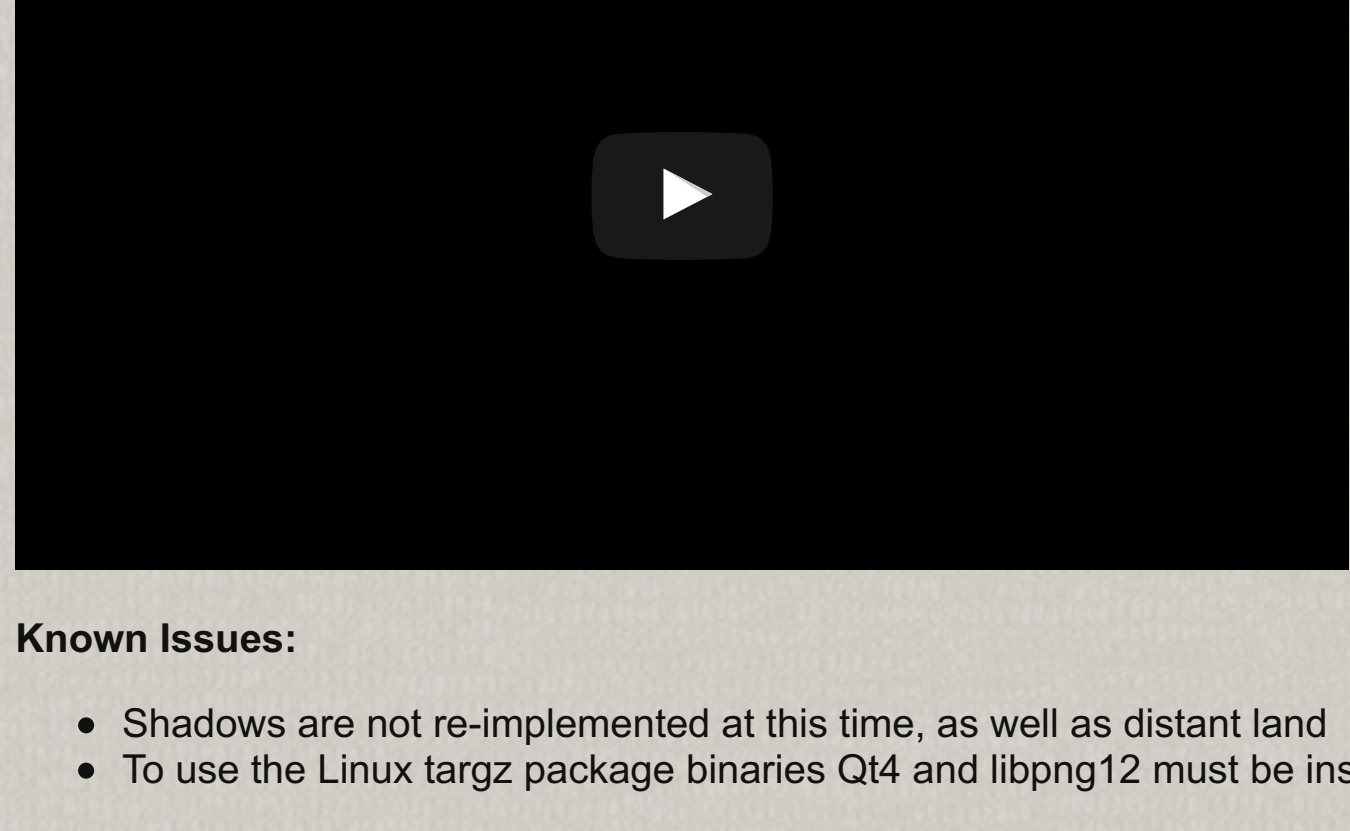
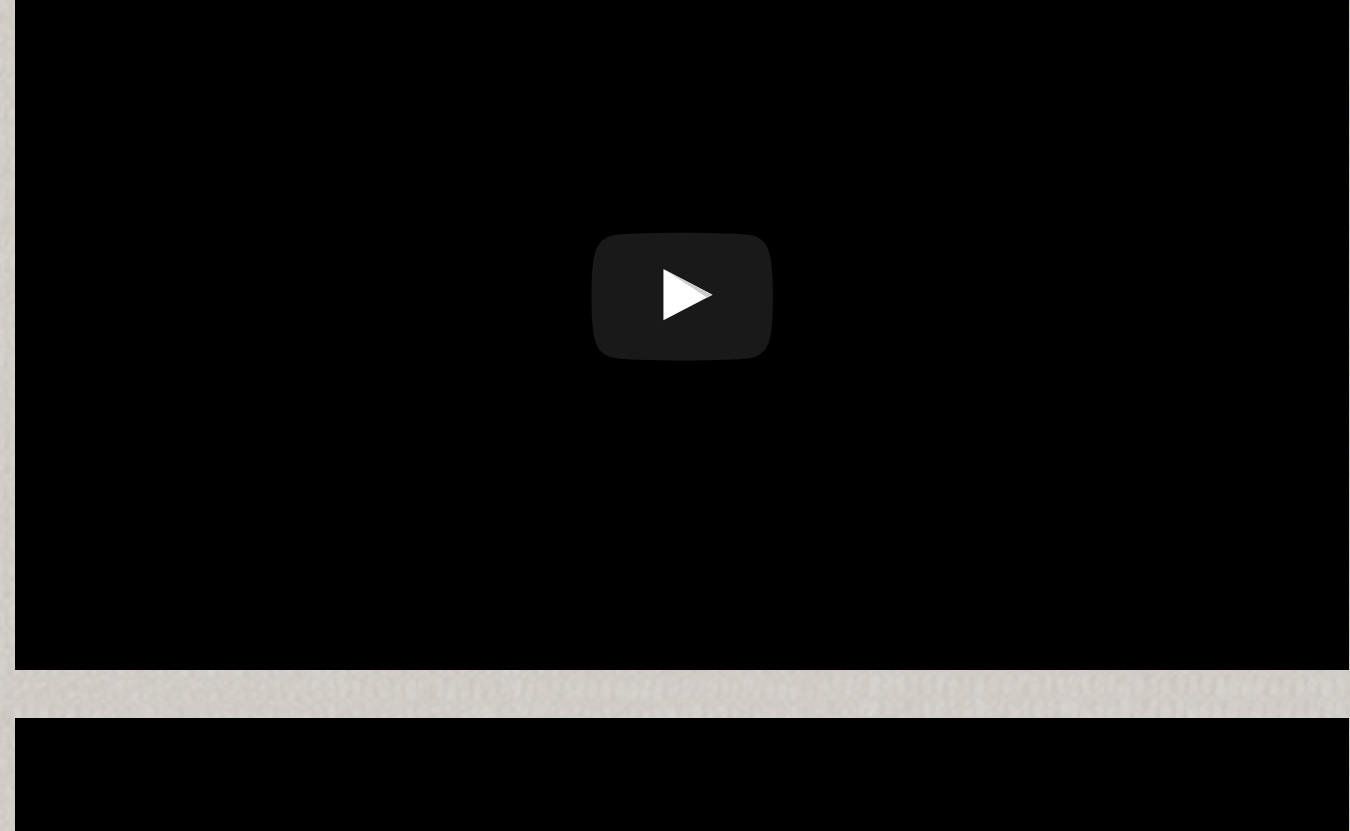


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OpenMW 0.40.0 Released! 2016-09-22 - raevol

The OpenMW team is proud to announce the release of version 0.40.0! Grab it from our [Downloads Page](#) for all operating systems. This release brings some small new features, but mainly bug fixes and improvements. We're winding down on implementable features, these are exciting times for OpenMW, even if releases have a little less user-visible changes. The game is basically fully playable, and future releases will bring mostly more fixes and optimizations.

Check out the [release video](#) and the [OpenMW-CS release video](#) by the prodigious Atahualpa, and see below for the full list of changes.



Known Issues:

- Shadows are not re-implemented at this time, as well as distant land
- To use the Linux tar.gz package binaries Q4 and libpng12 must be installed on your system

Changelog:

- Implemented NPC "Face" function
- Implemented weather dependent sun/moon reflections
- Implemented effect removal for abilities, fixes locked player movement upon exiting portable house mods
- Implemented deletion of moved references
- Fixed possible reference duplication when a mod modifies the corresponding refID
- Fixed creatures in cells without pathgrids not wandering
- Fixed death events to trigger at the end of the death animation instead of the beginning
- Fixed timed effects not to be interrupted when resting
- Fixed constant effects not to be put on hold when resting
- Fixed some issues with how Magicka is calculated in regard to Fortify Magicka effect and Intelligence
- Fixed several issues with telekinesis interaction
- Fixed issues with how the "M" character was handled in directory names in the config
- Fixed Slowfall spell to now stop forward momentum when jumping
- Fixed not being able to replace parent cell references with a cell reference of different type
- Fixed Cliff Racers not being able to attack targets below them
- Fixed creatures and NPCs not being able to aim ranged attacks vertically
- Fixed the player spawning at the origin if the cell they saved in doesn't exist anymore
- Fixed crash that could occur when using teleportation spells
- Fixed ESS-Importer not separating item stacks
- Fixed NPCs forgetting they had talked to the player before for their voiced dialog
- Fixed NPCs not looping their AI travel assignments
- Fixed NPCs wandering to invalid locations after training
- Fixed NPCs wandering off their pathgrid when player waits
- Fixed "StopCombat" AI command not functioning correctly
- Fixed Larienna Macrina not correctly stopping combat after killing Hrelvesuu in the "Battle at Nchurdanz" quest
- Fixed monsters respawning when loading a quicksave
- Fixed a visual effect playing in Dagoth Ur's chamber that shouldn't be there
- Fixed blight weather still occurring after killing Dagoth Ur
- Fixed new dialog in a mod inheriting some data from the dialog it replaces
- Fixed actors that start the game dead always using the same death pose
- Fixed NPCs to not auto-equip ammunition
- Fixed NPCs not favoring ranged weapons
- Fixed NPCs detecting the player when they don't have line of sight
- Fixed ashmire particles rendering outside of their pool
- Fixed AIWander start time resetting when saving/loading
- Fixed 1st and 3rd person camera not converting from .ass correctly with ESS-Importer
- Fixed issues caused by the idle camera when the player is paralyzed
- Fixed nearby monsters who have not detected the player not preventing the player from resting
- Fixed an issue with the victim of a pickpocket not always being alerted
- Fixed dead NPCs and creatures contributing to Sneak skill increases
- Fixed weather spawning dialog playing in interior cells
- Fixed effects cast by summons persisting after their death
- Fixed an issue with parallax map rendering
- Fixed level up graphic to match vanilla game behavior
- Fixed segfault in Atrayonis's "Anthology Solstheim: Tomb of the Snow Prince" mod
- Fixed issues with invisibility not dispelling correctly
- Fixed the first couple of seconds of NPC speech being muted on some PCs
- Fixed being able to stack effects from identical magic scrolls
- Fixed 3rd person camera distance getting stuck
- Fixed AIFollow and AIFollow durations to be handled as in-game hours instead of seconds, as per the vanilla engine
- Fixed a couple of issues with how fatigue is displayed when the player has fortified strength
- OpenMW-CS: Implemented multiple deletion of subrecords
- OpenMW-CS: Reimplemented pathgrid rendering
- OpenMW-CS: Implemented configurable key bindings
- OpenMW-CS: Implemented pathgrid editing
- OpenMW-CS: Fixed Start Scripts table not updating when a script is added
- OpenMW-CS: Fixed tooltips not showing in scene view unless holding mouse button on them
- OpenMW-CS: Fixed tab width in Script Editor to be 4 characters instead of 4 pixels
- OpenMW-CS: Fixed being able to create duplicate pathgrid records
- OpenMW-CS: Fixed data in Weapon records not being properly set
- OpenMW-CS: Fixed Regions table to show weather options and allow editing them

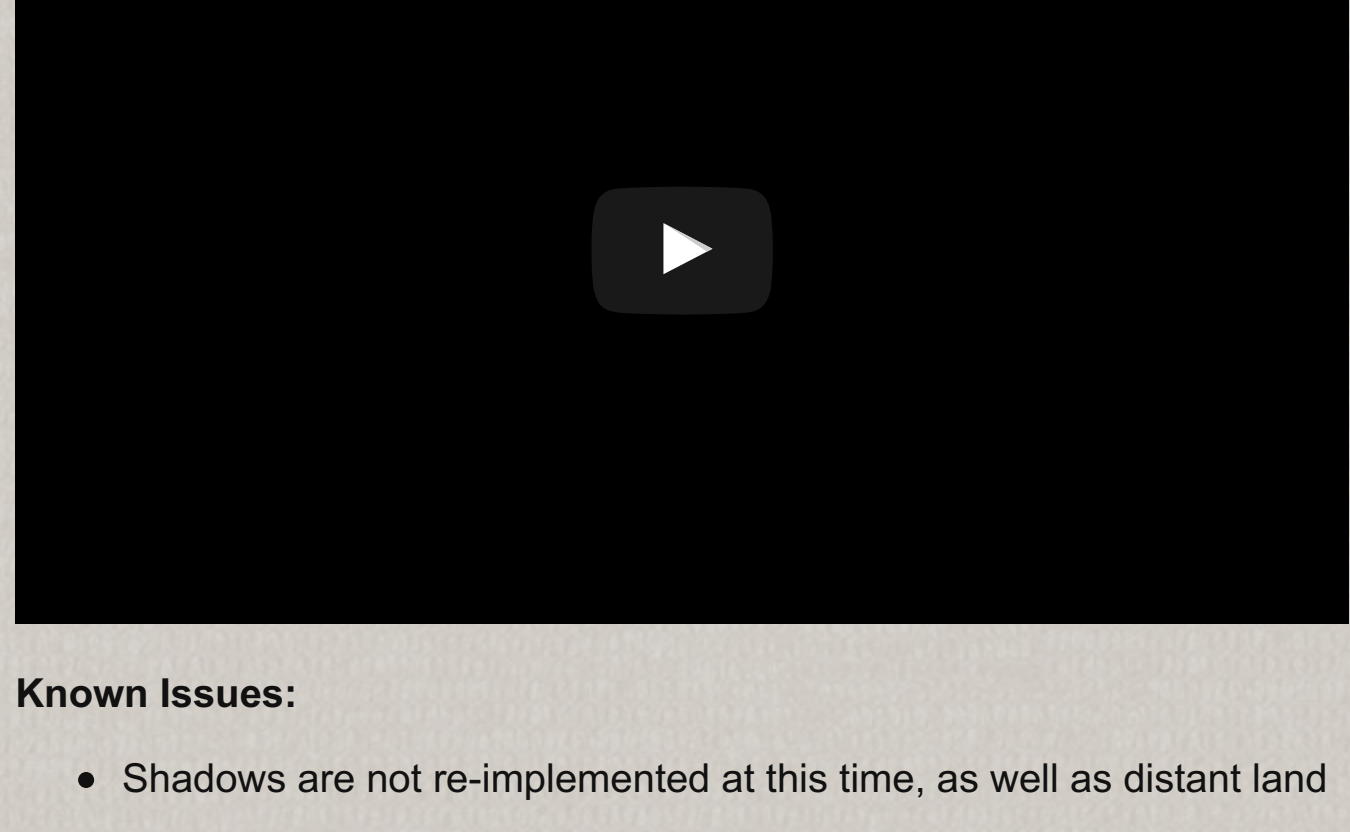
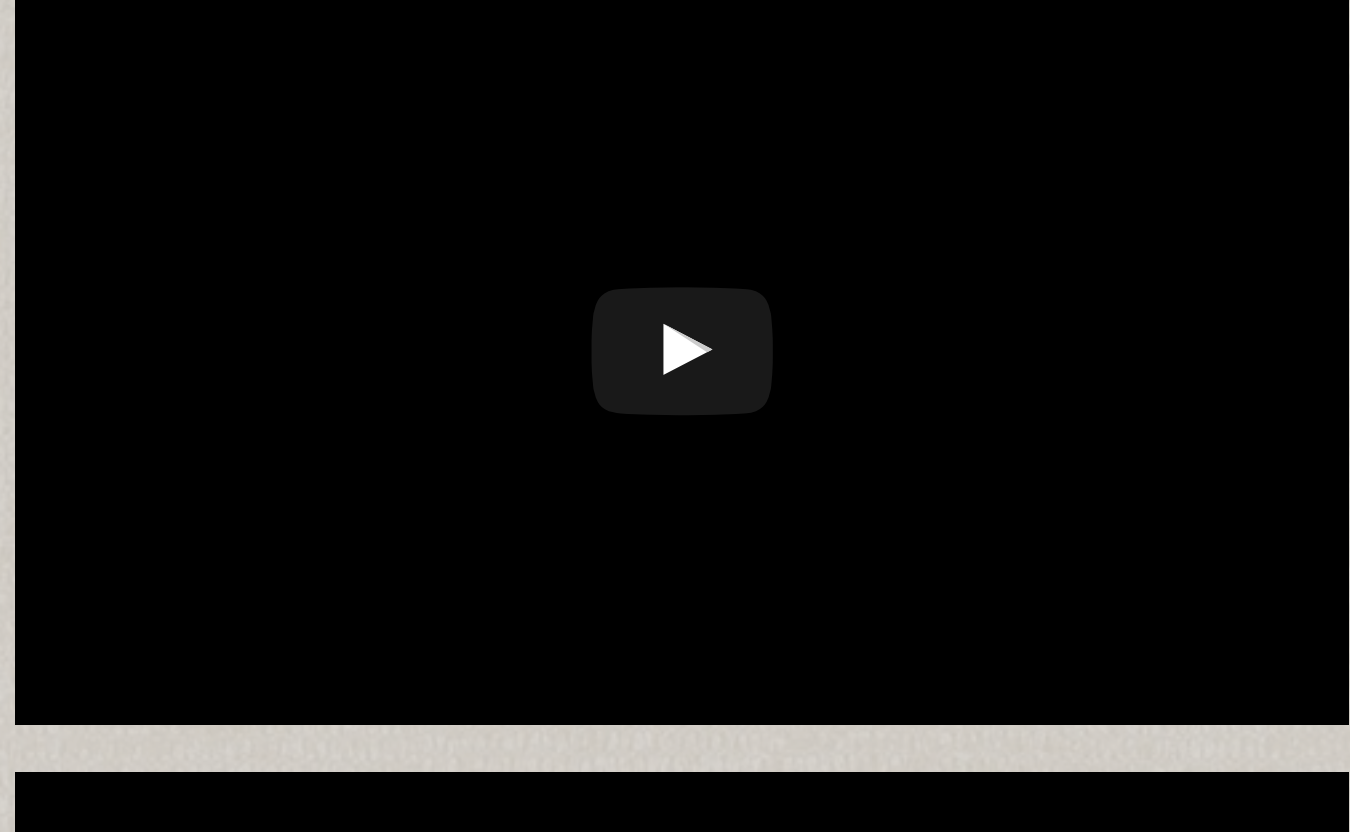
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2016-09-22 - raevol - [One pingback](#).

OpenMW 0.39.0 Released! 2016-05-28 - raevol

The OpenMW team is proud to announce the release of version 0.39.0! Grab it from our [Downloads Page](#) for all operating systems. This release brings background cell loading and caching, which is a feature not to be missed. Initial support for object shaders has found its way back into our engine, and a host of bugs have been smashed. See below for the full list of changes.

The venerable Atahualpa has bravely stepped up to fill Weirdey's boundless shoes as our video producer, check out the video for [this release](#) and [OpenMW-CS 0.39.0](#). Check our blog or [Youtube channel](#) if you missed his videos for versions 0.36, 0.37, or 0.38.



Known Issues:

- Shadows are not re-implemented at this time, as well as distant land

Changelog:

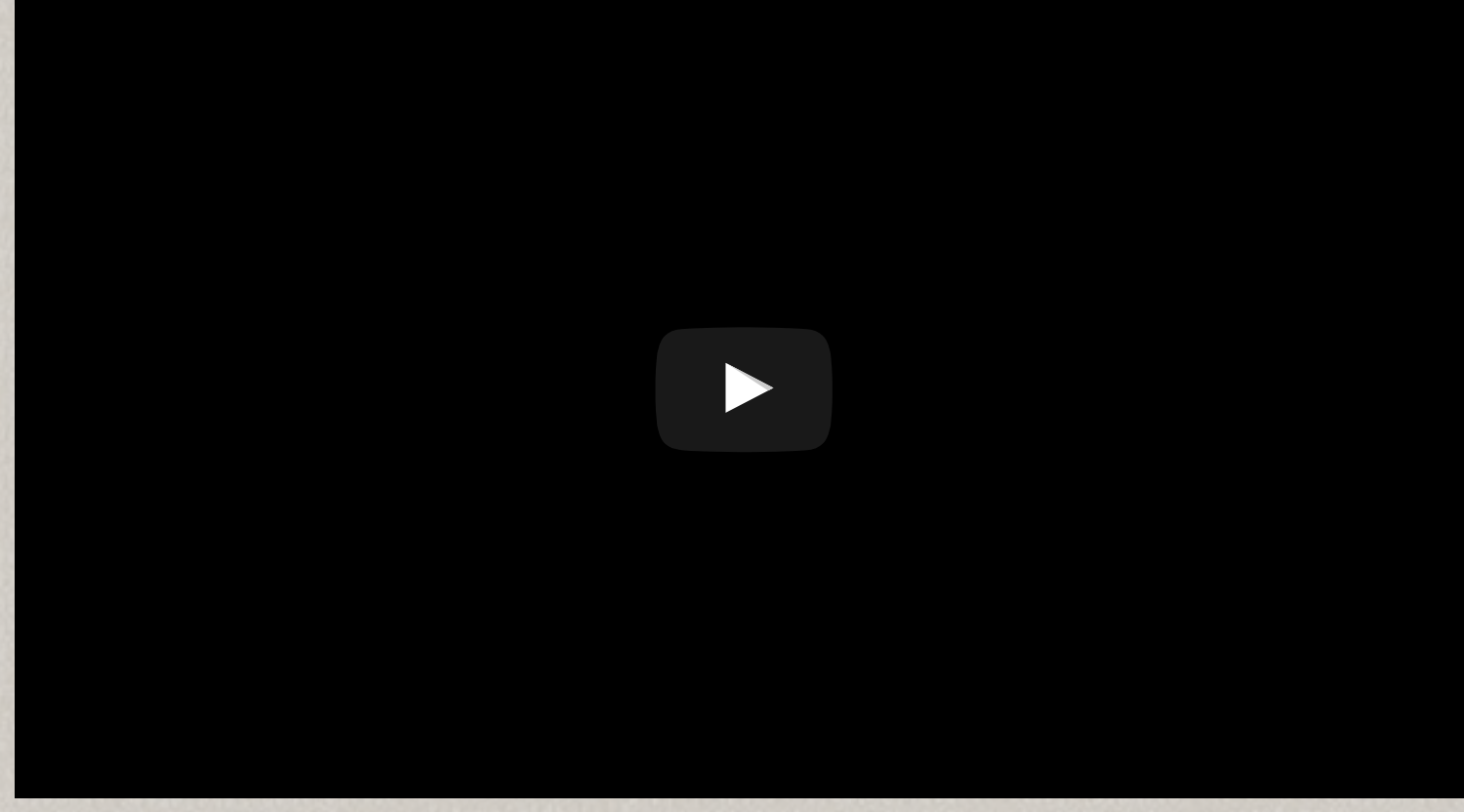
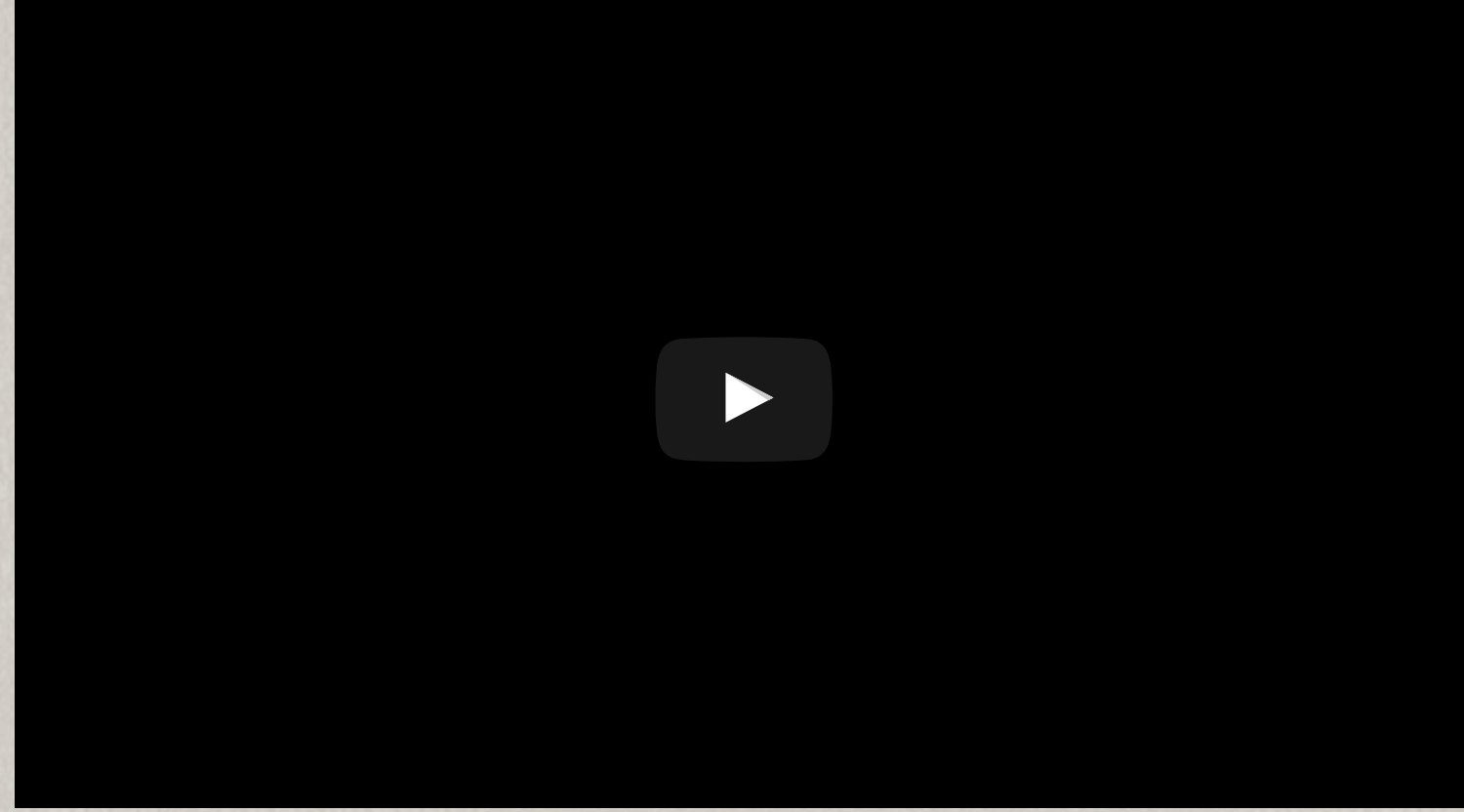
- Implemented background cell loading and caching of loaded cells
- Implemented support for object shaders in OSG
- Implemented interpolation for physics simulation, smoothing rendering of statics and fixing some collision issues
- Implemented support for sphere map NiTextureEffects
- Implemented the FixMe script instruction
- Implemented support for RGB and RGBA embedded textures in NIF files
- Implemented corpse clear delay
- Implemented per-creature respawn time tracking
- Fixed Dark Brotherhood Assassins, ghosts in Ibar-Dad, and other creatures spawned with PlaceAt spawning inside world geometry
- Fixed Activate / OnActivate script instruction to match vanilla behavior
- Fixed player spawning underwater when loading a game saved while swimming
- Fixed NPCs not using correct animations with Animated Morrowind mod
- Fixed Riekling raider pig screaming continuously
- Fixed Vivec's hands in the Psymoniser Vivec God Replacement mod
- Fixed NPCs spamming restoration spells instead of defending themselves
- Fixed a crash caused by local script iteration
- Fixed AI packages to not stack when duplicates are added
- Fixed actor animations not being rebuilt on resurrection
- Fixed dialog boxes for non-standard NPCs not scrolling correctly
- Fixed wandering NPCs disappearing or getting teleported to strange places
- Fixed missing NPC name in journal entry when given Pilgrimages of the Seven Graces quest
- Fixed bounding box used for actors when dropping them from the inventory
- Fixed spells exploding on an actor being applied twice
- Fixed Azura's missing head
- Fixed potion effect showing when ingredient effects are not known
- Fixed hands turning partially invisible when chopping with a spear
- Fixed fast travel breaking save files made afterwards
- Fixed crash after casting recall spell
- Fixed constant effect enchantment animation playing on dead bodies
- Fixed spell effects to not persist after the caster dies
- Fixed corpses that are submerged at the beginning of the game to stay submerged
- Fixed "when strikes" enchantments to not launch a projectile from the attacker when they apply
- Fixed camera snapping to straight up or down after teleporting
- Fixed alchemy window ingredient count not decrementing when combining ingredients that don't share effects
- Fixed mods culling the hasWater() flag for exterior cells
- Fixed a crash with mods that define bip01 spine1 but not bip01 spine2
- Fixed class image display when an image for the class is not found
- Fixed possible infinite disposition through exploit
- Fixed glitch causing removed clothing to still be rendered on the character on the inventory paper doll
- Fixed statics and activators not being able to cast spell effects on the player
- Fixed cells not loading when using Poorly Placed Object Fix mod
- Fixed female characters incorrectly using the male base animation skeleton
- Fixed "use best attack" punches to match vanilla behavior
- Fixed crash when clicking through the class selection menu a specific way
- Fixed save list jumping to the top when deleting a saved game
- Fixed the selected class and race not being cleared when starting a new game
- Fixed crash when water normal map is missing
- Fixed an issue with handling stray arguments in scripts
- Fixed Drop script instruction to match vanilla behavior
- OpenMW-CS: Implemented GMST verifier
- OpenMW-CS: Implemented info record verifier
- OpenMW-CS: Implemented rendering cell border markers in Scene view
- OpenMW-CS: Implemented point lighting in Scene view
- OpenMW-CS: Implemented optional line wrapping in script editor
- OpenMW-CS: Reimplemented 3D scene camera system
- OpenMW-CS: Implemented scenes being a drop target for referenceables
- OpenMW-CS: Implemented rendering cell markers in Scene view
- OpenMW-CS: Implemented Instance selection menu in Scene view
- OpenMW-CS: Implemented Move sub mode for instance editing mode in Scene view
- OpenMW-CS: Implemented behavior for changing water level of interiors to match exteriors
- OpenMW-CS: Implemented using "Enter" key instead of clicking "Create" button to confirm ID input in Creator Bar
- OpenMW-CS: Fixed objects dropped in the scene not always saving
- OpenMW-CS: Fixed objects added to the scene not rendering until the scene is reloaded
- OpenMW-CS: Fixed land data being written twice
- OpenMW-CS: Fixed GMST ID named sMake Enchantment being named sMake when making new game from scratch
- OpenMW-CS: Fixed creator bar in Start Scripts subview not accepting script ID drops
- OpenMW-CS: Fixed using the "Next Script" and "Previous Script" buttons changes the record status to "Modified"

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2016-05-28 - raevol - [One pingback](#).

The Forgotten Releases: 0.38.0 2016-03-31 - Okulo

And here's the last update we owe you. Below you'll find two more videos. The first one will handle OpenMW, and the other will spend some time on OpenMW-CS.



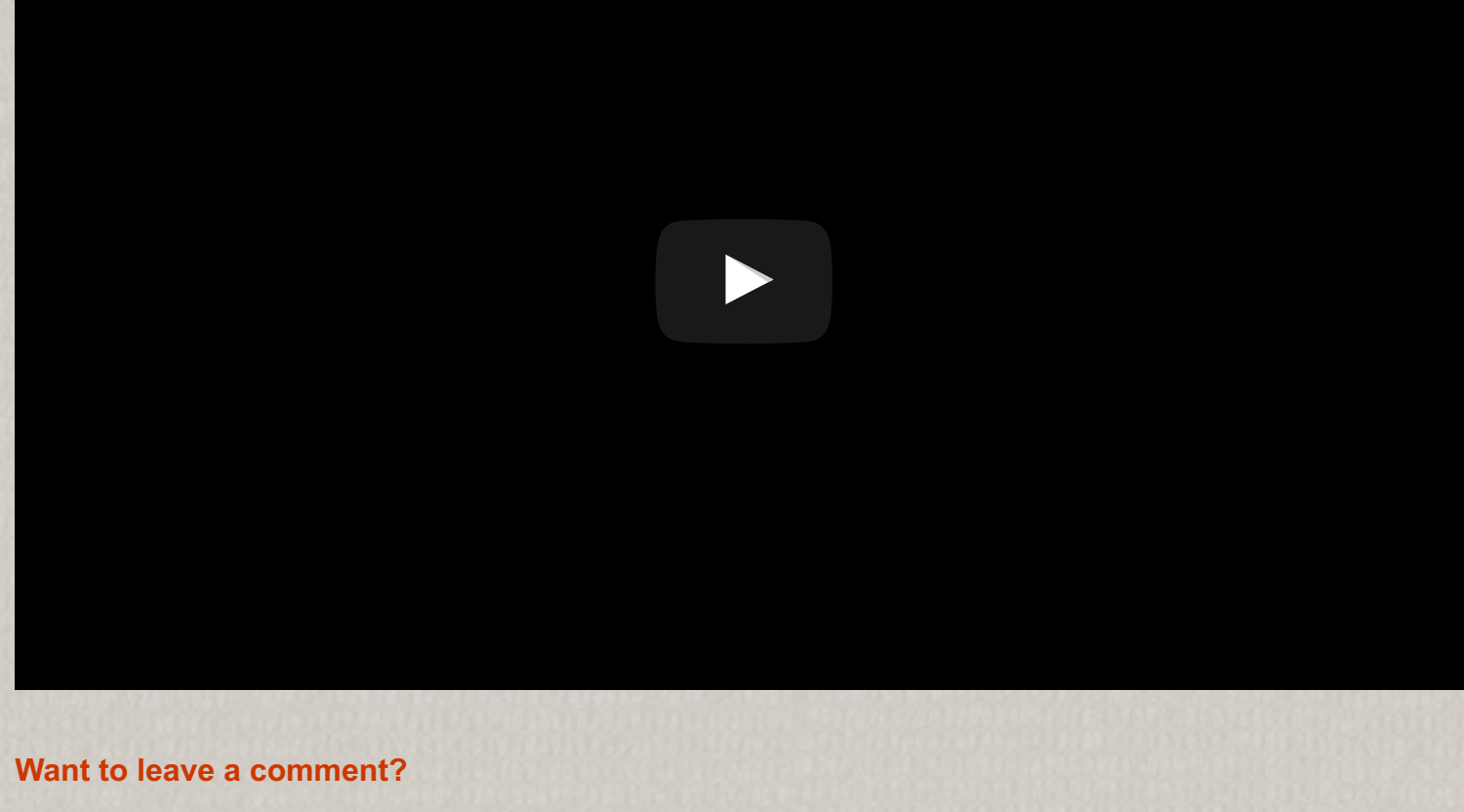
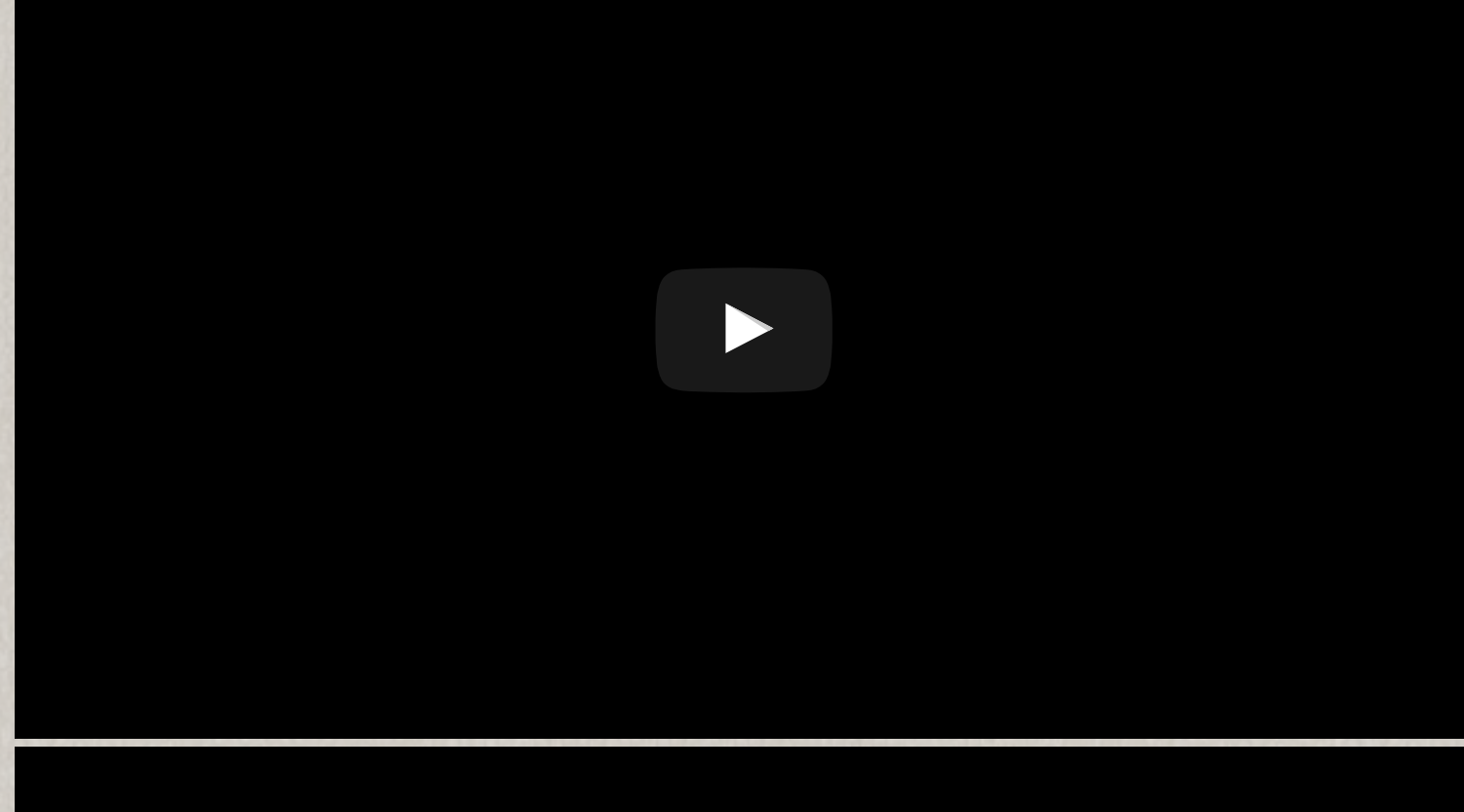
Phew, now that that is out of the way, we can move on to 0.39.0. The next version is still cooking, but if you want to go check it out, you can always try the nightlies for [Windows](#) and [Linux](#). They already include support for those [fancy new shaders](#) too!

[Want to leave a comment?](#)

2016-03-31 - Okulo - [No pingbacks so far](#).

The Forgotten Releases: 0.37.0 2016-03-13 - Okulo

Welcome back. It seems we still owe you some videos. So let's get right down to it. First, we have a video that shows off the updates for OpenMW. The second video shows off changes for OpenMW-CS.

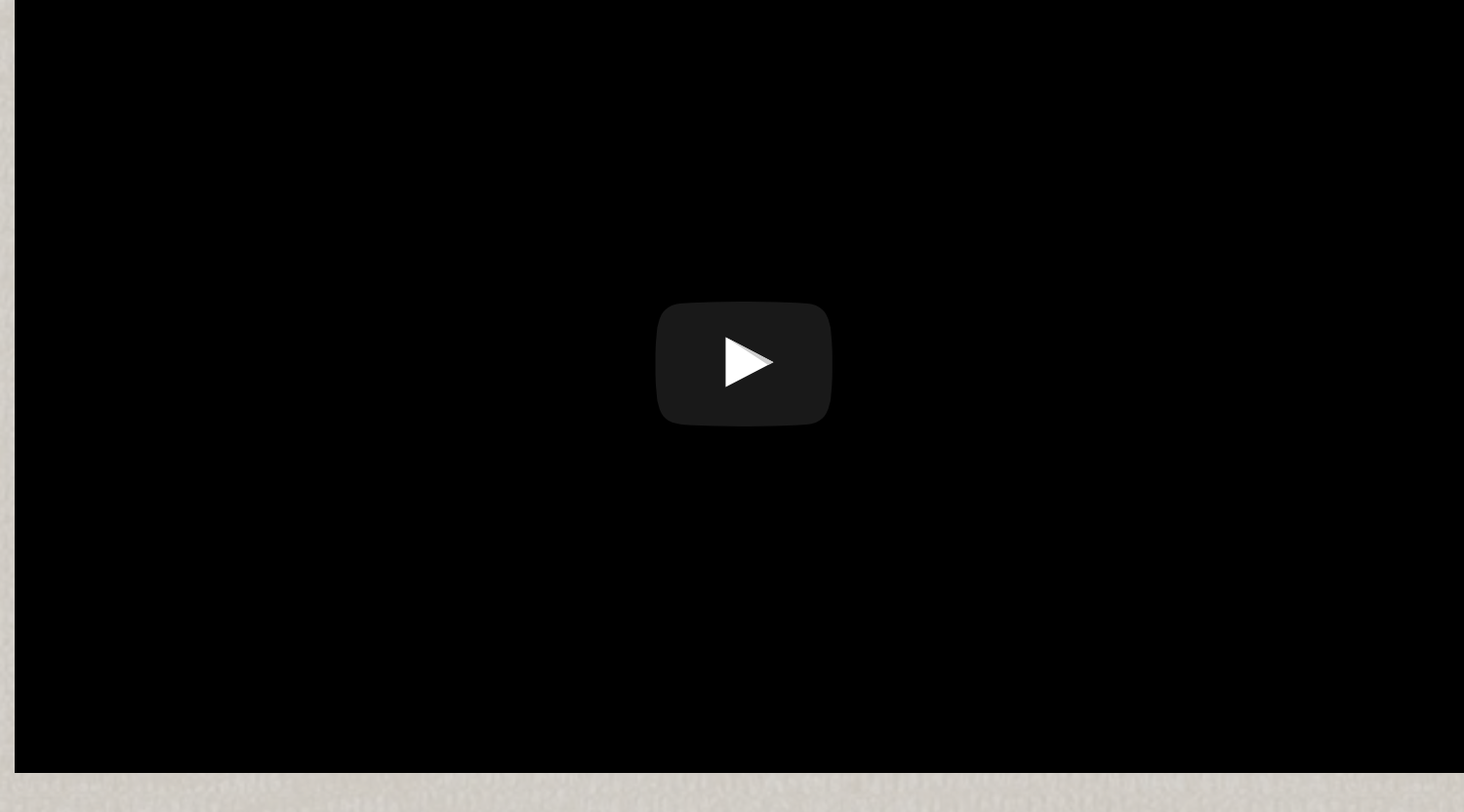


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2016-03-13 - Okulo - [No pingbacks so far](#).

Popping In 2016-03-05 - Okulo

Oh, hey there. How nice of you to pop in. It's been a while. Sit down, we've got something really cool for you. You know how Weirdey's has been busy and stuff, and our last few releases didn't have any release videos? Well, we've got a surprise for you. No, Weirdey isn't back just yet, but we do have a video for you. It's a retrospective of the past few releases. So though Weirdey may be missing, sit back and let Atahualpa take you through our past few releases in these Forgotten Release Commentaries.



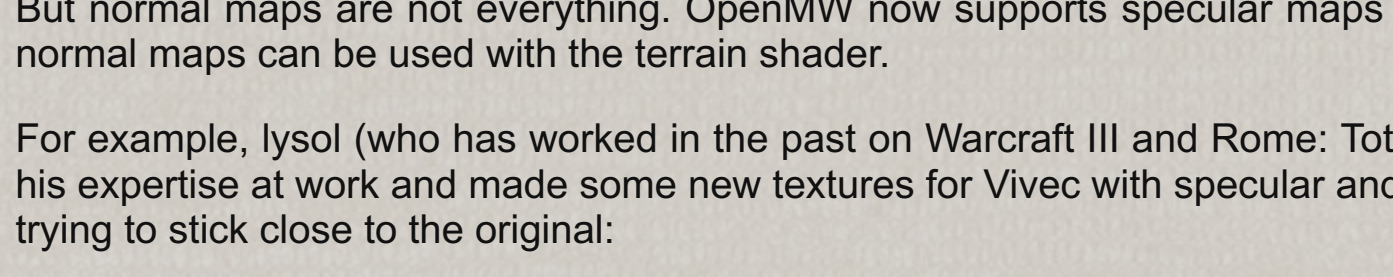
Those were some sixteen minutes well spent! Speaking of time well spent, Scrawl has a bit of a surprise for you too. We've had this feature back in Ogre3D, and now – after a bit of a hiatus – it's back: normal maps! Scrawl still had some of PeterBitt's old normal maps lying around, so he figured he'd try them out and lo behold:



Subtle, but gorgeous. As an added bonus, OpenMW can now automatically use normal maps if it answers to the naming scheme. As Scrawl explains it: "This is now implemented. For example, for the color texture foo.dds, the game will automatically use foo_n.dds as a normal map (if it exists). The benefit is that you don't have to go around modifying (and distributing) all the .nif files / mesh files."

But normal maps are not everything. OpenMW now supports specular maps too, and both specular and normal maps can be used with the terrain shader.

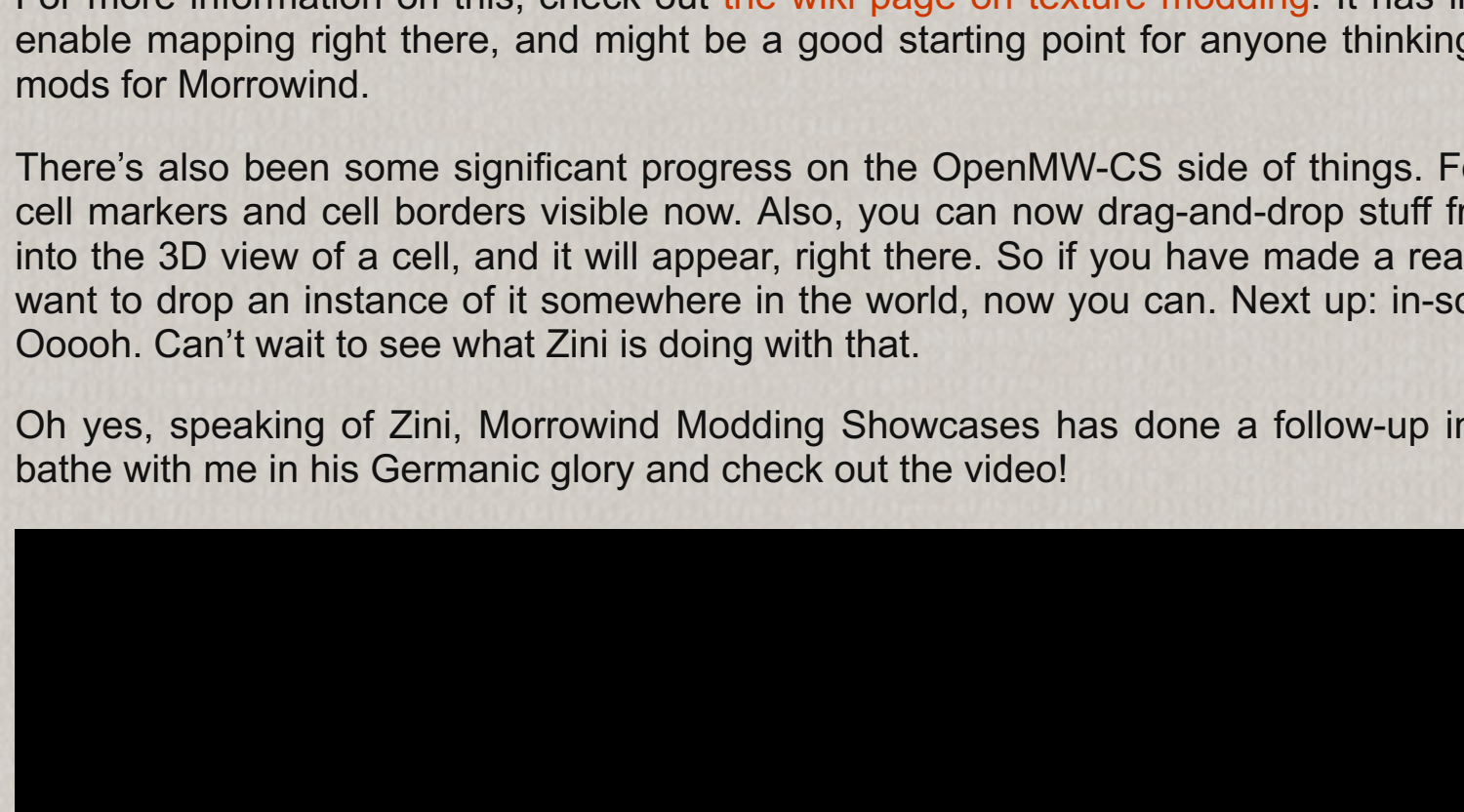
For example, Iysel (who has worked in the past on Warcraft III and Rome: Total War re-textures), has put his expertise at work and made some new textures for Vivec with specular and normal mapping, while still trying to stick close to the original:



For more information on this, check out the [wiki page on texture modding](#). It has instructions on how to enable mapping right there, and might be a good starting point for anyone thinking of making graphical mods for Morrowind.

There's also been some significant progress on the OpenMW-CS side of things. For one, we've got the cell markers and cell borders visible now. Also, you can now drag-and-drop stuff from the Objects table into the 3D view of a cell, and it will appear, right there. So if you have made a really cool item, and you want to drop an instance of it somewhere in the world, now you can. Next up: in-scene instance editing. Ooooh. Can't wait to see what Zini is doing with that.

Oh yes, speaking of Zini, Morrowind Modding Showcases has done a follow-up interview with him. So bathe with me in his Germanic glory and check out the video!



Well, see you next time when we have more cool stuff to show!

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2016-03-05 - Okulo - [No pingbacks so far](#).

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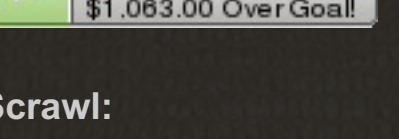
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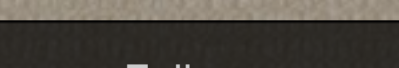
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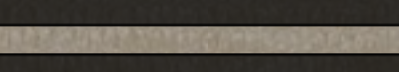
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