

Oblivion Books: File Format, Markup, Editing Pipeline, and Runtime Rendering

Executive summary

Oblivion implements “books” as first-class item records inside ESM/ESP plugins. At the data layer, a book is a `BOOK` record whose critical payload is a trio of strings—an editor identifier, a display name, and the full reading text—plus a compact “DATA” struct for flags, skill teaching, weight, and value. ¹

At the presentation layer, book text is not plain text: it is interpreted as a constrained, HTML-like markup language that supports line breaks, font switching, alignment, and in-book image injection via `.dds` textures located under `Data\textures\menus\book\...`. In practice, this “book markup” has sharp operational constraints (e.g., image widths above ~490 can crash on open; smart quotes can break tags), creating a predictable “content-to-runtime” risk surface for mod authors. ²

Language/encoding is a governance issue, not a cosmetic one. The English runtime is widely treated as Windows-1252 (single-byte) and the font system is designed around single-byte encodings with a 256-glyph ceiling per font; this means Unicode-first workflows (e.g., UTF-8 source text) can silently corrupt output unless tooling and fonts are aligned. ³

From an execution standpoint, the most reliable operating model is: author text externally → apply Oblivion-safe markup → inject into `BOOK.DESC` using the Construction Set or TES4Edit → stage texture/font assets (loose files or packed) → validate in-game and under common UI stacks (vanilla, DarNified UI, NorthernUI). ⁴

Scope, source coverage, and evidence quality

User-prioritized starting point (listed in the requested order and exhaustively, because the list contains a single entry):

Priority	Site
1	<code>yandex.com</code>

Oblivion book-format specifics are not typically published as primary documentation on `yandex.com` itself; the actionable technical substrate is instead concentrated in community technical wikis, tool documentation, and reverse-engineering notes (UESP mod file format pages, Construction Set Wiki pages, OBSE documentation, xEdit/TES4Edit documentation, and mod readmes). ⁵

Two evidence-quality notes shape the rest of the report:

- The canonical “Book Formatting” article on the Oblivion Construction Set Wiki was not directly accessible in this research session (HTTP 403), so the markup surface area is reconstructed from: (a) adjacent Construction Set Wiki pages that are accessible, (b) the Book Formatting talk page (which contains practical constraints and edge cases), and (c) community troubleshooting threads that preserved working examples. ⁶
- UESP’s high-level “Mod File Format” hub page was intermittently unavailable (HTTP 403), but record-specific pages (including `BOOK`) and the “Vs Morrowind” parsing pseudocode (record/group headers, zlib compression, `XXXX` oversized-subrecord handling) were accessible and are treated as the backbone for the file-format section. ⁷

Data model and file formats

Plugin container format for books

Oblivion ESM/ESP files are structured as a hierarchy of **groups** (`GRUP`) containing **records** (e.g., `BOOK`), with each record decomposed into **fields/subrecords**. The UESP “Vs Morrowind” page highlights the key structural differences relevant to books:

a 20-byte record/group header,

6-byte field headers,

optional zlib-compressed record payloads, and

an `XXXX` **mechanism** for oversized field data (where `XXXX` supplies the size of the next field, overriding the normal size value). ⁸

For practitioners, this matters because book text (`DESC`) can be large, and the engine/toolchain’s oversized-subrecord pathway (`XXXX`) is the formal escape hatch when a single field exceeds the nominal per-subrecord size limit. Even if most books never hit the boundary, the mechanism is part of the operational reality of “long-form book mods,” and it is explicitly called out in the parsing pseudocode. ⁹

String primitives and what “zstring” means in TES4 contexts

One of the more directly actionable reverse-engineering documents is the TES4Hex `Data.TES4` reference, which establishes that TES4 files use **4-character tags**, and that the game “uses Zero terminated strings extensively” (a `ZString`), while also using Pascal-style length-prefixed strings (`PString`) in rarer cases.

¹⁰

UESP record pages for Oblivion commonly label textual subrecords as `zstring` (e.g., editor IDs in leveled spell records), reinforcing the convention that many text values are stored as null-terminated strings in-record. ¹¹

The BOOK record schema in Oblivion

UESP's BOOK record breakdown is the most field-complete public reference for Oblivion books. At minimum, a BOOK record includes:

- EDID (Editor ID, string)
- FULL (Item name shown in UI, string)
- DESC (Book text displayed when read, string)
- DATA (10-byte struct: flags, skill taught, value, weight)

Optional book fields include script attachment (SCRI), model path (MODL and related MODB / MODT), icon path (ICON), and enchantment linkage (ANAM enchant points; ENAM enchantment form ID).¹²

A key governance implication: there is **no separate "Author" metadata field** in the BOOK record definition—authors are conventionally represented inside the DESC text itself (either as a formatted line on page one or embedded inside the prose). This is a content-pipeline constraint, not just a stylistic choice.

¹³

Save-file deltas for books, including "skill book read" state

UESP's Oblivion save-file documentation notes that a BOOK "Change Record" can store (among other things) a "Book Skill" byte and item value overrides. In particular, the "Book Skill" subrecord is used to manage skill book behavior after reading (preventing repeated skill gains by treating the book as if it now teaches "no skill").¹⁴

This is relevant operationally because a mod that changes a book's taught skill in a plugin may not present as expected in an existing save if the player has already read the book and the save delta forces "no skill taught."¹⁵

Text storage, encoding, and supported markup

Encoding model: single-byte reality, Windows-1252 operational default

A well-scoped NexusMods technical article (written in the context of translating UI text) states that the English version of Oblivion uses **Windows-1252** ("ANSI") and cautions that multi-byte encodings like **UTF-8** can behave inconsistently when editing text for Oblivion's UI and related assets.¹⁶

The same source frames Oblivion's font format as fundamentally designed for single-byte encodings, describing a 256-character configuration ceiling as a core limitation (and flagging CJK as a materially different problem space).¹⁶

This aligns with the file-format side: TES4Hex explicitly documents "zero terminated strings" as a pervasive primitive (i.e., byte-stream strings), which is compatible with code-page driven text rather than Unicode-native pipelines.¹⁰

Newlines and explicit line breaks

Community guidance consistently treats `
` as the canonical “go to next line” mechanism in Oblivion book text. A NexusMods forum answer about creating books explicitly points to “HTML commands such as `
`” when advising authors to follow vanilla examples. ¹⁷

Page breaks

In practice, page break control in book-like content is commonly represented as `[pagebreak]` in transcriptions (e.g., book text hosted by The Imperial Library ¹⁸ includes `[pagebreak]` markers in long-form book entries). ¹⁹

Separately, community tooling for Oblivion book authoring explicitly advertises the ability to insert “page breaks,” noting that the “page break” control is **book-specific** and “ignored by scrolls.” ²⁰

Because the primary “Book Formatting” reference article is not directly accessible here, the safest implementation posture is: treat page breaks as a supported but engine-special command; validate the exact tokenization in-game early (especially when combining page breaks with images). ²¹

Font selection and stylistic markup

Oblivion book markup supports selecting among multiple fonts. A Gamesas discussion enumerates `face` values 1 through 5, describing (at a high level) a normal book font, a heavier/larger font, a smaller font, a Daedric alphabet font, and a handwritten font used for scroll-like text. ²²

Color markup (and its failure modes) is directly addressed in the Construction Set Wiki’s Book Formatting talk page: users report that `` can work, but incorrect quoting (especially “smart quotes”) can introduce visual artifacts (“hooks”) or cause tags to fail; a separate warning notes that editing in word processors can silently replace straight quotes with typographic quotes that break `` markup. ²³

Alignment and image embedding

The most concrete, copy/paste-safe reference for in-book images is the CS Wiki “How to make a book with pictures only,” which provides a minimal working pattern using:

- ``
- `<DIV align="center">`
- ``

...and specifies that images should live under `Data\textures\menus\book\...`. It further states images “will not be rescaled nor resized” by the book system, making width/height values a genuine layout contract rather than a suggestion. ²⁴

Operational constraints and edge cases are more explicit in the Book Formatting talk page:

- images often won't render unless additional formatting tags precede the `` lines and the last image line ends with a terminal character (e.g., a dot),
- images should be placed in their own subfolder, and
- pushing `width` to **491 or higher** can crash the game when opening the book (with practical safety around ≤ 490). ²³

A NexusMods troubleshooting thread adds two practicalities that regularly break image injection:

- **use forward slashes** (/) rather than backslashes (\) in the `src` path, and
- avoid nonstandard quotation marks (again, “smart quotes” causing parse failure). ²⁵

Decorative “fancy font” initials as textures

Oblivion's ornate illuminated initials are not “fonts” in the `.fnt` sense; they are individual `.dds` textures under `textures/menus/book/fancy_font/` with per-letter filenames that embed a recommended size (e.g., `a_70x61.dds`). ²⁶

This is important because it creates two parallel rendering pathways inside the same book page: text glyph rendering (from `.fnt` fonts) and image/initial rendering (from `.dds` textures). ²⁷

In-game rendering model and layout constraints

Runtime UI stack: XML menus and numeric font slots

Oblivion's UI is XML-driven: community documentation for UI modding summarizes that “the game uses XML files for any ... User Interface” and locates them under `Data\Menus`. Within these XML widgets, ` N ` chooses a font by numeric index. ²⁸

That numeric index maps back to `Oblivion.ini`'s `[Fonts]` section, where `SFontFile_1` through `SFontFile_5` point at `Data\Fonts\...` `.fnt` files. DarNified UI documentation provides explicit examples for both “Normal fonts” and “Large fonts,” and shows the vanilla defaults (e.g., `Kingthings_Regular.fnt`, `Kingthings_Shadowed.fnt`, `Tahoma_Bold_Small.fnt`, `Daedric_Font.fnt`, `Handwritten.fnt`). ²⁹

A NexusMods forum “crash course” confirms two key constraints:

- Oblivion can load **up to 5 fonts**, and
- additional fonts beyond that typically require specialized UI extensions (e.g., MenuQue is cited as enabling more). ²⁸

How wrapping, pagination, and “page count” behave in practice

Oblivion book rendering is best understood as “layout into a fixed page viewport.” Evidence for this behavior is indirect but consistent:

- `
` influences line breaks (authors are told to “follow ... HTML commands such as `
`”), implying the renderer is actively parsing and laying out inline markup rather than treating `DESC` as plain text. ¹⁷
- Insertion of large images is explicitly not rescaled by the engine; therefore the renderer is compositing fixed-size blocks into pages and will either paginate or clip based on available space. ³⁰

Hard limits are clearer for images than for text:

- image width at ~491 can trigger a crash at “book opening,” strongly suggesting bounded layout buffers or unsafe assumptions in the book menu renderer. ²³
- no authoritative public specification for a maximum character count per page was found in accessible primary documentation during this session; OBSE exposes `GetBookLength` (character count) but does not document an upper bound, so “page count limits” should be managed via proactive in-game QA rather than assumed constants. ³¹

Special characters and symbol rendering

The practical constraints on special characters arise from an interaction between:

- 1) plugin-storage encoding (commonly Windows-1252 for English installs), and
- 2) available glyphs in the active `.fnt` font slots.

The NorthernUI translation article explicitly warns that Oblivion is single-byte oriented and that multi-byte language support is structurally problematic; it also notes that font tooling had to be reverse-engineered and that the shipped system is constrained by a 256-character “grid” concept for many languages. ¹⁶

Independently, modding guidance shows that even punctuation style can be a failure point: “smart quotes” from word processors can break markup parsing (especially inside ``), and thus indirectly break rendering. ³²

Editing and creation workflows

Workflow using the Oblivion Construction Set

Strategic posture: treat the Construction Set as the authoritative place to *instantiate* a `BOOK` record and set core item metadata, while treating long-form text and markup as “external content” you paste in after validation.

Step-by-step operating procedure (book creation or edit):

- 1) **Select a baseline book as a template** (best practice is to clone an existing one rather than starting from a blank slate). NexusMods forum guidance for “new books” recommends: find a book you like, copy it by giving it a new form ID, then adjust title, value, and text. ³³
- 2) **Assign a new unique form/editor identity** (new Editor ID / Form ID allocation). This is required so you don't mutate vanilla content and so downstream tools can track overrides cleanly. The BOOK record schema treats `EDID` as required. ³⁴
- 3) **Set inventory-facing metadata**: display name (`FULL`), weight/value, flags (scroll; can't be taken), and skill taught (or “no skill”). The schema is explicitly specified in the `DATA` subrecord. ¹³
- 4) **Set visual assets (optional but common)**: model and icon. The BOOK record supports `MODL` (model) and `ICON` (icon) strings. The CS Wiki “Book” page notes that a book's NIF and icon DDS generally align (same base name). ¹³
- 5) **Populate `DESC` with validated markup text**:
 - * use `
` for predictable line breaks, ¹⁷
 - * use `` to select among the built-in faces, ³⁵
 - * use `<DIV align="center">` for centering and `` for images, ³⁰
 - * avoid smart quotes and validate capitalization/paths in tags. ³²
- 6) **Avoid adding “enchanted behavior” unless you intend scroll-like effects**: the CS Wiki notes that if an Enchanting field is set, the book text will not display and the enchantment effect occurs instead.
- 7) **Test in-game quickly**: the fastest loop is to add the book to inventory, open it, validate pagination, images, and glyph coverage. The “image width crash” edge case makes early testing non-optional if you embed images. ²³

Workflow using third-party tools and automation

TES4Edit (xEdit family)

TES4Edit is described on NexusMods as an “advanced graphical module viewer/editor and conflict detector” for Oblivion plugins. ³⁶

Practical book workflow in TES4Edit:

- Navigate to `BOOK` records and edit `FULL` (title), `DESC` (text), and the `DATA` struct (flags, value, weight, skill taught) according to the UESP schema. ³⁷
- Use “copy as override” patterns to avoid direct edits to masters; this aligns with the record-based governance model described by UESP. ³⁸
- If working in non-default encodings, treat TES4Edit's encoding configuration as a first-order setting. xEdit documentation explicitly supports overriding the codepage for “translatable strings” (including for games before Skyrim) via command line parameters (e.g., `-cp-trans:<codepage>`) or embedding `<cp:xxxx>` in the module header description. ³⁹

OBSE / xOBSE for inspection and dynamic behaviors

OBSE exposes book/scroll introspection functions:

- `GetBookText` returns the book text as a string (string variable assignment required).
- `GetBookLength` returns the character count.
- It also exposes getters/setters for “scrollness,” “can't be taken,” and “skill taught.” ⁴⁰

This is useful for runtime validation (e.g., verifying that the loaded record has the expected text length or skill taught), but it is not a substitute for authoring because the public OBSE command list emphasizes retrieval and flag changes rather than wholesale rewrite of book text in-place. ³¹

From a pipeline perspective, if you are authoring plugins that require OBSE compilation, the xOBSE distribution notes that scripts using OBSE commands “must be written via the TES Construction Set launched with obse_loader” using `obse_loader -editor`. ⁴¹

Book-authoring utilities and external text editors

Oblivion Book Creator (a NexusMods utility) is explicitly positioned as a formatting accelerator: it converts normal text into “CS-friendly formatting,” can insert font/color/size/alignment codes, and supports inserting images and “fancy font” initials; it also includes vanilla fancy fonts so that authors don’t need to unpack `Textures.bsa` just to reference those assets. ²⁰

Given the Windows-1252 posture and the “smart quotes” failure mode described on the CS Wiki talk page, text editors should be selected/configured with two non-negotiables:

- control over file encoding (avoid accidental UTF-8-with-BOM or smart-quote substitution), ⁴²
- preservation of literal markup characters (`<`, `>`, `"`) without typographic conversion. ³²

Mod managers and patchers

DarNified UI documentation provides concrete, operationally-relevant examples of how UI mods integrate into the book experience:

- font files are installed into `Oblivion\Data\fonts`,
- font slots are configured via `Oblivion.ini`,
- and book UI adjustments are commonly patched via Wrye Bash (“DarNify Books” under “Tweak Assorted”), with explicit minimum version guidance. ²⁹

This implies a compatibility requirement: if your book layout depends on narrow typography or a particular font metric profile, you must test under both vanilla and common UI stacks because the same font-number selection may point to different underlying glyph metrics on different user setups. ⁴³

Workflow for new book assets: covers, fonts, and in-book images

Book cover/model and icon assets

At the record level, books can reference a model and icon via `MODL` and `ICON`. ¹³

Practically, this means the asset pipeline for “new physical book objects” is: create or reuse a `.nif` book mesh; provide appropriate textures; set the icon `.dds`. The CS Wiki notes the typical pairing between NIF name and icon DDS.

In-book images (page art, diagrams, illuminated letters)

Operational pattern for in-book images is:

- 1) author `.dds` textures under `Data\textures\menus\book\<YourSubdir>\...`, ³⁰
- 2) embed them with `<IMG src="book/<YourSubdir>/<file>.dds" width=... height=...>` inside the `DESC` string, ⁴⁴
- 3) remain under the stability ceiling (≤ 490 width), and ensure forward slashes and straight quotes. ³²

For decorative initials, use Bethesda's shipped fancy-font DDS assets under `textures/menus/book/fancy_font/` (one file per letter). ²⁶

Font assets and glyph coverage

Fonts are `.fnt` (with paired resources referenced in mod readmes) installed under `Data\Fonts` and mapped into one of five slots via `Oblivion.ini`. ⁴⁵

Because the encoding/glyph model for Oblivion is operationally single-byte, supporting additional language alphabets usually requires coordinated changes to both:

- the text byte encoding used in plugin/UI strings, and
- the glyph tables in the target font files. ⁴⁶

Pitfalls, compatibility issues, and localization controls

Common pitfalls and failure modes

Failure mode	Symptom in-game	Root cause	Mitigation
Smart quotes in tags	<code></code> or <code></code> renders as literal text or fails	Word processors substitute typographic quotes; parser is strict	Use plain-text editors; enforce straight quotes <code>" "</code> ³²
Backslashes in image paths	Images don't show	Book markup pathing expects <code>/</code>	Use forward slashes in <code>src</code> ⁴⁷
"Invisible book" after image edits	Book opens but images don't appear	Missing required preceding tags; missing terminal character after last image line	Follow known-working patterns; include formatting tags and end marker (e.g., <code>.)</code> ³⁰
Crash on open after adding images	Immediate crash when opening book	Excessive width (≥ 491) / renderer bounds	Keep width ≤ 490 ; scale textures appropriately ²³
Text not displayed, effect triggers instead	Opening "book" behaves like a scroll/enchanted item	Enchanting field set (scroll semantics)	Don't set enchantment unless intended; debug flags/fields ⁴⁸

Failure mode	Symptom in-game	Root cause	Mitigation
Skill book doesn't grant skill	Player reads, no skill increase	Save-file BOOK change record may mark it as already read	Test on new save; communicate limitations; consider alternative UX ¹⁵

Compatibility issues across UI stacks

Font slot mapping is not deterministic across the whole player base because UI mods replace font files and sometimes adjust layout. The NexusMods “crash course” is explicit that `Oblivion.ini` assigns font numbers and XML chooses by number, and DarNified UI's readme demonstrates how those assignments can change. ⁴⁹

Therefore, any book whose layout depends on “exact fit” assumptions (tight centering, monospaced illusions, complex image/text composition) carries a real compatibility risk. Treat this as a QA matrix item, not an afterthought. ⁵⁰

Localization and Unicode posture

Baseline: English Oblivion is treated as Windows-1252; UTF-8-first workflows can introduce inconsistent results. ¹⁶

Unicode support: Not specified as natively supported in accessible primary documentation; the font model described in the NorthernUI translation article indicates the shipped format is designed for single-byte encodings and 256-character glyph maps, which is structurally misaligned with full Unicode coverage. ⁵¹

Practical controls for multilingual projects:

- Use xEdit/TES4Edit encoding controls deliberately. xEdit documents codepage overrides for “translatable strings” (including games before Skyrim) via `-cp-trans`, per-module `.cpoverride`, or embedding `<cp:xxxx>` in the module header description. ³⁹
- Align fonts to the chosen codepage. NorthernUI's article notes shipping both Windows-1252 and Windows-1251 font sets as a practical approach, and warns about DLL patch fragility across localized executables. ¹⁶

Appendix: reference tables, examples, and diagrams

BOOK record fields and semantics

Subrecord	Required	Type (per public docs)	Business meaning
EDID	Yes	string	Stable editor identifier for the book object ¹²
FULL	Yes	string	UI-facing title/name ¹²

Subrecord	Required	Type (per public docs)	Business meaning
<code>DESC</code>	Yes	string	Full readable text payload (markup-interpreted) ³⁴
<code>DATA</code>	Yes	10-byte struct	Flags (scroll / can't be taken), taught skill, value, weight ¹²
<code>SCRI</code>	No	dword form ID	Script attachment reference ¹²
<code>MODL</code> , <code>MODB</code> , <code>MODT</code>	No	strings + blobs	Model linkage + associated data ¹³
<code>ICON</code>	No	string	Inventory icon path ¹³
<code>ANAM</code> , <code>ENAM</code>	No	word + dword	Enchantment points and enchantment reference ¹³

Markup feature matrix (subset reconstructed from accessible sources)

Capability	Known working syntax examples	Notes / constraints
Line break	<code>
</code>	Commonly referenced as the baseline "HTML command" in books ¹⁷
Alignment	<code><DIV align="center"> ... </DIV></code>	Often used in tandem with images ⁴⁴
Font face	<code></code>	Face values 1-5 are used in community guidance ⁵²
Font color	<code></code>	Quoting/casing quirks reported; validate in-game ²³
Inline image	<code></code>	Must be <code>.dds</code> ; use <code>/</code> ; width ≥ 491 can crash ²
Fancy initial	Use <code></code> pointing at <code>Book/fancy_font/*.dds</code>	Assets exist per-letter under <code>textures/menus/book/fancy_font/</code> ⁵³
Page break	"page break" feature exists; often represented as <code>[pagebreak]</code> in book transcripts	Tooling advertises "page break" (ignored in scrolls); validate exact tokenization in-game ⁵⁴

Tool comparison table for book modding

Tool	Primary value prop	What it edits well for books	Key limitations
Oblivion Construction Set	Canonical authoring UI	Create/clone BOOK , set metadata, paste DESC , set model/icon	Markup validation is manual; easy to introduce quote/encoding problems ⁵⁵
TES4Edit	Structured record editing + conflict visibility	Exact control of BOOK subrecords; cleaning/conflict resolution	Encoding must be managed; UI not purpose-built for long-form prose ⁵⁶
OBSE / xOBSE	Runtime inspection + scripting APIs	Read/measure book text; toggle can't-be-taken / scroll / skill-taught	Public docs emphasize getters; not a turnkey "dynamic book authoring" system ⁵⁷
Oblivion Book Creator	Markup automation	Converts text to CS-friendly markup; assists with images and fancy initials	Still requires in-game QA; relies on correct asset placement/quoting ²¹
Wrye Bash	Patch/compatibility layer	Integrates "DarNify Books" tweaks in UI stacks	Patch choices can change presentation; requires version alignment ⁵⁸
DarNified UI / NorthernUI class mods	Rendering footprint changes	Fonts, menus, page layout indirectly	Makes "exact fit" book layouts less portable across users ⁵⁹

Example **BOOK** record and sample text

The following examples are *illustrative* and aligned to the documented **BOOK** subrecord schema and markup patterns, but the literal values are mock data. The referenced field set is sourced from UESP's **BOOK** record documentation. ⁶⁰

Example (xEdit-style logical view):

```
BOOK: MyMod_Book01
  EDID: MyMod_Book01
  FULL: "Quarterly Field Guide: Ayleid Sites"
  DESC:
    <FONT face=1>
    <DIV align="center"><IMG src="book/mymod/cover_480x512.dds" width=480
height=512>.
    <BR><BR>
    <DIV align="center">QUARTERLY FIELD GUIDE</DIV>
```

```

<BR>
<DIV align="center">Issue: Frostfall</DIV>
[pagebreak]
<FONT face=1>
Entry One: Site Hygiene
<BR>
Use straight quotes "like this" in tags, not smart quotes.
DATA:
  Flags: 0x0000
  Teaches: 0xFF
  Value: 35
  Weight: 1.0
ICON: "Icons\\Book01.dds"
MODL: "Clutter\\Books\\Book01.nif"

```

Mermaid workflow and data relationships

Workflow/timeline (implementation pipeline):

```

gantt
  title Oblivion Book Content Pipeline
  dateFormat YYYY-MM-DD
  section Authoring
    Draft text externally           :a1, 2026-02-27, 2d
    Apply Oblivion-safe markup     :a2, after a1, 2d
  section Integration
    Create/clone BOOK record       :b1, after a2, 1d
    Paste DESC and set DATA flags :b2, after b1, 1d
  section Assets
    Produce DDS (images / initials) :c1, after a2, 2d
    Place files under textures/menus/... :c2, after c1, 1d
  section QA
    In-game rendering validation   :d1, after b2, 2d
    Compatibility pass (UI mods/fonts) :d2, after d1, 2d
  section Release
    Package + documentation       :e1, after d2, 1d

```

Entity-relationship chart (BOOK record and common linkages; relationships derived from UESP BOOK schema plus general TES4 record linkage conventions):

```

erDiagram
    BOOK ||--o| SCRIPT : "SCRI (optional)"
    BOOK ||--o| ENCH   : "ENAM (optional)"
    BOOK ||--o| MODEL  : "MODL (optional)"
    BOOK ||--o| ICON   : "ICON (optional)"

```

```

BOOK {
    string EDID
    string FULL
    string DESC
    byte  Flags
    byte  Teaches
    dword Value
    float Weight
    word  ANAM
    dword ENAM
    dword SCRI
    string MODL
    string ICON
}
SCRIPT {
    dword FormID
}
ENCH {
    dword FormID
}
MODEL {
    string Path
}
ICON {
    string Path
}

```

Links (copy/paste)

```

https://en.uesp.net/wiki/Oblivion_Mod:Mod_File_Format/BOOK
https://en.uesp.net/wiki/Oblivion_Mod:Mod_File_Format/Vs_Morrowind
https://cs.uesp.net/wiki/Book
https://cs.uesp.net/wiki/How_to_make_a_book_with_pictures_only
https://cs.uesp.net/wiki/Fancy_Fonts
https://cs.uesp.net/wiki/Talk:Book_Formatting
https://obse.silverlock.org/obse_command_doc.html
https://www.nexusmods.com/oblivion/mods/11536
https://www.nexusmods.com/oblivion/mods/29124
https://www.nexusmods.com/oblivion/mods/10763?tab=docs
https://tes4hex.sourceforge.net/Data-TES4.html
https://tes5edit.github.io/docs/18-whatsnew.html
https://www.imperial-library.info/content/real-barenziah

```

1 12 13 34 37 48 60 https://en.uesp.net/wiki/Oblivion_Mod%3AMod_File_Format/BOOK
https://en.uesp.net/wiki/Oblivion_Mod%3AMod_File_Format/BOOK

2 24 30 44 50 52 https://cs.uesp.net/wiki/How_to_make_a_book_with_pictures_only
https://cs.uesp.net/wiki/How_to_make_a_book_with_pictures_only

3 16 42 46 51 <https://www.nexusmods.com/oblivion/articles/44259>
<https://www.nexusmods.com/oblivion/articles/44259>

4 17 33 55 <https://forums.nexusmods.com/topic/392304-making-new-books-for-oblivion-is-this-possible/>
<https://forums.nexusmods.com/topic/392304-making-new-books-for-oblivion-is-this-possible/>

5 7 8 9 38 https://en.uesp.net/wiki/Oblivion_Mod%3AMod_File_Format/Vs_Morrowind
https://en.uesp.net/wiki/Oblivion_Mod%3AMod_File_Format/Vs_Morrowind

6 (no title)

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