[Elder Scrolls](http://www.elderscrolls.com/) Explorer User Guide

# First Use

## Setting game media

If this is the first time you’ve run Elder Scrolls Explorer you will need to set the game media folders. This is the location of the \*.esm and \*.bsa file for the particular game.

If you own the games these will either be in a custom install location, or if you purchased them on steam somewhere like

*F:\Games\Steam\steamapps\common\Fallout 3 goty\Data*

You can set these by going to File->Set Folders

This dialog will pop up (along with this help file) automatically if you have no folders set.

To set folders click the “…” button to the right of each game setting row.

*See notes on extra bsa files below.*

If you’ve been given a password (and therefore have rights to the content) you can also click the “FTP” button next to each game folder setting row and it will download the media and set it automatically, the media can be many GB in size, so only download if you have to.

Note that Hunter Sneaker is a custom game whose media can only be acquired through the FTP button.

## Resolution

When asked for a resolution accepting the default should be fine.

# Quick Reference

|  |  |
| --- | --- |
| Key | Action |
| W,S,A,D | Forward, back, strafe left, strafe right |
| E | Fast movement forward |
| F | Enable free fly (no physics) |
| Q, Z | Up, down (in free fly) |
| Tab | Toggles mouselook |
| Spacebar | Jump (hold for long for higher jump) |
| H | Toggle physics render on/off |
| L | Toggle visuals on/off |
| J | Show JBullet physics debug screen |
| Esc | To exit the game |
| I | To show inventory |

* Loading cells takes time, there is no progress bar, clicking randomly will not speed things up
* You can go through doorways, it will show italic text if it's possible but too far away and bold when it is possible
* Use left click to go through the doorway, once again there is no progress bar
* You can also operate regular doors and gates by left clicking (except Morrowind physics, press F to walk through doorways in Morrowind)

## How to use

Click the game type you want to run

* Note that once a game type is selected the application needs to be restarted to switch to another

After a moment all available cells will be displayed in the table.

Click a row in the table and the selected cell will be loaded and displayed

You can then click another cell and it will be loaded

Your location is updated if you use doors, but simply clicking a cell will not guarantee the cells contents are where you are. Interior cells tend to be around x=0, y=0, z=0 exterior cells can be anywhere, so you might see nothing interesting if you location is away from the content.

The last cell visited will be at the top of the table next time you open the app.

## Notes

A lot of the graphics settings are not working so playing with them may or may not do anything.

### Data file rights

You must have the original game \*.esm and \*.bsa files. This requires that you have rights to the media files of those games.

### Orientation

If you adjust position via the Quick Edit Location, note that

* Y is +up -down
* X is +east –west
* Z is –north +south

Yes I know Z is crazy, it’s a historic thing

### Anti-aliasing on Mac OSX

For some reason often on OSX the antialiasing instruction is ignored. If you feel this is happening (you can see jaggies) then uncomment the following line in config.ini

–Dj3d.antialiasing=”implicit”

Config .ini will allow you to set other program arguments in the same manner (though not JVM arguments like memory of GC style)

E.g. -Dj3d.allowSoleUser=true (which in theory should henance performance but I can’t see it do anything)

### Extra BSA files

**Skyrim and Fallout 4 animations**

These games use a hkx animation file format that I have not decoded, so in order to access the animations in those games I had to extract the .hk file from the appropriate bsa (or ba2) files using Fallout Mod Manager <http://www.nexusmods.com/newvegas/mods/36901/>

Or

Ba2extractor <http://f4se.silverlock.org/>

Then convert all the files from hkx to hk using this tool

<http://www.nexusmods.com/skyrim/mods/1797/>

With these commands

hkxcmd exportkf ".\meshes"

robocopy ".\meshes" c:\temp\skyrimkfs\meshes \*.kf /s

Then bsa it back up with FOMM BsaCreator into something like SkyrimKF.bsa

And put that in your Skyrim folder.

**Oblivion trees**

Oblivion uses SpeedTree that makes trees on demand, I have not decoded this.

So in order to put some decent trees into Oblvion it has a tree map against the few trees in Skyrim (there are *heaps* of trees in Oblivion and about 5 in Skyrim)

If Skyrim trees aren’t available then it should be happy but you’ll notice the trees are thinish.

If you have the Skyrim bsa file you can either:

1. Dump the massive meshes and texture bsa file from Skyrim into Obilivion folder, this works but burden the game generally when looking for art assets.
2. Or you can open my code and run the class SkyrimTreesExporter.

Then bsa up the output using FOMM from above into SkyrimTree.bsa, and put that in the Oblivion folder.

It’s really quite easy, but I’ve haven’t made a nice interface for it yet.