

Basic Primary Needs

Version 4.0 by Maskar ⌚ 9th May 2012



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1.1 Introduction

Basic Primary Needs is a hunger, thirst and sleep mod, making eating, drinking and sleeping a more immersive experience. It includes built-in language localization support for English, German, French, Spanish, Italian, Russian and Chinese (simplified). Read chapter 3.3 for details on how to use it with HUD Status Bars.

When the player character does not eat, drink or sleep, he/she slowly suffers stat and attribute loss. In specific stat loss is linked as follows:

- Hunger → Health
- Thirst → Magicka
- Sleep → Fatigue

The affected attributes are Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality and Luck. The exact amount lost is based on many factors, like the tasks performed (higher when running, swimming, power attacking, etc.), major skills and governing attributes, encumbrance, weapon skills, weather conditions, etc.

If the player character is starving, dehydrated, or exhausted he/she will take damage for every need (hunger, thirst and sleep) being at their maximum. Next to losing health there are also negative effects associated with this. These are collapsing when starving, blurry vision when fully dehydrated and panting when fatiguing while exhausted. Additionally, the player character will start hallucinating, which increases for every need being at their maximum. When the player character is refreshed however (not hungry, thirst or sleepy), he/she will continuously regenerate a minor amount of health. Read chapter 3 for further details on how to configure this mod and chapter 5 for details on the inner workings of this mod.

Canteens have been added to keep the player character hydrated and can be purchased from merchants and found as loot in containers and from npcs. They can be refilled at wells, fountains, huge barrels, kegs, water barrels, cows and blood fountains. When it's raining canteens can also be filled with rainwater.

Drinking alcohol increases the amount of alcohol in the player character's body. When too much alcohol is drunk vision becomes blurred and muscle coordination impaired. However, drinking alcohol increases the tolerance to alcohol, which in turn allows the player character to drink more alcohol before experiencing any negative effects.

Just like canteens, coffee can be purchased from merchants and found as loot in containers and from npcs. Drinking coffee lowers the need for sleep, but is most effective when the player character is tired and has limited amount of caffeine in his/her body. It also has the added bonus of counteracting alcohol effects slightly. It does however make sleeping more difficult and therefore requires more time before becoming fully rested.

Water bottles can be found as lowerclass loot in the form of recycled alcohol bottles with various amounts of water. Like all water, these bottles can sometimes contain diseases.

When the Shivering Isles expansion is installed an option is available to add wells to New Sheoth and most villages in Shivering Isles.

Next to eating, drinking and sleeping, the player character's [personal hygiene](#) affects his/her disposition towards NPCs and creatures. This includes the use of bathtubs, soap and toilets.

This mod comes in 3 difficulty levels, each having an impact on the rarity of food and drinks in-game. This includes the contents of drink sources (wells, kegs, lakes, etc.), which have a higher chance of being poisoned, locked, empty, or full with diseases when playing a higher difficulty setting. For further details on this read chapter 5.

1.2 Compatibility

This mod is fully compatible with all time and attribute changing mods. It's also compatible with all mods adding custom food and drinks and mods changing/adding cities, vendors and architecture like wells, kegs and beds (including Morroblivion and [Oblivion War Cry - New Dimension](#)). As it does not modify anything in-game directly, like adding scripts to already existing objects, or turn them into activators, it should be compatibility with all other mods.

Mods (like [Realistic Fatigue](#)) which respond to the player character's current stats (health, magicka and fatigue) would benefit from having the impact of needs on stats lowered. This can be accomplished by changing the maximum stats penalty (default 75%) and/or editing the individual stats affected by needs (read chapter 3.6 for further details).

[Basic Primary Needs](#) includes its own vampire needs system. To use a 3rd party vampire mod either disable the built-in vampire needs, or integrate the vampire mod into [Basic Primary Needs](#).

3rd party vampire and werewolf mods can be fully integrated with [Basic Primary Needs](#) and this way display their needs using the built-in message system and HUD Status Bars. By default [LTD-Vampire Overhaul](#) (vampire mod) and [Curse of Hircine – Resurrected](#) (werewolf mod) are automatically supported if installed. Read chapter 3.4 for further details on adding support for other mods.

Recommended mods to be used with this mod:

[Basic Personal Hygiene](#) makes the player character's personal hygiene affect his/her disposition towards NPCs and creatures. It adds bathtubs, soap and toilets.

[Camping](#) adds the ability to set up a campsite, giving the player character a place to sleep when out in the wilderness.

[My Voice Extender](#) has additional support for [Basic Primary Needs](#), to not hear the player character talk when panting.

[Sneaking Detection Recalibrated](#) completely rewrites how sneaking/detection works and includes support for [Basic Primary Needs](#).

[Bananasplit Better Cities](#) adds many new water and alcohol sources.

[Let the People Drink](#) adds fountains to the Arboretum, Green Emperor Way, Temple, Talos and Arena districts.

[FCOM](#) or [MMM](#) is recommended as they add new places to find canteens and coffee (and a huge amount more). FCOM is a combination of overhaul mods and includes MMM.

[Mr Silkas Farm Animals](#) adds cows which can be milked. This is also part of [MMM](#), but requires the `Mart's Monster Mod - Farm Animals.esp` file (included with MMM) to be installed. Cows are also part of [Oblivion War Cry - New Dimension](#).

[Oblivion War Cry - New Dimension](#) is an alternative overhaul mod. All items (including cows) are fully supported. It's not compatible with most other overhaul mods (FCOM, etc.).

Morroblivion adds the game Morrowind to Oblivion. All items (cups, bottles, wells, kegs, beds, etc.) are fully supported. Canteens and coffee can also be found in this new world.

[Cobl](#) adds new food, drinks and water barrels. All items added are fully supported.

[Q - More and Moldy Ingredients v1.1](#) adds moldy and spoiled food, but is not directly compatible with Cobl.

[Harvest Containers](#) changes the appearance of containers when opened. This is especially useful for vampire characters opening a coffin to sleep inside.

[CLS CraftyBits OBSE](#) is a crafting mod adding many new abilities, including cooking. Alternatively, [BRG Food And Ingredients](#) could also be used for cooking.

[DarNified UI](#) is recommended for non-English versions to display long item names properly.

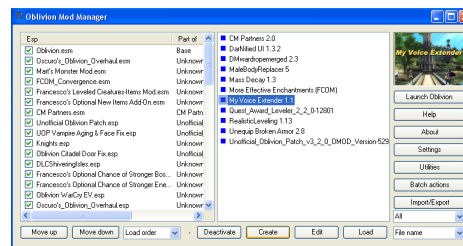
1.3 Requirements

No files will be replaced by installing this mod. It will however need [OBSE](#) (version 20 or higher) to function properly. Please read chapter 6.5 for further details on OBSE. No other third-party mods are required to be installed to run this mod. It's however recommended to use [Oblivion Mod Manager](#) (OBMM) to install and configure this mod.

2. Installation

2.1 How to install - OMOD method (recommended)

1. Start [Oblivion Mod Manager](#)
2. Click on *Create* to create a new OMOD
3. Click on *Add archive* and point to the downloaded (.7z) file
4. Click on *Create omod*
5. Double-click the name of the mod in the right-hand side of the OBMM screen
6. Answer the questions asked to customize it to your preferences
7. Optionally edit the .ini file to customize it to your preferences



Oblivion Mod Manager

2.2 How to install - Manual method

1. Extract the files to a temporary location
2. Copy files to (install folder) \Oblivion\Data\
3. Start Oblivion Launcher, click *Data Files*, place a checkmark beside the .esp file
4. Optionally edit the .ini file to customize it to your preferences

2.3 How to uninstall

To uninstall using the OBMM method, start OBMM, then double-click the name of the mod in the right-hand side of the OBMM screen and click *Yes*. To uninstall using the manual method, delete the Basic Primary Needs.esp, .ini and mesh/texture files in the [Data](#) folder.

Note that savegames are saved without penalties to the player character. This mod can therefore be safely upgraded/uninstalled without any issues. Quicksaves however do include these penalties and should therefore not be used after uninstalling!

3. Configuration

3.1 How to configure

The following settings can be configured through OMOD installation and/or by editing the ini file. Read the `Basic Primary Needs.ini` file for a description of every setting.

General settings

- Language selection;
- Key for drinking/filling canteens;
- Time to reach maximum stat/attribute loss;
- Maximum % stat loss;
- Maximum % attribute loss;
- Health regeneration when refreshed;
- Food rarity;
- Toggle to add wells to Shivering Isles;
- Toggle to add names to drink sources;
- Toggle for Cure Disease spell;
- Debug messages;

- Display menu messages;
- Display mouse-over drink source contents;
- Display items in messages in upper/lower case;
- Display attribute repair item.

Advanced settings

- Impact of intensive tasks on hunger/thirst/sleep;
- Amount hunger/thirst/sleep affect attributes;
- Amount hunger/thirst/sleep affect stats;
- Major skills and attributes impact on hunger/thirst/sleep;
- Realistic or linear rate of stat/attribute loss;
- Minimum time passed to disable needs;
- Link stat/attribute loss when not playing (3rd party mods only);

- Hunger/thirst % when sleeping;
- Thirst % when diseased;
- Toggle for balanced food weight;
- Toggle for balanced drink weight;
- Amount of hours food recovers hunger;
- Amount of hours drinks recover thirst;
- Penalty for eating non-food items;
- Sleep modifier to change the required sleep time;
- Sleep modifier for sleeping during the day/night;
- Sleep penalty for sleeping outdoors;
- Sleep penalty for sleeping while diseased;
- Sleep modifier for different quality beds;

- Hunger, thirst and sleep modifier for sitting down;
- Toggle for poisoned water;
- Minimum disease % with maximum disease resistance;
- Disease % for eating moldy and spoiled food;
- Disease % for sleep conditions;
- Disease % for drinking water outdoors;
- Disease % for lowerclass, middleclass and upperclass beds;
- Disease % for dungeon, outdoors, player home and other indoors;
- Disease % for werewolves to contract a disease;
- Cure disease % when casting or drinking potions;
- Cure disease % when drinking milk and juices;
- Cure disease % when sleeping;
- Need % to receive health regeneration;
- Healing % received when all needs are low;
- Health damage % taken when at 100% loss;
- Negative effects when at maximum loss;
- Hallucination effects when at maximum loss;
- Maximum reach to drink water outdoors when standing;
- Maximum reach to drink water outdoors when crouching;
- Toggle always full player owned drinkable sources;
- Toggle to drink directly from water sources;
- Toggle to drink from water outdoors;
- Toggle to drink rainwater;
- Toggle for canteens to have multiple uses;
- Toggle to fill canteens at Ayleid wells;
- Toggle to fill canteens with blood;
- Amount of canteens sold by merchants;
- Amount of canteens found as loot;
- Amount of free canteens;
- Canteen cost;
- Amount of hours coffee recovers sleep;
- Amount of caffeine in coffee;
- Maximum amount of caffeine in body;
- Sleep penalty for having caffeine in body;
- Amount caffeine counteracts alcohol;
- Coffee cost;
- Amount of alcohol in alcoholic drinks;
- Effect of full stomach on drinking;
- Maximum amount of alcohol in body;
- Maximum alcohol tolerance;
- Alcohol % for double sight;
- Alcohol % for unstable feet;

- Toggle for vampire eat/drink needs;
- Toggle for vampire sleep needs;
- Need multiplier for vampires;
- Toggle for vampires to eat/drink normal food;
- Toggle for vampires to suffer thirst in sunlight;
- Toggle for dead npcs to drop blood;
- Toggle for vampires to drop blood;
- Time for blood of dead npcs to remain fresh;
- Toggle for vampires to sleep inside coffins;
- Toggle for attribute loss for needs from vampire mod;
- Toggle for attribute loss for needs from werewolf mod;
- Toggle for stat loss for needs from vampire mod;
- Toggle for stat loss for needs from werewolf mod.

3.2 Using Hotkeys

Eating and drinking hotkeys can be used to both select food from the inventory and directly from the gameworld (found on tables, etc.). An eating hotkey is created by hotkeying a knife, fork and/or spoon. A drinking hotkey is created by hotkeying any cups available in-game.

If the player character is looking at any food (crosshair showing the food name), while pressing an eating/drinking hotkey, the food is automatically consumed. Where necessary (taverns, etc.) it's also automatically paid for. If the player character isn't looking at any food an item is selected from the inventory instead. Hotkeying cups, goblets and glasses will select a small amount from a canteen, while hotkeying mugs and tankards will select the whole contents from a canteen. Using the eating hotkey selects a random food item (scripted, quest and non-food items are ignored).



Hotkeys for eating & drinking

3.3 HUD Status Bars

[HUD Status Bars](#) is a mod, which allows the player to have additional on-screen status bars, displaying the player character's hunger, thirst and sleep levels. It requires the [OBSE MenuQue](#) Plugin to function properly. See chapter 6.5 for a more advanced example.

Required variables: `BPN.HUDhunger`, `BPN.HUDthirst` and `BPN.HUDsleep` (range: 0 – 100)

Usage example (add to bottom of "`Hud Status Bars.ini`"):

```
set tnoHSB.hud_val to sv_Construct          "BPN.HUDsleep"
set tnoHSB.hud_color to sv_Construct        "HUDcolorRhubarb"
set tnoHSB.hud_max to sv_Construct          "0"
set tnoHSB.hud_min to sv_Construct          "100"
set tnoHSB.hud_x to                         HUDcompassCenter
set tnoHSB.hud_y to                         HUDcompassAbove
SetStage tnoHSB 10

set tnoHSB.hud_val to sv_Construct          "BPN.HUDthirst"
set tnoHSB.hud_color to sv_Construct        "HUDcolorCyan"
set tnoHSB.hud_max to sv_Construct          "0"
set tnoHSB.hud_min to sv_Construct          "100"
SetStage tnoHSB 10

set tnoHSB.hud_val to sv_Construct          "BPN.HUDhunger"
set tnoHSB.hud_color to sv_Construct        "HUDcolorLime"
set tnoHSB.hud_max to sv_Construct          "0"
set tnoHSB.hud_min to sv_Construct          "100"
SetStage tnoHSB 10
```

Note that setting `hud_max` to 0 means that the bars are empty when you're 100% hungry, thirsty and/or sleepy. If you would like to turn this around (full bars is max hungry, etc.) change `hud_max` to 100 and `hud_min` to 0. Replace `HUDcompassAbove` with `HUDcompassBelow` when using the Skyrim compass.

To see the amount of caffeine and alcohol in the player character has in his/her body use the `BPN.HUDcaffeine` and `BPN.HUDalcohol` variables (range: 0 – 100). For example:

```
set tnoHSB.hud_val to sv_Construct          "BPN.HUDcaffeine"
set tnoHSB.hud_color to sv_Construct        "HUDcolorBrown*(tnoHSB.val>0)"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_min to sv_Construct          "0"
SetStage tnoHSB 10

set tnoHSB.hud_val to sv_Construct          "BPN.HUDalcohol"
set tnoHSB.hud_color to sv_Construct        "HUDcolorYellow*(tnoHSB.val>0)"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_min to sv_Construct          "0"
SetStage tnoHSB 10
```

To see the contents when mouse-over drink sources, use something like:

```
set tnoHSB.hud_ref to sv_Construct          "GetFormFromMod %qBasic Primary Needs.esp%q %q070B5A%q"
set tnoHSB.hud_name to sv_Construct         "hud_ref"
set tnoHSB.hud_textDisplay to               HUDtxtNoValue
set tnoHSB.hud_type to                     HUDtxtNoBar
set tnoHSB.hud_textPos_x to                HUDtxtCenter
set tnoHSB.hud_textPos_y to                HUDtxtCenter
set tnoHSB.hud_y to                        45
set tnoHSB.hud_x to                        50
set tnoHSB.hud_textType to                 HUDfontKingthings
set tnoHSB.hud_textSize to                 16
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
SetStage tnoHSB 10
```

3.4 Vampire and Werewolf mods

[Basic Primary Needs](#) is able to integrate with 3rd party vampire and werewolf mods to display their needs using the built-in message system and HUD Status Bars. Werewolves are able to eat and drink like normal characters when in human form using the built-in needs system and use the mods own needs system when in werewolf form. Vampire mods usually offer their own blood needs, which replaces the built in vampire support of this mod.

To integrate vampire and/or werewolf support to [Basic Primary Needs](#), all that is required is edit/install the `Basic Primary Needs for vampires.ini` and/or `Basic Primary Needs for werewolves.ini` file(s). **Alternatively, disable vampire needs by editing the ini file** (`BPN.ini_vampire_nothirst` **and** `BPN.ini_vampire_nosleep`).

For players

[LTD-Vampire Overhaul](#) (vampire mod) and [Curse of Hircine – Resurrected](#) (werewolf mod) are by default supported if installed. If no 3rd party mods are detected the built-in vampire support is used instead.

Other vampire and werewolf mods are supported through the use of a modified vampire/werewolf ini file.

For modders

To support a 3rd party vampire or werewolf mod an ini file (`Basic Primary Needs for vampires.ini` and/or `Basic Primary Needs for werewolves.ini`) is required with the correct settings. The mod includes the following examples:

Support for [Curse of Hircine – Resurrected](#) is added using the following settings:

```
set BPN.ini_modname to sv_Construct "CurseOfHircine.esp"

set BPN.ini_player_iswerewolf to sv_Construct "cidwwpcwwmode"
set BPN.ini_werewolf_needcurrent to sv_Construct "cidwwquest.missedfeeds"
set BPN.ini_werewolf_needmin to sv_Construct "0"
set BPN.ini_werewolf_needmax to sv_Construct "6"
```

Support for [LTD-Vampire Overhaul](#) is added using the following settings:

```
set BPN.ini_modname to sv_Construct "LTDVampireOverhaul.esp"

set BPN.ini_vampire_needcurrent to sv_Construct "vampire.BloodLevel"
set BPN.ini_vampire_needmin to sv_Construct "vampire.BloodCap"
set BPN.ini_vampire_needmax to sv_Construct "0"
```

Replace the text in red with the variables used in other 3rd party vampire/werewolf mods.

Note that `needmin` is the value when the player is fully satisfied, while `needmax` is the value when he/she is starving/dehydrated. As shown in the examples, `needmin` and `needmax` can sometimes be reversed (0 for max or min). This is automatically detected and displayed properly in-game.

3.5 Naming drink sources

By default drink sources (wells, fountains, barrels and kegs) have no name in-game. This is because they're static objects and considered part of the landscape (like trees, rocks, etc.). Some mods (like [Cobl](#)), replace some drink sources into activators, resulting in being able to see their names in-game. However, many other drink sources recognized by [Basic Primary Needs](#) remain unchanged.

[Basic Primary Needs](#) adds the ability to automatically, while playing, convert static drink sources into activators and add their name in the correct language. As there are some limitations using this ability, it is disabled by default. Through OMOD installation and/or by editing the ini file (`BPN.ini_convert_drinksources`) this option can be enabled.

Technical: Once a second the crosshair of the player is checked for static drink sources. If one is found it's converted by creating a clone of an activator and copying the mesh filename of the original drink source onto this object. It's then placed into the gameworld, resized and given the correct angle and name. And finally, the original object is disabled.

As mentioned, the process used to convert static drink sources has one important limitation. It is considered irreversible, as the original drink sources are disabled and new ones saved permanently into the savegame.

Next to naming drink sources, also the contents of a drink source can be displayed on-screen (see example below). This can be configured through [HUD Status Bars](#). See chapter 3.3 (show contents when mouse-over drink sources) for further details.



Normal Static Object



Converted Object + Showing contents

Technical: Note that objects that are a child of a parent object can't be disabled individually and therefore can't be converted into an activator. Because of this some drink sources added by [Bananasplit Better Cities](#) will remain unchanged in-game.

3.6 Advanced stats & attributes

When needs increase, stats (health, magicka and fatigue) and attributes (strength, intelligence, etc.) decrease. By default stats decrease upto 75% and attributes upto 25%. These percentages can be adjusted both through OMOD installation and by editing the ini file.

By default hunger will lower health, thirst magicka and sleep fatigue. The exact amount of how needs affect stats and attributes can be configured in the ini file. These settings start with `BPN.ini_hunger_`, `BPN.ini_thirst_` and `BPN.ini_sleep_`.

For stats these are:

```
set BPN.ini_hunger_health    to 10    ; group 1 (total: 10)
set BPN.ini_thirst_health    to 0
set BPN.ini_sleep_health     to 0

set BPN.ini_hunger_magicka   to 0      ; group 2 (total: 10)
set BPN.ini_thirst_magicka   to 10
set BPN.ini_sleep_magicka    to 0

set BPN.ini_hunger_fatigue    to 0      ; group 3 (total: 10)
set BPN.ini_thirst_fatigue    to 0
set BPN.ini_sleep_fatigue     to 10
```

There are 3 groups (health, magicka and fatigue). By default, when the player character is starving he/she will suffer a 75% health penalty. The highest amount of points per group is used to link to the maximum amount of stat loss. As all groups have 10 points, all stats can drop upto 75%.

Changing `BPN.ini_thirst_health to 10` will change the health group to 20 (10+10+0), which is linked to 75%. If the magicka group remains 10 it will result in magicka not dropping more than 37.5% (half of 75% as 10 is half of 20). Changing `BPN.ini_sleep_fatigue to 0` will result in fatigue never dropping at all (0+0+0).

4. Quick start

4.1 Finding canteens and coffee

Both canteens and coffee can be purchased from merchants and found as loot in containers and from npcs.

4.2 Drinking from canteens

Canteens work just like normal drinks, but have 3 uses before needing to be refilled.

If the player character has any type of cups in his/her inventory he/she can drink from the canteens using these items. This is especially useful when using hotkeys. Additionally, mugs and tankards are able to empty a whole canteen at once, speeding up the drinking process.

4.3 Filling canteens

Canteens can be refilled at wells, fountains, huge barrels and kegs, simply by activating them (press spacebar). Wells and fountains provide water, huge barrels and kegs provide ale, beer, mead and wine and blood fountains provide blood. If cows are available in-game (requires [Mr Silkas Farm Animals](#) or [MMM](#)) canteens can be filled with milk and if [Cobl](#) is installed Water Barrels can provide water. See chapter 6.1 for pictures of drinkable sources.

Note that canteens can only be refilled with water found outdoors (lakes, rivers, etc.), if the food rarity setting is set to “easy”. This to avoid the player character being stuck with canteens full with diseases. As the easy rarity setting has diseases disabled, this isn't an issue.

4.4 Drinking directly from water sources

The player character can drink directly from any normal water sources (wells, fountains, etc.), even without a canteen. If any canteens need refilling, this will be done first, before the character can drink directly from the water source.

4.5 Drinking water found outdoors

Any water found outdoors (lakes, rivers, dungeon water, etc.) can be drunk from. When it's raining the player character can fill his/her canteen(s) with rainwater and directly drink it by looking up to the sky and activating the rain. The text “water” will show if mouse-over for HUD Status Bars is enabled (see chapter 3.3).

4.6 Battling diseases

There are many ways of contracting a disease. To reduce this risk, first cast Resist Disease before drinking any risky water. Praying at a chapel altar, drinking milk and sleeping are all good methods to recover from diseases.

5. Detailed information

5.1 Stats and attributes

By default the player character suffers a maximum of 75% stat loss and 25% attribute loss after X hours (24 for thirst, 28 for sleep and 32 for hunger). The amount of hours is adjusted based on the player character's major skills and governing attributes. In specific, the player character starts with a small penalty to these hours, which over time turns into a bonus depending on the type of major skills and their level. For instance, selecting Block as a major skill has Endurance as a governing attribute, which increases the hunger time the most and thirst time the least. See the ini file for a complete list on how attributes and needs are linked.

The exact amount of attribute loss is variable and is dependant on both the attributes themselves and the tasks performed (higher when running, swimming, power attacking, etc.). This takes into account many factors like encumbrance, weapon skills, weather conditions, etc. Sitting down however will result in becoming less quickly tired. The amounts can be altered to any amount, including turning stat and attribute loss off completely. Read chapter 3 for further details.

Technical: This mod uses the `ModAVModC` function to modify stats/attributes and keeps track of this using array variables. Although this method should be 100% foolproof a repair tool is available in the player character's inventory (misc section). Mods that use other methods (like `ModAV2`) require a different approach. Please read chapter 6.4 for further details.

5.2 Food and drink availability

The availability of food and drinks is based on the food rarity setting (see table below). By default the food rarity setting is set to normal.

Food rarity	Easy	Normal	Hard
Barrel	75%	50%	12.5%
Keg	75%	50%	12.5%
Fountain	100%	75%	25%
Well	100%	75%	25%
Blood Fountain	always	charged only	never
Ayleid Well	always	charged only	never
Cow	always	twice a day	daily
Shop	100%	60%	20%
Drop rate	100%	60%	20%
Contract diseases	0%	100%	200%

Barrels and kegs always contain the same drinks (Ale, Beer, Mead or Wine), but can at times be empty or locked. Wells and fountains can sometimes be poisoned by Mythic Dawn Agents posing as regular townsfolk. When a well or fountain is poisoned it can take one or more months before the poison is cleared. If cows are available in-game (requires [Mr Silkas Farm Animals](#) or [MMM](#)) canteens can be filled with milk and if [Cobl](#) is installed Water Barrels can provide water.

The ability to purchase and loot food and drinks (including canteens and coffee) is dependant on the food rarity setting. Npcs that drop canteens have roughly a 3% chance to do so on the easiest rarity setting. This percentage is based on FCOM (or [MMM](#)) being installed.

When the Shivering Isles expansion is installed an option is available to add wells to New Sheoth and most villages in Shivering Isles.

Note that food and drink availability is instantly adjusted in-game when the food rarity setting is changed (through OMOD installation or by editing the ini file). A message like “*A widespread scarcity of food has struck Cyrodiil.*” is shown to describe this. **When using the “easy” food rarity setting all diseases are disabled and well/fountains will never be poisoned.**

5.3 Eating

Eating 1 pound of food lowers on average 6 hours of hunger, while eating weightless food only lowers a minor amount of hunger. A food weight balancing method is used to make this more realistic. Ingredients which are considered non-food recover 50% less than normal food. As eating uses a recovery multiplier, starving player characters recover a lot more than when being only slightly hungry. Moldy and spoiled food can cause the player character to contract a disease when eaten.

5.4 Drinking

The same rules for eating also apply for drinking. Additionally, the player character can drink from many sources, like wells, fountains and any water found outdoors (rivers, lakes, etc.). All water has a chance of containing diseases and it's therefore recommended to drink alcohol where possible. Milk however has a small chance to cure diseases.

Canteens have been added to keep the player character hydrated and can be purchased from merchants and found as loot in containers and from npcs. They work just like normal drinks, but have 3 uses before needing to be refilled. Canteens can be refilled at wells, fountains, huge barrels, kegs and blood fountains, simply by activating them (press spacebar). Wells and fountains provide water, huge barrels and kegs provide ale, beer, mead and wine and blood fountains provide blood. Blood is, next to feeding, the only method for vampire characters to recover from hunger and thirst. Feeding also refills any empty canteens with blood.

When it's raining the player character can fill his/her canteen(s) with rainwater and directly drink it, by looking up to the sky and activating the rain.

Note that drinkable sources (kegs, etc.) owned by other npcs, or factions the player does not belong to, will never provide anything to drink. Drinkable sources that are player owned, or

owned by a faction the player belongs to, will never be locked, but can sometimes be empty. The following shops will immediately start selling canteens after installing this mod (others after 3 days):

- AnvilTheCountsArms
- AnvilTheFlowingBowl
- BleakersWayGoodwillInn
- BorderWatchInn
- BravilSilverHomeonthewater
- BrinaCrossInn
- BrumaJerallView
- BrumaOlavsTapAndTack
- CheydinhalBridgeInn
- CheydinhalNewlandsLodge
- ChorrolTheGreyMare
- ChorrolTheOakandCrosierTavern
- FaregylInterior
- GottshawInnTavern
- HackdirtMoslinsInn
- ICElvenGardensTheKingandQueenTavern
- ICElvenGardensLutherBroadsBoardingHouse
- ICMarketDistrictTheFeedBag
- ICMarketDistrictTheMerchantsInn
- ICTalosPlazaTheFoamingFlask
- ICTalosPlazaTheTiberSeptimHotel
- ICTempleDistrictTheAllSaintsInn
- ImperialBridgeInnTavern
- InnIllOmen
- LeyawiinFiveClawsLodge
- LeyawiinThreeSistersInn
- PellGateTheSleepingMare
- RoxeyInn
- SENSCommonTreasures (*Shivering Isles*)
- SENSSicklyBernicesTaphouse (*Shivering Isles*)
- SENSTheChoosyBeggar (*Shivering Isles*)
- SEPasswallTheWastreIsPurse (*Shivering Isles*)
- SkingradTwoSistersLodge
- SkingradWestWealdInn
- TheDrunkenDragonInn
- WawnetInnTavern

Shops will not always have any canteens or coffee for sale when using the default rarity setting. If none are available, it will take 3 days (default respawn time) for a shop to refresh its stock.

5.5 Sleeping

Sleeping recovers fatigue, but increases hunger and thirst by 1/4 of the time slept. The amount of sleep required to become fully rested is based on both the sleeping conditions and the player character's sleeping habits. The player character builds up a sleeping history based on under what conditions he/she sleeps. The sleeping history is used to determine the player character's sleeping habits. For instance, often sleeping outdoors will make it easier to sleep outdoors, while often sleeping during the day will make it easier to sleep during the day, but harder to sleep at nighttime. This means that vampire characters and thieves should benefit most out of sleeping during the day, while other characters might prefer sleeping at nighttime.

The sleeping conditions are based on the type, size and quality of the bed used (see table below), time of day (sleep during the day or night) and if the player is sleeping indoors or outdoors. Sleeping outdoors will recover up to 20% less fatigue than sleeping indoors and sleeping during the wrong time of the day will recover up to 10% less fatigue.

Bed Quality	Lowerclass	Middleclass	Upperclass
Sleeping Mat	- 10%	- 5% (x)	0% (x)
Single Bed	- 2%	+ 1%	+ 7%
Double Bed	Not available	+ 4 %	+ 10%
Coffin (xx)	+ 5%	+ 10%	+ 15%

(x) Requires Camping mod

(xx) Vampires only

Note that daytime is considered the time between 8:00 and 18:00 and nighttime between 20:00 to 6:00. The remaining 4 hours are not affected by the time modifier.

The player character will receive a 20% time penalty when sleeping without a bed (requires a mod like [Roughing It](#)). Vampire characters have the ability to sleep in coffins. Only coffins that are not outside, can be opened, are empty and unlocked are suitable for sleeping.

Depending on under what conditions the player character sleeps (bed quality, location and duration), there's a small chance of contracting a disease. Having a good night rest can also cure it however.

Sleep recovery is much more efficient if the player character sleeps for longer, without being awake in between. This means that it's much more effective to sleep once for 6 hours than 6 times for 1 hour.

When selecting a place to sleep a message will be displayed with the required amount of hours to become fully rested. This takes into account all factors, including the player character's sleeping habits.

Note that the player character will collapse from exhaustion when he/she is fully exhausted and low on health. This will force the player character to sleep for 1 hour, even when no bed is available.

5.6 Alcohol and caffeine

Drinking coffee lowers the need for sleep, but is most effective when the player character is tired and has limited amount of caffeine in his/her body. It does however make sleeping more difficult and therefore requires more time before becoming fully rested.

Drinking alcohol increases the amount of alcohol in the player character's body. When too much alcohol is drunk vision becomes blurred and muscle coordination impaired. However, drinking alcohol increases the tolerance to alcohol, which in turn allows the player character to drink more alcohol before experiencing any negative effects.

Try avoid drinking alcohol on an empty stomach. Drinking with a full stomach will lower the negative effects of alcohol. Drinking coffee counteracts alcohol in the player character's body, but is most effective when the player character has limited amount of caffeine in his/her body.

5.7 Diseases

Drinking water, eating moldy food and sleeping all contain a chance for the player character to contract a disease. This chance is based on many factors, like the player character's disease resistance, location, type of water/bed and the food rarity setting. Water found outdoors (lakes and especially dungeons) contain a much higher amount of diseases than from wells and fountains. Moldy and spoiled food requires [Q - More and Moldy Ingredients v1.1](#), or any other mod adding these items.

When the player character contracts any diseases he/she needs to drink more and sleep more to become fully rested. The more diseases contracted, the more he/she needs to drink and sleep. Sleeping in a lower class bedroll, in a dungeon for atleast 8 hours gives the maximum chance to contract a disease, while sleeping in an upper class bed in a player owned building has only a very minor chance of this happening.

Drinking milk and sleeping have a small chance to recover from diseases. The chance to recover from a disease is highest when sleeping under the best possible sleeping conditions.

Note that the Cure Disease spell has been replaced by Resist Disease, which offers 15 seconds of protection against diseases and has a small chance of curing a disease.

5.8 Vampire characters

Vampire characters use the same configuration settings as normal characters, but stat loss is calculated differently. Vampire stat loss is based on the time since his/her last feeding and vampire stage. Stage 4 vampires require less blood and sleep than stage 1 vampires. Note however that the need for blood increases when being in sun light.

Hunger and thirst are considered the same for vampire characters and can only be satisfied by drinking blood. This can be accomplished through feeding, drinking the blood from recently killed npcs and by drinking blood stored in canteens and potions.

Feeding will fully refresh vampire characters and reset their vampire stage back to 1 (like normal). Empty canteens are automatically filled with blood when feeding and by drinking

from blood fountains. Additionally, thirst can be satisfied by drinking the blood of recently killed npcs. This blood will be available for roughly 30 game minutes in the npcs inventory and is instantly drunk when picked up. The amount of blood is based on the size of the npc and the time he/she has been dead.

Note that drinking blood from canteens and dead npcs is less effective than feeding and therefore does not reset the player character's vampire stage.

Vampire characters have the ability to sleep in coffins. Only coffins that are not outside, can be opened, are empty and unlocked are suitable for sleeping.

Read [chapter 3.4](#) for further information on how to use a 3rd party vampire mod.

5.9 Werewolf characters

Werewolf characters are only available through 3rd party mods, like [Curse of Hircine – Resurrected](#). They can eat and drink normal food when in human form and use the mods own needs (usually through feeding) when in werewolf form. Werewolves are highly resistant to diseases found in water, moldy and spoiled food and when sleeping. Read [chapter 3.4](#) for further information on how to use werewolf mods with this mod.

5.10 Special needs

There are 3 situations where needs don't follow the normal rules. These are:

- Player character serving time in jail;
- Cobl suspending needs;
- 3rd party mod skipping time.

Serving time in Jail

As serving time in jail is simply skipped when selecting the bed in the cell, eating, drinking and sleeping is done automatically. However, the player character's hunger, thirst and sleep will usually increase during this time.

Cobl suspending needs

Cobl uses the `cobSigNoPcNeeds` variable to suspend needs temporarily. Examples are the player character dreaming and travelling large distances.

Technical: Because of a change to Cobl, just setting the `cobSigNoPcNeeds` to 1 is no longer sufficient. Additionally, the `cobGenQ.rNoPcNeeds` script variable is required to be set to a persistent reference. For example:

```
set cobGenQ.rNoPcNeeds to <PersistentRef>
set cobSigNoPcNeeds to 1
```

If the `cobGenQ.rNoPcNeeds` script variable is not set, the `cobSigNoPcNeeds` will automatically revert back to 0.









3rd party mod skipping time

Some mods (like [Cyrodiil Transportation Network](#)) sometimes skip a large amount of time at once. If 25 hours or more passes by at once needs are automatically frozen. The amount of hours is configurable in the ini file.

6. Appendixes

6.1 Pictures of drink sources

See table below for a list of sources for drinks and a tent found in the Camping mod.

			
<i>Camping</i>	<i>Cow</i>	<i>Well</i>	<i>Ayleid Well</i>
			
<i>Huge barrel</i>	<i>Blood fountain</i>	<i>Water Barrel + Keg</i>	<i>Fountain</i>

6.2 Frequently Asked Questions

Q1: How do you become less quickly drunk when drinking alcohol?

A1: Edit the `BPN.ini_alcoholweight_hour` setting in the ini file.

Q2: How do you support a 3rd party vampire mod?

A2: Read chapter 3.4.

Q3: Where do you purchase canteens?

A3: Read chapter 5.4.

Q3: How do you not contract diseases when having 100% disease resistance?

A3: Edit the `BPN.ini_player_disease` setting to 100 in the ini file.

Q4: How do you stop wells/fountains from being poisoned?

A4: Edit the `BPN.ini_drinksourcesource_poison` setting to 0 in the ini file.

Q5: How do you make player owned drink sources always full?

A5: Edit the `BPN.ini_playerowned_full` setting to 1 in the ini file.

Q6: How can you see the player character's alcohol tolerance?

A6: Use in [HUD Status Bars](#) the value `BPN.alcoholhistory` (range: 0 – 100).

Q7: How can you see the player character's sleeping habits?

A7: Use in [HUD Status Bars](#) the values `BPN.sleephistoryoutside` (range: 0 – 100) and `BPN.sleephistorytime` (range: -100 – 100).

Q8: How do you add names to drink sources (wells, etc.)?

A8: Read chapter 3.5.

Q9: How do you improve support for mods like Realistic Fatigue?

A9: Either disable stat loss, or modify the impact of sleep on fatigue (chapter 3.6).

Q10: How do you not accidentally drink water found outdoors when activating objects?

A10: Change the drinking key by editing the `BPN.ini_key` setting.

Q11: How do you fill canteens with water from a lake?

A11: Lower the food rarity level to "easy" to disable diseases in lakes.

6.3 How to add custom objects

Edit the `Basic Primary Needs for objects.ini` to add custom objects to *Basic Primary Needs*. This is useful when a 3rd party mod adds objects (like a well, milk bottle or knife), which aren't recognized. The following types of objects are supported:

1. Eat/drink hotkey tools (knife, fork, cup, mug, etc.);
2. Potions (beer bottle, ale bottle, etc.);
3. Ingredients (bread, meat, etc.);
4. Sleep activators (bed, coffin, etc.);
5. Drink activators (well, fountain, etc.).

To add an object a (mesh) filename and type is required. An outdoor drink source, like a well or barrel, also requires a name, which is shown in-game. To see the names of static objects in-game the `BPN.ini_convert_drinksources` setting is required to be enabled in the ini file. See chapter 3.5 for further details.

Enable debug mode (`BPN.ini_debug` in `Basic Primary Needs.ini`) to display object filenames in the console when an object is activated/equipped.

6.4 Fixing broken stats/attributes

This mod and many others modify in some way the player character's stats (health, magicka and fatigue) and attributes (strength, intelligence, etc.). In rare occasions this can result in stats/attributes breaking and no longer being able to reach their maximum value. There are however 2 easy methods to fix this. Either by using the built-in attribute repair tool added by this mod, or the tool added by the [Unofficial Oblivion Patch](#).

The easiest method is using the built-in attribute repair tool, but can only be used to fix `ModAVModC` function issues (used in this mod). It's located in the player character's inventory and called **+Repair Attributes**. If the issue is caused by something else, the stat/attribute repair option provided by the [Unofficial Oblivion Patch](#) can be used. This is more time consuming, but should resolve any issues.

6.5 Advanced HUD Status Bars

See below for an example displaying both [Basic Primary Needs](#) and [Basic Personal Hygiene](#) bars together. Copy/Paste it to the bottom of "Hud Status Bars.ini".



BPN + BPH Bars

```
; ===== BASIC PRIMARY NEEDS + BASIC PERSONAL HYGIENE

; ===== Basic Personal Hygiene - Overall hygiene
set tnoHSB.hud_val to sv_Construct          "BPH.HUDhygiene"
set tnoHSB.hud_color to sv_Construct        "HUDcolorWhite"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_min to sv_Construct          "0"
set tnoHSB.hud_x to                        98
set tnoHSB.hud_y to                        35
set tnoHSB.hud_size to                     68
set tnoHSB.hud_name to sv_Construct         "Hygiene: "
set tnoHSB.hud_textDisplay to               HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct    "tnoHSB.color"
set tnoHSB.hud_textPos_x to                 HUDtxtLeft
set tnoHSB.hud_textPos_y to                 HUDtxtCenter
set tnoHSB.hud_textSize to                  12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to                  HUDFontKingthings
setStage tnoHSB 10

; ===== Basic Primary Needs - Hunger
set tnoHSB.hud_val to sv_Construct          "BPN.HUDhunger"
set tnoHSB.hud_color to sv_Construct        "HUDcolorRhubarb"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_min to sv_Construct          "0"
set tnoHSB.hud_x to                        HUDdefault
set tnoHSB.hud_y to                        HUDprevBarBelow
set tnoHSB.hud_size to                     68
set tnoHSB.hud_name to sv_Construct         "Hunger: "
set tnoHSB.hud_textDisplay to               HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct    "tnoHSB.color"
set tnoHSB.hud_textPos_x to                 HUDtxtLeft
set tnoHSB.hud_textPos_y to                 HUDtxtCenter
set tnoHSB.hud_textSize to                  12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to                  HUDFontKingthings
setStage tnoHSB 10

; ===== Basic Primary Needs - Thirst
set tnoHSB.hud_val to sv_Construct          "BPN.HUDthirst"
set tnoHSB.hud_color to sv_Construct        "HUDcolorCyan"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_min to sv_Construct          "0"
set tnoHSB.hud_x to                        HUDdefault
set tnoHSB.hud_y to                        HUDprevBarBelow
set tnoHSB.hud_size to                     68
set tnoHSB.hud_name to sv_Construct         "Thirst: "
set tnoHSB.hud_textDisplay to               HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct    "tnoHSB.color"
set tnoHSB.hud_textPos_x to                 HUDtxtLeft
set tnoHSB.hud_textPos_y to                 HUDtxtCenter
set tnoHSB.hud_textSize to                  12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to                  HUDFontKingthings
setStage tnoHSB 10
```



```

; ==== Basic Primary Needs - Sleep
set tnoHSB.hud_val to sv_Construct "BPN.HUDsleep"
set tnoHSB.hud_color to sv_Construct "HUDcolorLime"
set tnoHSB.hud_max to sv_Construct "0"
set tnoHSB.hud_min to sv_Construct "100"
set tnoHSB.hud_x to HUDdefault
set tnoHSB.hud_y to HUDprevBarBelow
set tnoHSB.hud_size to 68
set tnoHSB.hud_name to sv_Construct "Fatigue: "
set tnoHSB.hud_textDisplay to HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct "tnoHSB.color"
set tnoHSB.hud_textPos_x to HUDtxtLeft
set tnoHSB.hud_textPos_y to HUDtxtCenter
set tnoHSB.hud_textSize to 12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to HUDfontKingthings
setStage tnoHSB 10

; ==== Basic Primary Needs - Caffeine
set tnoHSB.hud_val to sv_Construct "BPN.HUDcaffeine"
set tnoHSB.hud_color to sv_Construct "HUDcolorBrown"
set tnoHSB.hud_max to sv_Construct "100"
set tnoHSB.hud_min to sv_Construct "0"
set tnoHSB.hud_x to HUDdefault
set tnoHSB.hud_y to HUDprevBarBelow
set tnoHSB.hud_size to 68
set tnoHSB.hud_name to sv_Construct "Caffeine: "
set tnoHSB.hud_textDisplay to HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct "tnoHSB.color"
set tnoHSB.hud_textPos_x to HUDtxtLeft
set tnoHSB.hud_textPos_y to HUDtxtCenter
set tnoHSB.hud_textSize to 12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to HUDfontKingthings
setStage tnoHSB 10

; ==== Basic Primary Needs - Alcohol
set tnoHSB.hud_val to sv_Construct "BPN.HUDalcohol"
set tnoHSB.hud_color to sv_Construct "HUDcolorYellow"
set tnoHSB.hud_max to sv_Construct "100"
set tnoHSB.hud_min to sv_Construct "0"
set tnoHSB.hud_x to HUDdefault
set tnoHSB.hud_y to HUDprevBarBelow
set tnoHSB.hud_size to 68
set tnoHSB.hud_name to sv_Construct "Alcohol: "
set tnoHSB.hud_textDisplay to HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct "tnoHSB.color"
set tnoHSB.hud_textPos_x to HUDtxtLeft
set tnoHSB.hud_textPos_y to HUDtxtCenter
set tnoHSB.hud_textSize to 12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to HUDfontKingthings
setStage tnoHSB 10

; ==== Basic Personal Hygiene - Toilet
set tnoHSB.hud_val to sv_Construct "BPH.HUDtoilet"
set tnoHSB.hud_color to sv_Construct "HUDcolorBlue"
set tnoHSB.hud_max to sv_Construct "0"
set tnoHSB.hud_min to sv_Construct "100"
set tnoHSB.hud_x to HUDdefault
set tnoHSB.hud_y to HUDprevBarBelow
set tnoHSB.hud_size to 68
set tnoHSB.hud_name to sv_Construct "Toilet: "
set tnoHSB.hud_textDisplay to HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct "tnoHSB.color"
set tnoHSB.hud_textPos_x to HUDtxtLeft
set tnoHSB.hud_textPos_y to HUDtxtCenter
set tnoHSB.hud_textSize to 12
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
set tnoHSB.hud_textType to HUDfontKingthings
setStage tnoHSB 10

; ==== Basic Primary Needs - Mouse Over
set tnoHSB.hud_ref to sv_Construct "GetFormFromMod %qBasic Primary Needs.esp%q %q070B5A%q"
set tnoHSB.hud_name to sv_Construct "hud_ref"
set tnoHSB.hud_textDisplay to HUDtxtNoValue
set tnoHSB.hud_type to HUDtxtNoBar
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtCenter
set tnoHSB.hud_y to 45

```

```
set tnoHSB.hud_x to 50
set tnoHSB.hud_textType to HUDfontKingthings
set tnoHSB.hud_textSize to 16
set tnoHSB.hud_textShadowColor to sv_Construct "HUDcolorBlack"
SetStage tnoHSB 10
```

6.6 Installing and using OBSE

Basic Primary Needs requires [Oblivion Script Extender](#) (OBSE) to be installed to function properly.

OBSE is an essential plugin for Oblivion, which extends the capabilities of 3rd party mods like *Basic Primary Needs*. Please [update Oblivion](#) to the latest version before using it.

After downloading and unzipping the OBSE archive (for example `obse_0020.zip`), the following files will be available:

```
src <folder>
obse_1_2_416.dll
obse_command_doc.html
obse_editor_1_2.dll
obse_loader.exe
obse_readme.txt
obse_steam_loader.dll
obse_whatsnew.txt
```

Installation and usage of OBSE is different depending on if Oblivion is either a retail, or a Steam version.

Method #1: Non-Steam installation

Copy `obse_1_2_416.dll`, `obse_editor_1_2.dll`, and `obse_loader.exe` into your `(install folder)\Oblivion\` folder.

Important: Use `obse_loader.exe` to run Oblivion.

When using a desktop shortcut to launch Oblivion, update the shortcut to point to `obse_loader.exe` instead of `oblivion.exe`.

Method #2: Steam installation

Copy `obse_1_2_416.dll`, `obse_editor_1_2.dll`, and `obse_steam_loader.exe` into `(install folder)\Steam\SteamApps\common\oblivion` folder.

Important: Use Steam or `Oblivion.exe` to run Oblivion.

OBSE will automatically be run along with Oblivion when launched. Please note that the *Steam Community In-Game* option requires to be enabled. This can be done on the Steam Settings page, under the *In-Game* tab. OBSE will not work without it!