**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="03AEF5A8C0CAAFA1" 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="03AEF5A8C0CAAFA1" 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>

## 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 - FCBData

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 FCBData 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">

      <FCBData>

        ...your replace here...

      </FCBData>

    </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>