

The Elder Scrolls Forums



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TES Construction Set and Plugins

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Yggdrasil

(Tree of Life)

05/12/02 09:23 PM

General Help and Tips

This has now been moved to the **General Help** forum. Please make all replies there.

In the Render Window:

- "A" Turns on/off All brightness for total lighting.
- "C" Zooms in to an isometriC view of the selected object(s).
- "D" Dislodges you from the selected object(s) to allow for more freeform movement of the camera.
- "F" Drops (or makes the object(s) Fall) to the top level of the object below them.
- "L" Allows you to see/not see the Light radius of all lights in the view.
- "T" Zooms in to a Top view of the selected object(s).
- "V" Allows you to zoom in and out on the selected object with the mouse.
- "W" Turns on/off Wireframe mode.
- "X" Allows you to manipulate object(s) in the X axis.
- "Y" Allows you to manipulate object(s) in the Y axis.
- "Z" Allows you to manipulate object(s) in the Z axis.
- "F4" Shows collision detection of all objects in the Render Window.

In the Preview Window:

- "A" Pans the view left.
- "D" Pans the view right.
- "S" Pans the view down.
- "W" Pans the view up.
- "Insert" Rotates the object on it's ? axis.
- "Home" Rotates the object on it's ? axis.
- "Page Up" Zooms in.
- "Page Down" Zooms out.
- "Down Arrow" Rotates the object on it's ? axis.
- "Left Arrow" Rotates the object on it's ? axis.
- "Right Arrow" Rotates the object on it's ? axis.
- "Up Arrow" Rotates the object on it's ? axis.

General Information:

- [Deconstruction's Guide](#) / [Rukinea's Guide](#) / [SecretChimp's Guide](#)
- [Changing NPC's Inventory](#) / [Merchant Difficulties](#)
- [An example teleportation script](#)
- [Quest Scripting 101](#)
- [Skinning Tutorial](#) / [Mirror 2](#) / [3D Max Skinner](#) / [Texture Compression](#)

- **Making a new race**
- **Let's Chat / Factions**
- **Making Land**
- **Music**

Links of Interest:

- **Morrowind Mods**
- **T'or Drakkon / Help Compilation**

Little Secrets:

- **ToddTest**

Edited by Yggdrasil (05/15/02 10:25 AM)

Post Extras:    

Tarchannen
(Novice)
05/13/02 12:42 AM

 **Re: General Help and Tips** [re: Yggdrasil]

What is "Collision Detection"?

Post Extras:    

Yggdrasil
(Tree of Life)
05/13/02 12:47 AM

 **Re: General Help and Tips** [re: Tarchannen]

It shows you where all of the "walkable" areas end. Shows all the edges of objects easier.

Post Extras:    

Deconstruction
(Novice)
05/13/02 01:25 AM

 **Oops.** [re: Yggdrasil]

Whoops...if I'd noticed this earlier, I'd have posted my **static tips** under it. Guess you can always copy it over or add a link. I've been getting tons of questions about what I covered in there, so I'm sure it will help a lot of people get grooving on their first interior sets. 😊

Sorry I missed this post. Let me know what kind of references you'd like to see most and I'll see what I can whip up tomorrow since I'm off work. 😊

Decon

Post Extras:    

Yggdrasil
(Tree of Life)
05/13/02 01:39 AM

 **Re: Oops.** [re: Deconstruction]

This just made it to the top of the list... trying to help out the community by posting a general how-to at the front. You have excellent tips in your post. Keep 'em coming!

Post Extras:    

AussieHomer
(Novice)
05/13/02 01:52 AM

🤔 **Re: Oops.** [re: Yggdrasil]

Bump

AussieHomer
MMMMMMM Beer! 🤔

Post Extras:    

Yggdrasil 
(Tree of Life)
05/13/02 01:59 AM

📖 **Re: Oops.** [re: AussieHomer]

Thanks, but you don't need to bump *this* topic.

Post Extras:    

Striker
(Curate)
05/13/02 04:42 AM



❓ **Re: Oops.** [re: Yggdrasil]

Good job Yggdrasil!

Mind if I ask who you are? (i.e. are you a dev, an intern, a random person with admin rights?)
🤔

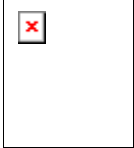
-Striker

Helper: **Destination Morrowind**
Don't click here!

The views expressed in this post are not necessarily mine.

Post Extras:    

Phreedh
(Acolyte)
05/13/02 09:10 AM



📖 **Re: Oops.** [re: Striker]

It clearly says "Tree of life"... you need to know more? 🤔

(and yeah, I've been wondering too... haven't seen you around until the actual release)

/Phreedh

- *Garland, what do you fear most in the world?*
- *The possibility that love is not enough...*

Post Extras:    

yibble
(Layman)
05/13/02 11:16 AM

📖 **Re: Oops.** [re: Phreedh]

And more importantly, Yggdrasil. Do you prefer playing as the Nord race?

Post Extras:    

Yggdrasil 
(Tree of Life)
05/13/02 12:08 PM

🤔 **Re: The Origin of the Tree** [re: yibble]

Pronunciation: 'ig-dr&-"sil
Function: noun

Etymology: Old Norse

: a huge ash tree in Norse mythology that overspreads the world and binds earth, hell, and heaven together.

I prefer to play my own made-up race of mini-gods and goddesses that I like to call... "Pixies

Post Extras:    

Striker

(Curate)
05/13/02 11:48 PM



☺ Re: The Origin of the Tree [re: Yggdrasil]

You must be a dev... you are certainly evasive enough ☺

-Striker

Helper: **Destination Morrowind**

Don't click here!

The views expressed in this post are not necessarily mine.

Post Extras:    

McGuillicutty

(Curate)
05/14/02 08:10 AM



📖 Re: General Help and Tips [re: Yggdrasil]

In the render window, the V key allows one to zoom in and out on selected objects with the mouse. Much more sensitive than the scroll wheel.

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

Echo Y | Deltree McGuillicutty

Post Extras:    

Yggdrasil

(Tree of Life)
05/14/02 09:57 AM

☺ Re: General Help and Tips [re: McGuillicutty]

Gotcha!

Post Extras:    

JDBriggs

(Layman)
05/14/02 10:33 AM

☺ Re: General Help and Tips [re: Yggdrasil]

I guess pixies would be right up your alley to add as a playable race. I was just trying to think of a race that could fly was challenging and playable and still not un-hinge the game. I love playing my argonian water breather.

Post Extras:    

TechnoStariX

(Novice)
05/14/02 07:24 PM

📖 Re: General Help and Tips [re: JDBriggs]

I know this is kind of abusing the fact that this thread is always at the top but I have a question relating to one of the tutorials in the original post. The Skinning Tutorial has been great in helping me with my texture problem, I got the World Art(GND) file and the TGA working and all that but then when I go to add Cuirass -> File on the right hand part of the Armor Editor, it only lists the .nif's on the TESCS CD-ROM, not the C:\Program~\Meshes\ ones. The one I'm using(considering how I _made_ the derved~ thing) is on my C Drive so I can't actually enter my armor into the game. I tried unchecking "Use Data Files on CD-ROM" or whatever to no avail. Any help?

TechnoSariX
Future Home of The Morrowind Naturewalkers Mod

Post Extras:    

dragonsong
 (Layman)
 05/14/02 09:20 PM

 **Re: General Help and Tips** [re: TechnoSariX]

Just browse to your C drive. I'm not sitting in front of the editor currently, but as I recall, the editor doesn't really care what the head of the path is, so long as the tail of the path is compliant with the CD's structure. That is, make sure you put your NIF into a folder on your C drive that aligns with the folder-structure on the CD. Browse to it on the C drive, and you'll notice that the final path the editor indicates, will be of the likes of:

n\my_new_model.nif

(Not "C:\Morrowind\Data Files\Meshes\n\my_new_model.nif")

It's assuming that "n" is already in Data Files\Meshes.

Of course, you must also MAKE CERTAIN that when distributing your mod, you ZIP up your files with folder structure in-tact, or provide instructions for users to place your NIF into the proper folder structure.

Post Extras:    

dragonsong
 (Layman)
 05/14/02 09:33 PM

 **Re: General Help and Tips** [re: Yggdrasil]

Maybe this is abusing the thread's stickiness as well, but should we post new tips here, or in separate threads which can be linked to from the first post in this thread?

Here's a quick one, anyhow:

The script functions Move and Rotate do NOT understand X, Y, and Z in the same "absolute" sense that the editor itself does. While the game is running, scripts assume "relative" axes.

What I mean:

Rotate a static 90 degrees on the X axis in the editor. Now move it back and forth on the Y axis, and you should note that it's still moving on the same "Y axis" that all other objects share: it's a ubiquitous, absolute Y axis.

In-game, each object keeps track of its own axes, apparently. So that static you rotated will now have its axes rotated: and should a script try to move (or rotate) that static on the Y axis it will NOT be moving in the same direction as you previewed in the editor. It'll probably be moving in an entirely different direction that you intended.

Suggestions:

1. Do not use Move or Rotate on pre-rotated objects (objects already in a rotated state in the ESP).
2. Moving AND Rotating an object through scripting is probably not advisable.

Of course, if you're a real hack with manipulating objects in 3d space in your head, this will probably not impose too big a limitation, but for me, it's just frustrating enough that I've just decided to only Move/Rotate objects that are 0/0/0 to start.

Post Extras:    

Deconstruction  **Re: General Help and Tips** [re: dragonsong]

(Initiate)
05/14/02 10:28 PM

EDIT: Nice point, by the way. It is seemingly a tad clunky, but we're probably just missing an obvious workaround of some sort. 😊

I would say post new tips in a separate thread to be linked, for now. Otherwise, this post could get unwieldy and hard to navigate for people in search of specific information. 😊

I've had invites from several websites to help them compile databases of info posts like this and some of the other posts many of us have written, but that's not really my game, so maybe someone with a penchant for slaving over an HTML or SQL script/menu would like to help some of these webmasters get grooving on this?

There are a few people out there watching posts at the moment, so I'd say post a separate one with a distinct subject and you can link it at the top of this one as you've seen so far. Then, hopefully; the webmasters will continue to snap these up and put them on their sites.

Decon
General Editing Info

Edited by Deconstruction (05/14/02 10:40 PM)

Post Extras:    

TechnoStariX

(Novice)
05/14/02 10:43 PM

 **Re: General Help and Tips** [re: Deconstruction]

Decon- I agree with you completely but I think a User-Submitted Tips Thread should be stuck right below this one and since it's troublesome trying to extend conversations from one thread to another, I'd like to finish up this current conversation if it's all right. 😊

The problem isn't with my nif's being in the wrong dir, they're in the right directory. But, when you're adding armor, you have to select it from a list and my nif isn't on that list, I'm thinking because it's reading from the CD-ROM only, not my hard drive. Since I haven't found any way to manually edit this list, I don't know how to get my nif added to the magical list. Surely there is a way since I'm not the first person trying to add a completely new item, reskinned and all

TechnoStariX
Future Home of The Morrowind Naturewalkers Mod

Post Extras:    

dragonsong

(Layman)
05/14/02 10:51 PM

 **Re: General Help and Tips** [re: TechnoStariX]

Yes, you're correct, it does default to trying to read from the CD-ROM. Like I said, browse to your C drive. The dialogue is just like any other Windows Explorer-style dialogue. Browse to drive C, browse to your folder, your file should be listed.

When I get back in front of my editor, I could even post screenshots, if it'll help. I suspect you understand the process just fine, but you're making just one little mistake somewhere that you're missing, and screenshots might just give you the "Oh!" you need.

Post Extras:    

dragonsong

(Layman)

 **Re: General Help and Tips** [re: Deconstruction]

05/14/02 11:01 PM

"EDIT: Nice point, by the way. It is seemingly a tad clunky, but we're probably just missing a obvious workaround of some sort."

(Say, where's the Quote function on these boards?)

Ayuh - it'd make sense for there to be the following functions:

Move, Rotate, MoveAbs, RotateAbs.

Come to think of it, it seems like there are some functions with "absolute" in them, from my vague memory of looking at the (vague itself) Helpfile.

If/when I get it sorted out, or find a useful workaround, I'll post a new thread, so as to make linkable.

On collecting tips into a common database:

Eh, I think this would get a little turgid before not long at all. What we really need is for someone to write a step-by-step series of tutorials that, once complete, form an entire Bible on the editor, with topics one could jump to for one-part-of-the-editor help -- basically, what the Help for the editor itself should have originally been.

This'll probably be available in some form or another ... in another couple of months. In the meantime, I wouldn't be surprised if most people will just be figuring out most of everything on their own. :\

Post Extras:    

TechnoStariX

(Novice)
05/14/02 11:13 PM

 Re: General Help and Tips [re: dragonsong]

In reply to:

Yes, you're correct, it does default to trying to read from the CD-ROM. Like I said, browse to your C drive. The dialogue is just like any other Windows Explorer-style dialogue. Browse to drive C, browse to your folder, your file should be listed.

You're talking about the "Add World Art" button, which when you click DOES give you the dialog you're talking about. What I'm talking about is the Biped Object/Male Armor section. When you select "Chest" from the Biped Object drop-down then click the Male Armor drop-down, it only lists the *.NIF's on the TESCS CD-ROM, there is no "Browse" dialog available.

TechnoStariX

Future Home of The Morrowind Naturewalkers Mod

Post Extras:    

dragonsong

(Layman)
05/14/02 11:30 PM

 Re: General Help and Tips [re: TechnoStariX]

In reply to:

You're talking about the "Add World Art" button, which when you click DOES give you the dialog you're talking about. What I'm talking about is the Biped Object/Male Armor section. When you select "Chest" from the Biped Object drop-down then click the Male Armor drop-down, it only lists the *.NIF's on the TESCS CD-ROM, there is no "Browse" dialog available.

Ahh, I see; yes, I remember that one. Well, once I'm in front of the editor, I'll finagle with it I see if I can figure that one out. That's really all I'm good for: finag- er, figuring things out. ;}

That's what I'm hear on the boards for, anyhow.

Post Extras:    

dragonsong

(Novice)
05/15/02 01:07 AM

Re: General Help and Tips [re: TechnoStariX]

In reply to:

You're talking about the "Add World Art" button, which when you click DOES give you the dialog you're talking about. What I'm talking about is the Biped Object/Male Armor section. When you select "Chest" from the Biped Object drop-down then click the Male Armor drop-down, it only lists the *.NIF's on the TESCS CD-ROM, there is no "Browse" dialog available.

Got it. Sorry about the wait. Was looking at deleting cells. :}

That "list" you get for Male/Female Armor is based on the objects in the Body Part tab. So, it's simply a matter of defining a new Body Part. When creating your new part, you are allowed to browse for your NIF. I didn't fully test the process (don't have any custom NIFs), but I don't imagine there's anything more to it than that. HTH.

Post Extras:    

Yggdrasil

(Tree of Life)
05/15/02 02:32 AM

Re: General Help and Tips [re: Deconstruction]

Help me out by telling me which posts and such you want to see stuck here up-top in this topic. I can only read so much!

Post Extras:    

Targeteron

(Novice)
05/15/02 04:38 AM

Re: General Help and Tips [re: Yggdrasil]

<http://www.elderscrolls.com/ubbthreads/showflat.php?Cat=&Board=UBB7&Number=400982&page=0&view=collapsed&sb=5&o=21&part>

another help/tut from rukinea with a bit more complex itemquest including different states ar

relating dialogue.

Post Extras:    

Yggdrasil
(Tree of Life)
05/15/02 10:09 AM

Re: General Help and Tips [re: Yggdrasil]

This is now moved to the **General Help** forum.

Post Extras:    

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