

How to Find and Fix Version 0.95 Plugin Header Issues

NOTE: This may sound dramatic but the below steps should be taken by EVERY SINGLE PLAYER of FO4. **Please report any mods with incorrect headers to the mod authors so they can be fixed.** However, do NOT report every mod with a 0.95 header. Only report the ones verified to be bad by following the below steps.

Plugins with a 0.95 Header don't support extended FormID range x001-x7FF. Having incompatible FormID for the header type will eventually break the game.

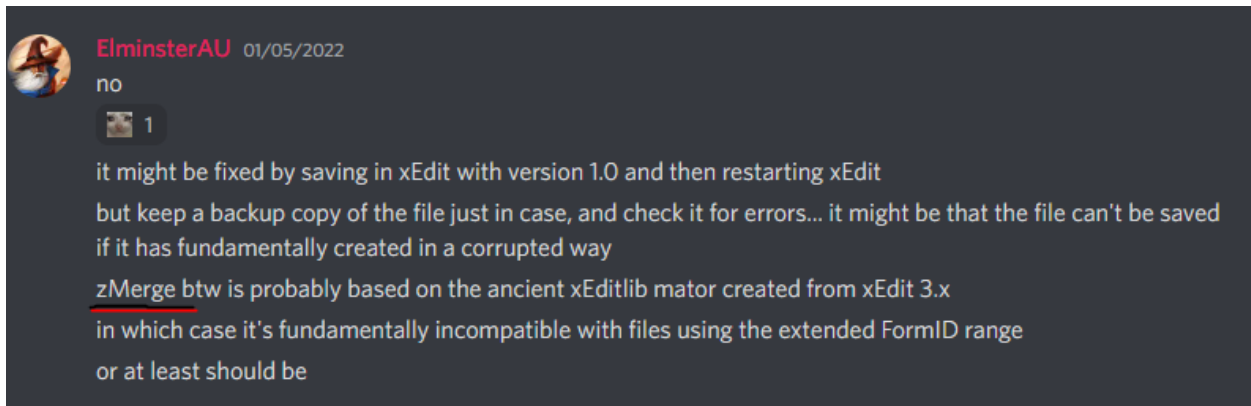
Additional information about this is available in the xEdit discord here:

<https://discord.com/channels/471930020454072348/473350149306056714/928331617427144844>

xEdit 4.0.4x will not allow the use of FormID from the extended range to be used in a plugin with a 0.95 header. This causes issues and confusion when extended range FormID are detected in a patched plugin with a 0.95 header. Part of the FormID is stripped away and an item can get an unexpected vanilla FO4 FormID for something such as a door.

This issue was common in a couple weapon Leveled List mods which had a 0.95 header. For example, a user would load a FormID from a weapon they liked into the NNNNNNNN Leveled List mod. Unfortunately, the weapon mod would have an extended range Form ID and produce completely bizarre results. NNNNNNNN mod is now updated to header 1.0 and won't cause errors. Another common source of this problem is Zmerge. It produces merges with 0.95 headers and often unsupported FormID within. These incorrectly made merges/patches then cause problems with other mods such M8r's Complex Item Sorter which then reads the multitude of errors.

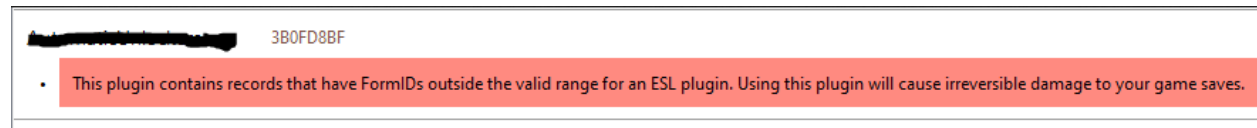
Zmerge might be risky to use at all. An additional Zmerge note:



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How to find mods with the 0.95 header issue.

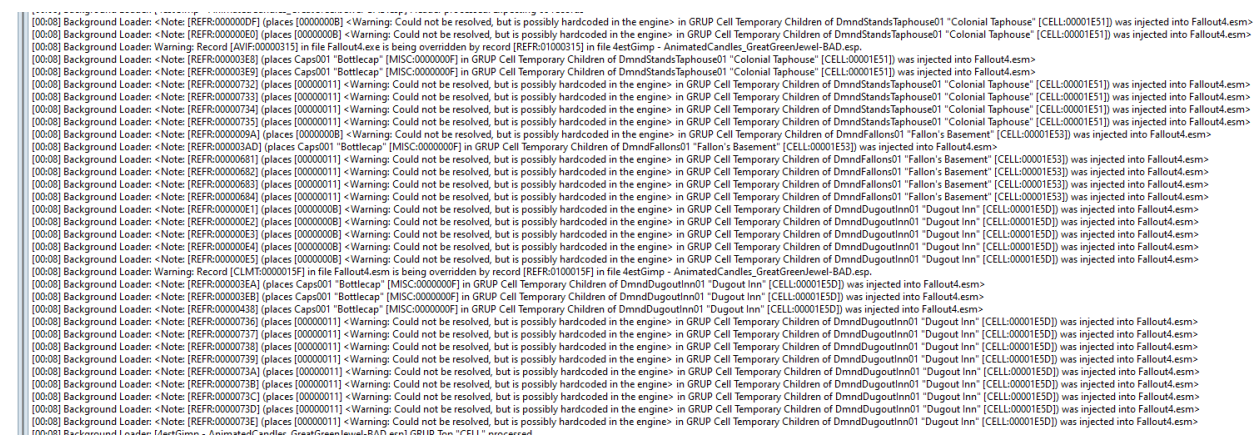
LOOT can show this issue when checking files.



xEdit can also show the files with issues and **fix them**.

Install xEdit 4.0.4x and load all mods in a FO4 load order. Go to the messages tab, click in the messages, CTRL+A, CTRL+C, and then paste that into Notepad++. This will produce a wall of text. Search for the term "Warning". Issues caused by a mod with a 0.95 header, while using any FormID in the extended range, will show similar to the example below.

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Zoom in for details

Follow these steps in xEdit to fix each mod with warnings:

1. Go to the header of an offending mod.



[FE 1D2] CR-Companions-4estGimp.esp	
Record Header	[v131] NULL [ESL]
HEDR - Header	
Version	1.000000
Number of Records	17
Next Object ID	00000800

2. Double click on 0.95 and set it to 1.0.

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3. Close and reopen xEdit.
4. Verify the just changed header shows "1.0". If an error is given for the mod just changed, go to the plugin name on the left side of xEdit, Rclick and mark it as modified. Then close xEdit, reload, and verify header change. Now this mod can have FormID from the extended range patched into it without issues.

This does NOT need to be done for all mods using a 0.95 header. It only applies to mods which gave the warnings shown above or mods which might get FormID added from other mods. Those of us who make our own patches have to be careful not to create this problem too.