

# nUbee's Newbie Guide for FCOM

## **Introduction**

This guide is intended to help those who have never installed FCOM on their Oblivion install. Many players feel the process of installing four overhauls is a daunting and confusing task. The reality is that all you need is a little patience and know that if something goes wrong, it can be fixed, and that you learned something in the process. I will do my best to be as clear as possible in the steps provided.

One of the great things about FCOM is that there are so many ways to customize your game. There are many, many mods out there that are compatible with and compliment FCOM. But since this is a newbie's guide, I will give you the steps for a basic installation.

When downloading mods, I recommend you create a folder (e.g. "OblivionDLs" on your desktop) and place all downloaded material into that folder. The more organized your files are, the less stress there is. In case you don't have it already, you will need to download and install [7-zip](#). It's a free archive creator/extractor that will be able to extract just about any archive you come across. It's also needed for making a modified archive of our own. This guide will assume you have it.

Most of the required material can only be downloaded from [tesalliance.org](#) and [nexusmods.com/oblivion/](#). You will need a login at these sites for downloading.

## **1. Install Oblivion and DLC**

1.1: To start off with, make sure you are installing FCOM on a clean install of Oblivion. That means that no other mods or files should be installed when starting this. So if you have Oblivion installed already, it might be easiest to just uninstall it and remove the Oblivion folders from:

C:\Users\<your username>\Documents\My Games

and

C:\Users\<your username>\AppData\Local

1.2: Now install Oblivion. Be sure to install the game into a directory that is not in C:\Program Files\. Instead, install it in a new folder such as

C:\Games\Oblivion

This way you won't be bothered by UAC and have problems later down the road.

# Fcom Installation Guide

**Minjie Lin**



## **Fcom Installation Guide:**

**The Art of 64-Bit Assembly, Volume 1** Randall Hyde, 2021-11-30 A new assembly language programming book from a well loved master Art of 64 bit Assembly Language capitalizes on the long lived success of Hyde s seminal The Art of Assembly Language Randall Hyde s The Art of Assembly Language has been the go to book for learning assembly language for decades Hyde s latest work Art of 64 bit Assembly Language is the 64 bit version of this popular text This book guides you through the maze of assembly language programming by showing how to write assembly code that mimics operations in High Level Languages This leverages your HLL knowledge to rapidly understand x86 64 assembly language This new work uses the Microsoft Macro Assembler MASM the most popular x86 64 assembler today Hyde covers the standard integer set as well as the x87 FPU SIMD parallel instructions SIMD scalar instructions including high performance floating point instructions and MASM s very powerful macro facilities You ll learn in detail how to implement high level language data and control structures in assembly language how to write parallel algorithms using the SIMD single instruction multiple data instructions on the x86 64 and how to write stand alone assembly programs and assembly code to link with HLL code You ll also learn how to optimize certain algorithms in assembly to produce faster code

**The Art of Assembly Language, 2nd Edition** Randall Hyde, 2010-03-01 Assembly is a low level programming language that s one step above a computer s native machine language Although assembly language is commonly used for writing device drivers emulators and video games many programmers find its somewhat unfriendly syntax intimidating to learn and use Since 1996 Randall Hyde s The Art of Assembly Language has provided a comprehensive plain English and patient introduction to 32 bit x86 assembly for non assembly programmers Hyde s primary teaching tool High Level Assembler or HLA incorporates many of the features found in high level languages like C C and Java to help you quickly grasp basic assembly concepts HLA lets you write true low level code while enjoying the benefits of high level language programming As you read The Art of Assembly Language you ll learn the low level theory fundamental to computer science and turn that understanding into real functional code You ll learn how to Edit compile and run HLA programs Declare and use constants scalar variables pointers arrays structures unions and namespaces Translate arithmetic expressions integer and floating point Convert high level control structures This much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux Mac OS X and FreeBSD Whether you re new to programming or you have experience with high level languages The Art of Assembly Language 2nd Edition is your essential guide to learning this complex low level language

**Microsoft's 80386/80486 Programming Guide** Ross P. Nelson, 1991 New revised and updated this book provides a wealth of practical information and expert advice on the Intel 80386 80386SX and 80486 microprocessors Contains scores of informative technical illustrations complete instruction set documentation and sample programs *ASSEMBLY LANGUAGE PROGRAMMING IN GNU/LINUS FOR IA32 ARCHITECTURES* MOONA, RAJAT, 2009-01-14 This book provides an easy to

understand step by step approach to learning the fundamentals of Assembly language programming for Intel s architectures using a GNU Linux based computer as a tool Offering students of computer science and engineering a hands on learning experience the book shows what actions the machine instructions perform and then presents sample programs to demonstrate their application The book is suitable for use during courses on Microprocessors Assembly language programming and Computer Organization in order to understand the execution model of processors This knowledge also helps strengthen concepts when students go on to study operating systems and compiler construction The concepts introduced are reinforced with numerous examples and review exercises An Instructor s CD provides all the programs given in the book and the solutions to exercises

**Key Features** Discusses programming guidelines and techniques of using Assembly language programs Shows techniques to interface C and Assembly language programs Covers instructions from general purpose instruction sets of IA32 processors Includes MMX and MMX 2 instructions Covers SSE and SSE 2 instructions Explains input output techniques and their use in GNU Linux based computers Explains GNU Linux system calls along with methods to use them in programs Provides a list of suggested projects Gives ample references to explore further

*The Waite Group's MS-DOS Developer's Guide* John Angermeyer, Waite Group, 1988 Compatible with MS DOS version 4 0 MASM 5 1 and Microsoft C compiler 5 1 this expanded revision presents all of the details needed to write application programs for the latest version of the MS DOS operating system All example programs have been revised to be compatible with MS DOS 4 0 along with completely revised expanded chapters on subjects which include structured programming installable device drivers real time programming and memory management

*Advanced Microprocessors and Microcontrollers* B.P. Singh, 19??

**Performance of the Jet Transport Airplane** Trevor M. Young, 2017-10-25 Performance of the Jet Transport Airplane Analysis Methods Flight Operations and Regulations presents a detailed and comprehensive treatment of performance analysis techniques for jet transport airplanes Uniquely the book describes key operational and regulatory procedures and constraints that directly impact the performance of commercial airliners Topics include rigid body dynamics aerodynamic fundamentals atmospheric models including standard and non standard atmospheres height scales and altimetry distance and speed measurement lift and drag and associated mathematical models jet engine performance including thrust and specific fuel consumption models takeoff and landing performance with airfield and operational constraints takeoff climb and obstacle clearance level climbing and descending flight including accelerated climb descent cruise and range including solutions by numerical integration payload range endurance and holding maneuvering flight including turning and pitching maneuvers total energy concepts trip fuel planning and estimation including regulatory fuel reserves en route operations and limitations e g climb speed schedules cruise ceiling ETOPS cost considerations e g cost index energy cost fuel tankering weight balance and trim flight envelopes and limitations including stall and buffet onset speeds  $V_n$  diagrams environmental considerations viz noise and emissions aircraft systems and airplane performance e g

cabin pressurization de anti icing and fuel and performance related regulatory requirements of the FAA Federal Aviation Administration and EASA European Aviation Safety Agency Key features Describes methods for the analysis of the performance of jet transport airplanes during all phases of flight Presents both analytical closed form methods and numerical approaches Describes key FAA and EASA regulations that impact airplane performance Presents equations and examples in both SI Syst me International and USC United States Customary units Considers the influence of operational procedures and their impact on airplane performance Performance of the Jet Transport Airplane Analysis Methods Flight Operations and Regulations provides a comprehensive treatment of the performance of modern jet transport airplanes in an operational context It is a must have reference for aerospace engineering students applied researchers conducting performance related studies and flight operations engineers

*Intel486 Microprocessor Family Programmer's Reference Manual* Intel Corporation,1992 An all in one programmer s guide to the personal computer industry s most powerful chip with information on the Intel 486 DX2 microprocessor Also covers the Intel 486 SX microprocessor for affordable and upgradeable entry level system performance This book is organized in five parts including application programming system programming numeric processing compatibility and the instruction set

[Pentium Processor Family User's Manual: Architecture and programming manual](#) ,1994

**I486 Processor Programmer's Reference Manual** Intel Corporation,1990 This book is written for the high level user interested in details of the i486 microprocessor architecture The book is divided into five major sections application programming system programming numeric processing compatibility and instruction set

**Pentium Processor User's Manual** ,1993

[IAPX 86, 88 User's Manual](#) Intel Corporation,1981

**80287 Support Library Reference Manual** ,1985

[80486 Programming](#) Penn Brumm,Don Brumm,Leo J. Scanlon,1991

**8086/8088 User's Manual** Intel Corporation,1989

**Assembly Language for Intel-based Computers** Kip R. Irvine,2007 This widely used fully updated assembly language book provides basic information for the beginning programmer interested in computer architecture operating systems hardware manipulation and compiler writing Uses the Intel IA 32 processor family as its base showing how to program for Windows and DOS Is written in a clear and straightforward manner for high readability Includes a companion CD ROM with all sample programs and Microsoftreg Macro Assembler Version 8 along with an extensive companion Website maintained by the author Covers machine architecture processor architecture assembly language fundamentals data transfer addressing and arithmetic procedures conditional processing integer arithmetic strings and arrays structures and macros 32 bit Windows programming language interface disk fundamentals BIOS level programming MS DOS programming floating point programming and IA 32 instruction encoding For embedded systems programmers and engineers communication specialists game programmers and graphics programmers

**Logical and Mathematical Methods for IBM Microcomputers** Julio Sanchez,1991 Logical and Mathematical Methods for the IBM Microcomputers will teach professionals how to best understand and use the mathematical capabilities of the IBM microcomputers It is the

first book to combine both logic programming and mathematical programming concepts within an understandable and useable framework The book focuses on the 8087 family of coprocessors including the 8087 80287 and the 80387 coprocessors It shows the manipulation of matrix structures in the computerized solution of linear systems develops combinatorial and brute force methods for finding heuristic solutions to mathematical problems that defy traditional analytical procedures and features coverage of the logical foundation of computer simulations and modeling including the modeling of human intelligence in neural networks Discussions regarding the use of Boolean Algebra in the design of electronic circuits are also presented Logical and Mathematical Methods for the IBM Microcomputers is ideal for computer scientists computer engineers electrical engineers mathematicians and other scientists who use the current family of IBM coprocessors in their computers

**Numerical Programming the 387, 486, and Pentium** Julio Sanchez, Maria P. Canton, 1995

**The Intel Microprocessors** Barry B. Brey, 1997 This fourth edition of The Intel Microprocessors 8086 8088 80186 80286 80386 80486 Pentium and Pentium Pro Processor Architecture Programming and Interfacing is a practical book for anyone interested in all programming and interfacing aspects of this important microprocessor family

**Embedded Controllers** Barry B. Brey, 1998 This is the first book that deals with the programming and interfacing aspects of the embedded microprocessor family that has gained wide application in many areas of electronics communications and control systems The book uses the Microsoft Macro assembler program MASM that develops many example programming applications using not only the 80186 80188 and 80386EX but all the Intel family members from the 80486 through the Pentium Pro processor and contains hundreds of applications that can be executed on the personal computer

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