

## **Focus Magicka, a Zefirotte mod for Morrowind version 1.2.2**

*“During your sleep, thanks to the knowledge you collected about you and the world, you had an idea, trying to focus your attention through meditation to channel and harness the magical energies of your surroundings.”*

You don't like as a mage to be forced to sleep most of the time waiting for your magicka to replenish and at the same time you find Magicka regen are too powerful or not to your taste, then this mod is made for you.

It adds a custom Spell named “Focus” that allow your character to meditate to recover is magicka. While meditating your character can't move, attack, use magic, or use your inventory but you recover 10 magicka points per second for as long as you stand still. The moment you move your focus (IE. your mouse) the ability will stop and you can go back to your business. It will also stop if you loose life or once you get to full magicka. Note that you also loose 10 fatigue points per second at the same time.

You automatically learn the spell by sleeping if you have 50 or more willpower (you get a message, retry if you didn't get it). The Focus Spell is limited at one use per day at the beginning but you get a second one at 75 willpower and a third one at 100 (again during your sleep). It reset at the end of the day.

This Mod is meant to replace Magicka regen mods but it cant also be used in addition with no problem at all. It might not be very efficient if you have very high level of magicka as it just restore 10 points per second but you can tweak it if you find your waiting too much time.

Is this **vanilla friendly** ? Yes I think so. It just replace waiting while sleeping for your magicka to replenish with waiting in real time while meditating for your magicka to replenish. The daily use is limited depending on your willpower so you need a mage to make any use of it and furthermore you lose fatigue while meditating to compensate.

I used OpenMW and created the mods using OpenMW-CS, I then used TES-CS and vanilla Morrowind to test and modify what needed to be. There shouldn't be any problem at all if you use vanilla Morrowind or MWSE. But as I don't play with vanilla Morrowind I can't say for sure. Please tell me if there is any bug I forget.

### **How to use the mod ?**

First install it like any other mod and activate it.

Since the v1.2 contrary to previous versions there is only a single file

Take a sleep once you have at least the required 50 Willpower, you will get a message and learn the Focus Spell. Then use the spell to replenish your magicka.

## Requirements

You need Tribunal and either OpenMW or Morrowind Code Patch.

If you want to use the OpenMW version without Tribunal, you can ask me.

## Commands to customize the mod

You can change the balance of the mods using the in game console to change variables. Open the console and use the command: *Set x to y* With x being the name of a variable (see below) and y a value. For example: **set ZEF\_Focus\_AngleThreshold to 10**

If you want to do something special or have a problem look at these.

- **ZEF\_Focus\_NoLearning**, (0 or 1) used if you want to change the way you progress with the mod, how you learn it, when you gain more use or anything like that. The default value is 0, set it to 1 and it will deactivate all learning of the spell while sleeping. It replaces the alternate file system I used in previous versions of the mod, so if you used it put it to 1. Then use the next variable:
- **ZEF\_FocusLevel**, (any positive integer) determines the number of daily uses, normally it goes from 0 to 3 (0 if you don't know the spell yet) but you can set it to any value you like and change it whenever you want.
- **ZEF\_FocusAtronachBirthsign**, (0 or 1) determines if Atronach characters learn the spell or not. By default it's equal to 0 which means they don't, put it to 1 if you want to use the mod with an Atronach character. Then save and reload. See below if you need to remove the spell.
- **ZEF\_Focus\_BufferTime**, (any integer bigger than 1) it's a buffer time you have when you cast the spell before it can be deactivated it, typically it allow you to release your mouse. The default value is equal to 1s, in previous version of the game it was a fixed value of 3s. If you have problems of the spell deactivating while you didn't want it's a variable you can increase. Decreasing it could cause problems.
- **ZEF\_Focus\_AngleThreshold** (any number between 1 and 179), it's a threshold value. Changes in your angle of sight below this value won't be taken into account to stop the spell. The default value is 1°. If you have problems of the spell deactivating while you didn't want it's a variable you can increase. If you use OpenMW for Android, a VR or any other system using a gyroscope increase this value until you feel comfortable.

After each changes save the game to record them.

If you want to change other things I made a small tutorial to customize it further, it's in optional files, or you can ask me.

## Having problems

- You learned the spell while you wouldn't want to or you didn't when you should have, use this commands:

Player->RemoveSpell ZEF\_FocusSpell      or      Player->AddSpell ZEF\_FocusSpell

- Somehow, it seems like the script that makes the mod didn't start :

startscript ZEF\_FocusScript

## Are there any Incompatibilities ?

There shouldn't be but who knows ? Please report any.

- In the OpenMW version, there could be bugs with mods modifying the script "playscript" linked with the tribunal quest "A Star is born". (I had to patch it because it didn't behaved correctly with my mod).

- There could be bugs with mods (or quests) also using the commands disableplayercontrols and enableplayercontrols.

## Change log

v1.2.2 Removed a feedback message used for testing "PC Sleep" (for real this time);

v1.2.2 Corrected a bug where the spell would stop only partially (allowing to move with the effect persisting and never ever stopping)

v1.2.1 Removed a feedback message used for testing "PC Sleep"

v1.2 Mod partially rewritten to add a threshold sytem for system using gyroscopes, two new global variables to customize it

v1.2 Changed the system used to drain fatigue from the player because it didn't worked anymore, it was damaging the fatigue instead of draining (I suppose I was using an OpenMW bug which was fixed)

v1.2 While doing so I realize it would be easier to merged all versions in a single file

v1.2 To do it replaced the alternate file system with the global variabel ZEF\_Focus\_NoLearning

v1.2 Cleaned the esp by removing testing feedback messages

Thanks to SagaciousPeach for having me looked at all this problems. ^^

v1.1 Patched the script "playscript" of the tribunal quest "A Star is Born" to make it compatible with my mod. This causes Tribunal to be a requirement.

v1.1 Changed default comportment with Atronach Birthsign characters. Now by default the mod don't work with them (it's configurable).

v1.1 Mod Partially rewritten to be fully compatible with Vanilla Morrowind. There is now two versions of the mod, one for OpenMW, and one for Vanilla Morrowind (and an alternate version for both)

v1.022 Merged both esp in the same zip file.

v1.022 Changed the name of the esp to FocusMagicka instead of MagickaFocus

v1.021 Corrected a typo in the startscript which didn't work before

v1.02 The Spell will automatically be canceled once you get to your maximum magicka

v1.01 The Spell will automatically be canceled if your health points go down.

### **What to help me ?**

- Spread the word, tell the tale, endorse the mods if you like it.
- Please, tell me if you find any bugs.
- Look at my other mod, Active Wait, a more immersive way to pass the time.
- English is not my native language so tell me if there any oddities in my text especially in the message boxes that appears in the mod to relate your progression. I would gladly accept other ideas for the message box that appears in game when you try to use the spell too much so I can add more variety.

If **you're a modder** and can think of some way to improve the code or its efficiency, please tell me.