
Morrowind Overhaul – Sounds & Graphics v2.0 Install Guide

Easier, shorter, and more epic than ever!

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Introduction:

Hey all!

As you may know, this version of MGSO comes with a brand-new installer that I wrote to save your life. This installation guide aims to let you know how the installer proceeds, in order to avoid issues during the process. To be honest I think that a good portion of you doesn't even need this guide to install the modpack correctly.

Be ready to do almost nothing, take a drink and... let's start!

PS: To avoid mass suicides during the installation process I put some cute images of Morrowind with the Overhaul.

I hope these will help you to not give up and finish this document!

- Kingpix and friends

*Look how cool the Molag Amur Region looks.
Hurry up, install the modpack!*



A beautiful sunset near Seyda Neen.

Requirements:

Things you'll need to run correctly the pack. Do not annoy me if you didn't install these before! (I'm joking, I love you all!)

- Windows XP/Vista/7 (32/64bit) Well, almost everyone has these! If not you missed something :P
- Morrowind, Tribunal, Bloodmoon updated with [latest patches](#). If you have the GOTY edition or Steam then your game is already up to date.

Otherwise go on that link and download all the patches! Here's the correct order of installation:

1. Morrowind
2. Morrowind Patch ([European Version](#) / [North American Version](#) / [French Version](#))
3. Tribunal
4. [Tribunal Patch](#)
5. Bloodmoon
6. Bloodmoon Patch ([European Version](#) / [North American Version](#))

Only English version of the game is supported! (French version in development [here](#))

- It works on Steam (you will have to do a little thing, see below). It DOES NOT work on other Digital Download platforms (such as Impulse, for example), due to a modified version of the Morrowind executable file.
- The [last revision of DirectX 9.0c](#)
Please NOTE: because many users had this problem in the previous release, you have to install it even if you installed DirectX 10, 11 or an older version of DX 9. This because they are separate packages; you need them both! Don't be scared, I'm not angry. (But I will be if you don't do this!) :
- [Visual C++ 2008 \(English version\)](#)
- [.NET Framework 2.0](#) (This may be a part of your system since you bought it, but a check is worth it)
- [.NET Framework 4.0](#) (Required for the Options program to work properly)
- [Java Runtime Environment](#) (Required for the Auto-Updater to work properly)



Isn't Seyda Neen just BEAUTIFUL?!

Starting operations:

Can't wait to play? Then do these steps to avoid problems and headaches. I'm not saying this for you, but for myself!

- This modpack is meant to be used on a CLEAN Morrowind installation. This means that if you want to skip silly problems and crashes you would have to re-install the game from scratch. Trust me, it's worth it.

So take the CDs (or re-download it if you use steam) and do it! When done you can install every mod you want.

If you are using Windows 7 or Windows Vista I suggest you to install the game OUTSIDE the Program Files folder to avoid that crappy "Administrator rights" control.

After the game is installed, check if it runs correctly.

- **FOR STEAM USERS ONLY:**

Morrowind Graphics Extender can act like a whiny dude sometimes. In our case it conflicts with the Steam Community In-Game Overlay. It doesn't matter why, but you SHOULD disable it, otherwise all the game will be black (nice, huh?). If you don't know how to do it here's a little explanation:

"Right click your Steam icon on the taskbar, go to Settings and under the "In-game" tab, disable the Steam Community interface in-game." (cit. [chrismo1233 at Steam Forums](#))

Thanks chrismo, I love you. I was too lazy to explain it myself.

- It's not required, but I highly recommend disabling that shitty UAC if you use Windows 7 or Vista. Here's a guide on [How to](#) do it.

No, I don't want to hack your PC or damage you in any way: some tools that are included in Morrowind Overhaul could have loads of problems with UAC. Trust me, do this!



Ascadian Isles Region in all its beauty.

Installation:

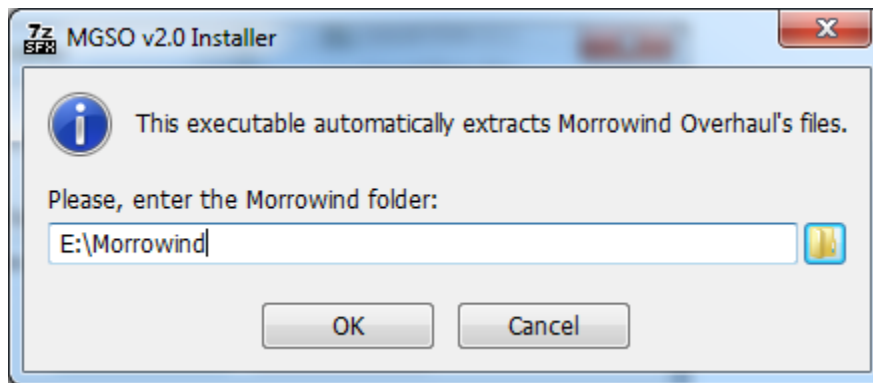
I don't believe you! How come are you already here?! You didn't read carefully the first steps! Double-check that you did it.

Yes I admit that the installation part was a bit long in the old version of the pack. Because of my love for you, I made it simple and quick! The installation is split in parts, here's a list of them to explain what they do. Don't worry; the installer is so kind that it will do almost everything by itself!

File Extraction:

Since I'm really cool you don't even need to extract the files! This SFX (Self Extractor) Archive does it for you!

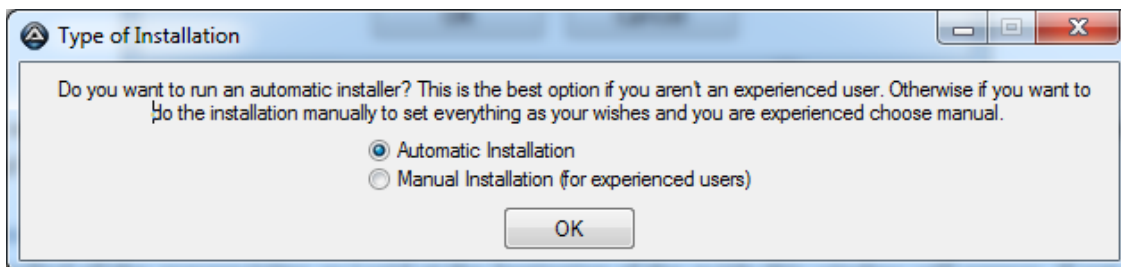
To start the installation simply run MGSO20Installer.exe (Well, actually it's the only file in the folder!)



Yep, this window appears. As it says, select the Morrowind installation folder. When done click **OK** and wait for the end of the process. The Auto-Installer will be launched at the end of the extraction.

Selection of the installation type:

If you installed all the prerequisites as I said at the beginning of the guide this window will appear. If not then you did something wrong. (The installer checks if you installed frameworks and DirectX, and tells you if you extracted it in the correct position. If something is wrong you will see an error popup.)



Do what this cute window says, and click **OK**.

Manual Installation:

This document has to be short. Learn to mod and do it yourself, fool!

I'm joking; if you want to install it manually (in this case a psychiatric visit is recommended) there's a document for that: [MGSO Manual Guide.pdf](#)!

Automatic Installation:

Here it is; my creature! I worked on this installer for months now, and I'm really proud of it.

It's really easy for you users, but to avoid any problem I'll guide you through all the installation process.

Welcome window:

Well, there isn't much to say. Read the incredible text of this window, and when you feel like click on **Next!**

PC Performances:

Select with the slider the configuration that is more similar to yours and click **Next**. Very important!

Morrowind Code Patch:

This patch will edit your Morrowind executable to make some mods running correctly. The required checkboxes are already checked, if you want one of the other additions choose them. When done click **Apply chosen patches**.

MorrowINI:

This tool will edit the Morrowind.ini file. It's all automated so don't worry!

Exe Optimizer:

As the name says, this tool will ~~bring some cute ponies to Morrowind~~ optimize the executable to avoid crashes. It's almost all automated, there's only one thing that you will have to do: select the Morrowind folder. So hard!

MGSO Options:

With this program you can choose between a lot of mods to make Morrowind look the best for you! There are even screenshots of the modifications so I think you don't need any other advices! When done, click **Apply**.

Morrowind Launcher:

How cool! The installer auto-checks all the mods and changes the resolution to ensure the correct registration of the Morrowind settings in the system registry. It does all automatically so just wait.

Mlox:

This tool sets the correct load order for you! Just wait 'till the end, since it's all automatic.

4 GB Patch:

All automated. If you have at least 4 GB of RAM the program will patch your exe to use them better!

Morrowind Graphics Extender (MGE):

This part may change; it's different for every version of MGE you chose in MGSO Options. Don't worry, it's almost all automated and the few things that you will have to do are described carefully! This part may take some time to finish.

Auto-Updater:

This isn't a part of the installation process but it's still important. Check for updates weekly with "Morrowind Overhaul Auto Updater.jar" found in the Morrowind folder. The pack will always be updated!

Success:

OH MY GOD YOU DID IT! MGSO is correctly installed! *celebration time plus champagne popping*

Contacts:

If you are crying while reading these lines it means that you didn't install the pack correctly. Don't worry; we are here to help you. Read below to see how!

Official Forums: <http://forum.rpgitalia.net/index.php?c=4>

Official Blog: <http://morrowindoverhaul.rpgitalia.net/>

Youtube Account: <http://www.youtube.com/user/MrMorrowindOverhaul>

Bethsoft Forums Account: <http://forums.bethsoft.com/index.php?/user/543585-kingpix/>

E-mail address: morrowindoverhaul@gmail.com

Phone number: WHAT? Do you really think I'll tell you my phone number?

Epilogue:

Sigh, we are already here... I'll miss you!

Morrowind still lives and it's still under continuous mod-development. See the Modlist_Credits.pdf document to have a full list of people that contributed to this project, and who gave me permissions to include their great mods into this pack.

I really hope that this guide was easy enough to let you enjoy a modded Morrowind as I'm doing right now. This modpack was built with so much passion and dedication over the years, and it's meant to be easy to set up. So please enjoy 3 years of work of us (the Morrowind Overhaul Team) and almost 10 years of work of the awesome Morrowind Modding Community.

Sincerely,

- Kingpix, the Morrowind Overhaul Team and the rest of the community



Screen of victory!