**Name:** Fuz Ro D’oh

**Version:** 2.5

**Date:** 2024/01/23

**Category:** Miscellaneous

**Required:** *Patch 1.6.1170.0, Skyrim Script Extender 64*

**Author(s):** *shadeMe*

**Source:** [*https://www.nexusmods.com/skyrimspecialedition/mods/15109*](https://www.nexusmods.com/skyrimspecialedition/mods/15109)

Description

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This mod basically enhances support for unvoiced in-game dialog. It does so by coercing the engine, in a non-violent way, into playing a generic silent voice and lip synch1 file whenever it comes across a dialog response without voice assets of its own. Ergo, mod authors need not create and bundle silent voice files in their distribution packages.  
  
1 - The accompanying lip synch file may or may not enunciate "D'oh" *interj \ˈdō\* at all times2.  
2 - Subject to change without prior notice or fanfare.

Fine Print

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Third party mods that add new NPCs and quests often do not come with their own voice acting. The engine has a limitation that causes unvoiced dialogue to zoom by in-game, making them nigh impossible to read. To workaround this issue, mod authors are required to bundle ‘silent voice files’ – voice assets that are essentially empty – with their mods. This, unfortunately, increases the overall size of the mod package.

Fuz Ro D’oh addresses this issue by forcing the game to use a single set of silent voice files for any unvoiced dialogue the game might encounter, thereby relieving the mod author the arduous task of generating and bundling individual voice files.

Just pop it in and run the game through the SKSE launcher. The INI file will generated after first run, in the same folder as the plugin.

The duration of unvoiced responses is automatically calculated from the length of the dialog.

Duration = (Word Count / Words per Second) + 1, at a maximum of 10 seconds.

The number of words per second can be configured in the plugin’s INI file. Subtitles are automatically displayed for unvoiced responses.

The plugin also enhances the “Force Subtitle” flag in topic info records – When set, subtitles will be displayed for the info’s responses regardless of the global subtitle settings.

Install

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1. Extract this archive to any folder and then copy the contents to the game installation's *Data* folder.

Uninstall

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1. Delete the following files/folders:

Data\SKSE\Plugins\Fuz Ro D’oh.dll

Data\SKSE\Plugins\Fuz Ro D’oh.ini

Data\Sound\Voice\Fuz Ro D’oh\\*.\*

Compatibility

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This plugin is compatible with every other SKSE plugin there is. Should you find a discrepancy, please report it through the contact avenues as stated below.

Known Issues and Notes

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* Subtitles will temporarily be displayed for the dialogue response being spoken if the player breaks away from the conversation mid-way. This is an engine limitation.
* Actors with silent voices will sometimes continue to play their lip synchronization animation past the completion of their spoken dialogue.

Contact

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Do send in your suggestions and ideas to improve the plugin - I’ll be more than happy to add it in whenever necessary. Also, if you find any bugs, please report them.

For anything about the modification, PM me at

*Nexus Mods Forums*: **shadeMe**

Credits

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Special thanks to:

Ian Patterson, Stephen Abel and Paul Connelly (**The** **SKSE Team**)- Words fail me when I attempt to extol these guys for th-heir c-contributio... to ..he TES modd..n. com.i..t..

LHammonds - For his readme generator.

Elys - For the original USV OBSE plugin.

AndalayBay – Still having trouble here…

Ysne58, ThingyPerson, Arthmoor - For helping with the Eta testing.

The Rest of the Modding Community - For the inspiration I needed to start modding and all the wonderful mods which I use.

Bethesda - For providing a rather malleable game.

Tools Used

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7-Zip - <http://www.tesnexus.com/downloads/file.php?id=15579>

Skyrim Script Extender (SKSE) - <http://skse.silverlock.org>

Microsoft Visual Studio - <http://www.microsoft.com/>

IDA Pro - <http://hex-rays.com>

Readme Generator - <http://lhammonds.game-host.org/obmm/tools_readme_generator1.asp>

Rum - <http://en.wikipedia.org/wiki/Rum>

Fish - <http://en.wikipedia.org/wiki/Fish>

foobar2000 - <http://www.foobar2000.org>

Usage

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License: **WML 1.0 Modify and Redistribute, Share Alike - ish**

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• Artistic resources (meshes, textures, sounds, etc.) included with this work may be included in unmodified form with modified versions of this work, so long as their authors are given credit proportional to their contribution to the final work. Note that artistic resources may not be modified, or extracted from this work, unless permission is given elsewhere.

***If you use the assets of a mod that wasn’t created by you, please give due credit to its creator. They deserve it.***

Legal

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This mod is provided as "is". The author is not responsible for any damage done to your save game, game installation or even your computer (though such an event happening is highly unlikely). Use at your own risk.

Change Log

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2.5 – Update for v1.6.1170

2.4 – Update for v1.6.1130, improve support for CJK

2.3 – Fix for potential memory corruption

2.2 – Update for v1.6.640

2.1 – Update for v1.6.353

2.0 – Update for v1.6.342

1.7 – Update for v1.5.97

1.6 – Update for v1.5.80

1.5 – Update for v1.5.73

1.4 – Update for v1.5.62

1.3 – Update for v1.5.53

1.2 – Update for v1.5.50

1.1 - Update for v1.5.39

1.0 - Initial beta release for SSE