# **Duskfall's step by step guide on modding OpenMW**

This tutorial has been revised and all mods tested and 100% working for version 0.48. Last updated March 2024.

This is an easy to use guide for modding Morrowind using OpenMW. This is for my own use, for Windows 10, but it may help other people as well. It's a detailed guide on all the mods I use, but you may find it useful to fit your own, specific mods. Not only will I list how to mod open morrowind, at the end I will also include instructions on how to make the whole experience the best it can be for playing on a modern PC.

It does **not** require any prior modding experience, just some basic knowledge of computers.
Here are some pictures of the environments using this mod list. I opted for a vanilla look, to get that nostalgic feeling, but you can choose other mods if you want a more modern look to it.
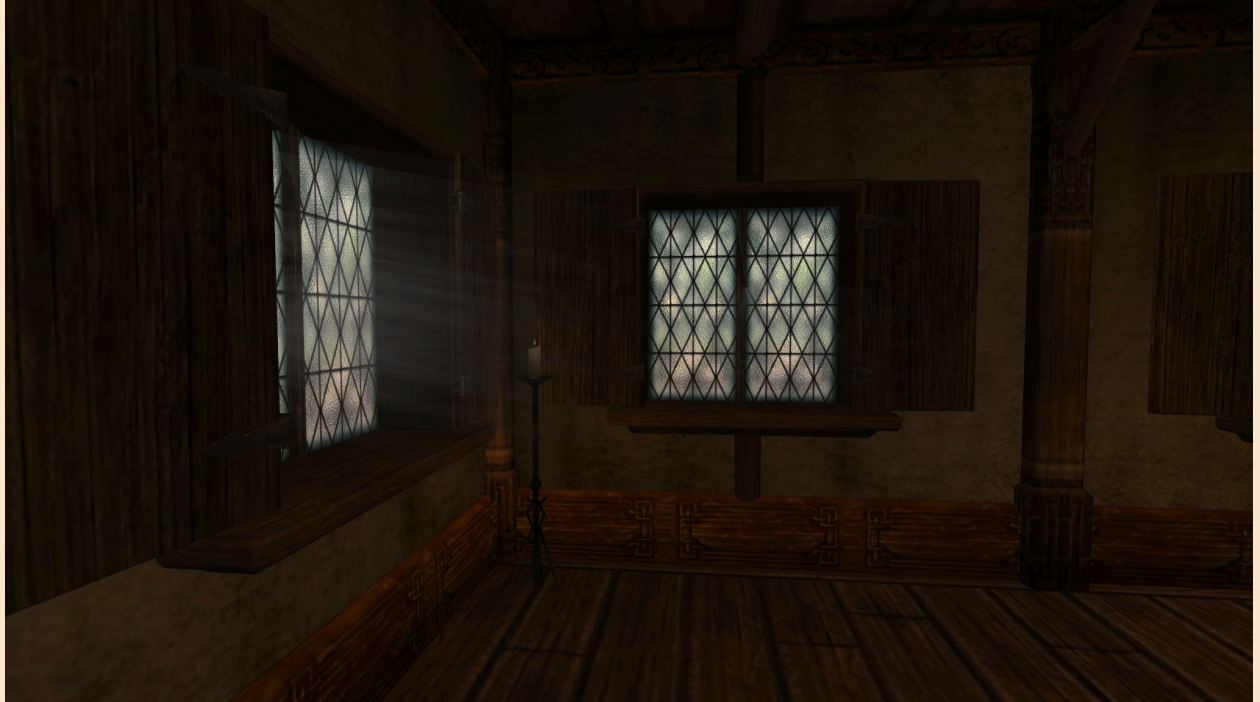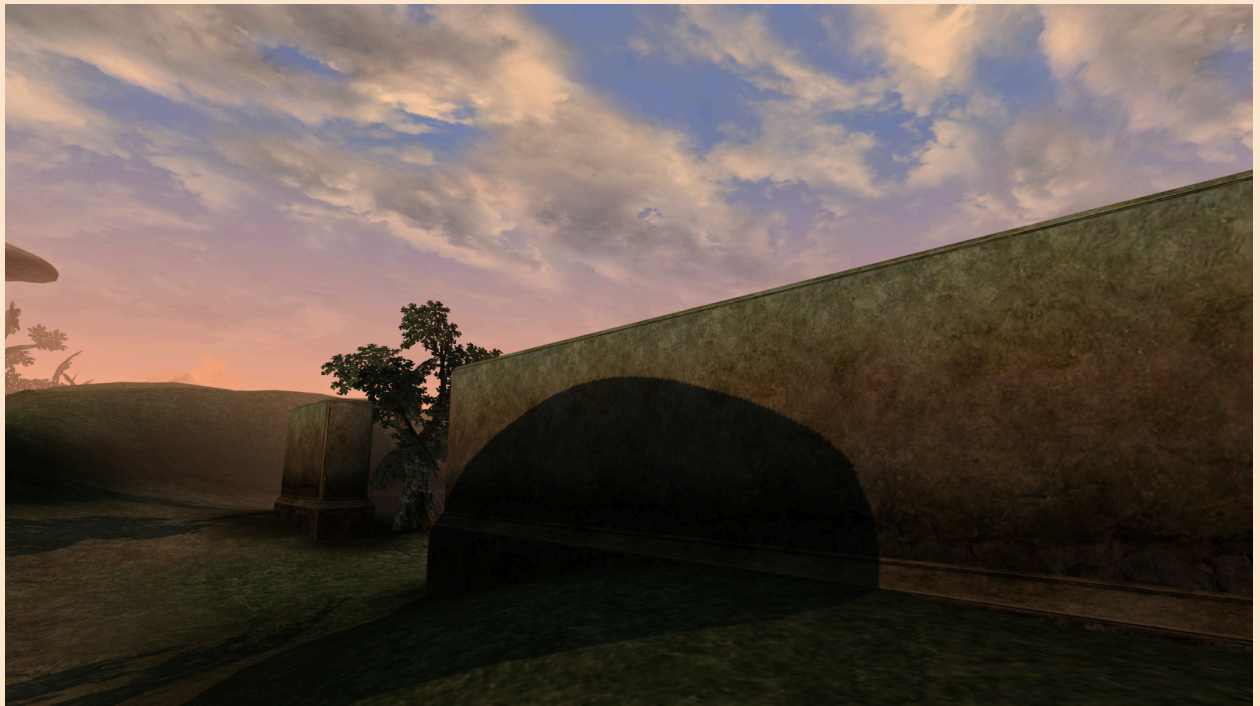
Start by installing Morrowind normally, and run it at least once.
If you're using a disc, install the tribunal expansion first, then bloodmoon.

Download and install OpenMW, [the latest stable release](). If you're on Windows 10, choose download from github, then go at the bottom of the page and select the latest .exe. For Version 0.48 this will be "OpenMW-0.48.0-win64.exe". Download that file and run it to begin the installation.

If you don't see it downloaded because it's an .exe file and you get a warning (.exe files can have viruses so some browsers block them automatically), ignore that warning and allow it to download. If you double click the file and it doesn't run, this is another protection measure against viruses. You can right click the .exe file, and press properties, then choose "unblock" and press OK. Now it should run without issues.

I suggest you install it on your **non-windows** drive (for most, the windows drive will be C:\), and also **not in any of the program files folders**.
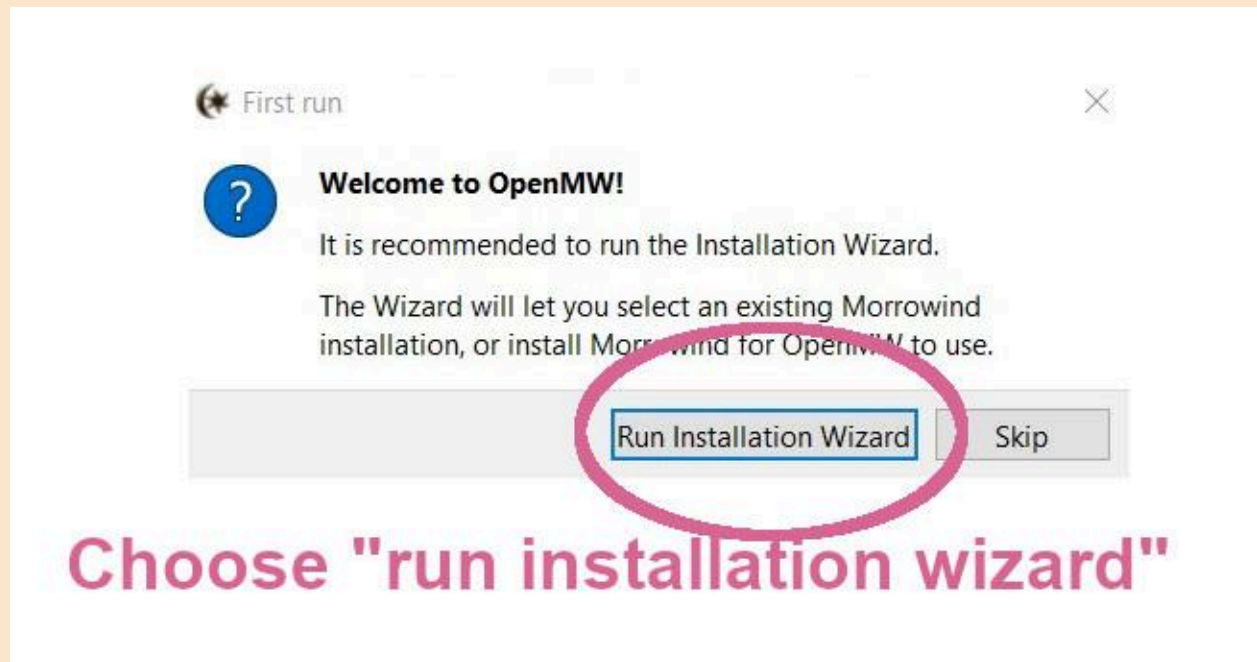I use **U:\OpenMW 0.48.0** for my installation. (If you install a later version this will be a different number,

e.g. 0.49, 0.50 etc. It doesn't affect anything on the steps here other than you have to rename the folder accordingly.)
Once it's finished installing, it will ask you if you want to run OpenMW. Choose that option.

Now since this is your first time using this, it will ask you to run the wizard so that it can detect your morrowind installation, let's do this.
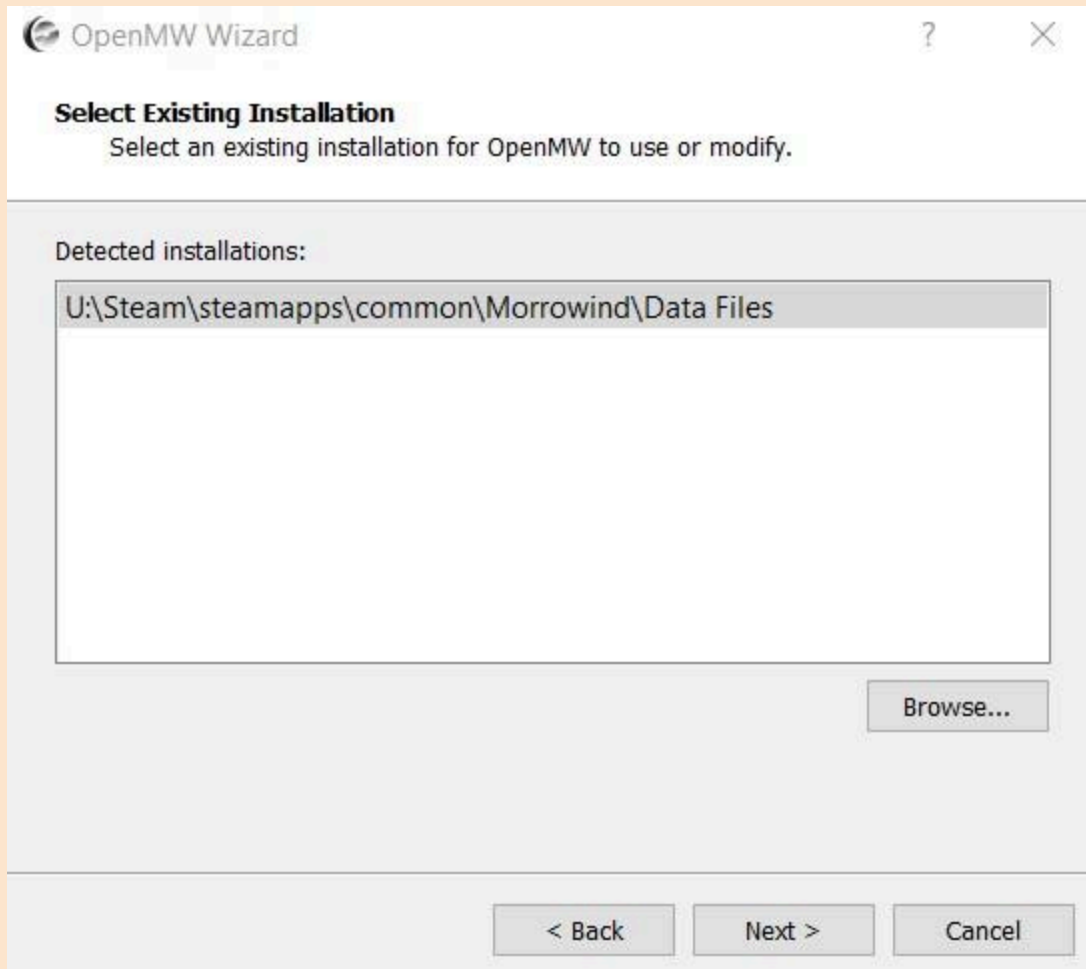

First run

Welcome to OpenMW!

It is recommended to run the Installation Wizard.

The Wizard will let you select an existing Morrowind installation, or install Morrowind for OpenMW to use.

Run Installation Wizard   Skip

Choose "run installation wizard"

After choosing "run installation wizard" press next, now it will ask you to let it detect where your morrowind installation folder is. Choose "Existing installation", and press "next".

If it hasn't detected anything already, choose "browse".
Basically, it needs to know where the file "Morrowind.esm" is to determine where your game is.

If you don't know where your morrowind folder is, you can find it using these methods.

A) If you bought the game on steam, go to steam, library, right click morrowind, choose manage, then choose "browse local files". Now, open the"data files" folder. This is where you will find the file "morrowind.esm" that OpenMW needs to finish setting up. So now that you know where it is, navigate to it using the OpenMW wizard and choose "morrowind.esm"

OpenMW Wizard

Select Existing Installation
Select an existing installation for OpenMW to use or modify.

Detected installations:

U:\Steam\steamapps\common\Morrowind\Data Files

Browse...

< Back   Next >   Cancel

For illustrative purposes, this is how it looks for me.

B) If you bought a physical CD version of morrowind, right click the morrowind shortcut on desktop, choose properties, open file location, and there, open the "Data folder". Here is the file that Open MW needs, called "morrowind.esm". Navigate through the openMW wizard to this folder, until you find that file and choose it.

Now that you've found where the file
"morrowind.esm" is located, choose it through the
OpenMW wizard and press next.
Select your language and press next.
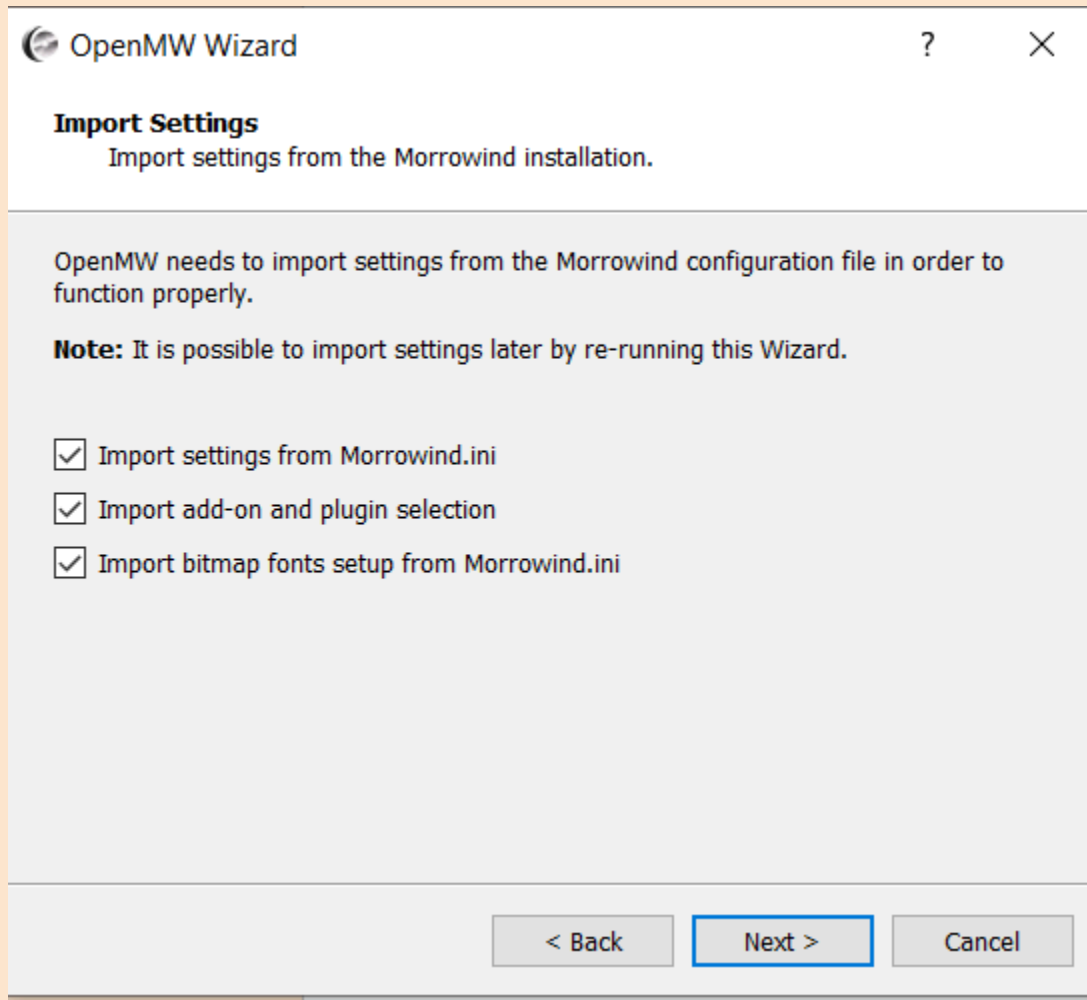
Select all these boxes and press next.
You are done installing OpenMW. Press finish.
The launcher will open but you can close it for now.

Go to your OpenMW installation directory (For me it's U:\OpenMW 0.48.0), and create a folder there, called "Mods". Enter that folder, and make another folder there called "Patches".
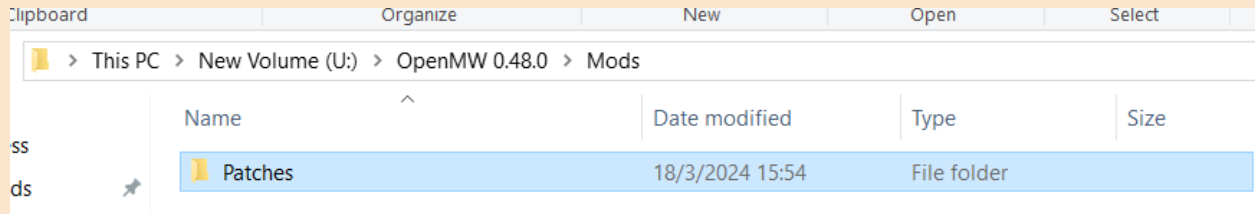
We will be using these two folders to store mods, and patches for our game.

Also, take a look at another handy guide: How to install and use mods

Just for reference, I am going to put all the mods that I will be using here for quick viewing. The important list that first got me into OpenMW is "I heart vanilla" which is being continually updated.

Most of the mods I will be using here come from that list. **I heart vanilla modlist**. It's a collection of mods that improve the overall gameplay experience, but do so by keeping the feel of the game closer to the original, so it doesn't feel out of place from what you remember playing.

Before you start modding, it will make this process a lot easier to have the following shortcuts on your desktop:

1) A shortcut of your original morrowind installation
   (for me it's "U:\Steam\steamapps\common\Morrowind")

2) A shortcut of your OpenMW launcher
   (for me it's "U:\OpenMW 0.48.0\openmw-launcher.exe")

3) A shortcut of your OpenMW configuration file
   (for me it's "C:\Users\Morgoth\Documents\My Games\OpenMW\openmw.cfg")
   IMPORTANT NOTE: This is NOT the same file with openmw.cfg on your OpenMW folder! All modifications should be made here, on the file that's listed at the Documents\ MyGames\ OpenMW folder. NOT on the file of the same name at U:\ OpenMW 0.48.0!
   Correct folder tree of the file on my PC: (this is the file you should be editing)
   C:\Users\Morgoth\Documents\My Games\OpenMW\openmw.cfg
   Incorrect folder tree on my PC: (this is NOT the file you should be editing)
   U:\OpenMW 0.48.0\openmw.cfg

4) A shortcut of your OpenMW folder
   (for me it's "U:\OpenMW 0.48.0")

Complete list of mods I will be using for modding OpenMW:

1. [Better Readable Beauty Font](#)
2. [Patch for Purists](#)
3. [Morrowind Optimization Patch](#)
4. [Unofficial Morrowind Official Plugins (UMOP)](#)
5. [Glow in the Dahrk](#)
6. [Graphic Herbalism](#)
7. [Tamriel Rebuilt + Tamriel Data](#)
8. [Nords shut your windows](#)
9. [Dunmer Lanterns Replacer](#)
10. [Ket's Paper Lanterns Retexture](#)
11. [Morrowind Enhanced Textures](#)

For all the following mods we will be using, they will have to be downloaded 'manually', i.e. when you go to the nexus website link to download them, you have to use 'manual installation'. Because we will not be using a mod manager for any of them.

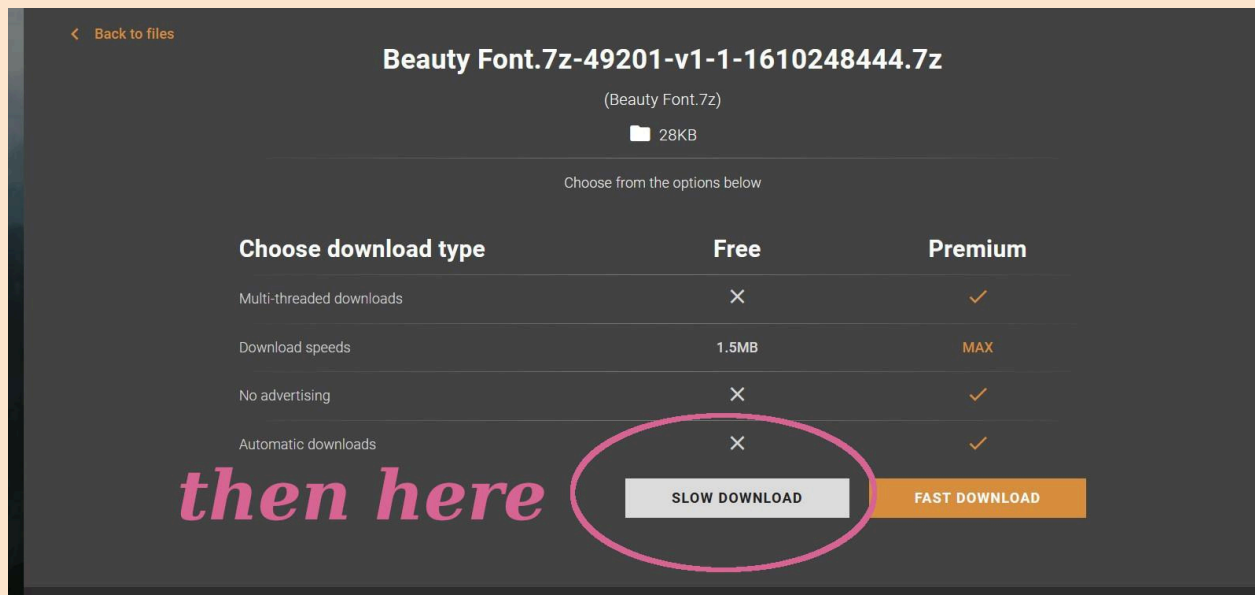**Mod 1: "Better Readable Beauty Font"**
The first mod we will be installing is an easy one that doesn't require any mounting. It's a mod for making the text clearer for ease of reading books in higher resolutions.

Go to
https://www.nexusmods.com/morrowind/mods/49201?tab=posts
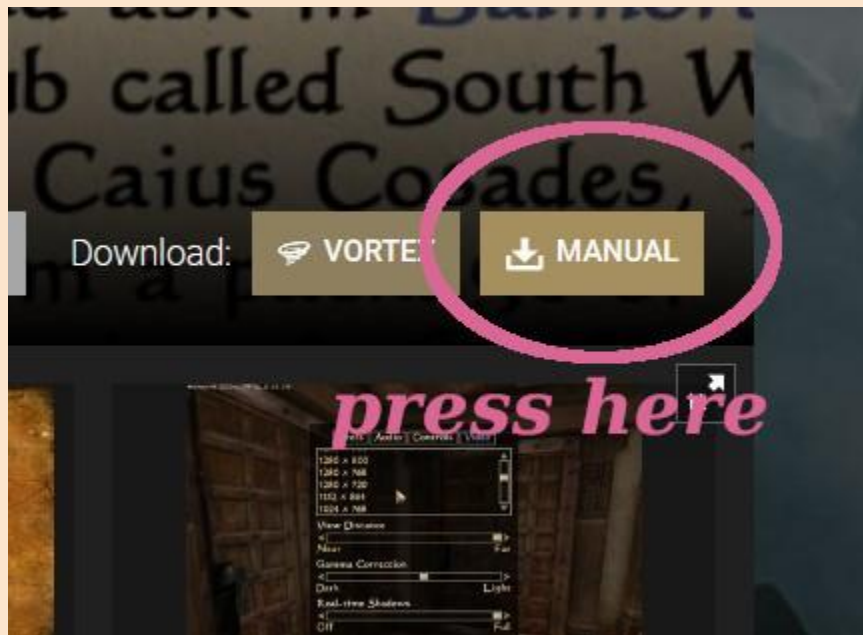
Download the mod by selecting select manual download

Then once it's done downloading, right click and extract it to its own folder ([7zip](#) is the best app for that), find and cut the two font files called Magic_Cards_Regular.fnt, and Magic_Cards_BeautyFont.tex (select them, right click and press cut), then paste them to the font folder of the original morrowind installation (right click on that folder, and press paste).

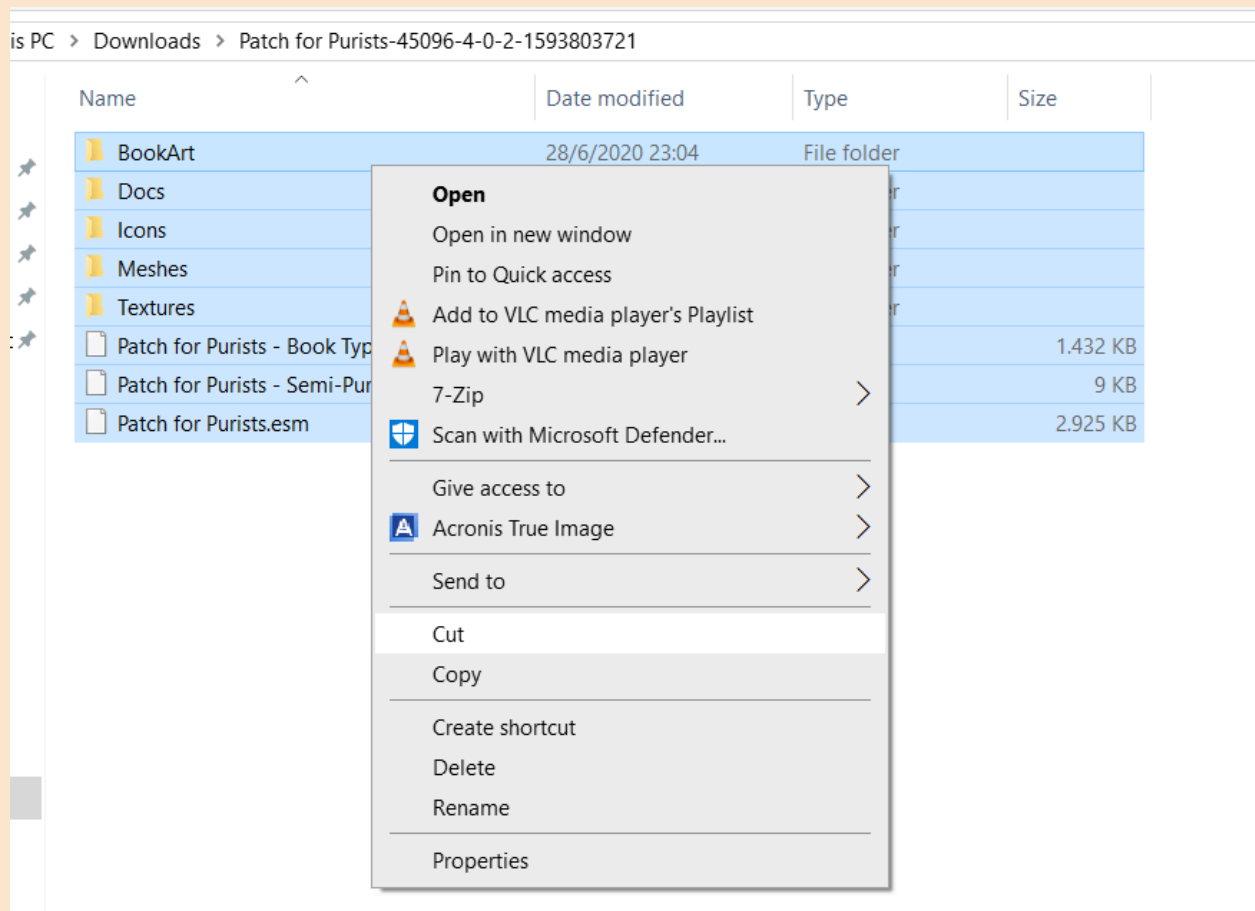For me, these files were in U:\Steam\steamapps\common\Morrowind\Data Files\Fonts

A message will pop up, asking you for permission to replace the files. Select yes.
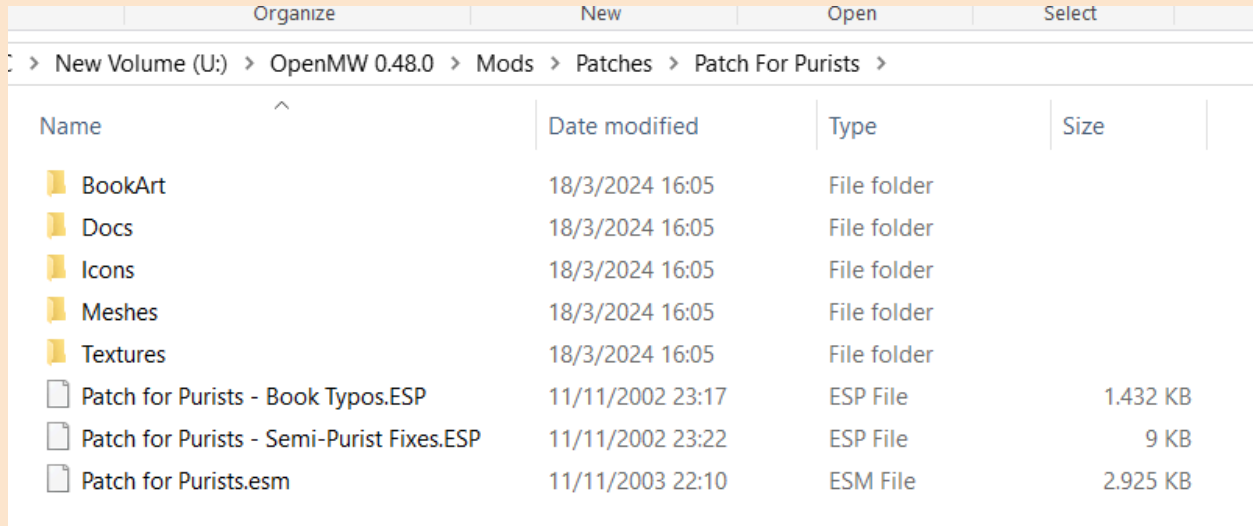
Mod 2: "[Patch for Purists](#)"

Download the mod "Patch for Purists" from [here](#)

Extract it to its own folder. Cut the contents of said folder.

Go to your "Patches" folder we made earlier. Create a folder there called "Patch for Purists". Paste the contents you cut before into this folder.

: > New Volume (U:) > OpenMW 0.48.0 > Mods > Patches > Patch For Purists >

Name	Date modified	Type	Size
BookArt	18/3/2024 16:05	File folder	
Docs	18/3/2024 16:05	File folder	
Icons	18/3/2024 16:05	File folder	
Meshes	18/3/2024 16:05	File folder	
Textures	18/3/2024 16:05	File folder	
Patch for Purists - Book Typos.ESP	11/11/2002 23:17	ESP File	1.432 KB
Patch for Purists - Semi-Purist Fixes.ESP	11/11/2002 23:22	ESP File	9 KB
Patch for Purists.esm	11/11/2003 22:10	ESM File	2.925 KB

Go to:
C:\Users\<your username>\Documents\My Games\OpenMW 0.48.0
And locate the file "openmw.cfg"
Open it, and go all the way down

Note: The launcher of OpenMW needs to be closed while you're doing anything in openmw.cfg

We are now going to mount a folder, so that it can be used in OpenMW. This is the procedure which we will be using more or less throughout this whole tutorial.

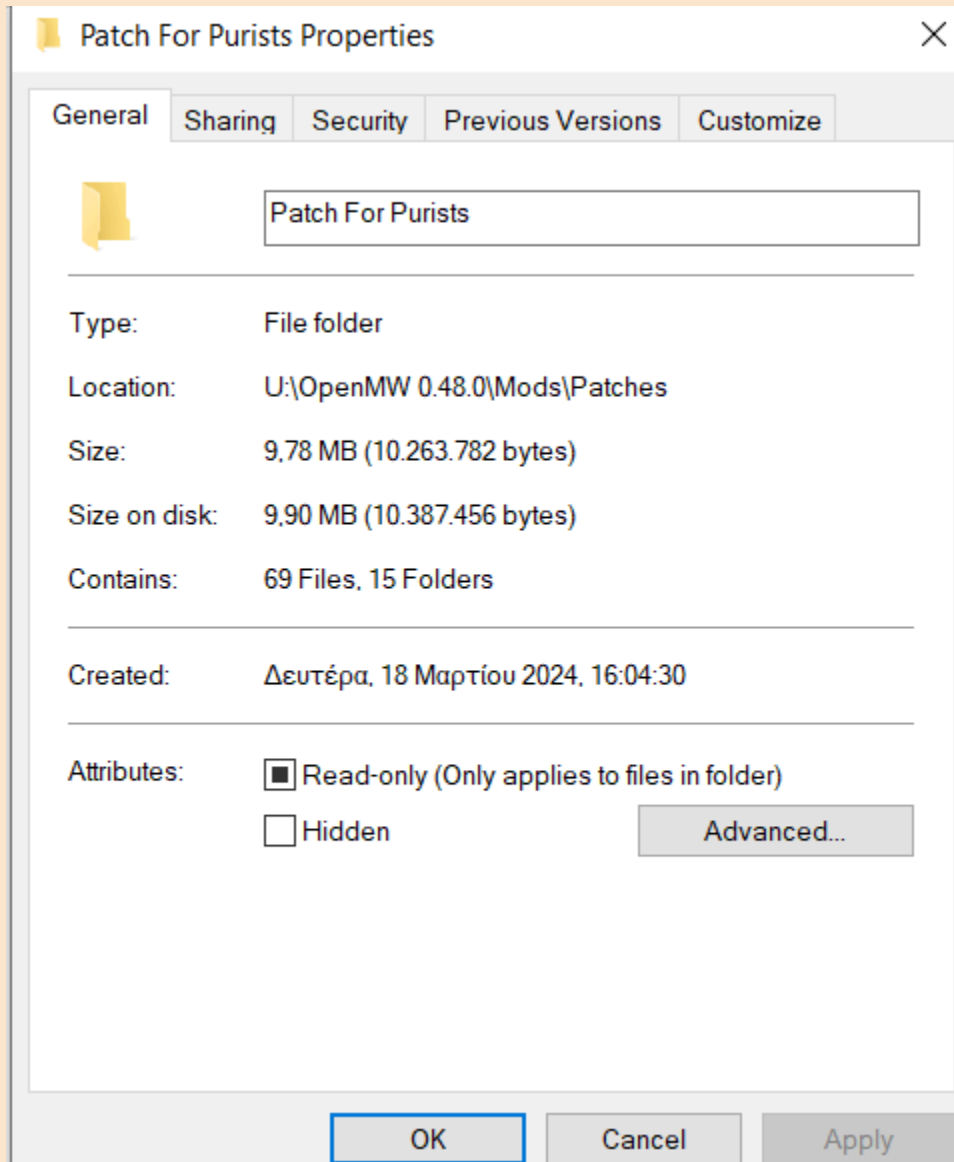Add the following line that I have highlighted in red, right before the line that starts with:

"content=Morrowind.esm"

data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"

```
fallback=Moons_Masser_Fade_In_Finish,15
fallback=Moons_Masser_Fade_Out_Start,7
fallback=Moons_Masser_Fade_Out_Finish,10
fallback=Moons_Script_Color,255,20,20
fallback=General_Werewolf_FOV,100
encoding=win1252
data="U:\Steam\steamapps\common\Morrowind\Data Files"
data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"
content=Morrowind.esm
content=Tribunal.esm
content=Bloodmoon.esm
```

Here is how it looks on my end. Your installation will look different, depending on where you have chosen

to put the mod folders, but all you really need to do is tell OpenMW where the folder you want to mount is. You can see its location by going to your OpenMW 0.48 folder, mods, patches, right click patch for purists, properties.

Patch For Purists Properties	✕

General　Sharing　Security　Previous Versions　Customize

Patch For Purists

Type:　　　　File folder

Location:　　U:\OpenMW 0.48.0\Mods\Patches

Size:　　　　9,78 MB (10.263.782 bytes)

Size on disk:　9,90 MB (10.387.456 bytes)

Contains:　　69 Files, 15 Folders

Created:　　　Δευτέρα, 18 Μαρτίου 2024, 16:04:30

Attributes:　　■ Read-only (Only applies to files in folder)

　　　　　　　☐ Hidden　　　　　　　　Advanced...

OK　　　Cancel　　　Apply

Your location will vary. But all you need to do is to point OpenMW to that folder by adding a line to the file openmw.cfg.

(You can also take a further look at my full openmw.cfg text file to compare with yours at the end of this guide)

Save your text file.
Open the OpenMW launcher. Go to data files and select the newly added mods, thus enabling them. You're done and can now close the launcher.
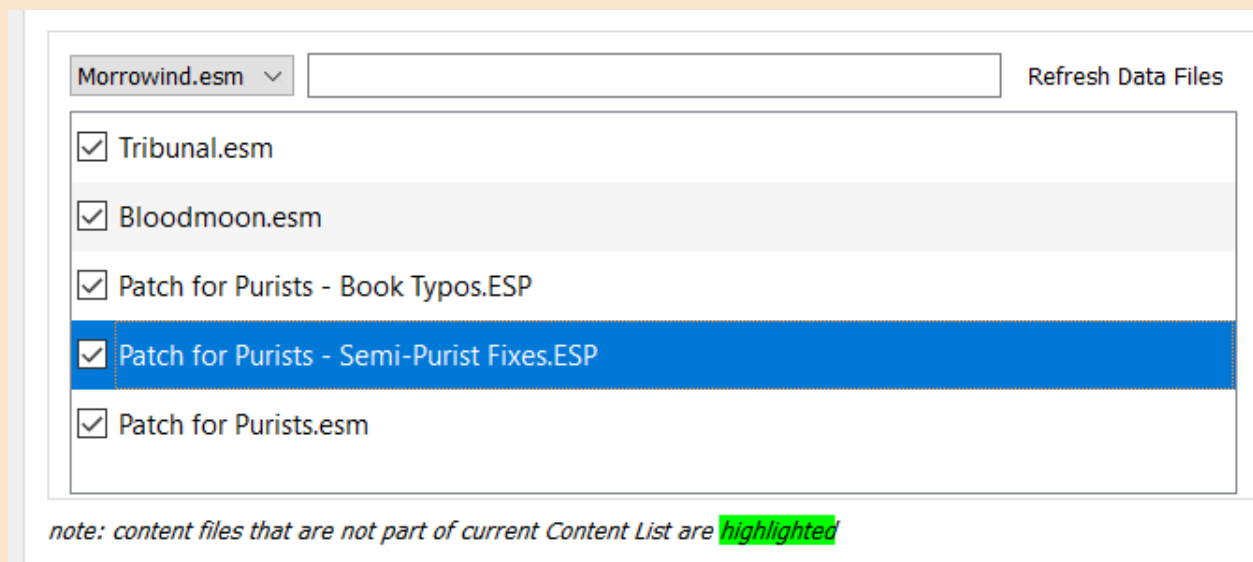
Mod 3: "Morrowind Optimization Patch"
Installing this is very similar to installing the previous mod.
Download it [here](#).

Unzip its contents to its own folder.

Go to your Mod folder, then in your Patches folder and create a new folder named "Morrowind Optimization Patch". Move the following to this folder and ignore the rest.
00 Core
01 Lake Fjalding Anti-Suck
04 Better Vanilla Textures
05 Graphic Herbalism Patch

Go to your openmw config file, and add the following lines on it, similarly with how we did it before.

data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\00 Core"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\01 Lake Fjalding Anti-Suck"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\04 Better Vanilla Textures"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\05 Graphic Herbalism Patch"

Now save, and close the text file.

Mod 4:
Unofficial Morrowind Official Plugins (UMOP for short)

The same old way. Download it [here](#), unzip it to its own folder, then create a folder in your mod folder named UMOP, and paste the following folder in it: "09 UMOPP Compatibility Merged"

Open your openMW config file and add the following, right after patch for purists:

```
fallback=Moons_Script_Color,255,20,20
fallback=General_Werewolf_FOV,100
encoding=win1252
data="U:\Steam\steamapps\common\Morrowind\Data Files"
data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"
data="U:\OpenMW 0.48.0\Mods\UMOP\09 UMOPP Compatibility Merged"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\00 Core"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\01 Lake Fjalding Anti-Suck"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\04 Better Vanilla Textures"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\05 Graphic Herbalism Patch"
content=Morrowind.esm
content=Tribunal.esm
content=Bloodmoon.esm
```

data="U:\OpenMW 0.48.0\Mods\UMOP\09 UMOPP Compatibility Merged"

Ignore the other folders.

Now, before enabling your new mods, make sure the mod order is this way:

Tribunal -> Bloodmoon

Drag and drop to make it so that the tribunal file loads before bloodmoon if it's not already done. Enable the new mods and you're done.

Mod 5: Glow in the Dahrk

Download it here. You probably know the drill by now, unzip its contents to its own folder, then cut ONLY the folders that I have indicated in pink. Make a new folder with the name Glow In The Dahrk on your Mods folder, and paste these five folders there.

00 Core
01 Hi Res Window Texture Replacer
03 Telvanni Dormers on Vvardenfell
04 Raven Rock Glass Windows
07 Telvanni Tower Interior Glow OpenMW

Add the following lines to your config.

data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\00 Core"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\01 Hi Res Window Texture Replacer"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\03 Telvanni Dormers on Vvardenfell"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\04 Raven Rock Glass Windows"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\07 Telvanni Tower Interior Glow OpenMW"

Mod 6: Graphic Herbalism

Go here.
Download the main **"Graphic Herbalism MWSE - OpenMW"** file.
Exctract the zipped files, and only cut the following folder:
00 Core + Vanilla Meshes

Make a new folder on your mod folder and name it "Graphic Herbalism"
Paste it there.
Add this line to your config and make sure it loads **before the graphic herbalism patch (see picture).**

data="U:\OpenMW 0.48.0\Mods\Graphic Herbalism\00 Core + Vanilla Meshes"

```
encoding=win1252
data="U:\Steam\steamapps\common\Morrowind\Data Files"
data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"
data="U:\OpenMW 0.48.0\Mods\UMOP\09 UMOPP Compatibility Merged"
data="U:\OpenMW 0.48.0\Mods\Graphic Herbalism\00 Core + Vanilla Meshes"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\00 Core"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\01 Lake Fjalding Anti-Suck"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\04 Better Vanilla Textures"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\05 Graphic Herbalism Patch"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\00 Core"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\01 Hi Res Window Texture Replacer"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\03 Telvanni Dormers on Vvardenfell"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\04 Raven Rock Glass Windows"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\07 Telvanni Tower Interior Glow OpenMW"


content=Morrowind.esm
content=Tribunal.esm
content=Bloodmoon.esm
```

You're done.

Mod 7: Tamriel Rebuilt + Tamriel Data

Tamriel Rebuilt is a long running mod that is created by fans to include more locations. It is created to be in compliance with morrowind lore.
It adds a huge amount of material for you to enjoy, and I *highly recommend* you add it to your mod list.

Have a look at this page and download tamriel data here. Choose the vanilla files if you want a more 'true to the original' experience.
Now download the actual tamriel rebuilt mod here.

Unzip each download to its own folder. Like we did before,we're going to cut and paste specific folders.

Go to your mod folder, and add a new folder inside named "Tamriel Rebuilt", as well as another folder named "Tamriel Data".
For the folder "Tamriel Rebuilt", we're pasting
00 Core
01 Faction Integration
02 Siege at Firemoth Compatibility Patch

And adding this at the config:

data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\00 Core"
data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\01 Faction Integration"
data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\02 Siege at Firemoth Compatibility Patch"

For the folder "Tamriel Data"
We're cutting and pasting everything we've unzipped from that download to it.

Add this to your config:
data="U:\OpenMW 0.48.0\Mods\Tamriel Data"
Save, and exit.

*openmw.cfg - Notepad

File Edit Format View Help

```
encoding=win1252
data="U:\Steam\steamapps\common\Morrowind\Data Files"
data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"
data="U:\OpenMW 0.48.0\Mods\UMOP\09 UMOPP Compatibility Merged"
data="U:\OpenMW 0.48.0\Mods\Graphic Herbalism\00 Core + Vanilla Meshes"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\00 Core"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\01 Lake Fjalding Anti-Suck"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\04 Better Vanilla Textures"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\05 Graphic Herbalism Patch"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\00 Core"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\01 Hi Res Window Texture Replacer"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\03 Telvanni Dormers on Vvardenfell"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\04 Raven Rock Glass Windows"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\07 Telvanni Tower Interior Glow OpenMW"
data="U:\OpenMW 0.48.0\Mods\Tamriel Data"
data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\00 Core"
data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\01 Faction Integration"
data="U:\OpenMW 0.48.0\Mods\Tamriel Rebuilt\02 Siege at Firemoth Compatibility Patch"
```
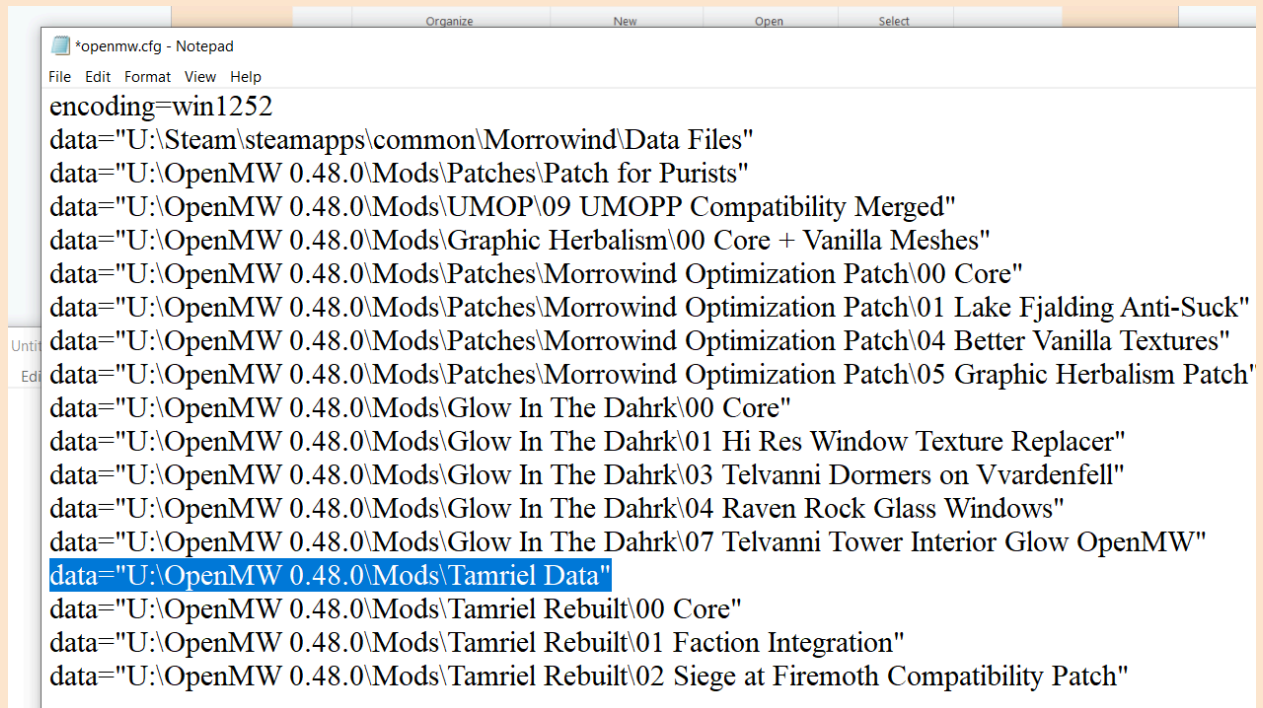
Open the launcher and enable everything. You're done.

Mod 8: Nords shut your windows

[Download it here](#)

Unzip the files, and cut them.

Go to your mods folder, and make a new folder named "Nords shut your windows".

Paste all four folders in there.

Go to your config file and add:

data="U:\OpenMW 0.48.0\Mods\Nords Shut Your Windows\00 Core"
data="U:\OpenMW 0.48.0\Mods\Nords Shut Your Windows\01 Vanilla style"
data="U:\OpenMW 0.48.0\Mods\Nords Shut Your Windows\02 Interior sunrays"
data="U:\OpenMW 0.48.0\Mods\Nords Shut Your Windows\03 Vanilla style sunrays"

This is a shader mod, so you don't need to enable anything on the launcher! [It just works](#).🤠

Mod 9: [Dunmer Lanterns Replacer](#)

Download the mod, you know the drill by now.
Extract the mod, then cut the following folders:

00 Core
01 Glow Effect
04 Tamriel_Data Patch
04 Tamriel_Data Patch - Glow Effect

Go to your mods folder, create a folder named
"Dunmer Lanterns Replacer" and paste the above
cut folders in it.
Don't forget to mount them, by adding this to your
config file:

data="U:\OpenMW 0.48.0\Mods\Dunmer Lanterns Replacer\00 Core"
data="U:\OpenMW 0.48.0\Mods\Dunmer Lanterns Replacer\01 Glow Effect"
data="U:\OpenMW 0.48.0\Mods\Dunmer Lanterns Replacer\04 Tamriel_Data Patch"
data="U:\OpenMW 0.48.0\Mods\Dunmer Lanterns Replacer\04 Tamriel_Data Patch - Glow Effect"

You're done!

Mod 10: [Ket's Paper Lanterns Retexture](#)

Download the mod, and do the usual, then add:

data="U:\OpenMW 0.48.0\Mods\Ket's paper lanterns retexture\Data Files"

Mod 11: [Morrowind Enhanced Textures](#)

Download both "Morrowind Enhanced Textures 6.1" and "Interface and main menu".

Extract each folder to its own folder.
Now go to your mod folder, and create a folder called "Morrowind Enhanced Textures". Enter it, and create two new folders inside.
One of them will be named "Interface" and the other will be "MET 6-1 main"
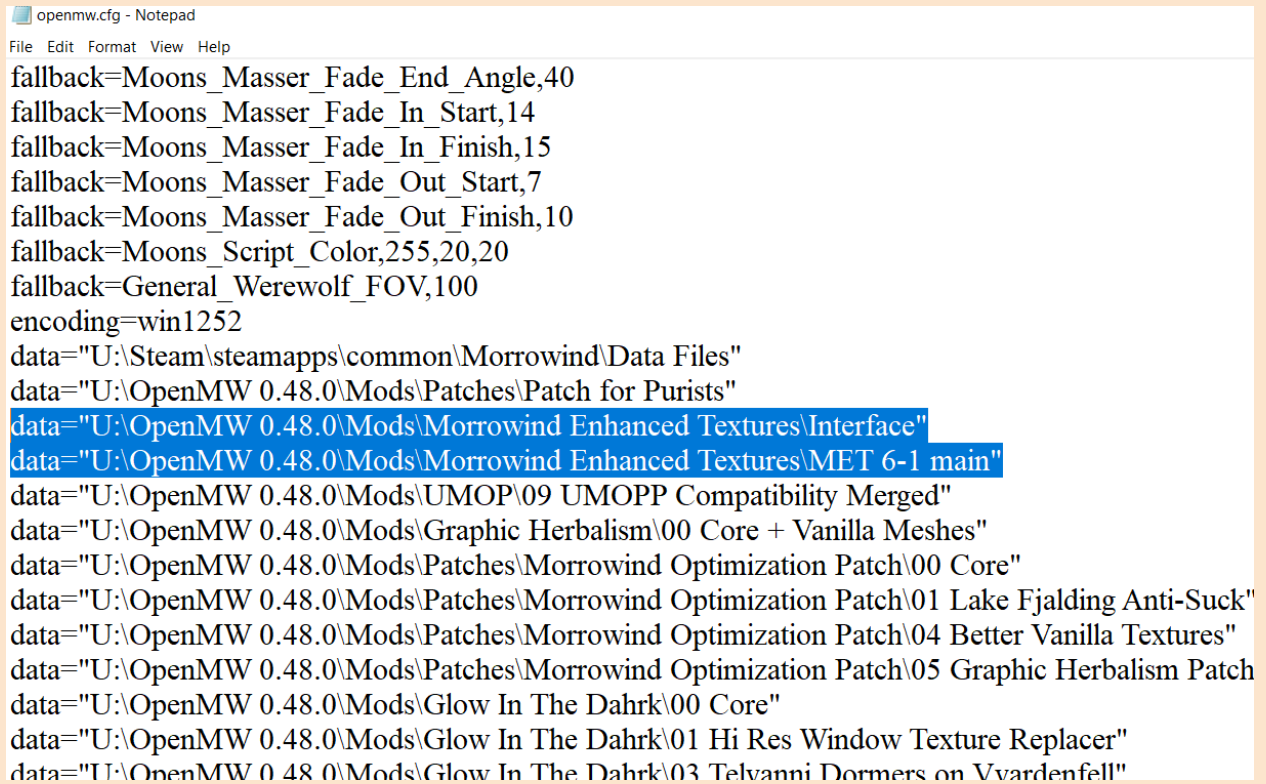
Add the following lines to your config file:

data="U:\OpenMW 0.48.0\Mods\Morrowind Enhanced Textures\Interface"
data="U:\OpenMW 0.48.0\Mods\Morrowind Enhanced Textures\MET 6-1 main"

Note: Make sure these lines are at the relative top of the pile. Since this enhances most if not all textures, all others will later override the mod. So you want it to be high up, here's a picture of my setup for illustrative purposes.

```
fallback=Moons_Masser_Fade_End_Angle,40
fallback=Moons_Masser_Fade_In_Start,14
fallback=Moons_Masser_Fade_In_Finish,15
fallback=Moons_Masser_Fade_Out_Start,7
fallback=Moons_Masser_Fade_Out_Finish,10
fallback=Moons_Script_Color,255,20,20
fallback=General_Werewolf_FOV,100
encoding=win1252
data="U:\Steam\steamapps\common\Morrowind\Data Files"
data="U:\OpenMW 0.48.0\Mods\Patches\Patch for Purists"
data="U:\OpenMW 0.48.0\Mods\Morrowind Enhanced Textures\Interface"
data="U:\OpenMW 0.48.0\Mods\Morrowind Enhanced Textures\MET 6-1 main"
data="U:\OpenMW 0.48.0\Mods\UMOP\09 UMOPP Compatibility Merged"
data="U:\OpenMW 0.48.0\Mods\Graphic Herbalism\00 Core + Vanilla Meshes"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\00 Core"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\01 Lake Fjalding Anti-Suck"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\04 Better Vanilla Textures"
data="U:\OpenMW 0.48.0\Mods\Patches\Morrowind Optimization Patch\05 Graphic Herbalism Patch
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\00 Core"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\01 Hi Res Window Texture Replacer"
data="U:\OpenMW 0.48.0\Mods\Glow In The Dahrk\03 Telvanni Dormers on Vvardenfell"
```

This concludes the mounting/ installing of the mods. Feel free to run the launcher and enable everything there.

Important final notes before starting to play:

Before playing the game you should also:

1) **Enable "graying out" of visited topics** of conversation by going to "advanced" -> "interface" and choose "change dialogue topic color". This will allow you to skip asking for the usual answers you've heard a million times while talking to NPCs. If a question has already been asked, it will be grayed out on the NPC's list of topics.

2) **Change the scaling**, especially if you're playing in 4k resolution or more, by going to the openMW launcher, advanced, interface, and adjust the scaling factor to your liking (start with 1.5 and see what you like)

3) **Fix your water.** By default, the vanilla water looks like this:
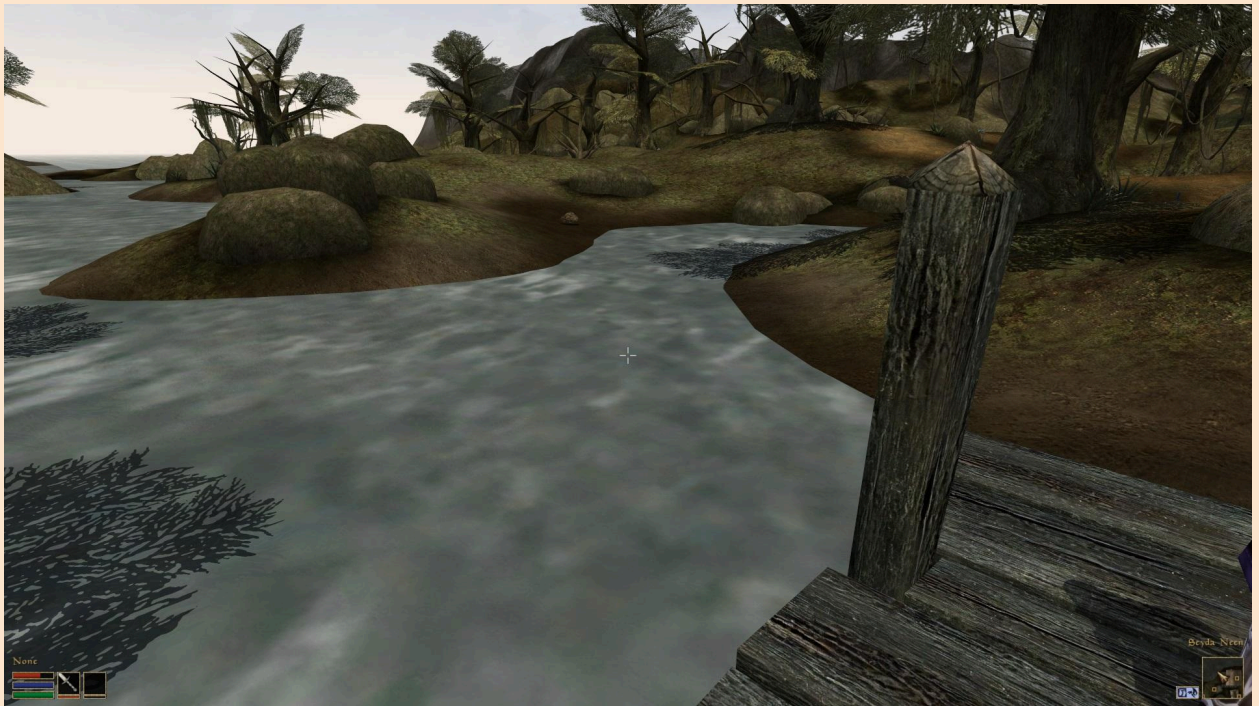
Murky vanilla water

To fix this:
Go to the game's main menu.

Pick "Options"

Pick "Video"

Pick "Water"

Set "Water shader" to "On", then tweak "Refraction", "Texture quality" and "Reflection shader detail" as desired.

Your water should look clear like this now.

Before this guide is over, I have to note **you can play using a controller**. If you have an xbox controller for instance, you run morrowind, go to options, controls, and use the controller option. You can even map spells and items for quick key access. Just press the corresponding F key (it's F1 by default) that can be assigned by selecting keyboard controls first. And assign whatever you want there. Then, you go to controls, choose the controller and map the quick keys to a button on your Xbox controller.

This concludes the guide! You can always add more mods, either for shaders or for other things like animations. Just mount them using the way I've described for most mods here and OpenMW should, at least in theory, just work™ with them.

Keep in mind that shaders won't show up in the launcher, but that doesn't mean they aren't working.

Thanks for reading!

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If you want to contact me about this guide, you can send me an email at duskfall1989@gmail.com

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Troubleshooting:
If you encounter any yellow exclamation points in the game, open up the console by pressing ~, then click on the exclamation point and type ori in the console.
Then google whatever you found and you will get a clue on which mod is causing the issue.

2023.04.01 20:59:38
Level 22
Khuul
26 Evening Star 9 p.m.
Time played: 02:22:46:20

Lol.

If you see something like the above issue, it means there is a missing texture/ mesh and using that method will help you find what it is.

<u>Additional helpful notes:</u>
This section includes my config text contents and a screenshot that may help beginners check to see if they have correctly mounted the mods.

Also, these communities have helped me immensely with modding Morrowind.

[OpenMW discord server](#)
[OpenMW forum](#)
[Elder scrolls discord](#)
[Morrowind mods subreddit](#)

openmw.cfg:

no-sound=0
fallback-archive=Morrowind.bsa
fallback-archive=Tribunal.bsa
fallback-archive=Bloodmoon.bsa
fallback=LightAttenuation_UseConstant,0
fallback=LightAttenuation_ConstantValue,0.0
fallback=LightAttenuation_UseLinear,1
fallback=LightAttenuation_LinearMethod,1
fallback=LightAttenuation_LinearValue,3.0
fallback=LightAttenuation_LinearRadiusMult,1.0
fallback=LightAttenuation_UseQuadratic,0
fallback=LightAttenuation_QuadraticMethod,2
fallback=LightAttenuation_QuadraticValue,16.0
fallback=LightAttenuation_QuadraticRadiusMult,1.0
fallback=LightAttenuation_OutQuadInLin,0
fallback=Inventory_DirectionalDiffuseR,1.0
fallback=Inventory_DirectionalDiffuseG,1.0
fallback=Inventory_DirectionalDiffuseB,1.0
fallback=Inventory_DirectionalAmbientR,0.0
fallback=Inventory_DirectionalAmbientG,0.0
fallback=Inventory_DirectionalAmbientB,0.0

```
fallback=Inventory_DirectionalRotationX,110
fallback=Inventory_DirectionalRotationY,90
fallback=Inventory_UniformScaling,0
fallback=Map_Travel_Siltstrider_Red,238
fallback=Map_Travel_Siltstrider_Green,230
fallback=Map_Travel_Siltstrider_Blue,30
fallback=Map_Travel_Boat_Red,30
fallback=Map_Travel_Boat_Green,30
fallback=Map_Travel_Boat_Blue,230
fallback=Map_Travel_Magic_Red,230
fallback=Map_Travel_Magic_Green,30
fallback=Map_Travel_Magic_Blue,30
fallback=Map_Show_Travel_Lines,0
fallback=Water_Map_Alpha,0.4
fallback=Water_World_Alpha,0.75
fallback=Water_SurfaceTextureSize,128
fallback=Water_SurfaceTileCount,10
fallback=Water_SurfaceFPS,12
fallback=Water_SurfaceTexture,water
fallback=Water_SurfaceFrameCount,32
fallback=Water_TileTextureDivisor,4.75
fallback=Water_RippleTexture,ripple
fallback=Water_RippleFrameCount,4
fallback=Water_RippleLifetime,3.0
fallback=Water_MaxNumberRipples,75
fallback=Water_RippleScale,0.15, 6.5
fallback=Water_RippleRotSpeed,0.5
fallback=Water_RippleAlphas,0.7, 0.1, 0.01
fallback=Water_PSWaterReflectTerrain,1
fallback=Water_PSWaterReflectUpdate,20.0
fallback=Water_NearWaterRadius,1000
fallback=Water_NearWaterPoints,8
fallback=Water_NearWaterUnderwaterFreq,0.3
fallback=Water_NearWaterUnderwaterVolume,0.9
fallback=Water_NearWaterIndoorTolerance,512.0
fallback=Water_NearWaterOutdoorTolerance,1024.0
fallback=Water_NearWaterIndoorID,Water Layer
fallback=Water_NearWaterOutdoorID,Water Layer
fallback=Water_UnderwaterSunriseFog,3
fallback=Water_UnderwaterDayFog,2.5
fallback=Water_UnderwaterSunsetFog,3
fallback=Water_UnderwaterNightFog,4
fallback=Water_UnderwaterIndoorFog,3
fallback=Water_UnderwaterColor,012,030,037
fallback=Water_UnderwaterColorWeight,0.85
fallback=PixelWater_SurfaceFPS,25
fallback=PixelWater_TileCount,4
fallback=PixelWater_Resolution,256
fallback=Fonts_Font_0,magic_cards_regular
fallback=Fonts_Font_1,century_gothic_font_regular
fallback=Fonts_Font_2,daedric_font
fallback=FontColor_color_normal,202,165,96
fallback=FontColor_color_normal_over,223,201,159
fallback=FontColor_color_normal_pressed,243,237,221
fallback=FontColor_color_active,96,112,202
fallback=FontColor_color_active_over,159,169,223
fallback=FontColor_color_active_pressed,223,226,244
fallback=FontColor_color_disabled,179,168,135
fallback=FontColor_color_disabled_over,223,201,159
fallback=FontColor_color_disabled_pressed,243,237,221
fallback=FontColor_color_link,112,126,207
```

fallback=FontColor_color_link_over,143,155,218
fallback=FontColor_color_link_pressed,175,184,228
fallback=FontColor_color_journal_link,37,49,112
fallback=FontColor_color_journal_link_over,58,77,175
fallback=FontColor_color_journal_link_pressed,112,126,207
fallback=FontColor_color_journal_topic,0,0,0
fallback=FontColor_color_journal_topic_over,58,77,175
fallback=FontColor_color_journal_topic_pressed,112,126,207
fallback=FontColor_color_answer,150,50,30
fallback=FontColor_color_answer_over,223,201,159
fallback=FontColor_color_answer_pressed,243,237,221
fallback=FontColor_color_header,223,201,159
fallback=FontColor_color_notify,223,201,159
fallback=FontColor_color_big_normal,202,165,96
fallback=FontColor_color_big_normal_over,223,201,159
fallback=FontColor_color_big_normal_pressed,243,237,221
fallback=FontColor_color_big_link,112,126,207
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fallback=FontColor_color_big_link_pressed,175,184,228
fallback=FontColor_color_big_answer,150,50,30
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fallback=FontColor_color_big_answer_pressed,243,237,22
fallback=FontColor_color_big_header,223,201,159
fallback=FontColor_color_big_notify,223,201,159
fallback=FontColor_color_background,0,0,0
fallback=FontColor_color_focus,80,80,80
fallback=FontColor_color_health,200,60,30
fallback=FontColor_color_magic,53,69,159
fallback=FontColor_color_fatigue,0,150,60
fallback=FontColor_color_misc,0,205,205
fallback=FontColor_color_weapon_fill,200,60,30
fallback=FontColor_color_magic_fill,200,60,30
fallback=FontColor_color_positive,223,201,159
fallback=FontColor_color_negative,200,60,30
fallback=FontColor_color_count,223,201,159
fallback=Level_Up_Level2,You realize that all your life you have been coasting along as if you were in a dream. Suddenly, facing the trials of the last few days, you have come alive.
fallback=Level_Up_Level3,You realize that you are catching on to the secret of success. It's just a matter of concentration.
fallback=Level_Up_Level4,It's all suddenly obvious to you. You just have to concentrate. All the energy and time you've wasted -- it's a sin. But without the experience you've gained, taking risks, taking responsibility for failure, how could you have understood?
fallback=Level_Up_Level5,Everything you do is just a bit easier, more instinctive, more satisfying. It is as though you had suddenly developed keen senses and instincts.
fallback=Level_Up_Level6,You sense yourself more aware, more open to new ideas. You've learned a lot about Morrowind. It's hard to believe how ignorant you were -- but now you have so much more to learn.
fallback=Level_Up_Level7,You resolve to continue pushing yourself. Perhaps there's more to you than you thought.
fallback=Level_Up_Level8,The secret does seem to be hard work, yes, but it's also a kind of blind passion, an inspiration.
fallback=Level_Up_Level9,Everything you do is just a bit easier, more instinctive, more satisfying. It is as though you had suddenly developed keen senses and instincts.
fallback=Level_Up_Level10,You woke today with a new sense of purpose. You're no longer afraid of failure. Failure is just an opportunity to learn something new.
fallback=Level_Up_Level11,Being smart doesn't hurt. And a little luck now and then is nice. But the key is patience and hard work. And when it pays off, it's SWEET!
fallback=Level_Up_Level12,You can't believe how easy it is. You just have to go -- a little crazy. And then, suddenly, it all makes sense, and everything you do turns to gold.
fallback=Level_Up_Level13,It's the most amazing thing. Yesterday it was hard, and today it is easy. Just a good night's sleep, and yesterday's mysteries are today's masteries.
fallback=Level_Up_Level14,Today you wake up, full of energy and ideas, and you know, somehow, that overnight everything has changed. What a difference a day makes.

fallback=Level_Up_Level15,Today you suddenly realized the life you've been living, the punishment your body has taken -- there are limits to what the body can do, and perhaps you have reached them. You've wondered what it is like to grow old. Well, now you know.
fallback=Level_Up_Level16,You've been trying too hard, thinking too much. Relax. Trust your instincts. Just be yourself. Do the little things, and the big things take care of themselves.
fallback=Level_Up_Level17,Life isn't over. You can still get smarter, or cleverer, or more experienced, or meaner -- but your body and soul just aren't going to get any younger.
fallback=Level_Up_Level18,The challenge now is to stay at the peak as long as you can. You may be as strong today as any mortal who has ever walked the earth, but there's always someone younger, a new challenger.
fallback=Level_Up_Level19,You're really good. Maybe the best. And that's why it's so hard to get better. But you just keep trying, because that's the way you are.
fallback=Level_Up_Level20,You'll never be better than you are today. If you are lucky, by superhuman effort, you can avoid slipping backwards for a while. But sooner or later, you're going to lose a step, or drop a beat, or miss a detail -- and you'll be gone forever.
fallback=Level_Up_Default,The results of hard work and dedication always look like luck to saps. But you know you've earned every ounce of your success.
fallback=Question_1_Question,On a clear day you chance upon a strange animal, its leg trapped in a hunter's clawsnare. Judging from the bleeding, it will not survive long.
fallback=Question_1_AnswerOne,Draw your dagger, mercifully ending its life with a single thrust?
fallback=Question_1_AnswerTwo,Use herbs from your pack to put it to sleep?
fallback=Question_1_AnswerThree,Do not interfere in the natural evolution of events, but rather take the opportunity to learn more about a strange animal that you have never seen before?
fallback=Question_1_Sound,Vo\Misc\CharGen QA1.wav
fallback=Question_2_Question,One summer afternoon your father gives you a choice of chores.
fallback=Question_2_AnswerOne,Work in the forge with him casting iron for a new plow?
fallback=Question_2_AnswerTwo,Gather herbs for your mother who is preparing dinner?
fallback=Question_2_AnswerThree,Go catch fish at the stream using a net and line?
fallback=Question_2_Sound,Vo\Misc\CharGen QA2.wav
fallback=Question_3_Question,Your cousin has given you a very embarassing nickname and, even worse, likes to call you it in front of your friends. You have asked him to stop, but he finds it very amusing to watch you blush.
fallback=Question_3_AnswerOne,Beat up your cousin, then tell him that if he ever calls you that nickname again, you will bloody him worse than this time.
fallback=Question_3_AnswerTwo,Make up a story that makes your nickname a badge of honor instead of something humiliating.
fallback=Question_3_AnswerThree,Make up an even more embarrassing nickname for him and use it constantly until he learns his lesson.
fallback=Question_3_Sound,Vo\Misc\CharGen QA3.wav
fallback=Question_4_Question,There is a lot of heated discussion at the local tavern over a group of people called 'Telepaths'. They have been hired by certain City-State kings. Rumor has it these Telepaths read a person's mind and tell their lord whether a follower is telling the truth or not.
fallback=Question_4_AnswerOne,This is a terrible practice. A person's thoughts are his own and no one, not even a king, has the right to make such an invasion into another human's mind.
fallback=Question_4_AnswerTwo,Loyal followers to the King have nothing to fear from a Telepath. It is important to have a method of finding assassins and spies before it is too late.
fallback=Question_4_AnswerThree,In these times, it is a necessary evil. Although you do not necessarily like the idea, a Telepath could have certain advantages during a time of war or in finding someone innocent of a crime.
fallback=Question_4_Sound,Vo\Misc\CharGen QA4.wav
fallback=Question_5_Question,Your mother sends you to the market with a list of goods to buy. After you finish you find that by mistake a shopkeeper has given you too much money back in exchange for one of the items.
fallback=Question_5_AnswerOne,Return to the store and give the shopkeeper his hard-earned money, explaining to him the mistake?
fallback=Question_5_AnswerTwo,Decide to put the extra money to good use and purchase items that would help your family?
fallback=Question_5_AnswerThree,Pocket the extra money, knowing that shopkeepers in general tend to overcharge customers anyway?
fallback=Question_5_Sound,Vo\Misc\CharGen QA5.wav
fallback=Question_6_Question,While in a market place you witness a thief cut a purse from a noble. Even as he does so, the noble notices and calls for the city guards. In his haste to get away, the thief drops the purse near you. Surprisingly, no one seems to notice the bag of coins at your feet.
fallback=Question_6_AnswerOne,Pick up the bag and signal to the guard, knowing that the only honorable thing to do is return the money to its rightful owner?

fallback=Question_6_AnswerTwo,Leave the bag there, knowing that it is better not to get involved?
fallback=Question_6_AnswerThree,Pick up the bag and pocket it, knowing that the extra windfall will help your family in times of trouble?
fallback=Question_6_Sound,Vo\Misc\CharGen QA6.wav
fallback=Question_7_Question,Your father sends you on a task which you loathe, cleaning the stables. On the way there, pitchfork in hand, you run into your friend from the homestead near your own. He offers to do it for you, in return for a future favor of his choosing.
fallback=Question_7_AnswerOne,Decline his offer, knowing that your father expects you to do the work, and it is better not to be in debt?
fallback=Question_7_AnswerTwo,Ask him to help you, knowing that two people can do the job faster than one, and agree to help him with one task of his choosing in the future?
fallback=Question_7_AnswerThree,Accept his offer, reasoning that as long as the stables are cleaned, it matters not who does the cleaning?
fallback=Question_7_Sound,Vo\Misc\CharGen QA7.wav
fallback=Question_8_Question,Your mother asks you to help fix the stove. While you are working, a very hot pipe slips its moorings and falls towards her.
fallback=Question_8_AnswerOne,Position yourself between the pipe and your mother?
fallback=Question_8_AnswerTwo,Grab the hot pipe and try to push it away?
fallback=Question_8_AnswerThree,Push your mother out of the way?
fallback=Question_8_Sound,Vo\Misc\CharGen QA8.wav
fallback=Question_9_Question,While in town the baker gives you a sweetroll. Delighted, you take it into an alley to enjoy, only to be intercepted by a gang of three other kids your age. The leader demands the sweetroll, or else he and his friends will beat you and take it.
fallback=Question_9_AnswerOne,Drop the sweetroll and step on it, then get ready for the fight?
fallback=Question_9_AnswerTwo,Give him the sweetroll now without argument, knowing that later this afternoon you will have all your friends with you and can come and take whatever he owes you?
fallback=Question_9_AnswerThree,Act like you're going to give him the sweetroll, but at the last minute throw it in the air, hoping that they'll pay attention to it long enough for you to get a shot in on the leader?
fallback=Question_9_Sound,Vo\Misc\CharGen QA9.wav
fallback=Question_10_Question,Entering town you find that you are witness to a very well-dressed man running from a crowd. He screams to you for help. The crowd behind him seems very angry.
fallback=Question_10_AnswerOne,Rush to the town's aid immediately, despite your lack of knowledge of the circumstances?
fallback=Question_10_AnswerTwo,Stand aside and allow the man and mob to pass, realizing that it is probably best not to get involved?
fallback=Question_10_AnswerThree,Rush to the man's aid immediately, despite your lack of knowledge of the circumstances?
fallback=Question_10_Sound,Vo\Misc\CharGen QA10.wav
fallback=Blood_Model_0,BloodSplat.nif
fallback=Blood_Model_1,BloodSplat2.nif
fallback=Blood_Model_2,BloodSplat3.nif
fallback=Blood_Texture_0,Tx_Blood.tga
fallback=Blood_Texture_1,Tx_Blood_White.tga
fallback=Blood_Texture_2,Tx_Blood_Gold.tga
fallback=Blood_Texture_Name_0,Default (Red)
fallback=Blood_Texture_Name_1,Skeleton (White)
fallback=Blood_Texture_Name_2,Metal Sparks (Gold)
fallback=Movies_Company_Logo,bethesda logo.bik
fallback=Movies_Morrowind_Logo,mw_logo.bik
fallback=Movies_New_Game,mw_intro.bik
fallback=Movies_Loading,mw_load.bik
fallback=Movies_Options_Menu,mw_menu.bik
fallback=Weather_Thunderstorm_Thunder_Sound_ID_0,Thunder0
fallback=Weather_Thunderstorm_Thunder_Sound_ID_1,Thunder1
fallback=Weather_Thunderstorm_Thunder_Sound_ID_2,Thunder2
fallback=Weather_Thunderstorm_Thunder_Sound_ID_3,Thunder3
fallback=Weather_Sunrise_Time,6
fallback=Weather_Sunset_Time,18
fallback=Weather_Sunrise_Duration,2
fallback=Weather_Sunset_Duration,2
fallback=Weather_Hours_Between_Weather_Changes,20

```
fallback=Weather_Thunderstorm_Thunder_Frequency,.4
fallback=Weather_Thunderstorm_Thunder_Threshold,0.6
fallback=Weather_EnvReduceColor,255,255,255,255
fallback=Weather_LerpCloseColor,037,046,048,255
fallback=Weather_BumpFadeColor,230,239,255,255
fallback=Weather_AlphaReduce,0.35
fallback=Weather_Minimum_Time_Between_Environmental_Sounds,1.0
fallback=Weather_Maximum_Time_Between_Environmental_Sounds,5.0
fallback=Weather_Sun_Glare_Fader_Max,0.5
fallback=Weather_Sun_Glare_Fader_Angle_Max,30.0
fallback=Weather_Sun_Glare_Fader_Color,222,095,039
fallback=Weather_Timescale_Clouds,0
fallback=Weather_Precip_Gravity,575
fallback=Weather_Rain_Ripples,1
fallback=Weather_Rain_Ripple_Radius,1024
fallback=Weather_Rain_Ripples_Per_Drop,1
fallback=Weather_Rain_Ripple_Scale,0.3
fallback=Weather_Rain_Ripple_Speed,1.0
fallback=Weather_Fog_Depth_Change_Speed,3
fallback=Weather_Sky_Pre-Sunrise_Time,.5
fallback=Weather_Sky_Post-Sunrise_Time,1
fallback=Weather_Sky_Pre-Sunset_Time,1.5
fallback=Weather_Sky_Post-Sunset_Time,.5
fallback=Weather_Ambient_Pre-Sunrise_Time,.5
fallback=Weather_Ambient_Post-Sunrise_Time,2
fallback=Weather_Ambient_Pre-Sunset_Time,1
fallback=Weather_Ambient_Post-Sunset_Time,1.25
fallback=Weather_Fog_Pre-Sunrise_Time,.5
fallback=Weather_Fog_Post-Sunrise_Time,1
fallback=Weather_Fog_Pre-Sunset_Time,2
fallback=Weather_Fog_Post-Sunset_Time,1
fallback=Weather_Sun_Pre-Sunrise_Time,0
fallback=Weather_Sun_Post-Sunrise_Time,0
fallback=Weather_Sun_Pre-Sunset_Time,1
fallback=Weather_Sun_Post-Sunset_Time,1.25
fallback=Weather_Stars_Post-Sunset_Start,1
fallback=Weather_Stars_Pre-Sunrise_Finish,2
fallback=Weather_Stars_Fading_Duration,2
fallback=Weather_Snow_Ripples,0
fallback=Weather_Snow_Ripple_Radius,1024
fallback=Weather_Snow_Ripples_Per_Flake,1
fallback=Weather_Snow_Ripple_Scale,0.3
fallback=Weather_Snow_Ripple_Speed,1.0
fallback=Weather_Snow_Gravity_Scale,0.1
fallback=Weather_Snow_High_Kill,700
fallback=Weather_Snow_Low_Kill,150
fallback=Weather_Clear_Cloud_Texture,Tx_Sky_Clear.tga
fallback=Weather_Clear_Clouds_Maximum_Percent,1.0
fallback=Weather_Clear_Transition_Delta,.015
fallback=Weather_Clear_Sky_Sunrise_Color,117,141,164
fallback=Weather_Clear_Sky_Day_Color,095,135,203
fallback=Weather_Clear_Sky_Sunset_Color,056,089,129
fallback=Weather_Clear_Sky_Night_Color,009,010,011
fallback=Weather_Clear_Fog_Sunrise_Color,255,189,157
fallback=Weather_Clear_Fog_Day_Color,206,227,255
fallback=Weather_Clear_Fog_Sunset_Color,255,189,157
fallback=Weather_Clear_Fog_Night_Color,009,010,011
fallback=Weather_Clear_Ambient_Sunrise_Color,047,066,096
fallback=Weather_Clear_Ambient_Day_Color,137,140,160
fallback=Weather_Clear_Ambient_Sunset_Color,068,075,096
fallback=Weather_Clear_Ambient_Night_Color,032,035,042
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fallback=Weather_Clear_Sun_Sunrise_Color,242,159,119
fallback=Weather_Clear_Sun_Day_Color,255,252,238
fallback=Weather_Clear_Sun_Sunset_Color,255,114,079
fallback=Weather_Clear_Sun_Night_Color,059,097,176
fallback=Weather_Clear_Sun_Disc_Sunset_Color,255,189,157
fallback=Weather_Clear_Land_Fog_Day_Depth,.69
fallback=Weather_Clear_Land_Fog_Night_Depth,.69
fallback=Weather_Clear_Wind_Speed,.1
fallback=Weather_Clear_Cloud_Speed,1.25
fallback=Weather_Clear_Glare_View,1
fallback=Weather_Clear_Ambient_Loop_Sound_ID,None
fallback=Weather_Cloudy_Cloud_Texture,Tx_Sky_Cloudy.tga
fallback=Weather_Cloudy_Clouds_Maximum_Percent,1.0
fallback=Weather_Cloudy_Transition_Delta,.015
fallback=Weather_Cloudy_Sky_Sunrise_Color,126,158,173
fallback=Weather_Cloudy_Sky_Day_Color,117,160,215
fallback=Weather_Cloudy_Sky_Sunset_Color,111,114,159
fallback=Weather_Cloudy_Sky_Night_Color,009,010,011
fallback=Weather_Cloudy_Fog_Sunrise_Color,255,207,149
fallback=Weather_Cloudy_Fog_Day_Color,245,235,224
fallback=Weather_Cloudy_Fog_Sunset_Color,255,155,106
fallback=Weather_Cloudy_Fog_Night_Color,009,010,011
fallback=Weather_Cloudy_Ambient_Sunrise_Color,066,074,087
fallback=Weather_Cloudy_Ambient_Day_Color,137,145,160
fallback=Weather_Cloudy_Ambient_Sunset_Color,071,080,092
fallback=Weather_Cloudy_Ambient_Night_Color,032,039,054
fallback=Weather_Cloudy_Sun_Sunrise_Color,241,177,099
fallback=Weather_Cloudy_Sun_Day_Color,255,236,221
fallback=Weather_Cloudy_Sun_Sunset_Color,255,089,000
fallback=Weather_Cloudy_Sun_Night_Color,077,091,124
fallback=Weather_Cloudy_Sun_Disc_Sunset_Color,255,202,179
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New Volume (U:) > OpenMW 0.48.0 > Mods >

Name	Date modified	Type	Size
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📁 Patches	18/3/2024 16:30	File folder	
📁 Tamriel Data	18/3/2024 18:05	File folder	
📁 Tamriel Rebuilt	18/3/2024 17:51	File folder	
📁 UMOP	18/3/2024 17:04	File folder	

This is how my OpenMW mod folder looks like,
after having finished modding.