

# Multi Purpose GUI

## User Readme

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This Readme refers to v1.20 of MPGUI

### I. Introduction

MPGUI (Multi Purpose GUI) aims to be a graphical frontend for various command-line based tools such as Lightwaves *TESAnnwyn* or *TES4qLOD*. In order to be more flexible for possible future new tools, MPGUI does not use hard coded elements, but it is based on a scripting language (Multi Purpose Batch, or just “batch”).

This short Readme describes how to install and use MPGUI.

### II. Installation

The package comes with an installer<sup>1</sup>. Just double-click on the Setup.exe or on MPGUI-Setup.msi

The installer will guide you through the installation. For the installation path, any possible directory can be chosen. No need to install MPGUI in one of the game pathes (although not forbidden).

During installation, the game directories are read from the Windows Registry, and use to install the batch files. If you choose this option, the batch files will be installed in ini\mpgui of each game.

After the installation, MPGUI can be started.

But this is not all!

Keep in mind, that MPGUI is just a front-end for command-line based tools, so you will have to install at least one additional tool.

At the time being, MPGUI supports<sup>2</sup> the following tools:

- ✓ Lightwaves *TESAnnwyn*: <http://projectmanager.f2s.com/morrowind/TESAnnwyn.html>
- ✓ Lightwaves *TES4qLOD*: <http://projectmanager.f2s.com/morrowind/TES4qLOD.html>
- ✓ My *tes4ll*: <http://www.tesnexus.com/downloads/file.php?id=40549>

For the first 2 tools, batch files are provided (see below for a description), for **tes4ll** I will provide the batch file(s) within this package itself, in order to stay up to date.

### III. Usage

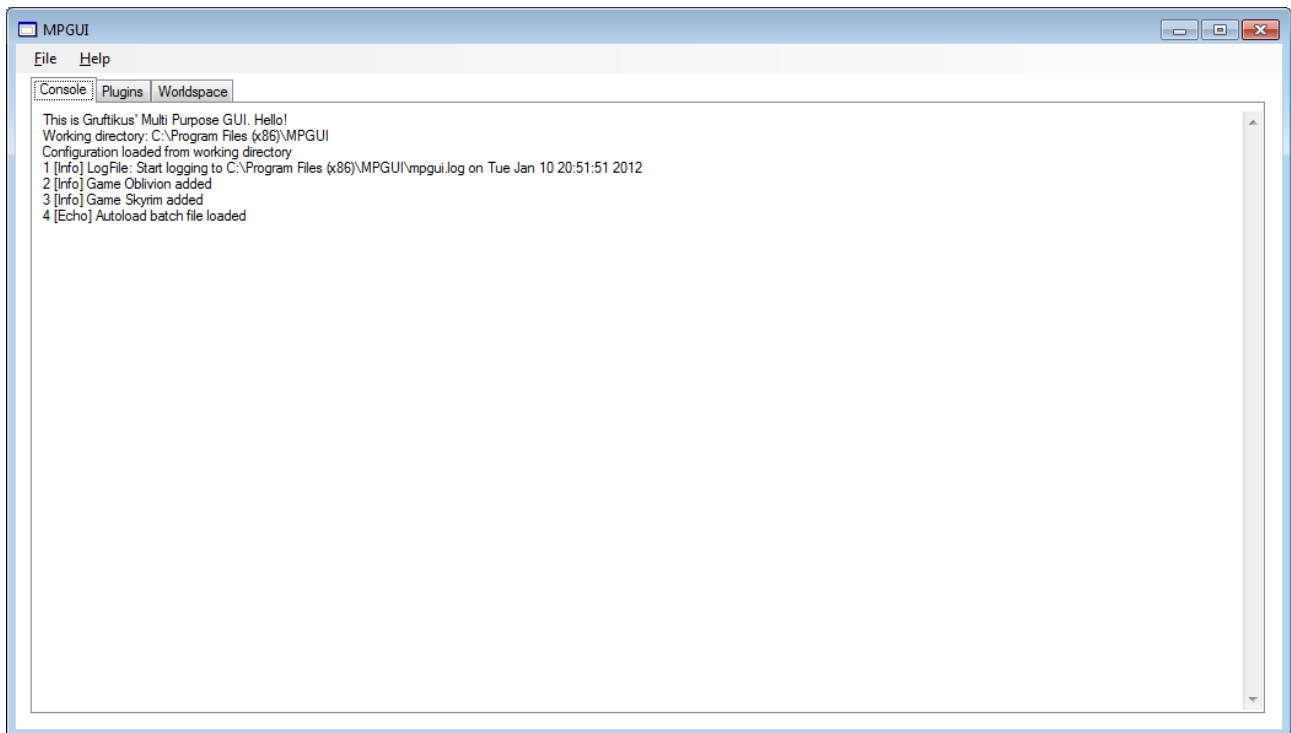
#### a. First steps

As mentioned above, the GUI itself is “useless”, it is just empty:

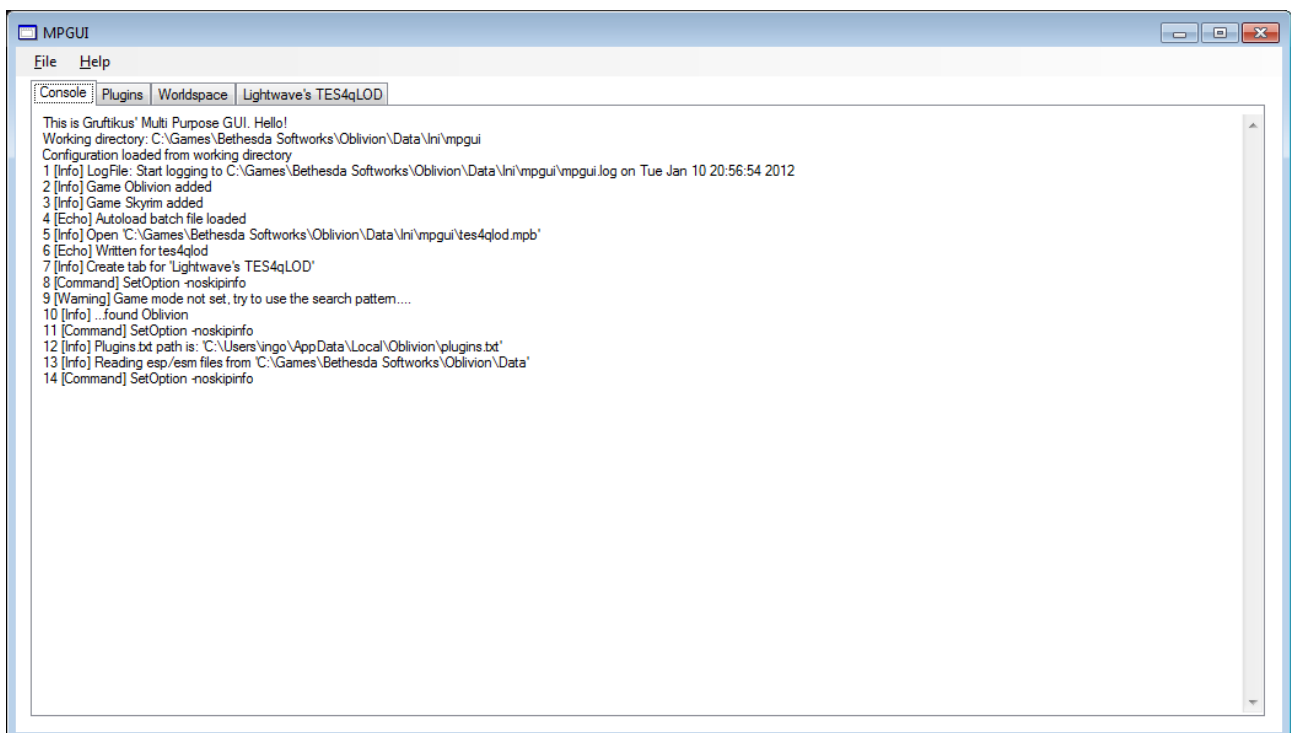
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<sup>1</sup> Tested under WinXP SP3 (32 bit), and Windows 7 (32 and 64 bit)

<sup>2</sup> For adapting MPGUI to other tools (which is possible), please take a look to the reference manual



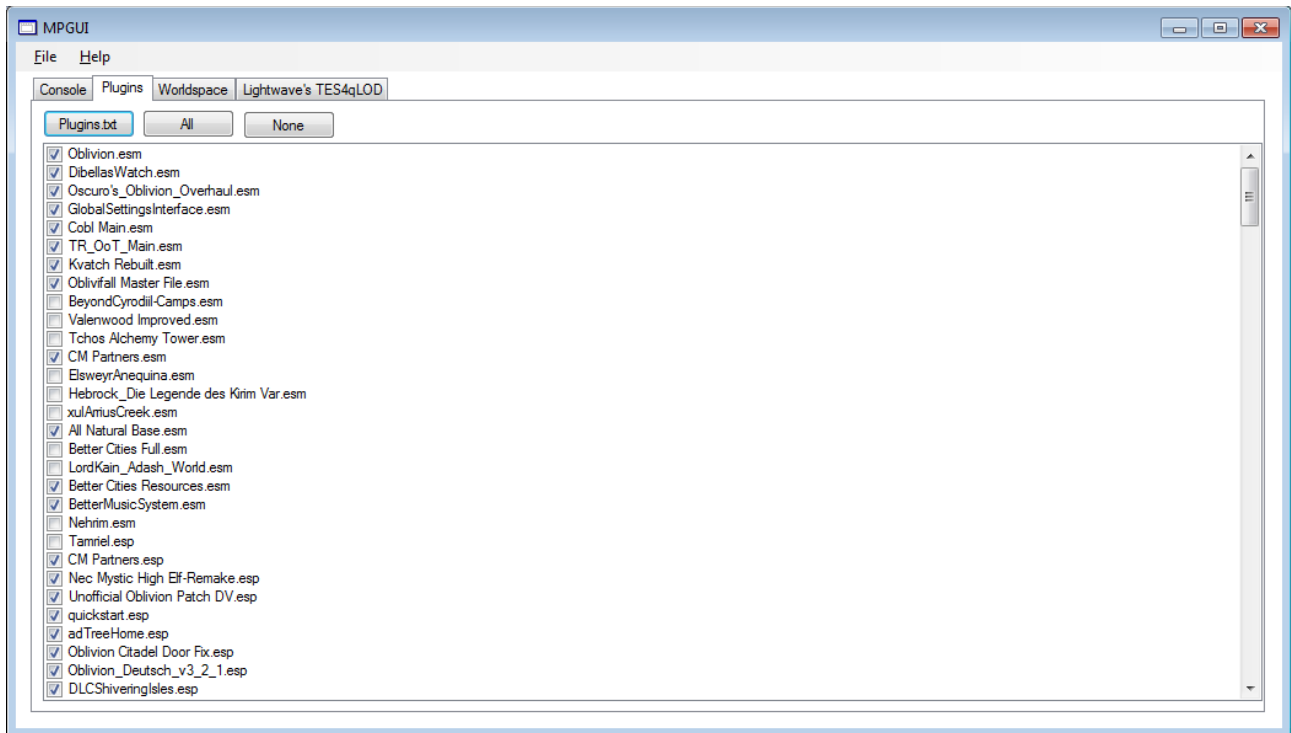
It needs a configuration file in order to work, and to know what it has to show. These configuration files are called “batch”, and their appendix is \*.mpb (multi purpose batch). One of the methods to start MPGUI is to double-click on one of the batch files. The other is to use the File → Open batch menu. Let us open such a batch file, by going into (e.g.) oblivion\Data\ini\mpgui and open tes4qlod.mpb (don't open mpgui\_autoload.mpb, it stores some basic game configuration only):



The major effect is that now a new tab appeared. But let us first look to the Plugins tab<sup>3</sup>, which is

<sup>3</sup> Please do not look to my plugins and their load order. Many of these files are a left-over from my modding.

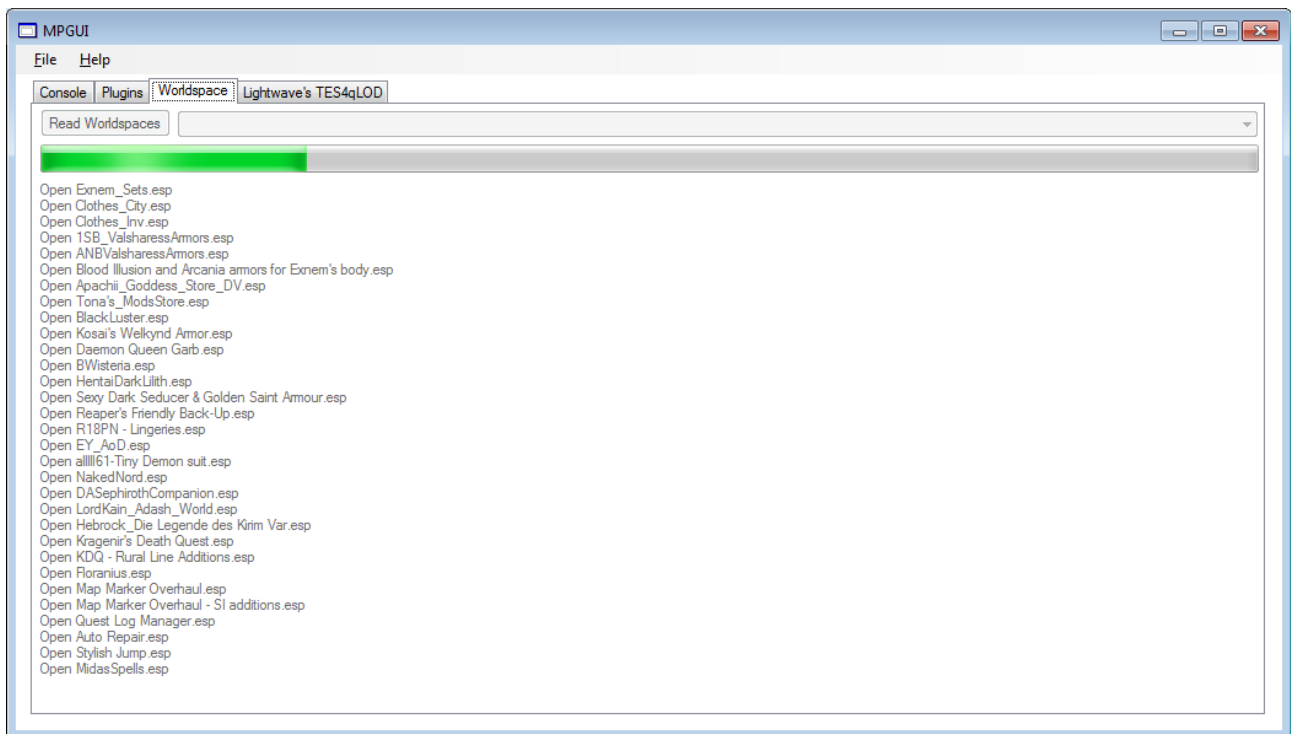
now accessible:



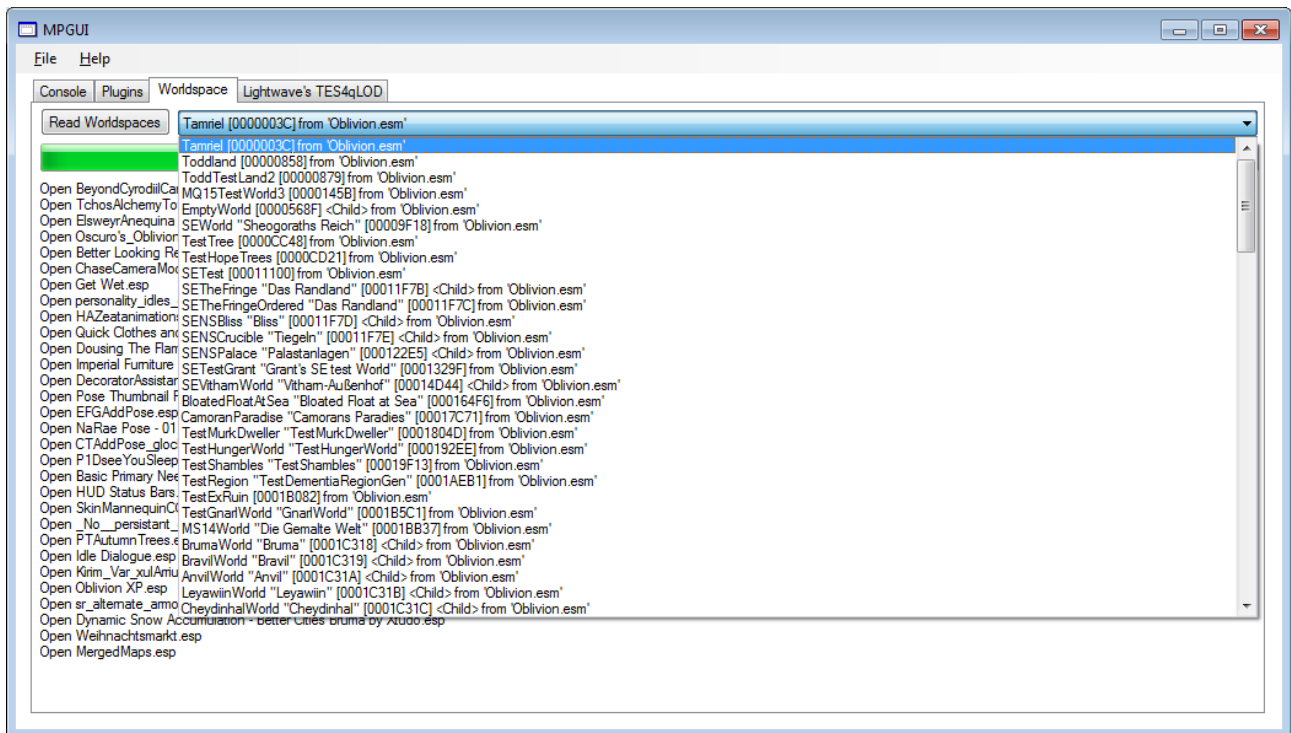
A click on “Plugins.txt” allows you to apply the normal plugin list, as in your game.

It is also possible to change the selection. This changes do not apply to the standard Plugins.txt, so it does not work like OBMM. Your selection is only used for the tool, not for the game settings.

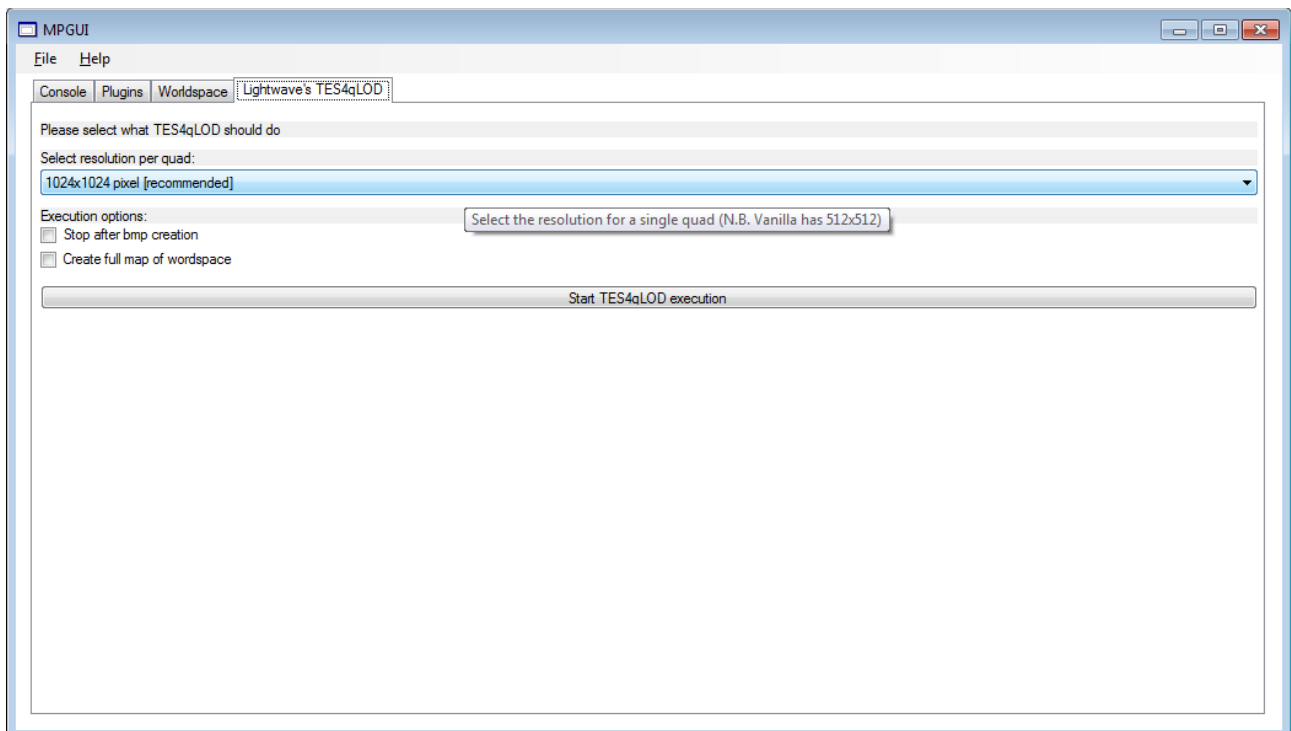
The next step is to go to the Worldspace tab:



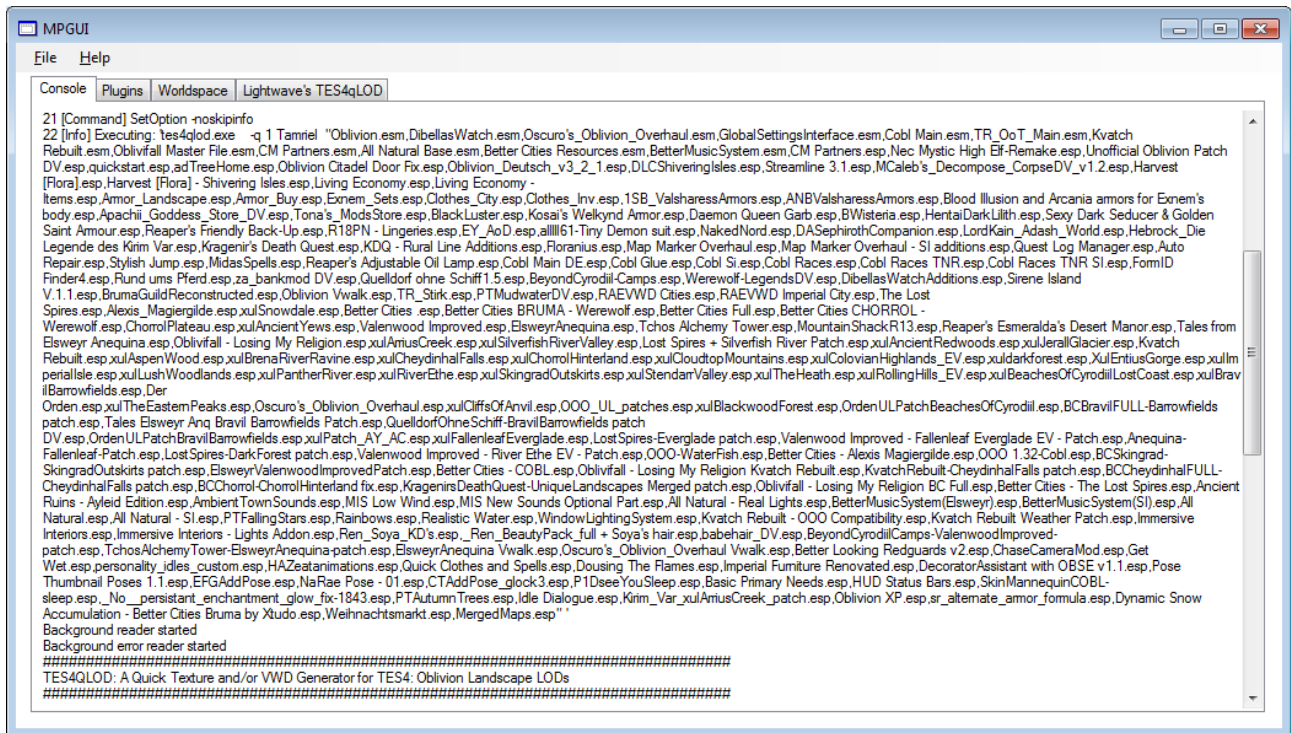
A click on “Read Worldspaces” scans all selected files for available world spaces. Finally, the drop down menu allows to select one of them:



Let us now go to the new *TES4qLOD* tab. This appearance is not part of the GUI, and it is not hard coded. For details of programming, you should take a look to the full reference manual.



Here, one is now able to set all features of the final tool. In this case, we leave the default values, and click on the button:



The GUI switches back to the console, and start the tool.

*That is in principle all....*

## b. Miscellaneous

*...but this is not true.*

We still have some menu options left.

File → Open batch allows you to open more than one tool. If you open, e.g., at the same time also the `tesannwyn.mpb`, you can merge the settings of these 2 tools.

File → Save batch stores the complete configuration: all your tabs, the plugin selection and the current world space. This allows you to re-start your tool with the same (historic) configuration.

File → Cancel process allows you to stop a running tool.

It is also good to know, that the game mode is evaluated by comparing the name of the game to the working directory. So if you want to use the tool in Oblivion, double-click on the batch file in Oblivion, otherwise in Morrowind or Skyrim. The tool itself is executed in the game directory, not in the working directory, because this is what *tes4ll*, *TESAnnwyn* and *TES4qLOD* expect.

**New in v1.20:** if the method described above is not working, one can use “Options” → “Game mode” to select or change the game mode.

## IV. Credits

Lightwave for *TES4qLOD* (I used the source code as the world space reader) and for *TESAnnwyn*.