

Morrowind Tweaks

Framerate

Max FPS=240

Everyone that is having freeze problems or desktop crashes should go in to morrowind.ini file and edit Max FPS=240 to Max FPS=60

Show Framerate

Show FPS=0

To have your framerate displayed in the lower right corner during gameplay, change this to Show FPS=1

Terrain Loading

DontThreadLoad=0

To disable the brief intermittent loads that can happen as often as every few seconds on a system, change `DontThreadLoad=0` to `DontThreadLoad=1`. Instead, you get a "Terrain Loading" message that pops up every couple of minutes.

So, the trade off is fewer pauses, but the ones you do get will be a second or two longer because the game isn't loading terrain on the fly.

Screenshots

Screen Shot Enable=0

To enable screenshots to be taken by pressing the Print Screen button at anytime during gameplay, change `Screen Shot Enable=0` to `Screen Shot Enable=1` or otherwise, the game will flat out tell you that Screenshots are not enabled during gameplay if you try to take one.

Level-Up

[Level Up]

Each time you gain a level, you are given a message on the same screen in which you distribute the three attribute points given to you for leveling up. The game designates what message you get for each level, up to Level 20. Each level thereafter is given a default message. However, you can change the messages for each level from 1-20, or the default message, simply by finding [Level Up] and then changing the text for the level you desire to change. Heck, you can even add individual messages for levels 21, 22, 23, and so on.

Miscellaneous Tweaks

I am not sure what these do, but they were suggested as improving performance of the game:

Exterior Cell Buffer=32

Change to

Exterior Cell Buffer=64

```
UseQuadratic=0  
QuadraticMethod=2  
QuadraticValue=16.0  
QuadraticRadiusMult=1.0  
Change To  
UseQuadratic=1  
QuadraticMethod=2  
QuadraticValue=16.0  
QuadraticRadiusMult=4.0
```

For explanation on these, check [Glassboy's Light Improvement Tutorial](#)