

---

# LOOT API Documentation

*Release latest*

**WrinklyNinja**

**Nov 04, 2017**



<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Miscellaneous Details</b>	<b>3</b>
2.1	String Encoding . . . . .	3
2.2	Language Codes . . . . .	3
2.3	Errors . . . . .	3
2.4	Metadata Files . . . . .	3
2.5	Caching . . . . .	4
2.6	Performance . . . . .	4
<b>3</b>	<b>LOOT's Sorting Algorithm</b>	<b>5</b>
3.1	Load plugin data . . . . .	5
3.2	Create plugin graph vertices . . . . .	5
3.3	Create plugin graph edges . . . . .	5
3.4	Topologically sort the plugin graph . . . . .	6
<b>4</b>	<b>API Reference</b>	<b>7</b>
4.1	Enumerations . . . . .	7
4.2	Public-Field Data Structures . . . . .	8
4.3	Functions . . . . .	9
4.4	Interfaces . . . . .	10
4.5	Classes . . . . .	16
4.6	Exceptions . . . . .	27
4.7	Error Categories . . . . .	28
<b>5</b>	<b>Credits</b>	<b>29</b>
<b>6</b>	<b>Version History</b>	<b>31</b>
6.1	0.12.0 - 2017-11-03 . . . . .	31
6.2	0.11.1 - 2017-06-19 . . . . .	32
6.3	0.11.0 - 2017-05-13 . . . . .	32
6.4	0.10.3 - 2017-01-08 . . . . .	34
6.5	0.10.2 - 2016-12-03 . . . . .	34
6.6	0.10.1 - 2016-11-12 . . . . .	34
6.7	0.10.0 - 2016-11-06 . . . . .	35
6.8	0.9.2 - 2016-08-03 . . . . .	35
6.9	0.9.1 - 2016-06-23 . . . . .	36
6.10	0.9.0 - 2016-05-21 . . . . .	36
6.11	0.8.1 - 2015-09-27 . . . . .	36

6.12	0.8.0 - 2015-07-22 . . . . .	37
6.13	0.7.1 - 2015-06-22 . . . . .	37
6.14	0.7.0 - 2015-05-20 . . . . .	37
<b>7</b>	<b>Introduction</b>	<b>39</b>
<b>8</b>	<b>Metadata File Structure</b>	<b>41</b>
8.1	Example . . . . .	41
<b>9</b>	<b>Data Structures</b>	<b>43</b>
9.1	Tag . . . . .	43
9.2	File . . . . .	44
9.3	Localised Content . . . . .	44
9.4	Message . . . . .	45
9.5	Location . . . . .	47
9.6	Cleaning Data . . . . .	47
9.7	Plugin . . . . .	48
<b>10</b>	<b>Condition Strings</b>	<b>53</b>
10.1	Types . . . . .	53
10.2	Functions . . . . .	54
10.3	Logical Operators . . . . .	54
10.4	Performance . . . . .	55
<b>11</b>	<b>Version History</b>	<b>57</b>
11.1	0.10 - 2016-11-06 . . . . .	57
11.2	0.8 - 2015-07-22 . . . . .	57
11.3	0.7 - 2015-05-20 . . . . .	58
11.4	0.6 - 2014-07-05 . . . . .	58
11.5	0.5 - 2014-03-31 . . . . .	58
<b>12</b>	<b>Copyright Notice</b>	<b>59</b>
<b>13</b>	<b>Copyright License Texts</b>	<b>61</b>
13.1	Boost . . . . .	61
13.2	libgit2 . . . . .	62
13.3	LOOT API, Libespm & Libloadorder . . . . .	77
13.4	LOOT API Documentation . . . . .	88
13.5	Pseudosem . . . . .	95
13.6	yaml-cpp . . . . .	96

---

# Introduction

---

LOOT is a utility that helps users avoid serious conflicts between their mods by setting their plugins in an optimal load order. It also provides tens of thousands of plugin-specific messages, including usage notes, requirements, incompatibilities, bug warnings and installation mistake notifications, and thousands of Bash Tag suggestions.

This metadata that LOOT supplies is stored in its masterlist, which is maintained by the LOOT team using information provided by mod authors and users. Users can also add to and modify the metadata used by LOOT through the use of userlist files. The LOOT API provides a way for third-party developers to access this metadata for use in their own programs.



---

## Miscellaneous Details

---

### String Encoding

- All output strings are encoded in UTF-8.
- Metadata files are written encoded in UTF-8.
- Input strings are expected to be encoded in UTF-8.
- Metadata files read are expected to be encoded in UTF-8.
- File paths are case-sensitive if and only if the underlying file system is case-sensitive.

### Language Codes

All language strings in the API are codes of the form `ll` or `ll_CC`, where `ll` is an ISO 639-1 language code and `CC` is an ISO 3166 country code. For example, the default language for metadata message content is English, identified by the code `en`, and Brazilian Portuguese is `pt_BR`.

### Errors

All errors encountered are thrown as exceptions that inherit from `std::exception`.

### Metadata Files

LOOT stores plugin metadata in YAML files. It distinguishes between *masterlist* and *userlist* files: each game has a single masterlist, which is a public, curated metadata store, and each LOOT user has a private userlist, which can contain metadata added by the user. The two files use the same syntax, but metadata in the userlist extends or replaces metadata sourced from the masterlist.

LOOT's plugin metadata can be conditional, eg. a plugin may require a patch only if another plugin is also present. The API's `LoadLists()` method parses metadata files into memory, but does not evaluate these conditions, so the loaded metadata may contain metadata that is invalid for the installed game that the `loot::DatabaseInterface` object being operated on was created for.

## Caching

All unevaluated metadata is cached between calls to *LoadLists()*.

Plugin content is cached between calls to *LoadPlugins()* and *SortPlugins()*.

Load order is cached between calls to *LoadPlugins()*, *SortPlugins()* and *LoadCurrentLoadOrderState()*.

## Performance

Loading metadata lists is a relatively costly operation, as is updating the masterlist (which involves loading it).

Sorting plugins is expensive, as it involves loading all the FormIDs for all the plugins, apart from the game's main master file, which is skipped as an optimisation (it doesn't depend on anything else and is much bigger than any other plugin, so is unnecessary and slow to load).

Getting plugin metadata once loaded is cheap, as is getting a masterlist's revision.

Loading the current load order state is relatively cheap and can take < 1 ms depending on hardware and the size of the load order, but involves filesystem access and should not be done more often than necessary to avoid a performance impact.



---

## LOOT's Sorting Algorithm

---

LOOT's sorting algorithm consists of four stages:

- *Load plugin data*
- *Create plugin graph vertices*
- *Create plugin graph edges*
- *Topologically sort the plugin graph*

### Load plugin data

In this first stage, the plugins to be sorted are parsed and their FormIDs stored. Parsing is multithreaded by dividing the plugins into buckets with roughly equal total file sizes, and loading each bucket's plugins in a separate thread. The number of buckets created is equal to the number of concurrent threads that are hardware-supported (e.g. a dual-core CPU without hyperthreading may report that it supports two threads).

When parsing plugins, all subrecords are skipped over for efficiency, apart from the subrecords of the TES4 header record.

### Create plugin graph vertices

Once loaded, a directed graph is created and the plugins are added to it in lexicographical order as vertices. Any metadata a plugin has in the masterlist and userlist are then merged into its vertex's data store.

### Create plugin graph edges

In this section, the terms *vertex* and *plugin* are used interchangeably, and the iteration order 'for each plugin' is the order in which the vertices were added to the graph.

For each plugin:

1. If the plugin is a master file, add edges going to all non-master files. If the plugin is a non-master file, add edges coming from all master files.
2. Add edges coming from all the plugin's masters. Missing masters have no edges added.

3. Add edges coming from all the plugin's requirements. Missing requirements have no edges added.
4. Add edges coming from all the plugin's load after files that are installed plugins.

At this point, all explicit interdependencies have been graphed. Plugin priority metadata values must now be propagated down the dependency trees to ensure that priority edges are added correctly later in the process. To do this:

1. Create a list of all vertices with a global or non-global priority value greater than zero.
2. Sort the list in order of decreasing priority value.
3. For each vertex, perform a depth-first search, setting priorities at each vertex visited until equal or larger values are encountered.

Now that the priorities have been propagated, the priority edges can be added. For each plugin, if it has a global priority value of zero, overrides no records and loads no archive, skip it, otherwise iterate over all other plugins and:

- If the other plugin's global and non-global priority values equal the plugin's own values, or if both plugins have a global priority of zero and have no FormIDs in common, skip the other plugin.
- Otherwise, add an edge from the plugin with lower global priority to the plugin with higher global priority, if that edge does not cause a cycle. A cycle is caused if a circular dependency is introduced, for example for two vertices A and B, A -> B -> A is a cycle.

If the global priorities are equal, compare the non-global priorities instead.

Plugin overlap edges are then added. Two plugins overlap if they contain the same FormID, i.e. if they both edit the same record or if one edits a record the other plugin adds.

For each plugin, skip it if it overrides no records, otherwise iterate over all other plugins.

- If the plugin and other plugin override the same number of records, or do not overlap, skip the other plugin.
- Otherwise, add an edge from the plugin which overrides more records to the plugin that overrides fewer records, unless that edge would cause a cycle.

Finally, tie-break edges are added to ensure that sorting is consistent. For each plugin, iterate over all other plugins and add an edge between each pair of plugins in the direction given by the tie-break comparison function, unless that edge would cause a cycle.

The tie-break comparison function compares current plugin load order positions, falling back to plugin names.

- If both plugins have positions in the current load order, the function preserves their existing relative order.
- If one plugin has a position and the other does not, the edge added goes from the plugin with a position to the plugin without a position.
- If neither plugin has a load order position, a case-insensitive lexicographical comparison of their filenames without file extensions is used to decide their order.

## Topologically sort the plugin graph

Note that edges for explicit interdependencies are the only edges allowed to create cycles: this is because the first step of this stage is to check the plugin graph for cycles, and throw an error if any are encountered, so that metadata (or indeed plugin data) that cause them can be corrected.

Once the graph is confirmed to be cycle-free, a topological sort is performed on the graph, outputting a list of plugins in their newly-sorted load order.

---

## API Reference

---

### Contents

- *API Reference*
  - *Enumerations*
  - *Public-Field Data Structures*
  - *Functions*
  - *Interfaces*
  - *Classes*
  - *Exceptions*
  - *Error Categories*

## Enumerations

**enum** `loot` : **GameType**

Codes used to create database handles for specific games.

*Values:*

**tes4**

The Elder Scrolls IV: Oblivion

**tes5**

The Elder Scrolls V: Skyrim

**fo3**

Fallout 3

**fonv**

Fallout: New Vegas

**fo4**

Fallout 4

**tes5se**

The Elder Scrolls V: Skyrim Special Edition

**enum** `loot::LogLevel`

Codes used to specify different levels of API logging.

*Values:*

**trace**

**debug**

**info**

**warning**

**error**

**fatal**

**enum** `loot::MessageType`

Codes used to indicate the type of a message.

*Values:*

**say**

A notification message that is of no significant severity.

**warn**

A warning message, used to indicate that an issue may be present that the user may wish to act on.

**error**

An error message, used to indicate that an issue that requires user action is present.

## Public-Field Data Structures

**struct** `loot::MasterlistInfo`

A structure that holds data about a masterlist's source control revision.

### Public Members

`std::string` **revision\_id**

The revision hash for the masterlist. If the masterlist doesn't exist, or there is no Git repository at its location, this will be empty.

`std::string` **revision\_date**

A pointer to a string containing the ISO 8601 formatted revision date, ie. YYYY-MM-DD. If the masterlist doesn't exist, or there is no Git repository at its location, this will be empty.

`bool` **is\_modified**

`true` if the masterlist has been edited since the outputted revision, or `false` if it is at exactly the revision given.

**struct** `loot::SimpleMessage`

A structure that holds the type of a message and the message string itself.

### Public Members

`MessageType` **type**

The type of the message.

std::string **language**

The language the message string is written in.

std::string **text**

The message string, which may be formatted using [GitHub Flavored Markdown](#).

std::string **condition**

The message's condition string.

## Functions

void loot::SetLoggingCallback (std::function<void> *LogLevel*, const char \*  
> *callback* Set the callback function that is called when logging.

If this function is not called, the default behaviour is to print messages to the console.

### Parameters

- *callback*: The function called when logging. The first parameter is the level of the message being logged, and the second is the message.

bool loot::IsCompatible (const unsigned int *major*, const unsigned int *minor*, const unsigned int *patch*)  
Checks for API compatibility.

Checks whether the loaded API is compatible with the given version of the API, abstracting API stability policy away from clients. The version numbering used is major.minor.patch.

**Return** True if the API versions are compatible, false otherwise.

### Parameters

- *major*: The major version number to check.
- *minor*: The minor version number to check.
- *patch*: The patch version number to check.

void loot::InitialiseLocale (const std::string &*id*)  
Initialise the current global locale using the given ID.

This sets the global locale up so that the library's UTF-8 support can function.

### Parameters

- *id*: A locale ID.

std::shared\_ptr<*GameInterface*> loot::CreateGameHandle (const *GameType* *game*, const std::string  
&*game\_path* = "", const std::string  
&*game\_local\_path* = "")

Initialise a new game handle.

Creates a handle for a game, which is then used by all game-specific functions.

**Return** The new game handle.

### Parameters

- *game*: A game code for which to create the handle.
- *game\_path*: The relative or absolute path to the game folder, or an empty string. If an empty string, the API will attempt to detect the data path of the specified game by searching for the game's main master file in a sibling Data folder and by searching for the game's Registry entry.

- `game_local_path`: The relative or absolute path to the game's folder in `%LOCALAPPDATA%` or an empty string. If an empty string, the API will attempt to look up the path that `%LOCALAPPDATA%` corresponds to. This parameter is provided so that systems lacking that environmental variable (eg. Linux) can still use the API.

## Interfaces

**class** `loot::DatabaseInterface`

The interface provided by API's database handle.

### Data Reading & Writing

**virtual** void **LoadLists** (**const** std::string &*masterlist\_path*, **const** std::string &*userlist\_path* = "") = 0

Loads the masterlist and userlist from the paths specified.

Can be called multiple times, each time replacing the previously-loaded data.

#### Parameters

- `masterlist_path`: A string containing the relative or absolute path to the masterlist file that should be loaded.
- `userlist_path`: A string containing the relative or absolute path to the userlist file that should be loaded, or an empty string. If an empty string, no userlist will be loaded.

**virtual** void **WriteUserMetadata** (**const** std::string &*outputFile*, **const** bool *overwrite*) **const** = 0

Writes a metadata file containing all loaded user-added metadata.

#### Parameters

- `outputFile`: The path to which the file shall be written.
- `overwrite`: If `false` and `outputFile` already exists, no data will be written. Otherwise, data will be written.

**virtual** void **WriteMinimalList** (**const** std::string &*outputFile*, **const** bool *overwrite*) **const** = 0

Writes a minimal metadata file that only contains plugins with Bash *Tag* suggestions and/or dirty info, plus the suggestions and info themselves.

#### Parameters

- `outputFile`: The path to which the file shall be written.
- `overwrite`: If `false` and `outputFile` already exists, no data will be written. Otherwise, data will be written.

### Masterlist Update

**virtual** bool **UpdateMasterlist** (**const** std::string &*masterlist\_path*, **const** std::string &*remote\_url*, **const** std::string &*remote\_branch*) = 0

Update the given masterlist.

Uses Git to update the given masterlist to a given remote. If the masterlist doesn't exist, this will create it. This function also initialises a Git repository in the given masterlist's parent folder. If the masterlist was not already up-to-date, it will be re-loaded, but not re-evaluated.

If a Git repository is already present, it will be used to perform a diff-only update, but if for any reason a fast-forward merge update is not possible, the existing repository will be deleted and a new repository cloned from the given remote.

**Return** `true` if the masterlist was updated. `false` if no update was necessary, ie. it was already up-to-date. If `true`, the masterlist will have been re-loaded, but will need to be re-evaluated separately.

#### Parameters

- `masterlist_path`: A string containing the relative or absolute path to the masterlist file that should be updated. The filename must match the filename of the masterlist file in the given remote repository, otherwise it will not be updated correctly. Although LOOT itself expects this filename to be “masterlist.yaml”, the API does not check for any specific filename.
- `remote_url`: The URL of the remote from which to fetch updates. This can also be a relative or absolute path to a local repository.
- `remote_branch`: The branch of the remote from which to apply updates. LOOT’s official masterlists are versioned using separate branches for each new version of the masterlist syntax, so if you’re using them, check their repositories to see which is the latest release branch.

**virtual** MasterlistInfo **GetMasterlistRevision** (`const` std::string &*masterlist\_path*, `const` bool *get\_short\_id*) `const` = 0

Get the given masterlist’s revision.

Getting a masterlist’s revision is only possible if it is found inside a local Git repository.

**Return** The revision data.

#### Parameters

- `masterlist_path`: A string containing the relative or absolute path to the masterlist file that should be queried.
- `get_short_id`: If `true`, the shortest unique hexadecimal revision hash that is at least 7 characters long will be outputted. Otherwise, the full 40 character hash will be outputted.

**virtual** bool **IsLatestMasterlist** (`const` std::string &*masterlist\_path*, `const` std::string &*branch*) `const` = 0

Check if the given masterlist is the latest available for a given branch.

**Return** True if the masterlist revision matches the latest masterlist revision for the given branch, and false otherwise.

#### Parameters

- `masterlist_path`: A string containing the relative or absolute path to the masterlist file for which the latest revision should be obtained. It needs to be in a local Git repository.
- `branch`: The branch to check against.

## Non-plugin Data Access

**virtual** std::set<std::string> **GetKnownBashTags** () `const` = 0

Gets the Bash Tags that are listed in the loaded metadata lists.

Bash *Tag* suggestions can include plugins not in this list.

**Return** A set of Bash *Tag* names.

**virtual** std::vector<Message> **GetGeneralMessages** (bool *evaluateConditions* = false) `const` = 0

Get all general messages listen in the loaded metadata lists.

**Return** A vector of messages supplied in the metadata lists but not attached to any particular plugin.

**Parameters**

- `evaluateConditions`: If true, any metadata conditions are evaluated before the metadata is returned, otherwise unevaluated metadata is returned. Evaluating general message conditions also clears the condition cache before evaluating conditions.

## Plugin Data Access

**virtual *PluginMetadata* GetPluginMetadata** (`const std::string &plugin`, `bool includeUserMetadata = true`, `bool evaluateConditions = false`) **const = 0**

Get all a plugin's loaded metadata.

**Return** A *PluginMetadata* object containing all the plugin's metadata. If the plugin has no metadata, `PluginMetadata.IsNameOnly()` will return true.

**Parameters**

- `plugin`: The filename of the plugin to look up metadata for.
- `includeUserMetadata`: If true, any user metadata the plugin has is included in the returned metadata, otherwise the metadata returned only includes metadata from the masterlist.
- `evaluateConditions`: If true, any metadata conditions are evaluated before the metadata is returned, otherwise unevaluated metadata is returned. Evaluating plugin metadata conditions does not clear the condition cache.

**virtual *PluginMetadata* GetPluginUserMetadata** (`const std::string &plugin`, `bool evaluateConditions = false`) **const = 0**

Get a plugin's metadata loaded from the given userlist.

**Return** A *PluginMetadata* object containing the plugin's user-added metadata. If the plugin has no metadata, `PluginMetadata.IsNameOnly()` will return true.

**Parameters**

- `plugin`: The filename of the plugin to look up user-added metadata for.
- `evaluateConditions`: If true, any metadata conditions are evaluated before the metadata is returned, otherwise unevaluated metadata is returned. Evaluating plugin metadata conditions does not clear the condition cache.

**virtual void SetPluginUserMetadata** (`const PluginMetadata &pluginMetadata`) **= 0**

Sets a plugin's user metadata, overwriting any existing user metadata.

**Parameters**

- `pluginMetadata`: The user metadata you want to set, with `plugin.Name()` being the filename of the plugin the metadata is for.

**virtual void DiscardPluginUserMetadata** (`const std::string &plugin`) **= 0**

Discards all loaded user metadata for the plugin with the given filename.

**Parameters**

- `plugin`: The filename of the plugin for which all user-added metadata should be deleted.



**virtual void DiscardAllUserMetadata () = 0**

Discards all loaded user metadata for all plugins, and any user-added general messages and known bash tags.

**class loot::GameInterface**

The interface provided for accessing game-specific functionality.

### Metadata Access

**virtual std::shared\_ptr<DatabaseInterface> GetDatabase () = 0**

Get the database interface used for accessing metadata-related functionality.

**Return** A shared pointer to the game's *DatabaseInterface*

### Plugin Data Access

**virtual bool IsValidPlugin (const std::string &plugin) const = 0**

Check if a file is a valid plugin.

The validity check is not exhaustive: it checks that the file extension is `.esm` or `.esp` (after trimming any `.ghost` extension), and that the TES4 header can be parsed.

**Return** True if the file is a valid plugin, false otherwise.

#### Parameters

- `plugin`: The filename of the file to check.

**virtual void LoadPlugins (const std::vector<std::string> &plugins, bool loadHeadersOnly) = 0**

Parses plugins and loads their data.

Any previously-loaded plugin data is discarded when this function is called. This function also loads the current load order state.

#### Parameters

- `plugins`: The filenames of the plugins to load.
- `loadHeadersOnly`: If true, only the plugins' TES4 headers are loaded. If false, all records in the plugins are parsed, apart from the main master file if it has been identified by a previous call to *IdentifyMainMasterFile()*.

**virtual std::shared\_ptr<const PluginInterface> GetPlugin (const std::string &pluginName) const = 0**

Get data for a loaded plugin.

Throws an exception if the given plugin has not been loaded.

**Return** A const *PluginInterface* reference. The reference remains valid until the *LoadPlugins()* or *SortPlugins()* functions are next called or this *GameInterface* is destroyed.

#### Parameters

- `pluginName`: The filename of the plugin to get data for.

**virtual std::set<std::shared\_ptr<const PluginInterface>> GetLoadedPlugins () const = 0**

Get a set of const references to all loaded plugins' *PluginInterface* objects.

**Return** A set of const *PluginInterface* references. The references remain valid until the *LoadPlugins()* or *SortPlugins()* functions are next called or this *GameInterface* is destroyed.

## Sorting

**virtual void IdentifyMainMasterFile** (const std::string &masterFile) = 0

Identify the game's main master file.

When sorting, LOOT always only loads the headers of the game's main master file as a performance optimisation.

**virtual std::vector<std::string> SortPlugins** (const std::vector<std::string> &plugins) = 0

Calculates a new load order for the game's installed plugins (including inactive plugins) and outputs the sorted order.

Pulls metadata from the masterlist and userlist if they are loaded, and reads the contents of each plugin. No changes are applied to the load order used by the game. This function does not load or evaluate the masterlist or userlist.

**Return** A vector of the given plugin filenames in their sorted load order.

### Parameters

- plugins: A vector of filenames of the plugins to sort.

## Load Order Interaction

**virtual void LoadCurrentLoadOrderState** () = 0

Load the current load order state, discarding any previously held state.

This function should be called whenever the load order or active state of plugins "on disk" changes, so that the cached state is updated to reflect the changes.

**virtual bool IsPluginActive** (const std::string &plugin) const = 0

Check if a plugin is active.

**Return** True if the plugin is active, false otherwise.

### Parameters

- plugin: The filename of the plugin for which to check the active state.

**virtual std::vector<std::string> GetLoadOrder** () const = 0

Get the current load order.

**Return** A vector of plugin filenames in their load order.

**virtual void SetLoadOrder** (const std::vector<std::string> &loadOrder) = 0

Set the game's load order.

### Parameters

- loadOrder: A vector of plugin filenames sorted in the load order to set.

**class loot::PluginInterface**

Represents a plugin file that has been parsed by LOOT.

## Public Functions

**virtual** std::string **GetName** () **const** = 0

Get the plugin's filename.

**Return** The plugin filename.

**virtual** std::string **GetLowercasedName** () **const** = 0

Get the plugin's filename in lowercase characters.

**Return** The lowercased plugin filename.

**virtual** std::string **GetVersion** () **const** = 0

Get the plugin's version number from its description field.

If no version number is found in the description field, an empty string is returned. The description field parsing may fail to extract the version number correctly, though it functions correctly in all known cases.

**Return** A string containing a version number, or an empty string.

**virtual** std::vector<std::string> **GetMasters** () **const** = 0

Get the plugin's masters.

**Return** The plugin's masters in the same order they are listed in the file.

**virtual** std::set<Tag> **GetBashTags** () **const** = 0

Get any Bash Tags found in the plugin's description field.

**Return** A set of Bash Tags. The order of elements in the set holds no semantics.

**virtual** uint32\_t **GetCRC** () **const** = 0

Get the plugin's CRC-32 checksum.

**Return** The plugin's CRC-32 checksum if it has been fully read. If only the plugin's header has been read, 0 will be returned.

**virtual** bool **IsMaster** () **const** = 0

Check if the plugin's master flag is set.

**Return** True if the master flag is set, false otherwise.

**virtual** bool **IsLightMaster** () **const** = 0

Check if the plugin is a light master.

**Return** True if plugin is a light master, false otherwise.

**virtual** bool **IsEmpty** () **const** = 0

Check if the plugin contains any records other than its TES4 header.

**Return** True if the plugin only contains a TES4 header, false otherwise.

**virtual** bool **LoadsArchive** () **const** = 0

Check if the plugin loads an archive (BSA/BA2 depending on the game).

**Return** True if the plugin loads an archive, false otherwise.

**virtual** bool **DoFormIDsOverlap** (const PluginInterface &plugin) **const** = 0

Check if two plugins contain records for the same FormIDs.

**Return** True if the plugins both contain at least one record with the same FormID, false otherwise.

### Parameters

- plugin: The other plugin to check for FormID overlap with.

## Classes

### **class** `loot::ConditionalMetadata`

A base class for metadata that can be conditional based on the result of evaluating a condition string.

Subclassed by *File*, *Message*, *Tag*

#### Public Functions

##### **ConditionalMetadata** ()

Construct a *ConditionalMetadata* object with an empty condition string.

**Return** A *ConditionalMetadata* object.

##### **ConditionalMetadata** (const std::string &condition)

Construct a *ConditionalMetadata* object with a given condition string.

**Return** A *ConditionalMetadata* object.

##### Parameters

- `condition`: A condition string, as defined in the LOOT metadata syntax documentation.

##### **bool** **IsConditional** () **const**

Check if the condition string is non-empty.

**Return** True if the condition string is not empty, false otherwise.

##### **void** **ParseCondition** () **const**

Check if the condition string is syntactically valid.

Throws a *ConditionSyntaxError* if the condition string's syntax is not valid.

##### **std::string** **GetCondition** () **const**

Get the condition string.

**Return** The object's condition string.

### **class** `loot::File`

Represents a file in a game's Data folder, including files in subdirectories.

Inherits from *ConditionalMetadata*

#### Public Functions

##### **File** ()

Construct a *File* with blank name, display and condition strings.

**Return** A *File* object.

##### **File** (const std::string &name, const std::string &display = "", const std::string &condition = "")

Construct a *File* with the given name, display name and condition strings.

**Return** A *File* object.

##### Parameters

- `name`: The filename of the file.
- `display`: The name to be displayed for the file in messages.
- `condition`: The *File*'s condition string.

bool **operator<** (const *File* &*rhs*) const

A less-than operator implemented with no semantics so that *File* objects can be stored in sets.

**Return** True if this *File*'s name is case-insensitively lexicographically less than the given *File*'s name, false otherwise.

bool **operator==** (const *File* &*rhs*) const

Check if two *File* objects are equal by comparing their filenames.

**Return** True if the filenames are case-insensitively equal, false otherwise.

std::string **GetName** () const

Get the filename of the file.

**Return** The file's filename.

std::string **GetDisplayName** () const

Get the display name of the file.

**Return** The file's display name.

class loot::Location

Represents a URL at which the parent plugin can be found.

## Public Functions

**Location** ()

Construct a *Location* with empty URL and name strings.

**Return** A *Location* object.

**Location** (const std::string &*url*, const std::string &*name* = "")

Construct a *Location* with the given URL and name.

**Return** A *Location* object.

### Parameters

- *url*: The URL at which the plugin can be found.
- *name*: A name for the URL, eg. the page or site name.

bool **operator<** (const *Location* &*rhs*) const

A less-than operator implemented with no semantics so that *Location* objects can be stored in sets.

**Return** True if this *Location*'s URL is case-insensitively lexicographically less than the given *Location*'s URL, false otherwise.

bool **operator==** (const *Location* &*rhs*) const

Check if two *Location* objects are equal by comparing their URLs.

**Return** True if the URLs are case-insensitively equal, false otherwise.

std::string **GetURL** () const

Get the object's URL.

**Return** A URL string.

std::string **GetName** () const

Get the object's name.

**Return** The name of the location.

**class** `loot::LootVersion`

A purely static class that provides information about the version of the LOOT API that is being run.

### Public Static Functions

**static** `std::string string ()`

Get the API version as a string.

**Return** A string of the form “major.minor.patch”.

### Public Static Attributes

**const** unsigned int `major`

The major version number.

**const** unsigned int `minor`

The minor version number.

**const** unsigned int `patch`

The patch version number.

**const** `std::string revision`

The source control revision that the API was built from.

**class** `loot::MessageContent`

Represents a message’s localised text content.

### Public Functions

**MessageContent ()**

Construct a *MessageContent* object with an empty English message string.

**Return** A *MessageContent* object.

**MessageContent (const std::string &text, const std::string &language = defaultLanguage)**

Construct a *Message* object with the given text in the given language.

**Return** A *MessageContent* object.

#### Parameters

- `text`: The message text.
- `language`: The language that the message is written in.

`std::string GetText () const`

Get the message text.

**Return** A string containing the message text.

`std::string GetLanguage () const`

Get the message language.

**Return** A code representing the language that the message is written in.

**bool operator< (const *MessageContent* &rhs) const**

A less-than operator implemented with no semantics so that *MessageContent* objects can be stored in sets.

**Return** True if this *MessageContent*’s text is case-insensitively lexicographically less than the given *MessageContent*’s text, false otherwise.

bool **operator==** (const *MessageContent* &rhs) const

Check if two *MessageContent* objects are equal by comparing their texts.

**Return** True if the texts are case-insensitively equal, false otherwise.

## Public Static Functions

static *MessageContent* **Choose** (const std::vector<*MessageContent*> content, const std::string &language)

Choose a *MessageContent* object from a vector given a language.

**Return** A *MessageContent* object. If the given vector is empty, a default-constructed *MessageContent* is returned.

### Parameters

- content: The *MessageContent* objects to choose between.
- language: The language code for the preferred language to select. If no message in the preferred language is present, the English *MessageContent* will be returned.

## Public Static Attributes

const std::string **defaultLanguage**

The code for the default language assumed for message content, which is English.

class loot::Message

Represents a message with localisable text content.

Inherits from *ConditionalMetadata*

## Public Functions

**Message** ()

Construct a *Message* object of type ‘say’ with blank content and condition strings.

**Return** A *Message* object.

**Message** (const MessageType type, const std::string &content, const std::string &condition = “”)

Construct a *Message* object with the given type, English content and condition string.

**Return** A *Message* object.

### Parameters

- type: The message type.
- content: The English message content text.
- condition: A condition string.

**Message** (const MessageType type, const std::vector<*MessageContent*> &content, const std::string &condition = “”)

Construct a *Message* object with the given type, content and condition string.

**Return** A *Message* object.

### Parameters

- `type`: The message type.
- `content`: The message content. If multilingual, one language must be English.
- `condition`: A condition string.

`bool operator< (const Message &rhs) const`

A less-than operator implemented with no semantics so that *Message* objects can be stored in sets.

**Return** If both messages have content, returns true if this *Message*'s English text is case-insensitively lexicographically less than the given *Message*'s English text, and false otherwise. Otherwise returns true if this *Message* has no content, and false otherwise.

`bool operator== (const Message &rhs) const`

Check if two *Message* objects are equal by comparing their content.

**Return** True if the contents are equal, false otherwise.

`MessageType GetType () const`

Get the message type.

**Return** The message type.

`std::vector<MessageContent> GetContent () const`

Get the message content.

**Return** The message's *MessageContent* objects.

`MessageContent GetContent (const std::string &language) const`

Get the message content given a language.

**Return** A *MessageContent* object for the preferred language, or for English if a *MessageContent* object is not available for the given language.

### Parameters

- `language`: The preferred language for the message content.

`SimpleMessage ToSimpleMessage (const std::string &language) const`

Get the message as a *SimpleMessage* given a language.

**Return** A *SimpleMessage* object for the preferred language, or for English if message text is not available for the given language.

### Parameters

- `language`: The preferred language for the message content.

`class loot::PluginCleaningData`

Represents data identifying the plugin under which it is stored as dirty or clean.

## Public Functions

`PluginCleaningData ()`

Construct a *PluginCleaningData* object with zero CRC, ITM count, deleted reference count and deleted navmesh count values, an empty utility string and no info.

**Return** A *PluginCleaningData* object.

`PluginCleaningData (uint32_t crc, const std::string &utility)`

Construct a *PluginCleaningData* object with the given CRC and utility, zero ITM count, deleted reference count and deleted navmesh count values and no info.



**Return** A *PluginCleaningData* object.

**Parameters**

- `crc`: The CRC of a plugin.
- `utility`: The utility that the plugin cleanliness was checked with.

**PluginCleaningData** (uint32\_t *crc*, const std::string &*utility*, const std::vector<MessageContent> &*info*, unsigned int *itm*, unsigned int *ref*, unsigned int *nav*)  
Construct a *PluginCleaningData* object with the given values.

**Return** A *PluginCleaningData* object.

**Parameters**

- `crc`: A clean or dirty plugin's CRC.
- `utility`: The utility that the plugin cleanliness was checked with.
- `info`: A vector of localised information message strings about the plugin cleanliness.
- `itm`: The number of Identical To Master records found in the plugin.
- `ref`: The number of deleted references found in the plugin.
- `nav`: The number of deleted navmeshes found in the plugin.

bool **operator<** (const *PluginCleaningData* &*rhs*) const  
A less-than operator implemented with no semantics so that *PluginCleaningData* objects can be stored in sets.

**Return** True if this *PluginCleaningData*'s CRC is less than the given *PluginCleaningData*'s CRC, false otherwise.

bool **operator==** (const *PluginCleaningData* &*rhs*) const  
Check if two *PluginCleaningData* objects are equal by comparing their CRCs.

**Return** True if the CRCs are equal, false otherwise.

uint32\_t **GetCRC** () const  
Get the CRC that identifies the plugin that the cleaning data is for.

**Return** A CRC-32 checksum.

unsigned int **GetITMCount** () const  
Get the number of Identical To Master records in the plugin.

**Return** The number of Identical To Master records in the plugin.

unsigned int **GetDeletedReferenceCount** () const  
Get the number of deleted references in the plugin.

**Return** The number of deleted references in the plugin.

unsigned int **GetDeletedNavmeshCount** () const  
Get the number of deleted navmeshes in the plugin.

**Return** The number of deleted navmeshes in the plugin.

std::string **GetCleaningUtility** () const  
Get the name of the cleaning utility that was used to check the plugin.

**Return** A cleaning utility name, possibly related information such as a version number and/or a Markdown-formatted URL to the utility's download location.

`std::vector<MessageContent> GetInfo () const`

Get any additional informative message content supplied with the cleaning data, eg. a link to a cleaning guide or information on wild edits or manual cleaning steps.

**Return** A vector of localised *MessageContent* objects.

*MessageContent* **ChooseInfo** (const std::string &language) const

Choose an info *MessageContent* object given a preferred language.

**Return** The *MessageContent* object for the preferred language, or if one does not exist, the English-language *MessageContent* object.

**Parameters**

- language: The preferred language's code.

`class loot::PluginMetadata`

Represents a plugin's metadata.

## Public Functions

**PluginMetadata** ()

Construct a *PluginMetadata* object with a blank plugin name and no metadata.

**Return** A *PluginMetadata* object.

**PluginMetadata** (const std::string &name)

Construct a *PluginMetadata* object with no metadata for a plugin with the given filename.

**Return** A *PluginMetadata* object.

**Parameters**

- name: The filename of the plugin that the object is constructed for.

`void MergeMetadata (const PluginMetadata &plugin)`

Merge metadata from the given *PluginMetadata* object into this object.

If an equal metadata object already exists in this *PluginMetadata* object, it is not duplicated. This object's priorities are replaced if the given *PluginMetadata* object's priorities are explicit. This object's enabled state is replaced by the given object's state.

**Parameters**

- plugin: The plugin metadata to merge.

*PluginMetadata* **NewMetadata** (const *PluginMetadata* &plugin) const

Get metadata in this object that isn't present in the given *PluginMetadata* object.

**Return** A *PluginMetadata* object containing the metadata in this object that is not in the given object.

The returned object inherits this object's enabled state. The returned object also inherits this plugin's priorities, unless a priority is equal to the given object's priority, in which case the returned object is given an implicit zero priority instead.

**Parameters**

- plugin: The *PluginMetadata* object to compare against.

`std::string GetName () const`

Get the plugin name.

**Return** The plugin name.

`std::string GetLowercasedName () const`  
 Get the lowercased plugin name.  
**Return** The lowercased plugin name.

`bool IsEnabled () const`  
 Check if the plugin metadata is enabled for use during sorting.  
**Return** True if the metadata will be used during sorting, false otherwise.

*Priority* `GetLocalPriority () const`  
 Get the plugin's local priority metadata.  
**Return** The plugin's local priority metadata.

*Priority* `GetGlobalPriority () const`  
 Get the plugin's global priority metadata.  
**Return** The plugin's global priority metadata.

`std::set<File> GetLoadAfterFiles () const`  
 Get the plugins that the plugin must load after.  
**Return** The plugins that the plugin must load after.

`std::set<File> GetRequirements () const`  
 Get the files that the plugin requires to be installed.  
**Return** The files that the plugin requires to be installed.

`std::set<File> GetIncompatibilities () const`  
 Get the files that the plugin is incompatible with.  
**Return** The files that the plugin is incompatible with.

`std::vector<Message> GetMessages () const`  
 Get the plugin's messages.  
**Return** The plugin's messages.

`std::set<Tag> GetTags () const`  
 Get the plugin's Bash *Tag* suggestions.  
**Return** The plugin's Bash *Tag* suggestions.

`std::set<PluginCleaningData> GetDirtyInfo () const`  
 Get the plugin's dirty plugin information.  
**Return** The *PluginCleaningData* objects that identify the plugin as dirty.

`std::set<PluginCleaningData> GetCleanInfo () const`  
 Get the plugin's clean plugin information.  
**Return** The *PluginCleaningData* objects that identify the plugin as clean.

`std::set<Location> GetLocations () const`  
 Get the locations at which this plugin can be found.  
**Return** The locations at which this plugin can be found.

`std::vector<SimpleMessage> GetSimpleMessages (const std::string &language) const`  
 Get the plugin's messages as *SimpleMessage* objects for the given language.  
**Return** The plugin's messages as *SimpleMessage* objects.

**Parameters**

- `language`: The language to create the *SimpleMessage* objects for.

void **SetEnabled** (**const** bool *enabled*)

Set whether the plugin metadata is enabled for use during sorting or not.

#### Parameters

- `enabled`: The value to set.

void **SetLocalPriority** (**const** *Priority* &*priority*)

Set the plugin's local priority.

#### Parameters

- `priority`: The value to set.

void **SetGlobalPriority** (**const** *Priority* &*priority*)

Set the plugin's local priority.

#### Parameters

- `priority`: The value to set.

void **SetLoadAfterFiles** (**const** std::set<*File*> &*after*)

Set the files that the plugin must load after.

#### Parameters

- `after`: The files to set.

void **SetRequirements** (**const** std::set<*File*> &*requirements*)

Set the files that the plugin requires to be installed.

#### Parameters

- `requirements`: The files to set.

void **SetIncompatibilities** (**const** std::set<*File*> &*incompatibilities*)

Set the files that the plugin must load after.

#### Parameters

- `incompatibilities`: The files to set.

void **SetMessages** (**const** std::vector<*Message*> &*messages*)

Set the plugin's messages.

#### Parameters

- `messages`: The messages to set.

void **SetTags** (**const** std::set<*Tag*> &*tags*)

Set the plugin's Bash *Tag* suggestions.

#### Parameters

- `tags`: The Bash *Tag* suggestions to set.

void **SetDirtyInfo** (**const** std::set<*PluginCleaningData*> &*info*)

Set the plugin's dirty information.

#### Parameters

- `info`: The dirty information to set.

void **SetCleanInfo** (**const** std::set<*PluginCleaningData*> &*info*)

Set the plugin's clean information.

**Parameters**

- `info`: The clean information to set.

void **SetLocations** (const std::set<*Location*> &locations)

Set the plugin's locations.

**Parameters**

- `locations`: The locations to set.

bool **HasNameOnly** () const

Check if no plugin metadata is set.

**Return** True if the local and global priorities are implicit and the metadata containers are all empty, false otherwise.

bool **IsRegexPlugin** () const

Check if the plugin name is a regular expression.

**Return** True if the plugin name contains any of the characters : \ \* ? | , false otherwise.

bool **operator==** (const *PluginMetadata* &rhs) const

Check if two *PluginMetadata* objects are equal by comparing their name values.

**Return** True if the plugin names are case-insensitively equal, false otherwise.

bool **operator!=** (const *PluginMetadata* &rhs) const

Check if two *PluginMetadata* objects are not equal by comparing their name values.

**Return** True if the plugin names are not case-insensitively equal, false otherwise.

bool **operator==** (const std::string &rhs) const

Check if object's name value is equal to the given string.

**Return** True if the plugin name is case-insensitively equal to the given string, false otherwise.

bool **operator!=** (const std::string &rhs) const

Check if object's name value is not equal to the given string.

**Return** True if the plugin name is not case-insensitively equal to the given string, false otherwise.

class loot::Priority

Represents the priority of a plugin in the load order.

Plugins have a default implicit priority of zero. Lower priority values cause plugins to be loaded earlier, and higher priority values cause plugins to be loaded later.

**Public Functions**

**Priority** ()

Construct a *Priority* object with an implicit value of zero.

**Return** A *Priority* object.

**Priority** (const int value)

Construct a *Priority* object with the given priority value.

If the given value is zero, it is marked as being set explicitly. This affects how priority metadata values get merged in *PluginMetadata* objects.

**Return** A *Priority* object.

**Parameters**

- **value:** The priority value to set. The valid range of values is -127 to 127 inclusive, and values passed to the constructor that lie outside this range are clamped. The input type is an int to avoid invalid values from implicitly wrapping around.

short **GetValue () const**

Get the stored priority value.

**Return** The priority value. While the valid value range fits in 8 bits, a short is returned to avoid interpreting the value as a character.

bool **IsExplicit () const**

Check if the priority value is explicit or not.

**Return** Returns true if the value is non-zero or was explicitly set to zero, and false otherwise.

bool **operator< (const *Priority* &rhs) const**

Check if this *Priority* object is less than another.

**Return** True if this *Priority* object's value is less than the given *Priority* object's value.

bool **operator> (const *Priority* &rhs) const**

Check if this *Priority* object is greater than another.

**Return** True if this *Priority* object's value is greater than the given *Priority* object's value, false otherwise.

bool **operator>= (const *Priority* &rhs) const**

Check if this *Priority* object is greater than or equal to another.

**Return** True if this *Priority* object's value is greater than or equal to the given *Priority* object's value, false otherwise.

bool **operator== (const *Priority* &rhs) const**

Check if this *Priority* object is equal to another.

**Return** True if this *Priority* object's value is equal to the given *Priority* object's value, false otherwise.

bool **operator> (const uint8\_t rhs) const**

Check if this *Priority* object is greater than a given priority value.

**Return** True if this *Priority* object's value is greater than the given value, false otherwise.

class loot : : **Tag**

Represents a Bash *Tag* suggestion for a plugin.

Inherits from *ConditionalMetadata*

## Public Functions

**Tag ()**

Construct a *Tag* object with an empty tag name suggested for addition, with an empty condition string.

**Return** A *Tag* object.

**Tag (const std::string &tag, const bool isAddition = true, const std::string &condition = "")**

Construct a *Tag* object with the given name, for addition or removal, with the given condition string.

**Return** A *Tag* object.

**Parameters**

- **tag:** The name of the Bash *Tag*.
- **isAddition:** True if the tag should be added, false if it should be removed.

- `condition`: A condition string.

bool **operator<** (const *Tag* &*rhs*) const

A less-than operator implemented with no semantics so that *Tag* objects can be stored in sets.

**Return** True if this *Tag* is suggested for addition and the other is not. If both Tags are suggested for addition or both are suggested for removal, returns true if this *Tag*'s name is case-insensitively lexicographically less than the given *Tag*'s name, false otherwise.

bool **operator==** (const *Tag* &*rhs*) const

Check if two *Tag* objects are equal.

**Return** True if both Tags are suggested for addition or both are suggested for removal, and the *Tag* names are case-insensitively equal, false otherwise.

bool **IsAddition** () const

Check if the tag should be added.

**Return** True if the tag should be added, false if it should be removed.

std::string **GetName** () const

Get the tag's name.

**Return** The tag's name.

## Exceptions

class loot::CyclicInteractionError

An exception class thrown if a cyclic interaction is detected when sorting a load order.

Inherits from runtime\_error

### Public Functions

**CyclicInteractionError** (const std::string &*firstPlugin*, const std::string &*lastPlugin*, const std::string &*backCycle*)

Construct an exception detailing a plugin graph cycle.

#### Parameters

- `firstPlugin`: A plugin in the cycle.
- `lastPlugin`: Another plugin in the cycle.
- `backCycle`: A string describing the path from `lastPlugin` to `firstPlugin`.

std::string **getFirstPlugin** ()

Get the first plugin in the chosen forward path of the cycle.

**Return** A plugin filename.

std::string **getLastPlugin** ()

Get the first plugin in the chosen forward path of the cycle.

**Return** A plugin filename.

std::string **getBackCycle** ()

Get a description of the reverse path from the chosen last plugin to the chosen first plugin of the cycle.

**Return** A string describing a path between two plugins in the plugin graph.

**class** `loot::GitStateError`

An exception class thrown if an error occurs when performing an operation on a Git repository due to invalid state.

Inherits from `logic_error`

**class** `loot::ConditionSyntaxError`

An exception class thrown if invalid syntax is encountered when parsing a metadata condition.

Inherits from `runtime_error`

**class** `loot::FileAccessError`

An exception class thrown if an error is encountered while reading or writing a file.

Inherits from `runtime_error`

## Error Categories

LOOT uses error category objects to identify errors with codes that originate in lower-level libraries.

**const** `std::error_category &loot::libloadorder_category()`

Get the error category that can be used to identify `system_error` exceptions that are due to `libloadorder` errors.

**Return** A reference to the static object of unspecified runtime type, derived from `std::error_category`.

**const** `std::error_category &loot::libgit2_category()`

Get the error category that can be used to identify `system_error` exceptions that are due to `libgit2` errors.

**Return** A reference to the static object of unspecified runtime type, derived from `std::error_category`.



---

### Credits

---

The LOOT API is written by [WrinklyNinja](#) in C++ and makes use of the [Boost](#), [libespm](#), [libgit2](#), [libloadorder](#), [Pseudosem](#) and [yaml-cpp](#) libraries. The copyright licenses for all of these and the LOOT API itself in *Copyright License Texts*.



---

## Version History

---

### 0.12.0 - 2017-11-03

#### Added

- Support for light master (.esl) plugins.
- `LoadCurrentLoadOrderState()` in `loot::GameInterface` to expose load order cache management to clients, as libloadorder no longer internally manages it.
- `loot::SetLoggingCallback()` to allow clients to handle the LOOT API's logging statements themselves.
- Logging of libloadorder error details.

#### Changed

- `LoadPlugins()` now loads the current load order state before loading plugins.
- Added a *condition* string field to `SimpleMessage`.
- Replaced libespm dependency with esplugin v1.0.6. This significantly improves safety and sorting performance, especially for large load orders.
- Updated libloadorder to v10.0.3. This significantly improves safety and the performance of load order operations, at the expense of exposing cache management to the client.
- Replaced Boost.Log with spdlog v0.14.0, removing dependencies on several other Boost libraries in the process.
- Updated libgit2 to v0.26.0.
- Update Boost to v1.65.1.

#### Removed

- `DatabaseInterface::EvalLists()` as it was superseded in v0.11.0 by the ability to evaluate conditions when getting general messages and individual plugins' metadata, which is more efficient.
- `SetLoggingVerbosity()` and `SetLogFile()` as they have been superseded by the new `loot::SetLoggingCallback()` function.
- The `loot/yaml/*` headers containing LOOT's internal YAML conversion functions are no longer exposed alongside the API headers.

- The `loot/windows_encoding_converters.h` header is no longer exposed alongside the API headers.

### Fixed

- Formatting in metadata documentation.
- Saving metadata wrote entries in an inconsistent order.
- Clang build errors.

## 0.11.1 - 2017-06-19

### Fixed

- A crash would occur when loading an plugin that had invalid data past its header. Such plugins are now just silently ignored.
- `loot::CreateGameHandle()` would not resolve game or local data paths that are junction links correctly, which caused problems later when trying to perform actions such as loading plugins.
- Performing a masterlist update on a branch where the remote and local histories had diverged would fail. The existing local branch is now discarded and the remote branch checked out anew, as intended.

## 0.11.0 - 2017-05-13

### Added

- New functions to `loot::DatabaseInterface`:
  - `WriteUserMetadata()`
  - `GetKnownBashTags()`
  - `GetGeneralMessages()`
  - `GetPluginMetadata()`
  - `GetPluginUserMetadata()`
  - `SetPluginUserMetadata()`
  - `DiscardPluginUserMetadata()`
  - `DiscardAllUserMetadata()`
  - `IsLatestMasterlist()`
- A `loot::GameInterface` pure abstract class that exposes methods for accessing game-specific functionality.
- A `loot::PluginInterface` pure abstract class that exposes methods for accessing plugin file data.
- The `loot::SetLoggingVerbosity` and `loot::SetLogFile` functions and `loot::LogVerbosity` enum for controlling the API's logging behaviour.
- An `loot::InitialiseLocale()` function that must be called to configure the API's locale before any of its other functionality is used.

- LOOT's internal metadata classes are now exposed as part of the API.

## Changed

- Renamed `loot::CreateDatabase()` to `loot::CreateGameHandle()`, and changed its signature so that it returns a shared pointer to a `loot::GameInterface` instead of a shared pointer to a `loot::DatabaseInterface`.
- Moved `SortPlugins()` into `loot::GameInterface`.
- Some `loot::DatabaseInterface` methods are now const:
  - `WriteMinimalList()`
  - `GetMasterlistRevision()`
- LOOT's internal YAML conversion functions have been refactored into the `include/loot/yaml` directory, but they are not really part of the API. They're only exposed so that they can be shared between the API and LOOT application without introducing another component.
- LOOT's internal string encoding conversion functions have been refactored into the `include/loot/windows_encoding_converters.h` header, but are not really part of the API. They're only exposed so that they can be shared between the API and LOOT application without introducing another component.
- Metadata is now cached more efficiently, reducing the API's memory footprint.
- Log timestamps now have microsecond precision.
- Updated to libgit2 v0.25.1.
- Refactored code only useful to the LOOT application out of the API internals and into the application source code.

## Removed

- `DatabaseInterface::GetPluginTags()`, `DatabaseInterface::GetPluginMessages()` and `DatabaseInterface::GetPluginCleanliness()` have been removed as they have been superseded by `DatabaseInterface::GetPluginMetadata()`.
- The `GameDetectionError` class, as it is no longer thrown by the API.
- The `PluginTags` struct, as it is no longer used.
- The `LanguageCode` enum, as the API now uses ISO language codes directly instead.
- The `PluginCleanliness` enum, as it's no longer used. Plugin cleanliness should now be checked by getting a plugin's evaluated metadata and checking if any dirty info is present. If none is present, the cleanliness is unknown. If dirty info is present, check if any of the English info strings contain the text "Do not clean": if not, the plugin is dirty.
- The LOOT API no longer caches the load order, as this is already done more accurately by `libloadorder` (which is used internally).

## Fixed

- Libgit2 error details were not being logged.

- A `FileAccessError` was thrown when the masterlist path was an empty string. The API now just skips trying to load the masterlist in this case.
- Updating the masterlist did not update the cached metadata, requiring a call to `LoadLists()`.
- The reference documentation was broken due to an incompatibility between Sphinx 1.5.x and Breathe 4.4.

### 0.10.3 - 2017-01-08

#### Added

- Automated 64-bit API builds.

#### Changed

- Replaced `std::invalid_argument` exceptions thrown during condition evaluation with `ConditionSyntaxError` exceptions.
- Improved robustness of error handling when calculating file CRCs.

#### Fixed

- Documentation was not generated correctly for enums, exceptions and structs exposed by the API.
- Added missing documentation for `CyclicInteractionError` methods.

### 0.10.2 - 2016-12-03

#### Changed

- Updated libgit2 to 0.24.3.

#### Fixed

- A crash could occur if some plugins that are hardcoded to always load were missing. Fixed by updating to libloadorder v9.5.4.
- Plugin cleaning metadata with no `info` value generated a warning message with no text.

### 0.10.1 - 2016-11-12

No API changes.

## 0.10.0 - 2016-11-06

### Added

- Support for TES V: Skyrim Special Edition.

### Changed

- Completely rewrote the API as a C++ API. The C API has been reimplemented as a wrapper around the C++ API, and can be found in a [separate repository](#).
- Windows builds now have a runtime dependency on the MSVC 2015 runtime redistributable.
- Rewrote the API documentation, which is now hosted online at [Read The Docs](#).
- The Windows release archive includes the `.lib` file for compile-time linking.
- LOOT now supports v0.10 of the metadata syntax. This breaks compatibility with existing syntax. See [the syntax version history](#) for the details.
- Updated libgit2 to 0.24.2.

### Removed

- The `loot_get_tag_map()` function has no equivalent in the new C++ API as it is obsolete.
- The `loot_apply_load_order()` function has no equivalent in the new C++ API as it just passed through to `libloadorder`, which clients can use directly instead.

### Fixed

- Database creation was failing when passing paths to symlinks that point to the game and/or game local paths.
- Cached plugin CRCs causing checksum conditions to always evaluate to false.
- Updating the masterlist when the user's `TEMP` and `TMP` environmental variables point to a different drive than the one LOOT is installed on.

## 0.9.2 - 2016-08-03

### Changed

- `libespm` (2.5.5) and `Pseudosem` (1.1.0) dependencies have been updated to the versions given in brackets.

### Fixed

- The packaging script used to create API archives was packaging the wrong binary, which caused the v0.9.0 and v0.9.1 API releases to actually be re-releases of a snapshot build made at some point between v0.8.1 and v0.9.0: the affected API releases were taken offline once this was discovered.
- `loot_get_plugin_tags()` remembering results and including them in the results of subsequent calls.

- An error occurred when the user's temporary files directory didn't exist and updating the masterlist tried to create a directory there.
- Errors when reading some Oblivion plugins during sorting, including the official DLC.

### 0.9.1 - 2016-06-23

No API changes.

### 0.9.0 - 2016-05-21

#### Changed

- Moved API header location to the more standard `include/loot/api.h`.
- Documented LOOT's masterlist versioning system.
- Made all API outputs fully `const` to make it clear they should not be modified and to avoid internal `const` casting.
- The `loot_db` type is now an opaque struct, and functions that used to take it as a value now take a pointer to it.

#### Removed

- The `loot_cleanup()` function, as the one string it used to destroy is now stored on the stack and so destroyed when the API is unloaded.
- The `loot_lang_any` constant. The `loot_lang_english` constant should be used instead.

### 0.8.1 - 2015-09-27

#### Changed

- Safety checks are now performed on file paths when parsing conditions (paths must not reference a location outside the game folder).
- Updated Boost (1.59.0), libgit2 (0.23.2) and CEF (branch 2454) dependencies.

#### Fixed

- A crash when loading plugins due to lack of thread safety.
- The masterlist updater and validator not checking for valid condition and regex syntax.
- The masterlist updater not working correctly on Windows Vista.



## 0.8.0 - 2015-07-22

### Added

- Support for metadata syntax v0.8.

### Changed

- Improved plugin loading performance for computers with weaker multithreading capabilities (eg. non-hyperthreaded dual-core or single-core CPUs).
- LOOT no longer outputs validity warnings for inactive plugins.
- Updated libgit2 to v0.23.0.

### Fixed

- Many miscellaneous bugs, including initialisation crashes and incorrect metadata input/output handling.
- LOOT silently discarding some non-unique metadata: an error will now occur when loading or attempting to apply such metadata.
- LOOT's version comparison behaviour for a wide variety of version string formats.

## 0.7.1 - 2015-06-22

### Fixed

- “No existing load order position” errors when sorting.
- Output of Bash Tag removal suggestions in `loot_write_minimal_list()`.

## 0.7.0 - 2015-05-20

Initial API release.



---

## Introduction

---

The metadata syntax is what LOOT's masterlists and userlists are written in. If you know YAML, good news: the syntax is essentially just YAML 1.2. If you don't know YAML, then its [Wikipedia page](#) is a good introduction. All you really need to know is:

- How lists and associative arrays (key-value maps) are written.
- That whitespace is important, and that only normal spaces (ie. no non-breaking spaces or tabs) count as such.
- That data entries that are siblings must be indented by the same amount, and child data nodes must be indented further than their parents (see the example later in this document if you don't understand).
- That YAML files must be written in a Unicode encoding.
- That each key in a key-value map must only appear once per map object.

An important point that is more specific to how LOOT uses YAML:

- Strings are case-sensitive, apart from file paths, regular expressions and checksums.

Some properties of file paths as used by LOOT:

- They are evaluated as paths relative to the game's Data folder.
- They cannot reference a path outside of the game's folder structure, ie. they cannot contain the substring `../../../../`.
- Regular expression file paths must be written in the [EMCAScript](#) syntax, and they must use `/` for directory separators.
- Only the filename of a regex file path may contain non-literal regex syntax, ie. if the filename part of the regex file path is removed, the remainder must be an exact folder path (though with the regex syntax special characters escaped). For example, given the regex file path `Meshes/Resources(1|2)/(upperclass)?table.nif`, LOOT will look for a file named `table.nif` or `upperclasstable.nif` in the `Meshes\Resources(1|2)` folder, rather than looking in the `Meshes\Resources1` and `Meshes\Resources2` folders.

In this document, where a value's type is given as `X list` this is equivalent to a YAML sequence of values which are of the data type `X`. Where a value's type is given as `X set`, this is equivalent to a YAML sequence of **unique** values which are of the data type `X`. Uniqueness is determined using the equality criteria for that data type. All the non-standard data types that LOOT's metadata syntax uses have their equality criteria defined later in this document.



---

## Metadata File Structure

---

The root of a metadata file is a key-value map. LOOT will recognise the following keys, none of which are required. Other keys may also be present, but are not processed by LOOT.

**bash\_tags**

string list

A list of Bash Tags that are supported by the masterlist's game. These Bash Tags are used to provide autocomplete suggestions in LOOT's metadata editor.

**globals**

message list

A list of message data structures for messages that are displayed independently of any plugin.

**plugins**

plugin list *and* plugin set

The plugin data structures that hold all the plugin metadata within the file. It is a mixture of a list and a set because **no non-regex plugin value may be equal to any other non-regex plugin value**, but there may be any number of equal regex plugin values, and non-regex plugin values may be equal to regex plugin values. If multiple plugin values match a single plugin, their metadata is merged in the order the values are listed, and as defined in *Merging Behaviour*.

The message and plugin data structures are detailed in the next section.

## Example

```
bash_tags:
  - 'C.Climate'
  - 'Relev'
globals:
  - type: say
    content: 'You are using the latest version of LOOT.'
condition: 'version("LOOT", "0.5.0.0", ==)'
plugins:
  - name: 'Armamentarium.esm'
    tag:
      - Relev
  - name: 'ArmamentariumFran.esm'
    tag:
      - Relev
  - name: 'Beautiful People 2ch-Ed.esm'
```

```
tag:
- Eyes
- Graphics
- Hair
- R.Relations
```

---

## Data Structures

---

LOOT expects metadata to be laid out using a certain set of data structures, described in this section.

### Tag

LOOT metadata files can contain suggestions for the addition or removal of Bash Tags, and this is the structure used for them. It has two forms: a key-value string map and a scalar string.

#### Map Form

**name**

**Required.** A Bash Tag, prefixed with a minus sign if it is suggested for removal.

**condition**

A condition string that is evaluated to determine whether this Bash Tag should be suggested: if it evaluates to true, the Tag is suggested, otherwise it is ignored. See *Condition Strings* for details. If undefined, defaults to an empty string.

#### Scalar Form

The scalar form is simply the value of the map form's `name` key. Using the scalar form is equivalent to using the map form with an undefined `condition` key.

### Equality

Two tag data structures are equal if the lowercased values of their `name` keys are identical.

### Examples

Scalar form:

Relations

Map form:

```
name: -Relations
condition: 'file("Mart"'s Monster Mod for OOO.esm") or file("FCOM_Convergence.esm")'
```

## File

This structure can be used to hold file paths. It has two forms: a key-value string map and a scalar string.

### Map Form

#### name

**Required.** An exact (ie. not regex) file path or name.

#### display

A substitute string to be displayed instead of the file path in any generated messages, eg. the name of the mod the file belongs to. If undefined, the `name` key's value is used.

#### condition

A condition string that is evaluated to determine whether this file data should be used: if it evaluates to true, the data is used, otherwise it is ignored. See [Condition Strings](#) for details.

### Scalar Form

The scalar form is simply the value of the map form's `name` key. Using the scalar form is equivalent to using the map form with undefined `display` and `condition` keys.

## Equality

Two file data structures are equal if the lowercased values of their `name` keys are identical.

## Examples

Scalar form:

```
'../obse_loader.exe'
```

Map form:

```
name: '../obse_loader.exe'
condition: 'version("../obse_loader.exe", "0.0.18.0", >=) '
display: 'OBSE v18+''
```

## Localised Content

The localised content data structure is a key-value string map.

#### text

**Required.** The actual message content string.



**lang**

**Required.** The language that `text` is written in, given as a code of the form `ll` or `ll_CC`, where `ll` is an ISO 639-1 language code and `CC` is an ISO 3166 country code. For example,

Language	Code
Brazilian Portuguese	pt_BR
Chinese	zh_CN
Danish	da
English	en
Finnish	fi
French	fr
German	de
Korean	ko
Polish	pl
Russian	ru
Spanish	es
Swedish	sv

## Message

Messages are given as key-value maps.

**type**

`string`

**Required.** The type `string` can be one of three keywords.

**say**

A generic message, useful for miscellaneous notes.

**warn**

A warning message, describing a non-critical issue with the user's mods (eg. dirty mods).

**error**

An error message, describing a critical installation issue (eg. missing masters, corrupt plugins).

**content**

`string` or `localised content list`

**Required.** Either simply a string, or a list of localised content data structures. If the latter, one of the structures must be for English.

**condition**

`string`

A condition string that is evaluated to determine whether the message should be displayed: if it evaluates to true, the message is displayed, otherwise it is not. See [Condition Strings](#) for details.

**subs**

`string list`

A list of strings to be substituted into the message content string. The content string must use numbered specifiers (`%1%`, `%2%`, etc.), where the numbers correspond to the position of the substitution string in this list to use, to denote where these strings are to be substituted.

## Message Formatting

LOOT supports formatting of messages using [GitHub Flavored Markdown](#). Support is provided by the [Marked](#) library (v0.3). Strings that get substituted into messages, such as file display names and cleaning data utility strings, also support the same formatting options.

## Language Support

If a message's `content` value is a string, the message will use the string as its content if displayed. Otherwise, the first localised content structure with a language that matches LOOT's current language will be used as the message's content if displayed. If there are no matches, then the first structure in English will be used.

## Equality

The equality of two message data structures is determined by comparing the values of their `content` keys. As the values of the keys can be different types, a comparison value is selected for each message using the following logic:

- If a value's type is a localised content list, then the English content string in that list is selected as the comparison value.
- If a value's type is a string, then that string is selected as the comparison value.

The two message data structures are then equal if their lowercased comparison values are identical.

## Examples

*Translations by Google*

```
type: say
condition: 'file("foo.esp")'
content:
  - lang: en
    text: 'An example link: <http://www.example.com>'
  - lang: ru
    text: ' : <http://www.example.com>'
```

would be displayed as

: : <http://www.example.com>

if the current language was Russian and `foo.esp` was installed, while

```
type: say
content: 'An alternative [example link](http://www.example.com), with no translations.
↪'
```

would be displayed as

: An alternative [example link](#), with no translations.

In English,

```
type: say
content: 'A newer version of %1% [is available] (%2%).'
subs:
  - 'this plugin'
  - 'http://www.example.com'
```

would be displayed as

Note: A newer version of this plugin is [available](#).

## Location

This data structure is used to hold information on where a plugin is hosted online. It has two forms: a key-value string map and a scalar string.

### Map Form

#### **link**

**Required.** A URL at which the plugin is found.

#### **name**

A descriptive name for the URL, which may be used as hyperlink text. If undefined, defaults to an empty string.

### Scalar Form

The scalar form is simply the value of the map form's `link` key. Using the scalar form is equivalent to using the map form with an undefined `name` key.

## Equality

Two location data structures are equal if the lowercased values of their `link` keys are identical.

## Examples

Scalar form:

```
'http://skyrim.nexusmods.com/mods/19/'
```

Map form:

```
link: 'https://steamcommunity.com/sharedfiles/filedetails/?id=419668499'
name: 'Unofficial Skyrim Patch on Steam Workshop'
```

## Cleaning Data

This structure holds information on which versions of a plugin are dirty or clean, and if dirty, how many identical-to-master records, deleted records and deleted navmeshes (if applicable) it contains. Cleaning data is given as a key-value map.

#### **crc**

hexadecimal integer

**Required.** The CRC-32 checksum of the plugin. If the plugin is dirty, this needs to be the CRC of the plugin before before cleaning. LOOT displays the CRCs of installed plugins in its report. The 8-character CRC should be preceded by `0x` so that it is interpreted correctly.

**util**

string

**Required.** The utility that was used to check the plugin for dirty edits. If available, the version of the utility used should also be included (e.g. `TES5Edit v3.11`).

**info**

string or localised content list

A message that will be displayed to the user. If a localised content list is provided, one of the structures must be for English. This is only used if the plugin is dirty, and is intended for providing cleaning instructions to the user. If undefined, defaults to an empty string.

**itm**

integer

The number of identical-to-master records reported for the dirty plugin. If undefined, defaults to zero.

**udr**

integer

The number of undeleted records reported for the dirty plugin. If undefined, defaults to zero.

**nav**

integer

The number of deleted navmeshes reported for the dirty plugin. If undefined, defaults to zero.

## Equality

Two cleaning data structures are equal if the values of their `crc` keys are identical.

## Examples

A dirty plugin:

```
crc: 0x3DF62ABC
util: '[TES5Edit] (http://www.nexusmods.com/skyrim/mods/25859) v3.1.1'
info: 'A cleaning guide is available [here] (http://www.creationkit.com/index.php?
↳title=TES5Edit_Cleaning_Guide_-_TES5Edit) .'
itm: 4
udr: 160
```

A clean plugin:

```
crc: 0x2ABC3DF6
util: '[TES5Edit] (http://www.nexusmods.com/skyrim/mods/25859) v3.1.1'
```

## Plugin

This is the structure that brings all the others together, and forms the main component of a metadata file. It is a key-value map.

**name**

string

**Required.** Can be an exact plugin filename or a regular expression plugin filename. If the filename contains any of the characters `: \*?|`, the string will be treated as a regular expression, otherwise it will be treated as an exact filename. For example, `Example\*.esm` will be treated as a regular expression, as it contains a `\` character.

**enabled**

boolean

Enables or disables use of the plugin object. Used for user rules, but no reason to use it in the masterlist. If unspecified, defaults to `true`.

**priority**

integer

Modifies plugin position relative to others that change one or more of the same records, but which are otherwise unrelated (ie. neither plugin lists the other as a master, requirement, or in its `after` list). Plugins that don't change any of the same records are not compared, unless one of the plugins contains only a header record.

A plugin with a higher `priority` value will load after a plugin with a lower `priority` value. The value can be anything in the range `-127` to `127` inclusive, and if unspecified defaults to `0`.

**global\_priority**

integer

Modifies plugin position relative to all unrelated plugins (ie. neither plugin lists the other as a master, requirement, or in its `after` list).

A plugin with a higher `global_priority` value will load after a plugin with a lower `priority` value. The value can be anything in the range `-127` to `127` inclusive, and if unspecified defaults to `0`.

`global_priority` takes precedence over `priority` when comparing two plugins' priorities: the `priority` value is only compared if the two plugins have the same `global_priority` value.

**after**

file set

Plugins that this plugin must load after, but which are not dependencies. Used to resolve specific compatibility issues. If undefined, the set is empty.

**req**

file set

Files that this plugin requires to be present. This plugin will load after any plugins listed. If any of these files are missing, an error message will be displayed. Intended for use specifying implicit dependencies, as LOOT will detect a plugin's explicit masters itself. If undefined, the set is empty.

**inc**

file set

Files that this plugin is incompatible with. If any of these files are present, an error message will be displayed. If undefined, the set is empty.

**msg**

message list

The messages attached to this plugin. The messages will be displayed in the order that they are listed. If undefined, the list is empty.

**tag**

tag set

Bash Tags suggested for this plugin. If a Bash Tag is suggested for both addition and removal, the latter will override the former when the list is evaluated. If undefined, the set is empty.

#### **url**

location set

An unordered set of locations for this plugin. If the same version can be found at multiple locations, only one location should be recorded. If undefined, the set is empty. This metadata is not currently used by LOOT.

#### **dirty**

cleaning data set

Cleaning data for this plugin, identifying dirty plugins. Plugin entries with regular expression filenames **must not** contain cleaning data.

#### **clean**

cleaning data set

An unordered set of cleaning data structures for this plugin, identifying clean plugins. Plugin entries with regular expression filenames **must not** contain cleaning data. The `itm`, `udr` and `nav` fields are unused in this context, as they're assumed to be zero.

## Equality

The equality of two plugin data structures is determined by comparing the values of their `name` keys.

- If neither or both values are regular expressions, then the plugin data structures are equal if the lowercased values are identical.
- If one value is a regular expression, then the plugin data structures are equal if the other value is an exact match for it.

## Merging Behaviour

Key	Merge Behaviour (merging B into A)
<code>name</code>	Not merged.
<code>enabled</code>	Replaced by B's value.
<code>priority</code>	Replaced by B's value, unless that value is 0 and it was not explicitly set.
<code>global_priority</code>	Replaced by B's value, unless that value is 0 and it was not explicitly set.
<code>after</code>	Merged. If B's file set contains an item that is equal to one already present in A's file set, B's item is discarded.
<code>req</code>	Merged. If B's file set contains an item that is equal to one already present in A's file set, B's item is discarded.
<code>inc</code>	Merged. If B's file set contains an item that is equal to one already present in A's file set, B's item is discarded.
<code>msg</code>	Merged. If B's message list contains an item that is equal to one already present in A's message list, B's item is discarded.
<code>tag</code>	Merged. If B's tag set contains an item that is equal to one already present in A's tag set, B's item is discarded.
<code>url</code>	Merged. If B's location set contains an item that is equal to one already present in A's location set, B's item is discarded.
<code>dirty</code>	Merged. If B's dirty data set contain an item that is equal to one already present in A's dirty data set, B's item is discarded.
<code>clean</code>	Merged. If B's clean data set contain an item that is equal to one already present in A's clean data set, B's item is discarded.

## Examples

```
name: 'Oscuro's_Oblivion_Overhaul.esm'
req:
  - 'Oblivion.esm' # Don't do this, Oblivion.esm is a master of Oscuro's_Oblivion_
↪Overhaul.esm, so LOOT already knows it's required.
  - name: 'example.esp'
    display: '[Example Mod] (http://www.example.com)'
    condition: 'version("Oscuro's_Oblivion_Overhaul.esm", "15.0", ==)'
tag:
  - Actors.Spells
  - Graphics
  - Invent
  - Relations
  - Scripts
  - Stats
  - name: -Relations
    condition: 'file("Mart's Monster Mod for OOO.esm") or file("FCOM_Convergence.esm
↪")'
msg:
  - type: say
    content: 'Do not clean. "Dirty" edits are intentional and required for the mod to
↪function.'
```





---

## Condition Strings

---

Condition strings can be used to ensure that data is only acted on by LOOT under certain circumstances. They are very similar to boolean conditional expressions in programming languages such as Python, though more limited.

Omitting optional parentheses (see below), their [EBNF](#) grammar is:

```
compound_condition ::= condition, { ( logical_and | logical_or ), condition }
condition          ::= [ logical_not ], function
logical_and        ::= ``and``
logical_or         ::= ``or``
logical_not        ::= ``not``
```

## Types

### **file\_path**

A double-quoted file path, or "LOOT", which references the LOOT executable being run.

### **regular\_expression**

A double-quoted regular expression string to match file paths to.

### **checksum**

A string of hexadecimal digits representing an unsigned integer that is the data checksum of a file. LOOT displays the checksums of plugins in its user interface after running.

### **version**

A double-quoted string of characters representing the version of a plugin or executable. LOOT displays the versions of plugins in its user interface after running.

### **comparison\_operator**

One of the following comparison operators.

**==**

Is equal to

**!=**

Is not equal to

**<**

Is less than

**>**

Is greater than

**<=**  
Is less than or equal to

**>=**  
Is greater than or equal to

## Functions

There are several conditions that can be tested for using the functions detailed below. All functions return a boolean. For functions that take a path or regex, the argument is treated as regex if it contains any of the characters : \ \* ? | .

**file(file\_path path)**  
Returns true if `path` is installed, and false otherwise.

**file(regular\_expression regex)**  
Returns true if a file matching `regex` is found, and false otherwise.

**active(file\_path path)**  
Returns true if `path` is an active plugin, and false otherwise.

**active(regular\_expression regex)**  
Returns true if an active plugin matching `regex` is found, and false otherwise.

**many(regular\_expression regex)**  
Returns true if more than one file matching `regex` is found, and false otherwise.

**many\_active(regular\_expression regex)**  
Returns true if more than one active plugin matching `regex` is found, and false otherwise.

**checksum(file\_path path, checksum expected\_checksum)**  
Returns true if the calculated CRC-32 checksum of `path` matches `expected_checksum`, and false otherwise. Returns false if `path` does not exist.

**version(file\_path path, version given\_version, comparison\_operator comparator)**  
Returns true if the boolean expression:

`actual_version comparator given_version`

(where `actual version` is the version read from `path`) holds true, and false otherwise. If `path` does not exist or does not have a version number, its version is assumed to be 0.

The comparison uses the precedence rules defined by [Semantic Versioning](#), extended to allow leading zeroes, an arbitrary number of release version numbers, case-insensitivity and a wider range of separator characters.

## Logical Operators

The `and`, `or` and `not` operators have their usual definitions, except that the `not` operator only ever operates on the result of the function immediately following it.

## Order of Evaluation

Condition strings are evaluated according to the usual C-style operator precedence rules, and parentheses can be used to override these rules. For example:

```
function and function or not function
```

is evaluated as:

```
( function and function ) or ( not function )
```

but:

```
function and ( function or not function )
```

is evaluated as:

```
function and ( function or ( not function ) )
```

Parentheses cannot be used between a `not` operator and the function following it.

## Performance

LOOT caches the results of condition evaluations. A regular expression check will still take longer than a file check though, so use the former only when appropriate to do so.



---

## Version History

---

The version history of the metadata syntax is given below.

### 0.10 - 2016-11-06

#### Added

- The `clean` key to the plugin data structure.
- The `global_priority` field to the plugin data structure.
- The `many_active()` condition function.
- The `info` key to the cleaning data structure.

#### Changed

- Renamed the `str` key in the localised content data structure to `text`.
- The `priority` field of the plugin data structure now stores values between -127 and 127 inclusive.
- Regular expressions no longer accept `\` as a directory separator: `/` must now be used.
- The `file()` condition function now also accepts a regular expression.
- The `active()` condition function to also accept a regular expression.
- Renamed the dirty info data structure to the cleaning data structure.

#### Removed

- The `regex()` condition function, as it has been obsoleted by the `file()` function's new regex support.

### 0.8 - 2015-07-22

#### Added

- The `name` key to the location data structure.

- The `many("regex")` condition function.
- The documentation now defines the equality criteria for all of the metadata syntax's non-standard data structures.

### Changed

- Detection of regular expression plugin entries. Previously, a plugin entry was treated as having a regular expression filename if the filename ended with `\.esp` or `\.esp`. Now, a plugin entry is treated as having a regular expression filename if the filename contains one or more of `: \*?|`.

### Removed

- Removed the `ver` key in the location data structure.

### Fixed

- The documentation gave the values of the `after`, `req`, `inc`, `tag`, `url` and `dirty` keys as lists, when they have always been sets.

## 0.7 - 2015-05-20

### Added

- The message string substitution key, i.e. `sub`, in the message data structure.
- Support for YAML merge keys, i.e. `<<`.

### Changed

- Messages may now be formatted using most of GitHub Flavored Markdown, minus the GitHub-specific features (like @mentions, issue/repo linking and emoji).

## 0.6 - 2014-07-05

No changes.

## 0.5 - 2014-03-31

Initial release.

---

# Copyright Notice

---

LOOT and its API are distributed under the GNU General Public License v3.0. The documentation is distributed under the GNU Free Documentation License v1.3. The full texts of both licenses are included in *Copyright License Texts*.

While the GPL license allows anyone to make derivative works of LOOT, the LOOT Team encourages those thinking of doing so to first discuss their reasoning for such an endeavour with the Team. It may be that what the derivative work would do differently is already planned for a future version of LOOT or would be happily integrated into LOOT, thus avoiding any extra effort by others.

LOOT has been specifically designed to prevent it being locked into the LOOT Team's official masterlist repositories. Nevertheless, the LOOT Team appeals to the community to avoid the distribution of unofficial masterlists, as this would only hamper the effort to create one set of stores for load order information. Any issues with a masterlist are best brought to the attention of the LOOT Team so that they may be remedied.

GNU Free Documentation License Version 1.3 Notice:

Copyright (C) 2012—2016 WrinklyNinja

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts.

A copy of the license is included in *Copyright License Texts*.





---

## Copyright License Texts

---

### Contents

- *Copyright License Texts*
  - *Boost*
  - *libgit2*
  - *LOOT API, Libespm & Libloadorder*
  - *LOOT API Documentation*
  - *Pseudosem*
  - *yaml-cpp*

## Boost

Boost Software License - Version 1.0 - August 17th, 2003

Permission **is** hereby granted, free of charge, to **any** person **or** organization obtaining a copy of the software **and** accompanying documentation covered by this license (the "**Software**") to use, reproduce, display, distribute, execute, **and** transmit the Software, **and** to prepare derivative works of the Software, **and** to permit third-parties to whom the Software **is** furnished to do so, **all** subject to the following:

The copyright notices **in** the Software **and** this entire statement, including the above license grant, this restriction **and** the following disclaimer, must be included **in all** copies of the Software, **in whole or in part, and all** derivative works of the Software, unless such copies **or** derivative works are solely **in** the form of machine-executable **object** code generated by a source language processor.

THE SOFTWARE IS PROVIDED "**AS IS**", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE,

ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## libgit2

libgit2 is Copyright (C) the libgit2 contributors,  
unless otherwise stated. See the AUTHORS file for details.

Note that the only valid version of the GPL as far as this project  
is concerned is `_this_` particular version of the license (ie v2, not  
v2.2 or v3.x or whatever), unless explicitly otherwise stated.

---

### LINKING EXCEPTION

In addition to the permissions in the GNU General Public License,  
the authors give you unlimited permission to link the compiled  
version of this library into combinations with other programs,  
and to distribute those combinations without any restriction  
coming from the use of this file. (The General Public License  
restrictions do apply in other respects; for example, they cover  
modification of the file, and distribution when not linked into  
a combined executable.)

---

### GNU GENERAL PUBLIC LICENSE Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.  
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA  
Everyone is permitted to copy and distribute verbatim copies  
of this license document, but changing it is not allowed.

### Preamble

The licenses for most software are designed to take away your  
freedom to share and change it. By contrast, the GNU General Public  
License is intended to guarantee your freedom to share and change free  
software--to make sure the software is free for all its users. This  
General Public License applies to most of the Free Software  
Foundation's software and to any other program whose authors commit to  
using it. (Some other Free Software Foundation software is covered by  
the GNU Library General Public License instead.) You can apply it to  
your programs, too.

When we speak of free software, we are referring to freedom, not  
price. Our General Public Licenses are designed to make sure that you  
have the freedom to distribute copies of free software (and charge for  
this service if you wish), that you receive source code or can get it  
if you want it, that you can change the software or use pieces of it  
in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid

anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

#### GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete

machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this

License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

#### NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY

FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### END OF TERMS AND CONDITIONS

#### How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>
```

```
This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; either version 2 of the License, or
(at your option) any later version.
```

```
This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
GNU General Public License for more details.
```

```
You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
```

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
```

under certain conditions; type ``show c'` for details.

The hypothetical commands ``show w'` and ``show c'` should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than ``show w'` and ``show c'`; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

-----

The bundled ZLib code is licensed under the ZLib license:

Copyright (C) 1995-2010 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

```
Jean-loup Gailly      Mark Adler
jloup@gzip.org        madler@alumni.caltech.edu
```

-----

The priority queue implementation is based on code licensed under the Apache 2.0 license:

```
Copyright 2010 Volkan Yazıcı <volkan.yazici@gmail.com>
Copyright 2006-2010 The Apache Software Foundation
```

The full text of the Apache 2.0 license is available at:



<http://www.apache.org/licenses/LICENSE-2.0>

-----

The Clay framework is licensed under the MIT license:

Copyright (C) 2011 by Vicent Marti

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

-----

The regex library (deps/regex/) is licensed under the GNU LGPL

GNU LESSER GENERAL PUBLIC LICENSE  
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.  
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA  
Everyone is permitted to copy and distribute verbatim copies  
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

#### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that

you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free

library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

#### GNU LESSER GENERAL PUBLIC LICENSE

##### TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion

of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one

of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your

rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and

"any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

#### NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### END OF TERMS AND CONDITIONS

##### How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version. This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software

Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA  
Also add information on how to contact you by electronic and paper mail.



You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990

Ty Coon, President of Vice

That's all there is to it!

introduced by others.

## LOOT API, Libespm & Libloadorder

### GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007

Copyright (C) 2007 Free Software Foundation, Inc. <<http://fsf.org/>>  
Everyone **is** permitted to copy **and** distribute verbatim copies  
of this license document, but changing it **is not** allowed.

#### Preamble

The GNU General Public License **is** a free, copyleft license **for** software **and** other kinds of works.

The licenses **for** most software **and** other practical works are designed to take away your freedom to share **and** change the works. By contrast, the GNU General Public License **is** intended to guarantee your freedom to share **and** change all versions of a program--to make sure it remains free software **for** all its users. We, the Free Software Foundation, use the GNU General Public License **for** most of our software; it applies also to **any** other work released this way by its authors. You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, **not** price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (**and** charge **for** them **if** you wish), that you receive source code **or** can get it **if** you want it, that you can change the software **or** use pieces of it **in** new free programs, **and** that you know you can do these things.

To protect your rights, we need to prevent others **from denying** you these rights **or** asking you to surrender the rights. Therefore, you have certain responsibilities **if** you distribute copies of the software, **or if** you modify it: responsibilities to respect the freedom of others.

For example, **if** you distribute copies of such a program, whether gratis **or for** a fee, you must **pass** on to the recipients the same freedoms that you received. You must make sure that they, too, receive **or** can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights **with** two steps:

(1) **assert** copyright on the software, **and** (2) offer you this License giving you legal permission to copy, distribute **and/or** modify it.

For the developers' **and** authors' protection, the GPL clearly explains that there **is** no warranty **for** this free software. For both users' **and** authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will **not** be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install **or** run modified versions of the software inside them, although the manufacturer can do so. This **is** fundamentally incompatible **with** the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs **in** the area of products **for** individuals to use, which **is** precisely where it **is** most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice **for** those products. If such problems arise substantially **in** other domains, we stand ready to extend this provision to those domains **in** future versions of the GPL, **as** needed to protect the freedom of users.

Finally, every program **is** threatened constantly by software patents. States should **not** allow patents to restrict development **and** use of software on general-purpose computers, but **in** those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms **and** conditions **for** copying, distribution **and** modification follow.

#### TERMS AND CONDITIONS

##### 0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such **as** semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee **is** addressed **as** "you". "Licensees" **and** "recipients" may be individuals **or** organizations.

To "modify" a work means to copy **from** **or** adapt **all** **or** part of the work **in** a fashion requiring copyright permission, other than the making of an exact copy. The resulting work **is** called a "modified version" of the earlier work **or** a work "based on" the earlier work.

A "covered work" means either the unmodified Program **or** a work based on the Program.

To "propagate" a work means to do anything **with** it that, without permission, would make you directly **or** secondarily liable **for** infringement under applicable copyright law, **except** executing it on a computer **or** modifying a private copy. Propagation includes copying, distribution (**with** **or** without modification), making available to the public, **and** **in** some countries other activities **as** well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

#### 1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

#### 2. Basic Permissions.

All rights granted under this License are granted for the term of

copyright on the Program, **and** are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output **from running** a covered work **is** covered by this License only **if** the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use **or** other equivalent, **as** provided by copyright law.

You may make, run **and** propagate covered works that you do **not** convey, without conditions so long **as** your license otherwise remains **in** force. You may convey covered works to others **for** the sole purpose of having them make modifications exclusively **for** you, **or** provide you **with** facilities **for** running those works, provided that you comply **with** the terms of this License **in** conveying **all** material **for** which you do **not** control copyright. Those thus making **or** running the covered works **for** you must do so exclusively on your behalf, under your direction **and** control, on terms that prohibit them **from making** any copies of your copyrighted material outside their relationship **with** you.

Conveying under **any** other circumstances **is** permitted solely under the conditions stated below. Sublicensing **is not** allowed; section 10 makes it unnecessary.

### 3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under **any** applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, **or** similar laws prohibiting **or** restricting circumvention of such measures.

When you convey a covered work, you waive **any** legal power to forbid circumvention of technological measures to the extent such circumvention **is** effected by exercising rights under this License **with** respect to the covered work, **and** you disclaim **any** intention to limit operation **or** modification of the work **as** a means of enforcing, against the work's users, your **or** third parties' legal rights to forbid circumvention of technological measures.

### 4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's **source code** as you receive it, **in any** medium, provided that you conspicuously **and** appropriately publish on each copy an appropriate copyright notice; keep intact **all** notices stating that this License **and any** non-permissive terms added **in** accord **with** section 7 apply to the code; keep intact **all** notices of the absence of **any** warranty; **and** give **all** recipients a copy of this License along **with** the Program.

You may charge **any** price **or** no price **for** each copy that you convey, **and** you may offer support **or** warranty protection **for** a fee.

### 5. Conveying Modified Source Versions.

You may convey a work based on the Program, **or** the modifications to produce it **from the** Program, **in** the form of source code under the terms of section 4, provided that you also meet **all** of these conditions:

- a) The work must carry prominent notices stating that you modified

it, **and** giving a relevant date.

b) The work must carry prominent notices stating that it **is** released under this License **and** any conditions added under section 7. This requirement modifies the requirement **in** section 4 to "keep intact all notices".

c) You must license the entire work, **as** a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along **with** any applicable section 7 additional terms, to the whole of the work, **and** all its parts, regardless of how they are packaged. This License gives no permission to license the work **in** any other way, but it does **not** invalidate such permission **if** you have separately received it.

d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, **if** the Program has interactive interfaces that do **not** display Appropriate Legal Notices, your work need **not** make them do so.

A compilation of a covered work **with** other separate **and** independent works, which are **not** by their nature extensions of the covered work, **and** which are **not** combined **with** it such **as** to form a larger program, **in** or on a volume of a storage or distribution medium, **is** called an "aggregate" **if** the compilation **and** its resulting copyright are **not** used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work **in** an aggregate does **not** cause this License to apply to the other parts of the aggregate.

#### 6. Conveying Non-Source Forms.

You may convey a covered work **in** object code form under the terms of sections 4 **and** 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, **in** one of these ways:

a) Convey the object code **in**, or embodied **in**, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used **for** software interchange.

b) Convey the object code **in**, or embodied **in**, a physical product (including a physical distribution medium), accompanied by a written offer, valid **for** at least three years **and** valid **for** as long **as** you offer spare parts or customer support **for** that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source **for** all the software **in** the product that **is** covered by this License, on a durable physical medium customarily used **for** software interchange, **for** a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source **from** a network server at no charge.

c) Convey individual copies of the object code **with** a copy of the written offer to provide the Corresponding Source. This alternative **is** allowed only occasionally **and** noncommercially, **and** only **if** you received the object code **with** such an offer, **in** accord

with subsection 6b.

d) Convey the `object` code by offering access `from a` designated place (gratis `or for` a charge), `and` offer equivalent access to the Corresponding Source `in` the same way through the same place at no further charge. You need `not` require recipients to copy the Corresponding Source along `with` the `object` code. If the place to copy the `object` code `is` a network server, the Corresponding Source may be on a different server (operated by you `or` a third party) that supports equivalent copying facilities, provided you maintain clear directions `next` to the `object` code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it `is` available `for as long as` needed to satisfy these requirements.

e) Convey the `object` code using peer-to-peer transmission, provided you inform other peers where the `object` code `and` Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the `object` code, whose source code `is` excluded `from the` Corresponding Source `as` a System Library, need `not` be included `in` conveying the `object` code work.

A "User Product" `is` either (1) a "consumer product", which means any tangible personal `property` which `is` normally used `for` personal, family, `or` household purposes, `or` (2) anything designed `or` sold `for` incorporation into a dwelling. In determining whether a product `is` a consumer product, doubtful cases shall be resolved `in` favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical `or` common use of that `class of` product, regardless of the status of the particular user `or` of the way `in` which the particular user actually uses, `or` expects `or is` expected to use, the product. A product `is` a consumer product regardless of whether the product has substantial commercial, industrial `or` non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" `for` a User Product means any methods, procedures, authorization keys, `or` other information required to install `and` execute modified versions of a covered work `in` that User Product `from a` modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified `object` code `is in` no case prevented `or` interfered `with` solely because modification has been made.

If you convey an `object` code work under this section `in, or with, or` specifically `for` use `in`, a User Product, `and` the conveying occurs `as` part of a transaction `in` which the right of possession `and` use of the User Product `is` transferred to the recipient `in` perpetuity `or for` a fixed term (regardless of how the transaction `is` characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does `not` apply `if` neither you nor any third party retains the ability to install modified `object` code on the User Product (`for` example, the work has been installed `in` ROM).

The requirement to provide Installation Information does `not` include a requirement to `continue` to provide support service, warranty, `or` updates

for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

#### 7. Additional Terms.

"Additional permissions" are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

- a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
- b) Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
- c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or
- d) Limiting the use for publicity purposes of names of licensors or authors of the material; or
- e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or
- f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further

restrictions" within the meaning of section 10. If the Program as you received it, **or** any part of it, contains a notice stating that it **is** governed by this License along **with** a term that **is** a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing **or** conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does **not** survive such relicensing **or** conveying.

If you add terms to a covered work **in** accord **with** this section, you must place, **in** the relevant source files, a statement of the additional terms that apply to those files, **or** a notice indicating where to find the applicable terms.

Additional terms, permissive **or** non-permissive, may be stated **in** the form of a separately written license, **or** stated **as** exceptions; the above requirements apply either way.

#### 8. Termination.

You may **not** propagate **or** modify a covered work **except as** expressly provided under this License. Any attempt otherwise to propagate **or** modify it **is** void, **and** will automatically terminate your rights under this License (including **any** patent licenses granted under the third paragraph of section 11).

However, **if** you cease **all** violation of this License, then your license **from a** particular copyright holder **is** reinstated (a) provisionally, unless **and** until the copyright holder explicitly **and finally** terminates your license, **and** (b) permanently, **if** the copyright holder fails to notify you of the violation by some reasonable means prior to **60** days after the cessation.

Moreover, your license **from a** particular copyright holder **is** reinstated permanently **if** the copyright holder notifies you of the violation by some reasonable means, this **is** the first time you have received notice of violation of this License (**for any work**) **from that** copyright holder, **and** you cure the violation prior to **30** days after your receipt of the notice.

Termination of your rights under this section does **not** terminate the licenses of parties who have received copies **or** rights **from you** under this License. If your rights have been terminated **and not** permanently reinstated, you do **not** qualify to receive new licenses **for** the same material under section 10.

#### 9. Acceptance Not Required **for** Having Copies.

You are **not** required to accept this License **in** order to receive **or** run a copy of the Program. Ancillary propagation of a covered work occurring solely **as** a consequence of using peer-to-peer transmission to receive a copy likewise does **not** require acceptance. However, nothing other than this License grants you permission to propagate **or** modify **any** covered work. These actions infringe copyright **if** you do **not** accept this License. Therefore, by modifying **or** propagating a covered work, you indicate your acceptance of this License to do so.

#### 10. Automatic Licensing of Downstream Recipients.



Each time you convey a covered work, the recipient automatically receives a license **from the** original licensors, to run, modify **and** propagate that work, subject to this License. You are **not** responsible **for** enforcing compliance by third parties **with** this License.

An "entity transaction" **is** a transaction transferring control of an organization, **or** substantially **all** assets of one, **or** subdividing an organization, **or** merging organizations. If propagation of a covered work results **from an** entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had **or could** give under the previous paragraph, plus a right to possession of the Corresponding Source of the work **from the** predecessor **in** interest, **if** the predecessor has it **or** can get it **with** reasonable efforts.

You may **not** impose **any** further restrictions on the exercise of the rights granted **or** affirmed under this License. For example, you may **not** impose a license fee, royalty, **or** other charge **for** exercise of rights granted under this License, **and** you may **not** initiate litigation (including a cross-claim **or** counterclaim **in** a lawsuit) alleging that **any** patent claim **is** infringed by making, using, selling, offering **for** sale, **or** importing the Program **or any** portion of it.

#### 11. Patents.

A "contributor" **is** a copyright holder who authorizes use under this License of the Program **or** a work on which the Program **is** based. The work thus licensed **is** called the contributor's "contributor version".

A contributor's "essential patent claims" are all patent claims owned **or** controlled by the contributor, whether already acquired **or** hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, **or** selling its contributor version, but do **not** include claims that would be infringed only **as** a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses **in** a manner consistent **with** the requirements of this License.

Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer **for** sale, **import and** otherwise run, modify **and** propagate the contents of its contributor version.

In the following three paragraphs, a "patent license" **is any** express agreement **or** commitment, however denominated, **not** to enforce a patent (such **as** an express permission to practice a patent **or** covenant **not** to sue **for** patent infringement). To "grant" such a patent license to a party means to make such an agreement **or** commitment **not** to enforce a patent against the party.

If you convey a covered work, knowingly relying on a patent license, **and** the Corresponding Source of the work **is not** available **for** anyone to copy, free of charge **and** under the terms of this License, through a publicly available network server **or** other readily accessible means, then you must either (1) cause the Corresponding Source to be so available, **or** (2) arrange to deprive yourself of the benefit of the

patent license **for** this particular work, **or** (3) arrange, **in** a manner consistent **with** the requirements of this License, to extend the patent license to downstream recipients. "Knowingly relying" means you have actual knowledge that, but **for** the patent license, your conveying the covered work **in** a country, **or** your recipient's use of the covered work **in** a country, would infringe one **or** more identifiable patents **in** that country that you have reason to believe are valid.

If, pursuant to **or in** connection **with** a single transaction **or** arrangement, you convey, **or** propagate by procuring conveyance of, a covered work, **and** grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify **or** convey a specific copy of the covered work, then the patent license you grant **is** automatically extended to **all** recipients of the covered work **and** works based on it.

A patent license **is** "discriminatory" **if** it does **not** include within the scope of its coverage, prohibits the exercise of, **or is** conditioned on the non-exercise of one **or** more of the rights that are specifically granted under this License. You may **not** convey a covered work **if** you are a party to an arrangement **with** a third party that **is in** the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, **and** under which the third party grants, to **any** of the parties who would receive the covered work **from you**, a discriminatory patent license (a) **in** connection **with** copies of the covered work conveyed by you (**or** copies made **from those** copies), **or** (b) primarily **for and in** connection **with** specific products **or** compilations that contain the covered work, unless you entered into that arrangement, **or** that patent license was granted, prior to 28 March 2007.

Nothing **in** this License shall be construed **as** excluding **or** limiting **any** implied license **or** other defenses to infringement that may otherwise be available to you under applicable patent law.

## 12. No Surrender of Others' Freedom.

If conditions are imposed on you (whether by court order, agreement **or** otherwise) that contradict the conditions of this License, they do **not** excuse you **from the** conditions of this License. If you cannot convey a covered work so **as** to satisfy simultaneously your obligations under this License **and any** other pertinent obligations, then **as** a consequence you may **not** convey it at **all**. For example, **if** you agree to terms that obligate you to collect a royalty **for** further conveying **from those** to whom you convey the Program, the only way you could satisfy both those terms **and** this License would be to refrain entirely **from conveying** the Program.

## 13. Use **with** the GNU Affero General Public License.

Notwithstanding **any** other provision of this License, you have permission to link **or** combine **any** covered work **with** a work licensed under version 3 of the GNU Affero General Public License into a single combined work, **and** to convey the resulting work. The terms of this License will **continue** to apply to the part which **is** the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination **as** such.

#### 14. Revised Versions of this License.

The Free Software Foundation may publish revised **and/or** new versions of the GNU General Public License **from time** to time. Such new versions will be similar **in** spirit to the present version, but may differ **in** detail to address new problems **or** concerns.

Each version **is** given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License "**or any later version**" applies to it, you have the option of following the terms **and** conditions either of that numbered version **or** of **any** later version published by the Free Software Foundation. If the Program does **not** specify a version number of the GNU General Public License, you may choose **any** version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version **for** the Program.

Later license versions may give you additional **or** different permissions. However, no additional obligations are imposed on **any** author **or** copyright holder **as** a result of your choosing to follow a later version.

#### 15. Disclaimer of Warranty.

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "**AS IS**" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

#### 16. Limitation of Liability.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### 17. Interpretation of Sections 15 **and** 16.

If the disclaimer of warranty **and** limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of **all** civil liability **in** connection **with** the Program, unless a warranty **or** assumption of liability accompanies a copy of the Program **in return for** a fee.

## LOOT API Documentation

GNU Free Documentation License  
Version 1.3, 3 November 2008

Copyright (C) 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc.  
<<http://fsf.org/>>

Everyone **is** permitted to copy **and** distribute verbatim copies of this license document, but changing it **is not** allowed.

### 0. PREAMBLE

The purpose of this License **is** to make a manual, textbook, **or** other functional **and** useful document "**free**" **in** the sense of freedom: to assure everyone the effective freedom to copy **and** redistribute it, **with or** without modifying it, either commercially **or** noncommercially. Secondly, this License preserves **for** the author **and** publisher a way to get credit **for** their work, **while not** being considered responsible **for** modifications made by others.

This License **is** a kind of "**copyleft**", which means that derivative works of the document must themselves be free **in** the same sense. It complements the GNU General Public License, which **is** a copyleft license designed **for** free software.

We have designed this License **in** order to use it **for** manuals **for** free software, because free software needs free documentation: a free program should come **with** manuals providing the same freedoms that the software does. But this License **is not** limited to software manuals; it can be used **for any** textual work, regardless of subject matter **or** whether it **is** published **as** a printed book. We recommend this License principally **for** works whose purpose **is** instruction **or** reference.

### 1. APPLICABILITY AND DEFINITIONS

This License applies to **any** manual **or** other work, **in any** medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited **in** duration, to use that work under the conditions stated herein. The "**Document**", below, refers to **any** such manual **or** work. Any member of the public **is** a licensee, **and is** addressed **as** "**you**". You accept the license **if** you copy, modify **or** distribute the work **in** a way requiring permission under copyright law.

A "**Modified Version**" of the Document means **any** work containing the Document **or** a portion of it, either copied verbatim, **or with** modifications **and/or** translated into another language.

A "Secondary Section" **is** a named appendix **or** a front-matter section of the Document that deals exclusively **with** the relationship of the publishers **or** authors of the Document to the Document's overall subject (**or** to related matters) **and** contains nothing that could fall directly within that overall subject. (Thus, **if** the Document **is in** part a textbook of mathematics, a Secondary Section may **not** explain **any** mathematics.) The relationship could be a matter of historical connection **with** the subject **or with** related matters, **or** of legal, commercial, philosophical, ethical **or** political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, **as** being those of Invariant Sections, **in** the notice that says that the Document **is** released under this License. If a section does **not** fit the above definition of Secondary then it **is not** allowed to be designated **as** Invariant. The Document may contain zero Invariant Sections. If the Document does **not** identify **any** Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, **as** Front-Cover Texts **or** Back-Cover Texts, **in** the notice that says that the Document **is** released under this License. A Front-Cover Text may be at most 5 words, **and** a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented **in** a **format** whose specification **is** available to the general public, that **is** suitable **for** revising the document straightforwardly **with** generic text editors **or** (**for** images composed of pixels) generic paint programs **or** (**for** drawings) some widely available drawing editor, **and** that **is** suitable **for input** to text formatters **or for** automatic translation to a variety of formats suitable **for input** to text formatters. A copy made **in** an otherwise Transparent file **format** whose markup, **or** absence of markup, has been arranged to thwart **or** discourage subsequent modification by readers **is not** Transparent. An image **format is not** Transparent **if** used **for any** substantial amount of text. A copy that **is not** "Transparent" **is** called "Opaque".

Examples of suitable formats **for** Transparent copies include plain ASCII without markup, Texinfo **input format**, LaTeX **input format**, SGML **or** XML using a publicly available DTD, **and** standard-conforming simple HTML, PostScript **or** PDF designed **for** human modification. Examples of transparent image formats include PNG, XCF **and** JPG. Opaque formats include proprietary formats that can be read **and** edited only by proprietary word processors, SGML **or** XML **for** which the DTD **and/or** processing tools are **not** generally available, **and** the machine-generated HTML, PostScript **or** PDF produced by some word processors **for** output purposes only.

The "Title Page" means, **for** a printed book, the title page itself, plus such following pages **as** are needed to hold, legibly, the material this License requires to appear **in** the title page. For works **in** formats which do **not** have **any** title page **as** such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

The "publisher" means **any** person **or** entity that distributes copies of the Document to the public.

A section "Entitled XYZ" means a named subunit of the Document whose title either **is** precisely XYZ **or** contains XYZ **in** parentheses following text that translates XYZ **in** another language. (Here XYZ stands **for** a specific section name mentioned below, such **as** "Acknowledgements", "Dedications", "Endorsements", **or** "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers **next** to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference **in** this License, but only **as** regards disclaiming warranties: **any** other implication that these Warranty Disclaimers may have **is** void **and** has no effect on the meaning of this License.

## 2. VERBATIM COPYING

You may copy **and** distribute the Document **in any** medium, either commercially **or** noncommercially, provided that this License, the copyright notices, **and** the license notice saying this License applies to the Document are reproduced **in all** copies, **and** that you add no other conditions whatsoever to those of this License. You may **not** use technical measures to obstruct **or** control the reading **or** further copying of the copies you make **or** distribute. However, you may accept compensation **in** exchange **for** copies. If you distribute a large enough number of copies you must also follow the conditions **in** section 3.

You may also lend copies, under the same conditions stated above, **and** you may publicly display copies.

## 3. COPYING IN QUANTITY

If you publish printed copies (**or** copies **in** media that commonly have printed covers) of the Document, numbering more than 100, **and** the Document's license notice requires Cover Texts, you must enclose the copies **in** covers that carry, clearly **and** legibly, **all** these Cover Texts: Front-Cover Texts on the front cover, **and** Back-Cover Texts on the back cover. Both covers must also clearly **and** legibly identify you **as** the publisher of these copies. The front cover must present the full title **with all** words of the title equally prominent **and** visible. You may add other material on the covers **in** addition. Copying **with** changes limited to the covers, **as long as** they preserve the title of the Document **and** satisfy these conditions, can be treated **as** verbatim copying **in** other respects.

If the required texts **for** either cover are too voluminous to fit legibly, you should put the first ones listed (**as many as** fit reasonably) on the actual cover, **and continue** the rest onto adjacent pages.

If you publish **or** distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along **with** each Opaque copy, **or** state **in or with** each Opaque copy a computer-network location **from which** the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material.

If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies **in** quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly **or** through your agents **or** retailers) of that edition to the public.

It **is** requested, but **not** required, that you contact the authors of the Document well before redistributing **any** large number of copies, to give them a chance to provide you **with** an updated version of the Document.

#### 4. MODIFICATIONS

You may copy **and** distribute a Modified Version of the Document under the conditions of sections 2 **and** 3 above, provided that you release the Modified Version under precisely this License, **with** the Modified Version filling the role of the Document, thus licensing distribution **and** modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things **in** the Modified Version:

- A. Use **in** the Title Page (**and** on the covers, **if any**) a title distinct **from that** of the Document, **and from those** of previous versions (which should, **if** there were **any**, be listed **in** the History section of the Document). You may use the same title **as** a previous version **if** the original publisher of that version gives permission.
- B. List on the Title Page, **as** authors, one **or** more persons **or** entities responsible **for** authorship of the modifications **in** the Modified Version, together **with** at least five of the principal authors of the Document (**all** of its principal authors, **if** it has fewer than five), unless they release you **from this** requirement.
- C. State on the Title page the name of the publisher of the Modified Version, **as** the publisher.
- D. Preserve **all** the copyright notices of the Document.
- E. Add an appropriate copyright notice **for** your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, **in** the form shown **in** the Addendum below.
- G. Preserve **in** that license notice the full lists of Invariant Sections **and** required Cover Texts given **in** the Document's **license notice**.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled "**History**", Preserve its Title, **and** add to it an item stating at least the title, year, new authors, **and** publisher of the Modified Version **as** given on the Title Page. If there **is** no section Entitled "**History**" **in** the Document, create one stating the title, year, authors, **and** publisher of the Document **as** given on its Title Page, then add an item describing the Modified Version **as** stated **in** the previous sentence.
- J. Preserve the network location, **if any**, given **in** the Document **for** public access to a Transparent copy of the Document, **and** likewise the network locations given **in** the Document **for** previous versions it was based on. These may be placed **in** the "**History**" section. You may omit a network location **for** a work that was published at least four years before the Document itself, **or if** the original publisher of the version it refers to gives permission.
- K. For **any** section Entitled "**Acknowledgements**" **or** "**Dedications**",

Preserve the Title of the section, **and** preserve **in** the section **all** the substance **and** tone of each of the contributor acknowledgements **and/or** dedications given therein.

- L. Preserve **all** the Invariant Sections of the Document, unaltered **in** their text **and in** their titles. Section numbers **or** the equivalent are **not** considered part of the section titles.
- M. Delete **any** section Entitled "Endorsements". Such a section may **not** be included **in** the Modified Version.
- N. Do **not** retitl **any** existing section to be Entitled "Endorsements" **or** to conflict **in** title **with any** Invariant Section.
- O. Preserve **any** Warranty Disclaimers.

If the Modified Version includes new front-matter sections **or** appendices that qualify **as** Secondary Sections **and** contain no material copied **from the** Document, you may at your option designate some **or all** of these sections **as** invariant. To do this, add their titles to the **list** of Invariant Sections **in** the Modified Version's **license notice**. These titles must be distinct **from any** other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties--**for** example, statements of peer review **or** that the text has been approved by an organization **as** the authoritative definition of a standard.

You may add a passage of up to five words **as** a Front-Cover Text, **and** a passage of up to 25 words **as** a Back-Cover Text, to the end of the **list** of Cover Texts **in** the Modified Version. Only one passage of Front-Cover Text **and** one of Back-Cover Text may be added by (**or** through arrangements made by) **any** one entity. If the Document already includes a cover text **for** the same cover, previously added by you **or** by arrangement made by the same entity you are acting on behalf of, you may **not** add another; but you may replace the old one, on explicit permission **from the** previous publisher that added the old one.

The author(s) **and** publisher(s) of the Document do **not** by this License give permission to use their names **for** publicity **for or** to **assert or** imply endorsement of **any** Modified Version.

## 5. COMBINING DOCUMENTS

You may combine the Document **with** other documents released under this License, under the terms defined **in** section 4 above **for** modified versions, provided that you include **in** the combination **all** of the Invariant Sections of **all** of the original documents, unmodified, **and** **list** them **all as** Invariant Sections of your combined work **in** its license notice, **and** that you preserve **all** their Warranty Disclaimers.

The combined work need only contain one copy of this License, **and** multiple identical Invariant Sections may be replaced **with** a single copy. If there are multiple Invariant Sections **with** the same name but different contents, make the title of each such section unique by adding at the end of it, **in** parentheses, the name of the original author **or** publisher of that section **if** known, **or else** a unique number. Make the same adjustment to the section titles **in** the **list** of Invariant Sections **in** the license notice of the combined work.



In the combination, you must combine **any** sections Entitled "History" **in** the various original documents, forming one section Entitled "History"; likewise combine **any** sections Entitled "Acknowledgements", **and** **any** sections Entitled "Dedications". You must delete **all** sections Entitled "Endorsements".

## 6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document **and** other documents released under this License, **and** replace the individual copies of this License **in** the various documents **with** a single copy that **is** included **in** the collection, provided that you follow the rules of this License **for** verbatim copying of each of the documents **in** **all** other respects.

You may extract a single document **from** **such** a collection, **and** distribute it individually under this License, provided you insert a copy of this License into the extracted document, **and** follow this License **in** **all** other respects regarding verbatim copying of that document.

## 7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document **or** its derivatives **with** other separate **and** independent documents **or** works, **in** **or** on a volume of a storage **or** distribution medium, **is** called an "aggregate" **if** the copyright resulting **from** the compilation **is** **not** used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document **is** included **in** an aggregate, this License does **not** apply to the other works **in** the aggregate which are **not** themselves derivative works of the Document.

If the Cover Text requirement of section 3 **is** applicable to these copies of the Document, then **if** the Document **is** less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, **or** the electronic equivalent of covers **if** the Document **is** **in** electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

## 8. TRANSLATION

Translation **is** considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections **with** translations requires special permission **from** **their** copyright holders, but you may include translations of some **or** **all** Invariant Sections **in** addition to the original versions of these Invariant Sections. You may include a translation of this License, **and** **all** the license notices **in** the Document, **and** **any** Warranty Disclaimers, provided that you also include the original English version of this License **and** the original versions of those notices **and** disclaimers. In case of a disagreement between the translation **and** the original version of this License **or** a notice **or** disclaimer, the original version will prevail.

If a section **in** the Document **is** Entitled "Acknowledgements", "Dedications", **or** "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

## 9. TERMINATION

You may **not** copy, modify, sublicense, **or** distribute the Document **except as** expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, **or** distribute it **is** void, **and** will automatically terminate your rights under this License.

However, **if** you cease **all** violation of this License, then your license **from a** particular copyright holder **is** reinstated (a) provisionally, unless **and** until the copyright holder explicitly **and finally** terminates your license, **and** (b) permanently, **if** the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license **from a** particular copyright holder **is** reinstated permanently **if** the copyright holder notifies you of the violation by some reasonable means, this **is** the first time you have received notice of violation of this License (**for any work**) **from that** copyright holder, **and** you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does **not** terminate the licenses of parties who have received copies **or** rights **from you** under this License. If your rights have been terminated **and not** permanently reinstated, receipt of a copy of some **or all** of the same material does **not** give you **any** rights to use it.

## 10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License **from time** to time. Such new versions will be similar **in** spirit to the present version, but may differ **in** detail to address new problems **or** concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License **is** given a distinguishing version number. If the Document specifies that a particular numbered version of this License "**or any later version**" applies to it, you have the option of following the terms **and** conditions either of that specified version **or** of **any** later version that has been published (**not as** a draft) by the Free Software Foundation. If the Document does **not** specify a version number of this License, you may choose **any** version ever published (**not as** a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's **public statement of acceptance of a** version permanently authorizes you to choose that version **for** the Document.

## 11. RELICENSING

"Massive Multiauthor Collaboration Site" (**or** "MMC Site") means **any**

World Wide Web server that publishes copyrightable works **and** also provides prominent facilities **for** anybody to edit those works. A public wiki that anybody can edit **is** an example of such a server. A "Massive Multiauthor Collaboration" (**or** "MMC") contained **in** the site means **any set** of copyrightable works thus published on the MMC site.

"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a **not-for-profit** corporation **with** a principal place of business **in** San Francisco, California, **as well as** future copyleft versions of that license published by that same organization.

"Incorporate" means to publish **or** republish a Document, **in** whole **or in** part, **as** part of another Document.

An MMC **is** "eligible for relicensing" **if** it **is** licensed under this License, **and if** all works that were first published under this License somewhere other than this MMC, **and** subsequently incorporated **in** whole **or in** part into the MMC, (1) had no cover texts **or** invariant sections, **and** (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained **in** the site under CC-BY-SA on the same site at **any** time before August 1, 2009, provided the MMC **is** eligible **for** relicensing.

## Pseudosem

The MIT License (MIT)

Copyright (c) 2015 Oliver Hamlet

Permission **is** hereby granted, free of charge, to **any** person obtaining a copy of this software **and** associated documentation files (the "Software"), to deal **in** the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, **and/or** sell copies of the Software, **and** to permit persons to whom the Software **is** furnished to do so, subject to the following conditions:

The above copyright notice **and** this permission notice shall be included **in** all copies **or** substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## yaml-cpp

Copyright (c) 2008 Jesse Beder.

Permission **is** hereby granted, free of charge, to **any** person obtaining a copy of this software **and** associated documentation files (the "**Software**"), to deal **in** the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, **and/or** sell copies of the Software, **and** to permit persons to whom the Software **is** furnished to do so, subject to the following conditions:

The above copyright notice **and** this permission notice shall be included **in** **all** copies **or** substantial portions of the Software.

THE SOFTWARE IS PROVIDED "**AS IS**", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## C

Choose (C++ function), 19  
ChooseInfo (C++ function), 22  
condition (C++ member), 9  
ConditionalMetadata (C++ function), 16  
CyclicInteractionError (C++ function), 27

## D

defaultLanguage (C++ member), 19  
DiscardAllUserMetadata (C++ function), 12  
DiscardPluginUserMetadata (C++ function), 12  
DoFormIDsOverlap (C++ function), 15

## F

File (C++ function), 16

## G

getBackCycle (C++ function), 27  
GetBashTags (C++ function), 15  
GetCleanInfo (C++ function), 23  
GetCleaningUtility (C++ function), 21  
GetCondition (C++ function), 16  
GetContent (C++ function), 20  
GetCRC (C++ function), 15, 21  
GetDatabase (C++ function), 13  
GetDeletedNavmeshCount (C++ function), 21  
GetDeletedReferenceCount (C++ function), 21  
GetDirtyInfo (C++ function), 23  
GetDisplayName (C++ function), 17  
getFirstPlugin (C++ function), 27  
GetGeneralMessages (C++ function), 11  
GetGlobalPriority (C++ function), 23  
GetIncompatibilities (C++ function), 23  
GetInfo (C++ function), 21  
GetITMCount (C++ function), 21  
GetKnownBashTags (C++ function), 11  
GetLanguage (C++ function), 18  
getLastPlugin (C++ function), 27  
GetLoadAfterFiles (C++ function), 23  
GetLoadedPlugins (C++ function), 13

GetLoadOrder (C++ function), 14  
GetLocalPriority (C++ function), 23  
GetLocations (C++ function), 23  
GetLowercasedName (C++ function), 15, 22  
GetMasterlistRevision (C++ function), 11  
GetMasters (C++ function), 15  
GetMessages (C++ function), 23  
GetName (C++ function), 15, 17, 22, 27  
GetPlugin (C++ function), 13  
GetPluginMetadata (C++ function), 12  
GetPluginUserMetadata (C++ function), 12  
GetRequirements (C++ function), 23  
GetSimpleMessages (C++ function), 23  
GetTags (C++ function), 23  
GetText (C++ function), 18  
GetType (C++ function), 20  
GetURL (C++ function), 17  
GetValue (C++ function), 26  
GetVersion (C++ function), 15

## H

HasNameOnly (C++ function), 25

## I

IdentifyMainMasterFile (C++ function), 14  
is\_modified (C++ member), 8  
IsAddition (C++ function), 27  
IsConditional (C++ function), 16  
IsEmpty (C++ function), 15  
IsEnabled (C++ function), 23  
IsExplicit (C++ function), 26  
IsLatestMasterlist (C++ function), 11  
IsLightMaster (C++ function), 15  
IsMaster (C++ function), 15  
IsPluginActive (C++ function), 14  
IsRegexPlugin (C++ function), 25  
IsValidPlugin (C++ function), 13

## L

language (C++ member), 8

[LoadCurrentLoadOrderState \(C++ function\), 14](#)  
[LoadLists \(C++ function\), 10](#)  
[LoadPlugins \(C++ function\), 13](#)  
[LoadsArchive \(C++ function\), 15](#)  
[Location \(C++ function\), 17](#)  
[loot::ConditionalMetadata \(C++ class\), 16](#)  
[loot::ConditionSyntaxError \(C++ class\), 28](#)  
[loot::CreateGameHandle \(C++ function\), 9](#)  
[loot::CyclicInteractionError \(C++ class\), 27](#)  
[loot::DatabaseInterface \(C++ class\), 10](#)  
[loot::debug \(C++ enumerator\), 8](#)  
[loot::error \(C++ enumerator\), 8](#)  
[loot::fatal \(C++ enumerator\), 8](#)  
[loot::File \(C++ class\), 16](#)  
[loot::FileAccessError \(C++ class\), 28](#)  
[loot::fo3 \(C++ enumerator\), 7](#)  
[loot::fo4 \(C++ enumerator\), 7](#)  
[loot::fonv \(C++ enumerator\), 7](#)  
[loot::GameInterface \(C++ class\), 13](#)  
[loot::GameType \(C++ type\), 7](#)  
[loot::GitStateError \(C++ class\), 27](#)  
[loot::info \(C++ enumerator\), 8](#)  
[loot::InitialiseLocale \(C++ function\), 9](#)  
[loot::IsCompatible \(C++ function\), 9](#)  
[loot::libgit2\\_category \(C++ function\), 28](#)  
[loot::libloadorder\\_category \(C++ function\), 28](#)  
[loot::Location \(C++ class\), 17](#)  
[loot::LogLevel \(C++ type\), 7](#)  
[loot::LootVersion \(C++ class\), 17](#)  
[loot::MasterlistInfo \(C++ class\), 8](#)  
[loot::Message \(C++ class\), 19](#)  
[loot::MessageContent \(C++ class\), 18](#)  
[loot::MessageType \(C++ type\), 8](#)  
[loot::PluginCleaningData \(C++ class\), 20](#)  
[loot::PluginInterface \(C++ class\), 14](#)  
[loot::PluginMetadata \(C++ class\), 22](#)  
[loot::Priority \(C++ class\), 25](#)  
[loot::say \(C++ enumerator\), 8](#)  
[loot::SetLoggingCallback \(C++ function\), 9](#)  
[loot::SimpleMessage \(C++ class\), 8](#)  
[loot::Tag \(C++ class\), 26](#)  
[loot::tes4 \(C++ enumerator\), 7](#)  
[loot::tes5 \(C++ enumerator\), 7](#)  
[loot::tes5se \(C++ enumerator\), 7](#)  
[loot::trace \(C++ enumerator\), 8](#)  
[loot::warn \(C++ enumerator\), 8](#)  
[loot::warning \(C++ enumerator\), 8](#)

## M

[major \(C++ member\), 18](#)  
[MergeMetadata \(C++ function\), 22](#)  
[Message \(C++ function\), 19](#)  
[MessageContent \(C++ function\), 18](#)  
[minor \(C++ member\), 18](#)

## N

[NewMetadata \(C++ function\), 22](#)

## O

[operator](#)  
     [= \(C++ function\), 25](#)  
[operator== \(C++ function\), 17, 19–21, 25–27](#)  
[operator> \(C++ function\), 26](#)  
[operator>= \(C++ function\), 26](#)  
[operator< \(C++ function\), 16–18, 20, 21, 26, 27](#)

## P

[ParseCondition \(C++ function\), 16](#)  
[patch \(C++ member\), 18](#)  
[PluginCleaningData \(C++ function\), 20, 21](#)  
[PluginMetadata \(C++ function\), 22](#)  
[Priority \(C++ function\), 25](#)

## R

[revision \(C++ member\), 18](#)  
[revision\\_date \(C++ member\), 8](#)  
[revision\\_id \(C++ member\), 8](#)

## S

[SetCleanInfo \(C++ function\), 24](#)  
[SetDirtyInfo \(C++ function\), 24](#)  
[SetEnabled \(C++ function\), 24](#)  
[SetGlobalPriority \(C++ function\), 24](#)  
[SetIncompatibilities \(C++ function\), 24](#)  
[SetLoadAfterFiles \(C++ function\), 24](#)  
[SetLoadOrder \(C++ function\), 14](#)  
[SetLocalPriority \(C++ function\), 24](#)  
[SetLocations \(C++ function\), 25](#)  
[SetMessages \(C++ function\), 24](#)  
[SetPluginUserMetadata \(C++ function\), 12](#)  
[SetRequirements \(C++ function\), 24](#)  
[SetTags \(C++ function\), 24](#)  
[SortPlugins \(C++ function\), 14](#)  
[string \(C++ function\), 18](#)

## T

[Tag \(C++ function\), 26](#)  
[text \(C++ member\), 9](#)  
[ToSimpleMessage \(C++ function\), 20](#)  
[type \(C++ member\), 8](#)

## U

[UpdateMasterlist \(C++ function\), 10](#)

## W

[WriteMinimalList \(C++ function\), 10](#)  
[WriteUserMetadata \(C++ function\), 10](#)