Merge Plugins Standalone

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Comparison

Deprecated Features

Several features were present in the Merge Plugins script, but are no longer present in Merge Plugins Standalone. These features are listed below:

Feature	Reason
Removing plugins from a merged plugin	This can't be done properly due to issues with the rule of one and conflicting asset files. Rather than providing a feature that will randomly not work, I've deprecated this feature. If you want to remove a plugin from a merge, just rebuild the merge.
Renumber none	There's no reason for you to use this with the standalone version of Merge Plugins. The standalone program reloads the plugins so this feature has no use case and would only create conflicting FormIDs and broken merged plugins.
Two pass copying	This used to be necessary a long time ago due to NAVI/NAVM copying issues, but is no longer necessary. It provides no quantifiable benefits, and has thus been deprecated.

New Features

Merge Plugins Standalone provides a large number of new features that greatly enhance the experience of merging plugins and managing merges. New features are listed below:

Feature	Description
Script fragment handling	Script fragments are small scripts that are created by the game to assist with Quests, Scenes, and Dialog Topics. These script fragments have FormID specific filenames, and thus need to be renamed and recompiled when the FormID of the record they're associated with changes. Merge Plugins Standalone does this if you set up the Papyrus Compiler and Champollion Decompiler integrations.
INI file handling	Some ESP files have INI files associated with them. These INI files are loaded by the game based on their filename. In Merge Plugins Standalone, these INI files are renamed and combined so their functionality is retained after merging.
Merged BSA creation	Merge Plugins Standalone can create a merged BSA file for your merges. This is done through the BSAOpt integration.
Toggleable asset handling	In Merge Plugins Standalone you can toggle what asset copying features you want to make use of. This allows users to debug merges more effectively.
Speed increase	Because Merge Plugins Standalone is a compiled program, rather than an interpreted script, it runs a lot faster. You will now be able to build merges faster than ever before.
Merge tracking	Merges created with Merge Plugins Standalone will be tracked from within the program. When a plugin that is in a merge changes (e.g. is updated), the merge it is associated with will flag itself as needing to be rebuilt.
Easy merge rebuilding	You can now rebuild a merge with the click of a button. Combined with merge tracking, this makes for a far more efficient workflow around merging plugins.

Integrated dictionary updates	With the script, you had to update the dictionary through the Merge Plugins Report Client Java application. Now, you will be notified of dictionary updates directly from the program and will be able to update the dictionary without the hassle of having to start another application.
Integrated program updates	Merge Plugins Standalone can be updated easily. You won't need to re-download it from the Nexus to update it, you will be informed of updates from within the program itself, and can update the program with a click of a button.
Integrated reporting	With the script, reports had to be generated as text files that were then read by a separate Java application which sent them to a server to be combined into a dictionary file. With Merge Plugins Standalone this functionality has been integrated into the main program, so you don't need to start a separate program to submit reports anymore.
Plugin error tracking	Once you check a plugin for errors in Merge Plugins Standalone, its errors will be saved, and then reloaded the next time you use the program. These saved errors are linked to the CRC32 hash of the plugin, so when the plugin is updated you'll have to check it for errors again (it may have more/fewer errors).
Multiple languages	With an easily extensible language system, the program can now be easily translated. Several translations have already been made thanks to some volunteer translators.
Statistics tracking	Merge Plugins Standalone will locally track statistics relating to merging. Now you can keep track of how many merges you've build, how many plugins you've checked for errors, how many times you've started the program, etc.

Guide to the GUI

Game Selection Window

The game selection window is where you can specify the game mode you want Merge Plugins to start in. Note: this window will be removed when Merge Profiles are introduced.

Splash Window

The splash will be displayed after a game mode has been specified. The splash shows the progress of the loading of plugins, merges, and plugin information. It also displays the version of the application. The splash should close automatically and open the main application window after 10-30 seconds, depending on the size of your load order and your system specs.

Main Application Window

The main application window is the location from which you interface with all of the functionality offered by Merge Plugins.

Quick Bar

The Quick Bar is a provides multiple buttons to quickly access various functionalities in the application.

Create Merge

You can click the Create Merge Button at any time to create a new merge. The button will bring up the Edit Merge window for the new merge automatically so you can specify the merge's name, filename, and options.

Build Merges

Clicking the Build Merges button will build any merges that are ready to be built or rebuilt. The button will be disabled if the background loader is not completed or if there are no merges to build. See Merge Statuses if you want to force a rebuild of your merges.

Report on Merges

Clicking the Report on Merges button will bring up the Report Window for all plugins in merges that have been built successfully that the user hasn't reported on yet.

View Dictionary

Clicking the View Dictionary button will bring up the Dictionary Viewer with no filters set.

Options

Clicking the Options button will bring up the Options Window.

Update

Clicking the Update button will update the dictionary and application if any update is available. Hovering over the Update button will display a hint specifying what updates are available and a brief change log.

Help

Clicking the Help button will bring up the help pages. Note that help pages are available both as a .chm file and as hosted webpages. You can specify which you want to be directed to in the Advanced tab of the Options Window.

Plugins Tab

The plugins tab displays an ordered list of loaded plugins. Unless Simple plugins list is enabled, the plugins will be colored based on average rating reported by users. See Rating Colors for a table of colors and their meaning.

Plugin Fields

Name	*Description*
Index	The hexadecimal load order index of the plugin.
Filename	The filename of the plugin.
Flags	The flags associated with the plugin. If you have Simple plugins list enabled, flags will be represented by a single character, else flags will be displayed as icons.
Merge	The merge the plugin is associated with.

Plugin Flags

Icon	*Character*	*Description*
✕	X	Is blacklisted
🛑	E	Has errors
⚠	R	Errors ignored
✅	N	Has no errors
🗄	A	Has a BSA file
👤	G	Has FaceGenData
🎙	V	Has Voice Data
▤	T	Has MCM Translations
📎	I	Has an INI file
🧩	F	Has script fragments
■	D	Disallow merging

Plugins Popup Menu

Right clicking on the plugins list will bring up a popup menu with various options. Below is a listing of these options, what they do, and under what conditions they're enabled.

Name	*Action*	*Enabled*
Add to merge → \<New Merge\>	Creates a new merge and adds the selected plugins to it.	If no selected plugin is blacklisted, marked as do not merge, or in a merge.
Add to merge → \<Merge\>	Adds the selected plugins to the specified merge.	If no selected plugin is blacklisted, marked as do not merge, or in a merge.
Remove from merge	Removes the selected plugins from any merge they're in.	If all selected plugins are in a merge.
Report on plugin	Brings up the Report Window for the selected plugins.	If no selected plugin is blacklisted.
Check for errors	Starts an error checking task for the selected plugins.	If the background loader is done, no selected plugin is blacklisted, and no selected plugin has been checked for errors.
Ignore errors	Marks selected plugins with the errors ignored flag if they have errors.	If no selected plugin is blacklisted, no selected plugin hasn't been checked for errors, and all selected plugins have errors.
Unignore errors	Unsets the errors ignored flag on selected plugins.	If all selected plugins have the ignore errors flags set.
Disallow merging	Marks selected plugins with the do not merge flag.	If all selected plugins are not blacklisted or in a merge.
Allow merging	Unsets the do not merge flag on selected plugins.	If all selected plugins have the do not merge flag set.
Open plugin location	Opens the location of each selected plugin file in explorer.	Always.

Plugin Details

When you select a plugin, its details will be populated in the Details Pane. See the table below:

Name	*Description*
Filename	The filename of the plugin.
Hash	The CRC32 hash of the plugin file. This is used to track when the plugin is updated.
File size	The file size of the plugin.
Date modified	The date the plugin was last modified.
Merge rating	The average rating of the plugin reported by users, between 0.0 and 4.0. See Merge Ratings for more information.
Flags	A list of the flag characters associated with the flags on the plugin. See Plugin Flags for more information.
Number of records	The number of records in the plugin.
Number of overrides	The number of override records in the plugin.
Author	The author of the plugin.
Description	The description of the plugin.
Masters	The master files of the plugin.
Errors	The errors in the plugin. Will be "None" if no errors were found in the plugin.
Reports	A list of the user reports submitted on the plugin.

Merges Tab

The merges tab displays a list of merges managed with the program. Merges are colored based on their status. See Merge Statuses for a table of merge statuses.

Merge Fields

Name	Description
Index	The build order of the merge.
Name	The name of the merge.
Filename	The filename of the plugin file created for the merge.
Size	The size of the merge in number of plugins.
Date built	The date when the merge was last built.

Merges Popup Menu

Name	Action	Enabled
Create new merge	Creates a new merge and opens the Edit Merge Window for it.	Always.
Edit merge	Opens the Edit Merge Window for each selected merge.	If a merge is selected.
Check plugins for errors	Creates an error checking task for the plugins in selected merges that haven't been checked for errors.	If the background loader is done, a merge is selected, and one or more plugins in the selected merges need to be checked for errors.
Clean merge	Removes plugins that have errors or that aren't loaded from the merge.	If the merge has unloaded plugins or plugins with errors in it.
Delete merge	Deletes the selected merges.	If a merge is selected.
Build merge	Builds the selected merges.	If a selected merge is ready to be built/rebuilt.
Open in explorer	Opens the folder associated with the merge in explorer.	If a merge is selected.
Report on merge	Opens the Report Window with all plugins in selected merges.	If one or more selected merges is up to date.
Force rebuild status	Switches merges from the "Up to date" status to "Ready to be rebuilt [forced]".	If one or more selected merges is up to date.
Ignore rebuild status	Switch merges from the "Ready to be rebuilt" status to "Up to date [forced]"	If one or more selected merges is ready to be rebuilt.

Merge Details

When you select a merge, its details will be populated in the Details Pane. See the table below:

Name	*Description*
Status	The status of the merge. See Merge Statuses.
Merge name	The name of the merge.
Filename	The filename of the merge.
Plugin count	The number of plugins in the merge.
Date built	The date the merge was last built.
Plugins	A list of the plugins in the merge.
Merge method	The merge method that will be used when building the merge.
Renumbering	The renumbering method that will be used when building the merge.
Files	A list of the files associated with the merge. If there are over 250 files the list will not be displayed.
Fails	A list of the failures that occurred when last building the merge. If there are over 250 failures the list will not be displayed.

Log Tab

The log tab displays enabled log messages that have occurred during program execution. You can change the colors of log messages from the Options Window. You can filter what log messages are displayed from the Log Popup Menu.

Note: Log messages are displayed as a single string. The log message template string can be specified from the Options Window.

Log Fields

Name	*Description*
Time	The time when the log message was created.
AppTime	The application time when the log message was created. (00:00:00 is when the application is started).
Group	The group the log message is assocaited with. See Log Groups.
Label	The label the log message is associated with. See Log Labels.
Text	The text of the log message.

Log Popup Menu

Name	*Action*	*Enabled*
Filter group → <Toggle> <Group>	Toggles visibility of log messages from the specified group.	Always
Filter label → <Toggle> <Group>, <Label>	Toggles visibility of log messages from the specified group-label combination.	Always
Copy to clipboard	Copies selected log messages to the clipboard.	If one or more log messages are selected.
<Toggle> auto scroll	Toggles autoscroll of the log.	Always
Save and clear	Saves the log to a file and then clears it.	Always

Application Details

Application details appear in the details pane when you switch to the log tab. See the table below:

Name	*Description*
Application	The name of the running application, "Merge Plugins".
Author	The author of the running application, "matortheeternal".
Version	The version of the application you're using.
Date built	The date when the version of the application you're using was built.
Game mode	The game mode you're currently using the application in.
Language	The current language mode you're using the application in.
Times run	The number of times you've run the application.
Merges built	The number of merges you've built.
Plugins checked for errors	The number of plugins you've checked for errors.
Plugins merged	The number of unique plugins you've merged.
Reports submitted	The number of reports you've submitted.
Website	The website for the Merge Plugins project.
API Credits	Credits for APIs used in Merge Plugins.
xEdit Version	The version of xEdit Merge Plugins is using.
xEdit Credits	Credits for the creators of xEdit.
Testers	List of beta testers who contributed to the development of Merge Plugins.
Translators	List of translators who have translated Merge Plugins into different languages.

Status Bar

The status bar provides quick reference to the status of various aspects of the Merge Plugins program.

Status Panels

Name	*Icons*	*Description*
Message panel	N/A	Displays a message regarding overall program status.
Blocking panel	⧖	Displays its icon if a blocking background operation is in progress (e.g. background loader, checking for errors, or merging plugins).
Connection panel	🖧🖧	Displays an icon indicating whether or not the program is connected to the Merge Plugins server.
Merges panel	🔨	Displays its icon if there are merges that are ready to be rebuilt.
Dictionary panel	📥	Displays its icon if a dictionary update is available.
Program panel	🔄	Displays its icon if a program update is available.
Language panel	N/A	Displays the current language mode.
Version panel	N/A	Displays the program's version.

View Dictionary Window

The view dictionary window displays a list of all dictionary entries in the dictionary file for the current game mode. The view dictionary window supports full filtering and sorting functionality.

Filtering and Sorting

You can sort by any single column by clicking on its header. You can reverse the order of sorting from ascending to descending and vice versa by clicking on the column header a second time.

Filtering options are provided in a groupbox above the entries list. After entering your filters, press enter in any of the filtering text fields to filter the entries list.

Field	*Modes*	*Filtering functionality*
Filename	Contains	Selects entries which have filenames that contain the entered text.
Records	Greater than, less than, equal to	Selects entries which have a number of records <mode> the entered integer number.
Version	Greater than, less than, equal to	Selects entries which have a version <mode> the entered floating point number.
Rating	Greater than, less than, equal to	Selects entries which have a rating <mode> the entered floating point number.
Reports	Greater than, less than, equal to	Selects entries which have a number of reports <mode> the entered integer number.

Entry Fields

Name	*Description*
Filename	The filename of the plugin the dictionary entry corresponds to.
Records	The number of largest number of records in the plugin the dictionary entry corresponds to.
Version	The latest version of Merge Plugins that has had a report submitted on the plugin the dictionary entry corresponds to.
Rating	The average rating of all reports submitted on the plugin the dictionary entry corresponds to.
Reports	The number of reports associated with the dictionary entry.

Dictionary Information

The dictionary information panel lists various stats relating to the dictionary file being viewed.

Name	*Description*
Filename	The filename of the dictionary file being viewed.
File size	The file size of the dictionary file being viewed.
Date modified	The date when the dictionary was last modified (updated).
Number of entries	The number of entries in the
Number of reports	The number of reports in the dictionary file.
Entries displayed	The number of entries currently being displayed due to filtering.
Blacklist size	The number of plugins in the dictionary file that have been marked as blacklisted.

Entry Notes

The entry notes panel displays the user notes associated with the selected entry. User notes have a header associated with them which displays information relating to the particular report the notes are associated with. Depending on whether or not the report was submitted before before Merge Plugins Standalone's public release, the header will differ.

Reports submitted with Merge Plugins Standalone:
[User: {{user}}] [Hash: {{hash}}] [Version: {{version}}]

Reports submitted with the Merge Plugins Report Client:

[User: {{user}}] [Records: {{records}}] [Version: {{version}}]

Report Window

The report window is used to create reports on the merge-ability of plugins to be submitted to the Merge Plugins server, where it is later built into the dictionary file.

Element	*Description*
Filename	The filename of the plugin you're reporting on.
Hash	The CRC32 hash of the plugin you're reporting on.
Records	The number of records in the plugin you're reporting on.
Flags	The flags associated with the plugin you're reporting on, as a string.
Average rating	The average rating from existing user reports submitted on the plugin you're reporting on.
Number of reports	The number of reports that have already been submitted on the plugin you're reporting on.
View details	Opens the View Dictionary Window with a filename filter for the plugin you're reporting on.
Rating	This is a drop down where you can specify the rating you want to submit for the plugin.
Notes	Notes on the merge-ability of the plugin for your report. You are required to enter at least 16 characters in the notes field to create a report.
Next Button	Proceed to reporting on the next plugin in the reporting task you created. Changes to "Done" when you reach the last plugin.
Previous Button	Go back to the reporting on the previous plugin in the reporting task you created.

Edit Merge Window

Options Window

Progress Window

General Reference

Merge Statuses

Color	Title	Description
Grey	Unknown	The status for this merge has not yet been determined.
Red	No plugins to merge	The merge has no plugins in it and can't be built.
Red	Directories invalid	Your directories are invalid. Set them in the Options Window.
Red	Plugins not loaded	Plugins from the merge are not loaded in the application.
Red	Errors in plugins	Plugins in the merge have errors in them.
Red	Merge failed	Building the merge failed.
Orange	Check for errors required	You need to check all plugins in the merge for errors before the merge can be built.
Blue	Up to date	The merge has been built and doesn't need to be rebuilt.
Blue	Up to date [Forced]	The merge has been marked as up to date by the user.
Green	Ready to be built	The merge has never been built before, and is ready.
Green	Ready to be rebuilt	The merge has been built, but changes in source plugin files have been detected.
Green	Ready to be rebuilt [Forced]	The merge has been built, but marked as needing to be rebuilt by the user.

Rating Colors

Color	Meaning
Grey	No user reports on this plugin. Merge rating unknown.
Black	Plugin blacklisted. This plugin should never be merged under any circumstances.
Red	Average rating ~0.0, failure to merge
Orange	Average rating ~1.0, dysfunctional
Yellow	Average rating ~2.0, partially functional
Olive	Average rating ~3.0, tweaking required
Green	Average rating ~4.0, merges perfectly

Also see rating plugins.

Plugin Ratings

Rating	Notes
-1: Blacklist	Only recommend a plugin be blacklisted if you"re certain there are no circumstances in which it will ever be mergeable. This is for plugins that absolutely cannot be merged. Please explain why you feel the plugin should be blacklisted in the notes section.
0: Failure	Failure to merge means merging the plugin fails completely. E.g. the merged plugin causes CTDs, major stability problems, or merging fails to create a plugin at all.
1: Dysfunctional	Dysfunctional means the merge doesn"t work ingame, with major aspects of the plugins that were merged not working or being entirely missing.
2: Partially functional	Partially functional means the majority of the plugin content works but some of it doesn"t. This would be if the plugin achieves its goals but has bugs that were created in merging.
3: Tweaking required	Tweaking required means you got the plugin to work perfectly in a merge, but had to tweak some things to get it to work. E.g. manually edited the plugin or modification of asset files.
4: Perfect	Perfect means all aspects of the plugin work perfectly right away and you didn't have to do any tweaking. Nothing missing, nothing broken.