

obl_loader

Version 1.2.5

www.diceworks.de

Use comfortably several Oblivion installations at the same time



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1 Important notes

This software was developed and tested with largest care. But it's possible that you will have problems. This cannot be excluded due to the high quantity of different computer systems. Therefore I do not take over adhesion for coincidental, special or indirect problems, which could be results from installation or use of this software.

You should run the software with administrator-privileges on Windows Vista/7, in order to prevent problems.

If an update-program is contained, it needs access to the internet. You have to give it the privileges in you firewall-settings, if you use one. An update-program is contained, if it's listed in section 4 on page 5.

2 License

1. The software may not be published without permission of the author.
2. The software has to, if permission for the publication is given, be published, as available on the developer side (www.diceworks.de). All files must be contained in their original state.
3. Reverse Engineering, Disassembling and every other way to get the programs code is not allowed.
4. The change of the contained files is permitted, as long as the change does not offend against paragraph 3. A publication of this changes is permitted, as long as this happens without the original software and if it's pointed out that the changed files are not from the author of the original software.
5. No adhesion is taken over. The software is made available, as it is. Use of the software takes place on own danger.

3 System requirements

- Pentium 3 500 MHz or faster
- 5 MB free disk space (Harddrive, USB-stick,...)
- 128 MB RAM
- a windows-system or a linux (there you need a software like WINE)
- Internet-access (only if update-program is contained)

4 Contained files

- obl_loader.exe: the program
- obl_loader.ini: the settings-file
- obl_loader_de.pfd: German readme
- obl_loader_en.pfd: English readme

5 Installation und Deinstallation

5.1 Installation

Just unpack the archive to the Oblivion-directory.

5.2 Deinstallation

Just remove the files listed in section 4.

6 Functions

6.1 Function-overview

Function	Description
Choose which Plugins.txt your Oblivion uses	You can choose, which Plugins.txt your Oblivion uses.
Choose which ini-file your Oblivion uses.	You can choose, which ini-file your Oblivion uses.
Choose where Oblivion saves your Screenshots	You can choose, where Oblivion saves your Screenshots.
Bug-Search	obl_loader has an bug-search included.
Guided Configuration	obl_loader guides you through the configuration.
Mod-Manager	obl_loader has a little Mod-Manager included.
OBSE-Support	obl_loader also works with OBSE.
Start-Parameter	You can start obl_loader with a link(shortcut), which has the parameter „silent’. This starts the game without showing the Mod-Manager.
Automatic Bug-Fixing	Bug, caused by the usage of obl_loader can automatically be fixed.
Set up Oblivion	You can change the resolution and the save-path. Furthermore you can enable or disable the fullscreen- and vsync-functions.

6.2 Detailed function-descriptions

6.2.1 Guided Configuration

With the guided configuration it's really easy to set up obl_loader. It's a step-by-step configuration, so you should not be able to make any mistake.

During the configuration you have to choose an ini-file. If you don't want to choose the file „Oblivion.ini“, you have to create(copy and modify) another ini-file **by your own!**

This file must be in the directory „My Documents\My Games\Oblivion“ and the filename with ending(.ini) may not be longer than 12 signs!

6.2.2 Bug-Search

The included bug-search checks your configuration and reports mistakes. Moreover it creates an overview, which helps the program-author to find your problem.

6.2.3 Mod-Manager

obl_loader has an included Mod-Manager. This manager just shows the Oblivion-plugins, which are located in the „Data“-directory, which is in the same directory as obl_loader. Moreover it just uses the Plugins.txt which you chose during configuration.

On the left side you can see the active mods. On the right side are the found mods.

With the buttons and , you can shift the in the left list marked mod up and down.

With the button , you add the in the right list marked mod to the left list.

With the button , you remove the in the left list marked mod from the left list.

With the button , you save the left list to your Plugins.txt and start the game.

6.2.4 OBSE-Support

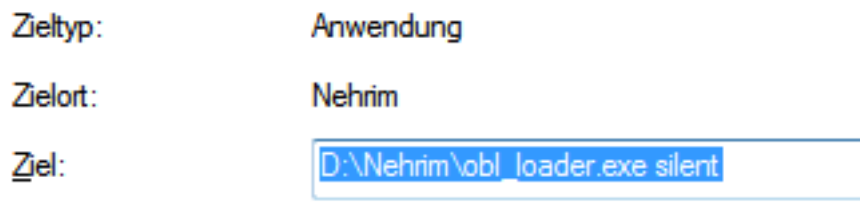
During configuration you chose if you want to start the game with OBSE or not. If you chose yes, obl_loader tries to start the game with OBSE.

Attention: Please read the section „Known Problems“ (site 12, section 8)!

6.2.5 Startparameter

If you have configured obl_loader and you have created a mod-list, you don't have to see the Mod-Manager everytime. You can run the game directly with a parameter.

Just create a link(shortcut) for obl_loader and add the parameter „silent” (without „,”) to the „Ziel”-path(see picture, I think it's „destination”-path on english systems).



- Create link(shortcut)
- Right-click on it
- Click on „Eigenschaften” („Properties” on english systems?)
- Modify „Ziel”-path („Destination”-path on english systems?)
- Finally click on „Übernehmen” („Take over” on english systems?) and on „OK”

6.2.6 Automatic Bug-Fixing

The problems („Bugs”) listed here are solved automatically:

- Automatically generated directory „ion” under „My Documents\My Games\” will be deleted
- Automatically generated directory X under „AppData\Local” will be deleted. This bug just shows up, if the new Local-name is shorter than 8 signs. If this happens, Oblivion creates an directory which name is build with the first three signs of the Local-Name and the string „ivion”.
Example: You want to use the Local-directory „Test”. This will create a directory „Tesivion”.

- Automatically generated files with cryptical names in directory „My Documents\My Games\Oblivion\” will be deleted.

You must tell obl_loader, which files have to be deleted, because the names are different on every system. Therefore you have to write add them to the ini-key „DELETE”. You have to separate them with the string „|###|” (without „,”).

The last entry must be „STOP_DEL” (without „,”).

Example: `DELETE=jsfjaspfää|###|kaskldjasd|###|STOP_DEL`

6.2.7 Set up Oblivion

With the tab „Oblivion-Configuration” you can change the ini-file you have chosen during the guided configuration. Here you can change the resolution and the save-path. Your monitor must support the resolution or Oblivion will crash and the save-directory has to be in

„My Documents\My Games\Oblivion”.

Furthermore you can enable or disable the fullscreen- and vsync-functions.

7 The file obl_loader.ini

The ini-keys will be set during the guided configuration. If you wish to change them, you should read the following.

7.1 Lang

The value of this key can be 0(Null) or 1. If it's 0, obl_loader uses the english interface. If it's 1, obl_loader uses the german interface.

`Lang=1`

7.2 Local

The value of this key is the directory, which contains the „Plugins.txt” you want to use. It must be 8 signs long and you have to enclose it with Backslash(\).

Under Windows Vista/7 the directory must be in

AppData\Local

and under Windows XP it must be in

Local Settings\Application Data\.

`Local=\Obli1234\`

This will use the directory Obli1234.

7.3 Ini

The value of this key is the ini-file you want to use. the filename with ending(.ini) may not be longer than 12 signs!

It must be in the directory **My Documents\My Games\Oblivion**.

Ini=myINI.ini

7.4 OBSE

The value of this key can be 0(Null) or 1. If it's 1, obl_loader tries to run the file „obse.loader.exe” in the same directory and waits until OBSE is finished. After that, obl_loader does, what it has to do.

OBSE=1

7.5 Sleep

The value of this key is a period of time in milli-seconds. This key is only important if you have problems to start the game with OBSE.

The value declares how long obl_loader waits, before it checks wether OBSE is finished or not. Values above 80 can cause problems(see section „Known Problems”, site 12).

Sleep=0

7.6 BugFix

The value of this key is a period of time in milli-seconds. obl_loader waits this time before the automated bug-fix starts after the launch of Oblivion. For that, a high value is better than a low one. But a few seconds should be enough. Read „Automatic Bug-Fixing”(site 8), if you want to know, which bug will be fixed.

BugFix=80

7.7 DELETE

The value of this key is a string of filenames, which sometimes appear through a bug caused by obl_loader in the directory „My Documents\My Games\Oblivion”.

Usualy this files have cryptical names.

You have to separate them with the string „|##|”(without „,”).

The last entry must be „STOP_DEL”(without „,”).

DELETE=file1|##|file2|##|STOP_DEL

7.8 Vista7

The value of this key can be 0(Null) or 1. It must be 1, if you run obl_loader on Windows Vista or Windows 7. For every other Windows-system the value

must be 0.

Vista/7=1

7.9 DebugMode

The value of this key can be 0(Null) or 1. If it's 1, obl_loader shows some debug-messages, which can help to find the reason for a problem.

DebugMode=0

7.10 Screenshot

The value of this key is the path, where you want to save your screenshots.

It's relative to the Oblivion-directory and must exist!

obl_loader just uses the value, if it's longer than 2 signs.

The value should end with %s%d.bmp:

%s is the screenshot-name. Standard is: Screenshot.

You can change this name in the

Oblivion-ini-file(the file you set in the key Ini).

%d is the index.

You can change this name in the

Oblivion-ini-file(the file you set in the key Ini).

Screenshot=Testpictures\%s%d.bmp

8 Known problems

- OBSE cannot be injected:

This is a OBSE-error. It occurs, if the process „Oblivion.exe” needs to much time to react. Oblivion will start, but without OBSE.

obl_loader modifies the process too. So I decided to wait until OBSE is finished. The time obl_loader waits is normally just a few milliseconds. You can change the time-span by changing the value of the ini-key „Sleep”.

Normally you don't have to change this value. But if you change it, you have to know, that a high value can cause the next problem in this list. The value 80 was the last well working.

- White loading-bar and false saves(or no saves), ini-changes don't show up:

This happens if there's a to long time-span between the start of Oblivion and the modification through obl_loader.

Make sure, that the value of the ini-key „Sleep” is as low as possible(0 is the best).

Another reason is OBSE. If OBSE is too slow, the modification through obl_loader will be too late.

It's also possible that your ini-file is corrupt. Then Oblivion doesn't accept your ini-file and as result you can't see your ini-changes.

If you use OBSE:

Just try it without OBSE. If that works, you have a problem with OBSE and not with obl_loader.

If you don't use OBSE or if you deactivated it yet:

Try it with the file „Oblivion.default.ini” or „Nehrim.default.ini”(if you use the TC Nehrim). This files worked in my tests without any problems. You can find them in your Oblivion-/Nehrim-directory.

You can check if Oblivion uses your ini-file with the change of one ini-key. Just set the key „bFull Screen” to 0(Null).

bFull Screen=0

If the game starts now in window-mode, it uses your ini-file.

9 Feedback, Bug-Reports, Desires and suggestions

You can send me feedback, bug-reports, wishes and suggestions by mail or with PMs in forums. And, of course, you can use the release-threads.

Bugtracker: www.diceworks.de
Mail: dice@diceworks.de

Discussions and contact-info for PMs in forums:

morrowindforum.de:

Kontakt: [_DICE_](#)

Scharesoft.de:

Kontakt: [_DICE_](#)

Diskussion: <http://www.scharesoft.de/joomla/forum/showthread.php?t=35984>

Tesnexus.com:

Kontakt: [_DICE_](#)

Kommentare: <http://tesnexus.com/downloads/file.php?id=33581>

10 Changelog

10.1 Version 1.2.5

- Tab „Oblivion-Configuration” added: Here you can change the resolution, save-path, fullscreen-mode and VSync.
- The values of the keys Local and Ini can be 18 characters long.
- obl_loader creates now a detailed log-file(obl_loader_log_Day_Month_Hour_Minute.txt) everytime you start Oblivion via obl_loader. This log-file exchanges the old error_log.txt.

10.2 Version 1.2.4

- You can choose the directory for screenshots now.

10.3 Version 1.2.3

- Start of Oblivion delayed, so that the mod-manager can change Plugins.txt correctly.
- Debug-Mode is now documented.
- Added configuration-tab and bug-search-tab.

10.4 Version 1.2.2

- Added more error-messages and changed some text for better understanding.

10.5 Version 1.2.1

- English interface included.
- XP: obl_loader supports now every language. Only german XP was supported because there were german directory-names in the code.

10.6 Version 1.2

- Solved problems with error-messages after Oblivion was started. These messages were able to crash the game. The error-messages will be written into the file „error_log.txt”, which is in the same directory as obl_loader. The file will be created, if needed!

10.7 Version 1.1

- Files with cryptical names in „My Documents\My Games\Oblivion\” will be deleted automatically.(see „Automatic Bug-fixing”, page 8)
- Solved problems with some error-messages.