

Automatic-Nif-Changer

Version 1.1
www.diceworks.de

Automatic adjustment of dds-paths



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1 Important notes

This software was developed and tested with largest care. But it's possible that you will have problems. This cannot be excluded due to the high quantity of different computer systems. Therefore I do not take over adhesion for coincidental, special or indirect problems, which could be results from installation or use of this software.

You should run the software with administrator-privileges on Windows Vista/7, in order to prevent problems.

If an update-program is contained, it needs access to the internet. You have to give it the privileges in you firewall-settings, if you use one. An update-program is contained, if it's listed in section 4 on page 4.

2 License

1. The software may not be published without permission of the author.
2. The software has to, if permission for the publication is given, be published, as available on the developer side (www.diceworks.de). All files must be contained in their original state.
3. Reverse Engineering, Disassembling and every other way to get the programs code is not allowed.
4. The change of the contained files is permitted, as long as the change does not offend against paragraph 3. A publication of this changes is permitted, as long as this happens without the original software and if it's pointed out that the changed files are not from the author of the original software.
5. No adhesion is taken over. The software is made available, as it is. Use of the software takes place on own danger.

3 System requirements

- Pentium 3 500 MHz or faster
- 5 MB free disk space (Harddrive, USB-stick,...)
- 128 MB RAM
- a windows-system or a linux (there you need a software like WINE)
- Internet-access (only if update-program is contained)

4 Contained files

- automatic-nif-changer.exe: the program
- dw_anc.ini: the settings-file
- ignore.txt: file, which contains vanilla-texture-paths (needed for the „don't change Oblivion-textures"-option)
- Readmes

5 Installation und Deinstallation

5.1 Installation

Just unpack the archive to a directory. You don't have to unpack it to the oblivion-directory.

5.2 Deinstallation

Just remove the directory, which you created while installing.

6 Language

The language is set to English. You can change it with the file „dw_anc.ini”. Just change the value of the key „Lang”.

The value can be **de** for German or **en** for English.

7 Functions

7.1 Function-overview

Funktion	Beschreibung
Automatic adjustment of dds-paths	Adjusts all dds-paths in nif-files.
Automatic adjustment of dds-paths with prefix	Automatic adjustment of dds-paths which includes a prefix.
Automatic adjustment of dds-paths with suffix	Automatic adjustment of dds-paths which includes a suffix.
Scan nif-files on user-defined dds-paths	Scans user-defined nif-files on user-defined dds-paths.
Add file via drag&drop	You can add files to the lists via drag&drop.

7.2 Detailed function-descriptions

Important: All functions just work with the their tab. All functions under „File → Adjust” just work with the lists of the tab „Adjust paths”. All functions under „File → Scan” just work the lists of the tab „Scan nif-files on dds-files”.

There’s just one exception. It’s the tab „Hints/Errors”. This tab is used by all functions.

7.2.1 Automatic adjustment of dds-paths

Call over: „File → Adjust → Adjust”

This is the standard-function of „Automatic-Nif-Changer”.

It exchanges the dds-paths in nif-files with adjusted paths, which is important if you copied the textures into another directory.

This adjusts just these nif-files, which are listed in the list on top of the tab „Adjust paths”. It changes the paths only, if it can find the texture-file in

one of the paths listed in the list on bottom of the tab „Adjust paths”.

Example:

You have a file „A.nif”. This file contains the texture-path „textures\Directory A\texture.dds”. But you moved the dds-file into „textures\Directory A\Directory B\”. Therefore the texture-path must be „textures\Directory A\Directory B\texture.dds”.

You add the nif-file, which you have to change, with „File → Adjust → Add mesh” to the top list. With „File → Adjust → Add texture-directory” you add the directories, in which „Automatic-Nif-Changer” searches for the texture-file.

After a click on „File → Adjust → Adjust”, „Automatic-Nif-Changer” reads the texture-paths of each listed nif-file and searches for the texture-files in the listed directories. If it finds the texture in one of these directories, it builds the new one (here: „textures\Directory A\Directory B\texture.dds”) and writes it in the nif-file.

7.2.2 Automatic adjustment of dds-paths with prefix

Call over: „File → Adjust → Adjust” combined with option „use prefix”

This is the nearly the same function as „Automatic adjustment of dds-paths”. The difference is, that this function adds a prefix to the texture-file.

Example:

It’s the same as „Automatic adjustment of dds-paths”. Only the path is different.

If you have chosen **test_** as prefix, the new path is „textures\Directory A\Directory B\test_texture.dds”

7.2.3 Automatic adjustment of dds-paths with suffix

Call over: „File → Adjust → Adjust” combined with option „use suffix”

This is the nearly the same function as „Automatic adjustment of dds-paths”. The difference is, that this function adds a suffix to the texture-file.

Example:

It’s the same as „Automatic adjustment of dds-paths”. Only the path is different.

If you have chosen **00myMod** as suffix, the new path is „textures\Directory A\Directory B\texture00myMod.dds”

7.2.4 Scans user-defined nif-files on user-defined dds-paths

Call over: „File → Scan → Scan”

This function helps you to find out, which meshes(nif-files) use specific textures(dds-files).

You just have to add textures and meshes to the lists under „Scan nif-files on dds-files” with „File → Scan → Add texture” and „File → Scan → Add mesh’. After a click on „File → Scan → Scan”, „Automatic-Nif-Changer” reads every listed nif-file and checks, if they contain one of the listed dds-files. Findings will be listed under „Hints/Errors”.

With „File → Scan → Add all meshes” you can add all meshes which are located in a directory of your choice. This function is recursive. That means, that it will add all meshes located in the chosen directory and all which are located in subfolders.

Example: You choose the directory „X:\Oblivion\Data\Meshes\myMod”. This contains a few nif-files and a few directories with more nif-files. The function adds the few files located in the directory and the others located in the subfolders.

8 General usage

You can controll „Automatic-Nif-Changer” only over the menus.

The only exception is the drag&drop-function. You can pull a directory on a list to add all contained files to this list. Therefor you have to choose if sub-directories should be added too.

8.1 File

8.1.1 Adjust → Add mesh

With this you can add one or more meshes to the list on top of the tab „Adjust paths”.

It’s possible to add more than one file at once.

8.1.2 Adjust → Add texture-directory

With this you can add texture-directories to the list on bottom of the tab „Adjust paths”. „Automatic-Nif-Changer” searches the textures in these directories.

You can only add one directory at once. You have to add subfolders separate.

If you close „Automatic-Nif-Changer”, the tool writes the listed folders into the file „texture-dirs.txt”, which is located in the „Automatic-Nif-Changer”-directory. At the next start, it will read the file and add the listed directories so that you don’t have to add them everytime.

8.1.3 Adjust → Delete mesh

With this you delete the texture-directory which is selected at the moment(blue background-color).

You can only delete one directory at once.

8.1.4 Adjust → Delete texture-directory

With this you delete the mesh which is selected at the moment(blue background-color).

You can only delete one mesh at once.

8.1.5 Adjust → Adjust

This starts the selected adjustment. Please look at section 7.2 at page 5 for descriptions about the differences of the adjustments.

You can use the box „don’t change Oblivion-textures” with this function. „Automatic-Nif-Changer” will then ignore all texture-paths listed in the file „ignore.txt”. This file contains all Oblivion-texture-paths but you can add other texture-paths as well.

8.1.6 Scan → Add textures

With this you can add texture-directories to the list on top of the tab „Scan nif-files on dds-files”.

It’s possible to add more than one file at once.

8.1.7 Scan → Add meshes

With this you can add meshes to the list on bottom of the tab „Scan nif-files on dds-files”.

It’s possible to add more than one file at once.

8.1.8 Scan → Add all meshes

With this you can add all meshes, which are located in a directory of your choice, to the list on bottom of the tab „Scan nif-files on dds-files”. This function is recursive so that you all meshes contained in subfolder will be added too.

It’s possible to add more than one file at once.

8.1.9 Scan → Delete texture

With this you delete the texture which is selected at the moment(blue background-color).

You can only delete one file at once.

8.1.10 Scan → Delete mesh

With this you delete the mesh which is selected at the moment(blue background-color).

You can only delete one file at once.

8.1.11 Scan → Scan

This starts the scan. „Automatic-Nif-Changer” scans each mesh on each texture. Findings will be listed under „Hints/Errors”.

8.1.12 Exit

This closes „Automatic-Nif-Changer”.

If you close „Automatic-Nif-Changer”, the tool writes the entires of the bottom list of the tab „Adjust paths” into the file „texture-dirs.txt”, which is located in the „Automatic-Nif-Changer”-directory. At the next start, it will read the file and add the listed directories so that you don't have to add them everytime.

9 Feedback, Bug-Reports, Desires and suggestions

You can send me feedback, bug-reports, wishes and suggestions by mail or with PMs in forums. And, of course, you can use the release-threads.

Bugtracker:	www.diceworks.de	only in German available
Mail:	dice@diceworks.de	

Discussions and contact-info for PMs in forums:

morrowindforum.de:

Kontakt: `_DICE_`

Scharesoft.de:

Kontakt: `_DICE_`

Testnexus.com:

Kontakt: `_DICE_`

10 Changelog

10.1 Version 1.1

- You can add now complete directories to all lists via drag&drop.
- Fixed a problem with some textures(e.g. animated textures).