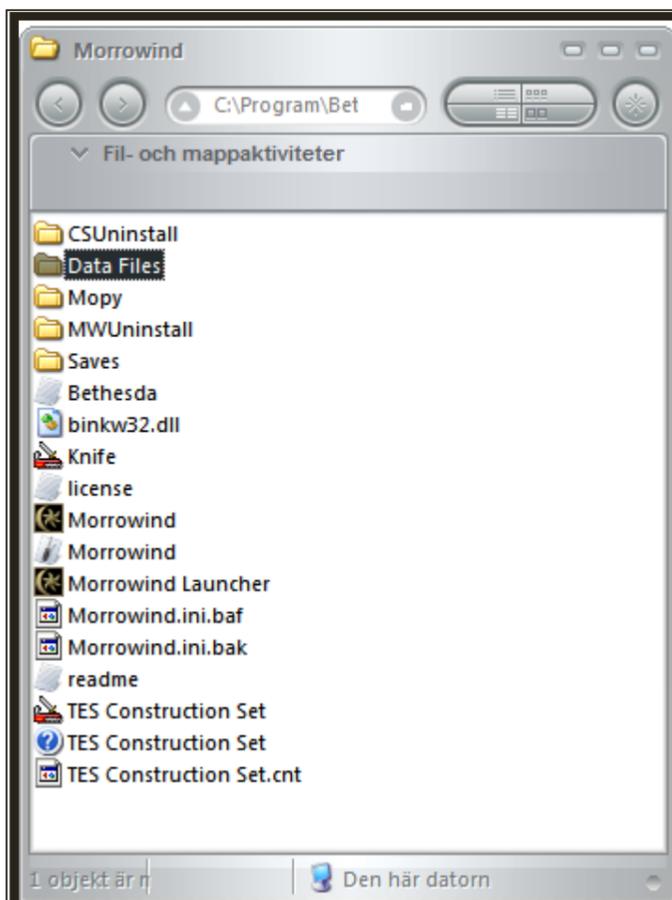
5. Launch Wrye Mash, select all desired gameplay mods and the new mod "Mashed Lists".
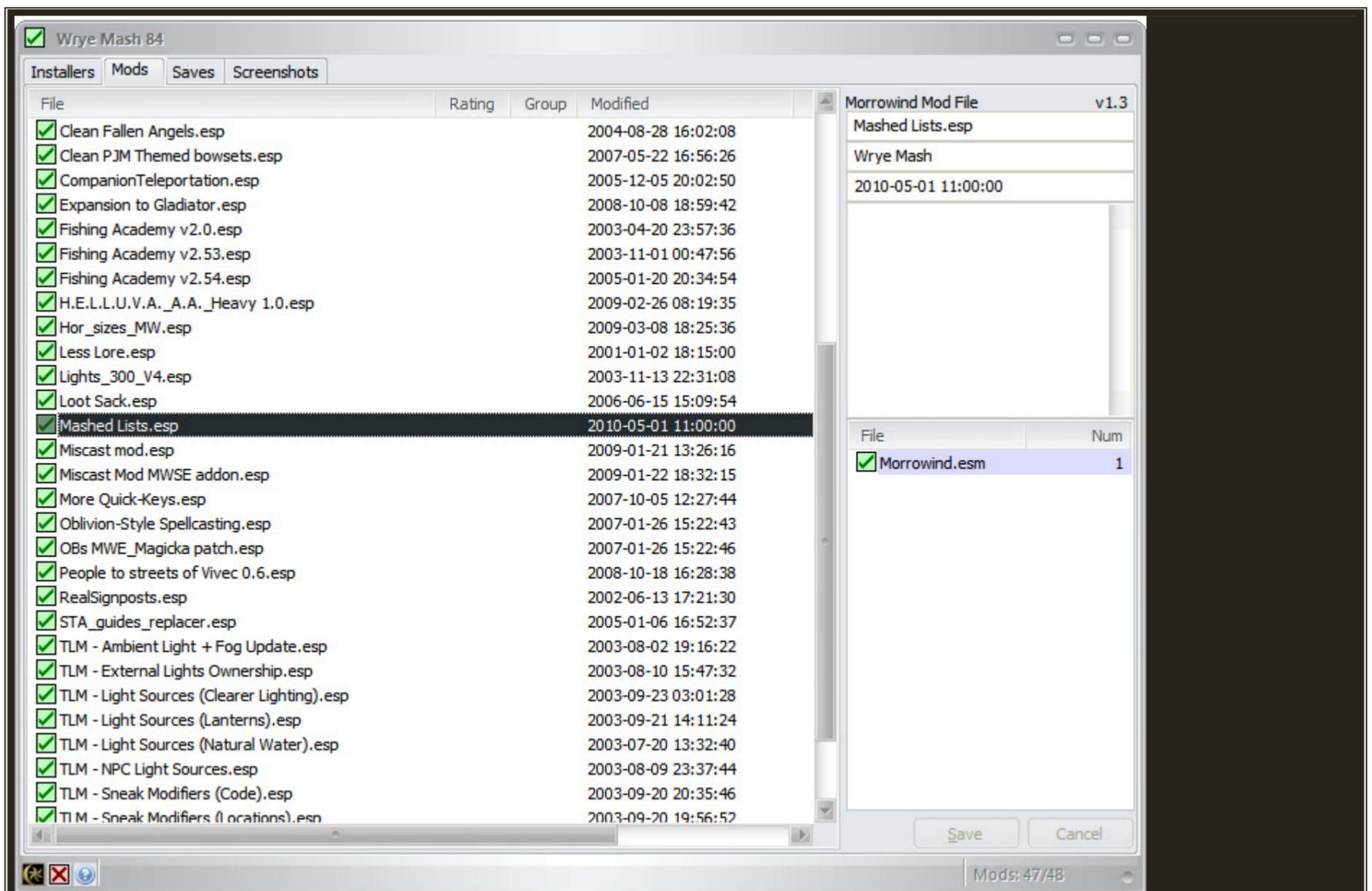
6. Right-click "Mashed Lists" and choose in the menu import -> Merged List.
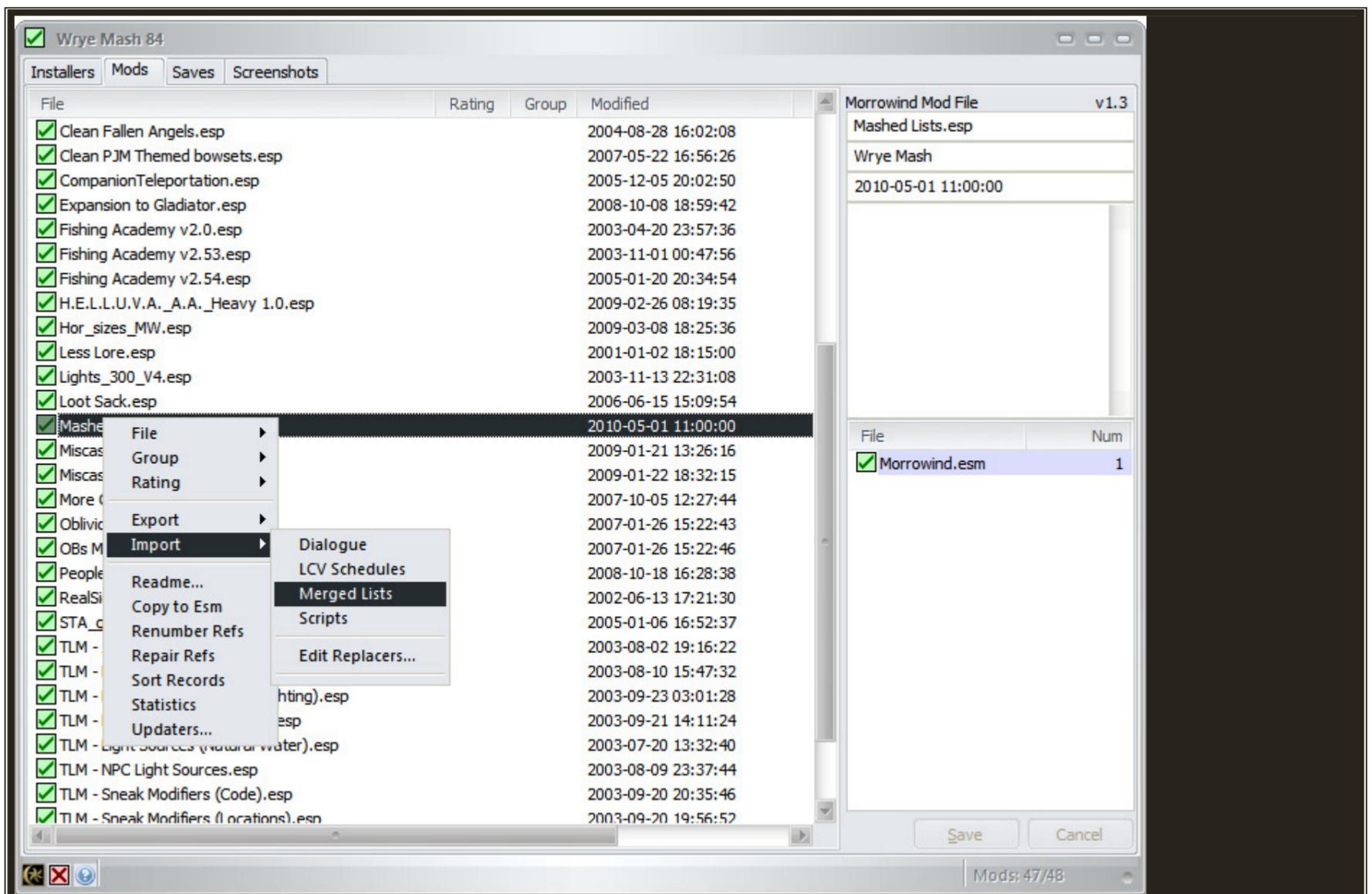
7. Close the new window.
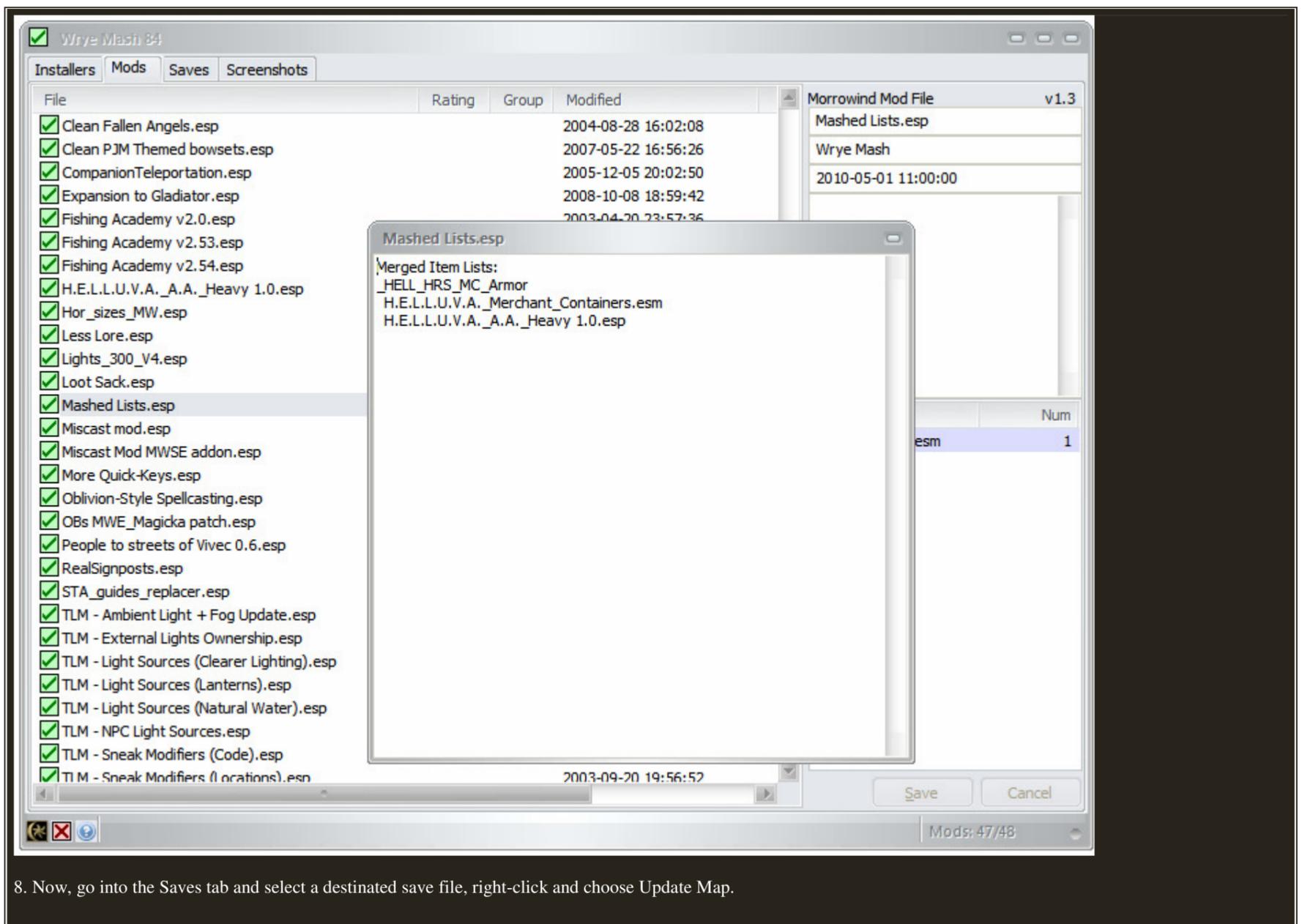
8. Now, go into the Saves tab and select a destinated save file, right-click and choose Update Map.
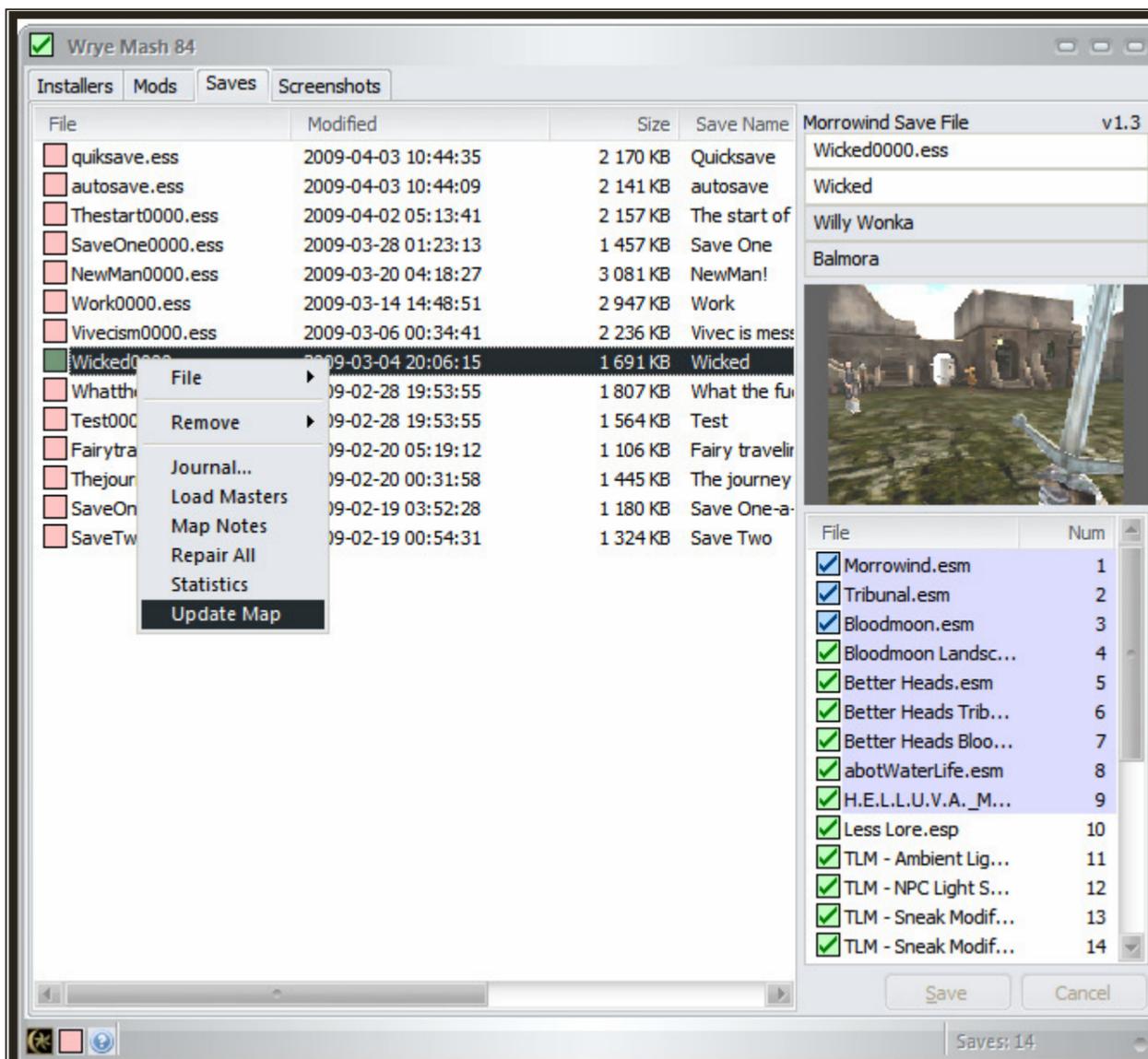
9. Wait for the update to complete. Then close the new window indicating that the update was successful.
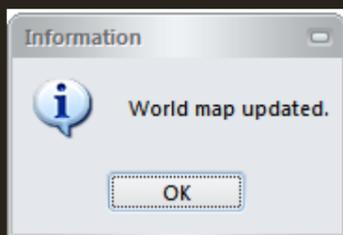
This concludes the "Mashing the List" section of the tutorial. The level list containing all the creatures, items is now synced and the choosen save file has been tuned with the new settings.

Usage of Removers

While playing Morrowind is a fun experience it sometimes is can be repetetive doing the same thing over again. To spice things up additonal mods can be installed. And while using different mods objects inside them can be mixed up with each other and the result is some cases are devastating. To avoid this for happening, Wrye Mash has a ability called "Removers". What is does is simply to correct and erase old obstacles that are messing with the game.

1. Open "Wrye Mash 84" and go into the Saves tab. Select the desired save file, rightclick and choose Remove -> Debris Cells.
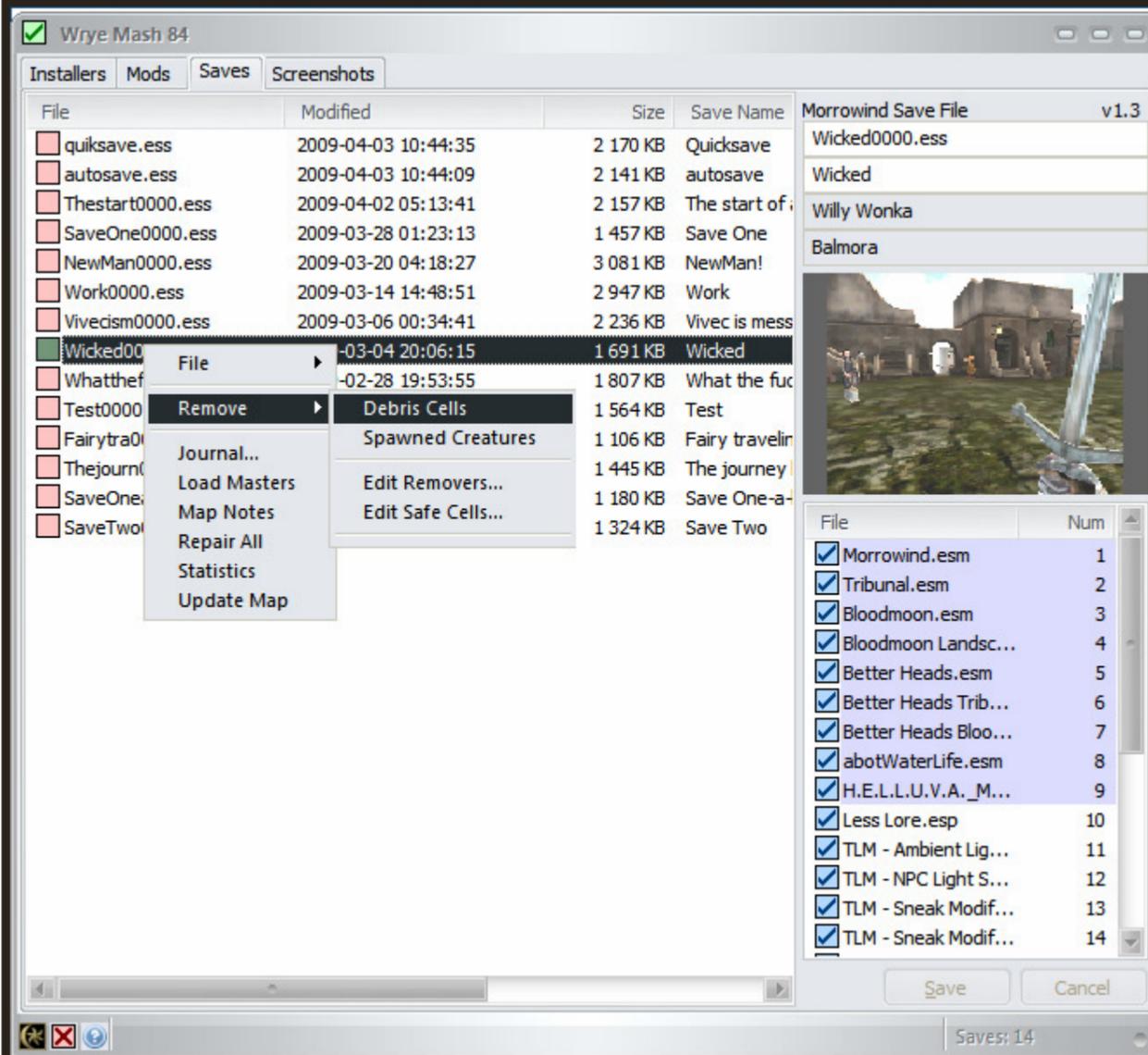
2. Press "OK". Also, mark the "Don't show this.." button if you don't want to see this warning again.
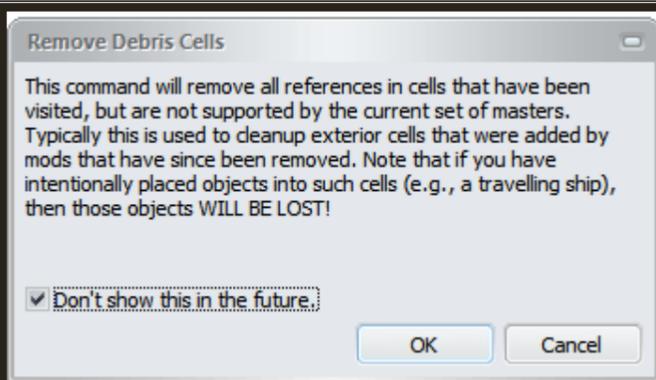
3. Press "OK". The message indicates it wasn't neccasary to erase any Cells.
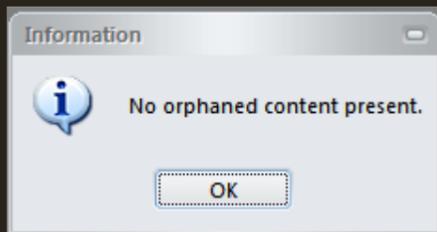
This concludes the "Usage of Removers" section of the tutorial. The desired save file has been searching thorugh and has been found clean and useful for gameplay.

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Gain 15-30 FPS

If you haven't already tried it out. Found out that there exist a tweak to increase the FPS when playing Morrowind. Yacoby has posted a small program that let you turn off (literally) all unnecessary programs running in the background. It can found it here. If your playing with the third-program like, "Wrye Mash" there is also a way.

1. Go into the Mopy directory

2. Change the title of the Wrye Mash short-cut into a single word. E.x. I changed it from "Wrye Mash for Python 2.5" into "Wrye".

3. Open the .bat file (instructions how to make one can be found in Yacoby's link). Now alter the row "start /w .\Morrowind Launcher.exe" into this "start /w .\Mopy\XX.lnk". Where XX represent the new short-cut title.

4. Open the .bat file and be prepared to press plenty on the "Y" key then let the wonders of this nifty program do the rest. And don't worry, all program will be re-started after quiting Morrowind.

This concludes the "Gain 15-30 FPS" section of the tutorial.

If you have any questions, suggestions or something to express. Why not post a comment?

Thank you for your unintended attention. I hope this guide have been a helpful tool to extend your gaming experience.
Be sure to look back, more tutorials will be following in a short time.

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