

How to use replace in CombinedMoveFile

Combined Move File is divided into two big parts. First part contains some basic data about *.move.bin files, some kind of headers, and second part contains FCB data where are defined detailed config entries for *.move.bin files.

So, because there are two different types of configs, you must specify which one you want to replace. First is *PerMoveResourceInfos* and second is *FCBData*.

Here is an example config entry from *PerMoveResourceInfos*

```
<CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A" rootNodeId="6D8384FA47B8E14D">
  <CMoveTransition space0="0" uniqueID="7891297182563230029" headerValueA="0" headerValueB="0">
    <CMoveTransitionContainer unknownA="1" headerValueA="0" headerValueB="0">
      <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="03AEF5A8C0CAFA1" space2="0" headerValueA="0" headerValueB="0" />
    </CMoveTransitionContainer>
    <CMoveTransitionContainer unknownA="0" headerValueA="0" headerValueB="0">
      <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="E4707D10A7BB72B2" space2="0" headerValueA="0" headerValueB="0" />
    </CMoveTransitionContainer>
    <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="2CFC9F96B432742C" space2="0" headerValueA="0" headerValueB="0" />
  </CMoveTransition>
</CMove_BlendRoot_DTRoot>
```

Now we want to replace a value named *layerParamOffset* in *CMoveBlendRef* of second *CMoveTransitionContainer*. Because there aren't any usable ID, we must use *count* attribute, just like in replacing fcb.

First we must select *CMove_BlendRoot_DTRoot*. Primary key is *hash* attribute.

Replace will look like this:

```
<CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A">
```

```

<CMoveTransition>
  <CMoveTransitionContainer count="1">
    <CMoveBlendRef layerParamOffset="our_new_value" />
  </CMoveTransitionContainer>
</CMoveTransition>
</CMove_BlendRoot_DTRoot>

```

When replacing, we leave only those attributes which we want to be replaced, other we can remove.

Now as I wrote, we need to specify the part of combined, so complete replace will look like this:

```

<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>>false</DefaultInclude>
  <Name>Combined Move File Sample Replace</Name>
  <Description></Description>

  <Replaces>
    <Replace RequiredFile="move\combinedmovefile.bin">
      <PerMoveResourceInfos>
        <CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A">
          <CMoveTransition>
            <CMoveTransitionContainer count="1">
              <CMoveBlendRef layerParamOffset="our_new_value" />
            </CMoveTransitionContainer>
          </CMoveTransition>
        </CMove_BlendRoot_DTRoot>
      </PerMoveResourceInfos>
    </Replace>
  </Replaces>

```

```
</PackageInfoReplace>
```

Note the *PerMoveResourceInfos* node.

Adding new entries to *PerMoveResourceInfos*

You put whole *CMove_BlendRoot_DTRoot* entry to a replace info file and add *addNode* attribute with value 1.

Then it will look:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>false</DefaultInclude>
  <Name>Combined Move File Sample Replace</Name>
  <Description></Description>

  <Replaces>
    <Replace RequiredFile="move\combinedmovefile.bin">
      <PerMoveResourceInfos>
        <CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A" rootNodeId="6D8384FA47B8E14D" addNode="1">
          <CMoveTransition space0="0" uniqueID="7891297182563230029" headerValueA="0" headerValueB="0">
            <CMoveTransitionContainer unknownA="1" headerValueA="0" headerValueB="0">
              <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="03AEF5A8C0CAAF1" space2="0" headerValueA="0" headerValueB="0" />
            </CMoveTransitionContainer>
            <CMoveTransitionContainer unknownA="0" headerValueA="0" headerValueB="0">
              <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="E4707D10A7BB72B2" space2="0" headerValueA="0" headerValueB="0" />
            </CMoveTransitionContainer>
            <CMoveBlendRef unknownA="0.33333334" blendParamOffset="4F063E3584000046" space0="0" layerParamOffset="3D1FB74803D60ECB" space1="0" moveblendParamOffset="2CFC9F96B432742C" space2="0" headerValueA="0" headerValueB="0" />
          </CMoveTransition>
        </CMove_BlendRoot_DTRoot>
      </PerMoveResourceInfos>
    </Replace>
  </Replaces>
</PackageInfoReplace>
```

```

    </CMoveTransition>
  </CMove_BlendRoot_DTRoot>
</PerMoveResourceInfos>
</Replace>
</Replaces>
</PackageInfoReplace>

```

Replacing existing CMove_BlendRoot_DTRoot with new

There may be a situation when you need to replace an existing node with a new which has different children nodes. Put these attributes to *CMove_BlendRoot_DTRoot*: *removeNode* and *addNode* with value 1. Example:

```

<CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A" rootNodeId="6D8384FA47B8E14D" removeNode="1" addNode="1">

```

Replacing values in children of CMove_BlendRoot_DTRoot

Replacing values of pretty easy:

```

<PerMoveResourceInfos>
  <CMoveSingleAnim uniqueID="18372017836343257010" layerParamOffset="aaa" />
</PerMoveResourceInfos>

```

Mod Installer will search for *CMoveSingleAnim* node with *uniqueID* that is set in the replace. When successfull, attribute *layerParamOffset* of the node will be changed to „aaa“.

Deleting values in children of CMove_BlendRoot_DTRoot

```

<PerMoveResourceInfos>
  <CMoveSingleAnim uniqueID="18372017836343257010">
    <CMoveAnimTechIKPath removeNode="1" />
  </CMoveSingleAnim>
</PerMoveResourceInfos>

```

Almost same as replacing – *CmoveSingleAnim* is selected by *uniqueID*. Then its child *CMoveAnimTechIKPath* will be removed.

Second part of combined - FCBDData

As the name is saying, the second part is just classic fcb entries. Here you can use same replace rules as in other FCB files like patch.dbt.fcb, nomadobjecttemplates_rt.fcb, etc...

After you done a replace, put it to FCBDData node:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>false</DefaultInclude>
  <Name>Combined Move File Sample Replace</Name>
  <Description></Description>

  <Replaces>
    <Replace RequiredFile="move\combinedmovefile.bin">
      <FCBDData>
        ...your replace here...
      </FCBDData>
    </Replace>
  </Replaces>
</PackageInfoReplace>
```

You can of course use both parts at the same time:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<PackageInfoReplace>
  <Games>
    <Game>FC5</Game>
  </Games>
  <DefaultInclude>false</DefaultInclude>
  <Name>Combined Move File Sample Replace</Name>
  <Description></Description>

  <Replaces>
    <Replace RequiredFile="move\combinedmovefile.bin">
      <PerMoveResourceInfos>
        <CMove_BlendRoot_DTRoot hash="BF4260DED58FDD4A">
          <CMoveTransition>
            <CMoveTransitionContainer count="1">
              <CMoveBlendRef layerParamOffset="our_new_value" />
            </CMoveTransitionContainer>
          </CMoveTransition>
        </CMove_BlendRoot_DTRoot>
      </PerMoveResourceInfos>
      <FCBData>
        ...your replace here...
      </FCBData>
    </Replace>
  </Replaces>
</PackageInfoReplace>
```