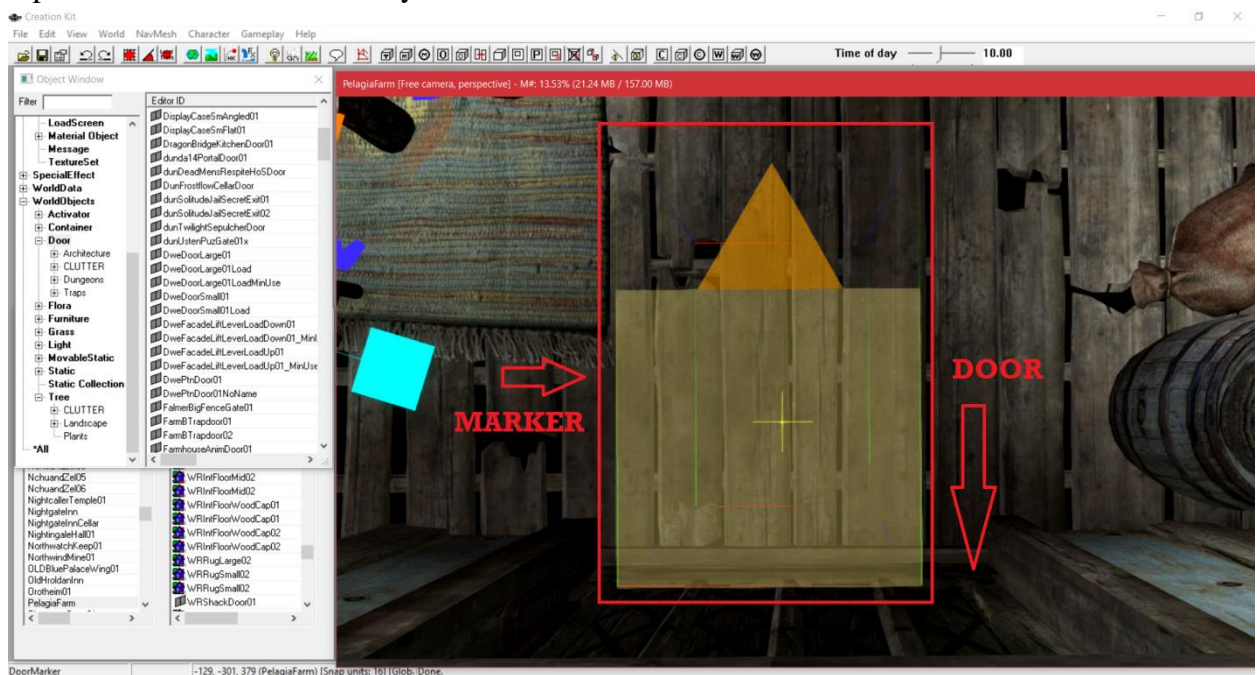


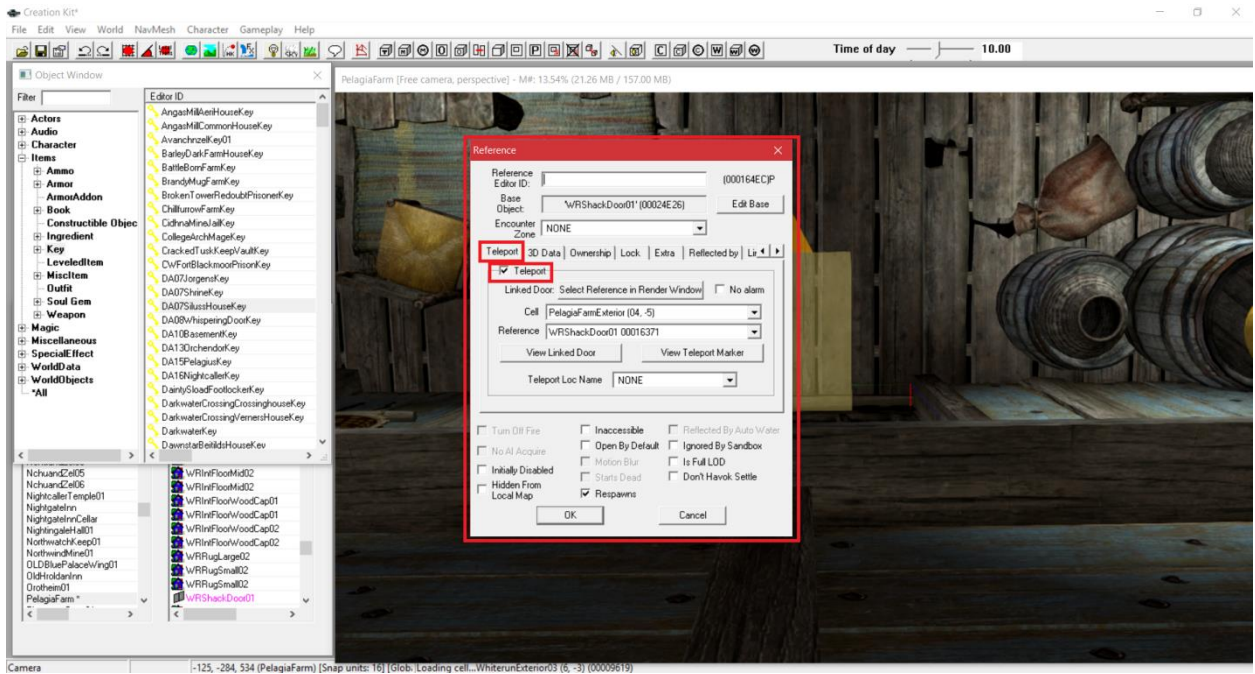
How to Connect Interior and Exterior Cells with Doors

Hello again. Last time, we learned how to “soft code” textures in the CK and import new models. This time, we are going to connect interior and exterior cells with door models so that the player can travel inside and outside of buildings. Let’s get started!

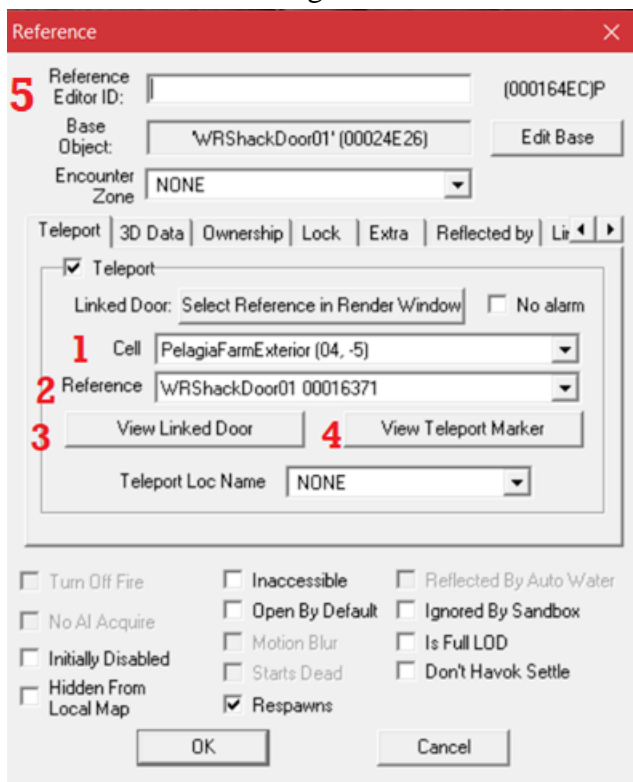
1. Open up the CK and load your mod.
2. As we did in the last tutorial, we will be making use of the “Cell View” window which is underneath the “Object Window”. In the list under “Interiors” (which will be the default list for “World Space”), scroll down to find the cell “PelagiaFarm”. We will use that cell to explore and practice. Once you have found it, double-click it to load the cell in the “Render Window”.
3. Once the cell is open, you will see a lot of colorful, transparent looking shapes beside and on the furniture and floor inside it. I know it might overwhelm you. Don’t let it! We will only be concerned with the first one you see. So you will know for your reference, however, all of these colorful features are called *markers* and they serve various functions. The first one you see, the one we will be working with, should be a yellow box with an arrow (a pyramid) that sticks out from one of its faces. The camera should have a top-down view over it and the yellow box should be beside a door like this:



4. This is a *door marker*. I will discuss its significance and use in a moment. For now, click the brown door behind it (where my arrow is pointing down in the above picture).
5. Before we learn where to find doors in the CK so we can drag them in ourselves, let’s study how a door functions by examining an existing one. After you’ve clicked the door, you will be presented with this dialogue box:



6. You will see above that I have two features boxed in red besides the dialogue box. You should, by default, start on the “Teleport” tab. In the “Teleport” tab, you need to make sure it is checked as it is in my other red box. That will allow you to access the drop-down settings and adjust them on your door. Now, let’s discuss the drop-down menus and the buttons in this dialogue box:



1. Cell: This drop-down refers to all of the cells, both interior and exterior ones, in the CK. You will see this drop-down refers specifically to the exterior cell “PelagiaFarmExterior (04,-5). This particular cell can be found in the “Tamriel” list that is under “World Space” in your “Cell View” window. That is where you will find most of your exterior cells that you want to connect to a door that is inside an interior cell. As such, it is important to remember or write down the name of any exterior cell you wish to connect to.

2. Reference: The “Reference” refers to the specific door model you wish to connect to in the exterior cell. You must have a companion door in the exterior cell for your current interior cell door to link to (and vice versa). The door cannot connect to nothing, after all! Again, make sure the companion door in the exterior cell has a memorable name or one you have written down. In item 5, I will tell you an easy way to assign a custom name to the door (which is true of other objects as well).

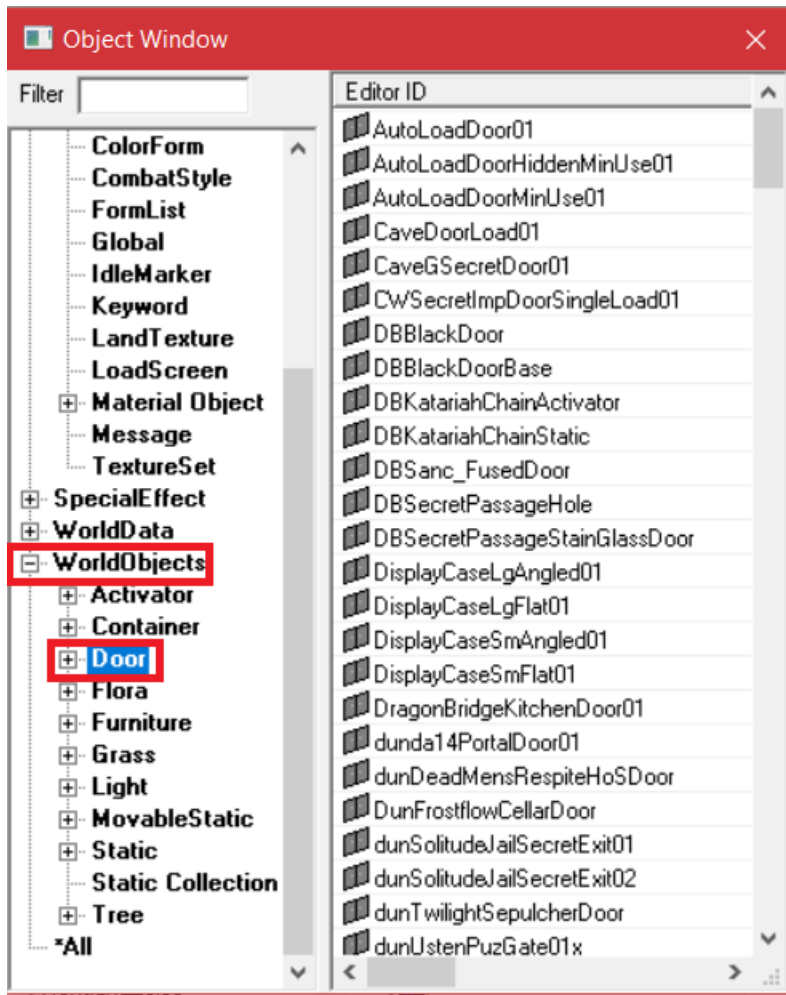
3. View Linked Door: This handy button will let you see the door you have chosen to connect to in your exterior cell. This is good for making sure you have linked to the right one if the exterior cell has multiple available doors.

4. View Teleport Marker: Remember the *door marker* from a few steps ago that I said I would talk more about later? Well, later is now! A *door marker* is also referred to as a *teleport marker*. The purpose of the marker is it dictates the exact location where the player will appear upon entry into either the exterior or interior cell. This particular button will allow you to see where that marker is in relation to the linked door in the linked cell. In this case, it is its exterior cell. Teleport markers automatically appear with door meshes after you drag and drop them into the render window and click the check box on the “Teleport” tab. They are separate objects that you can click on, reposition, and rotate using the same methods you used to import your model in the last tutorial.

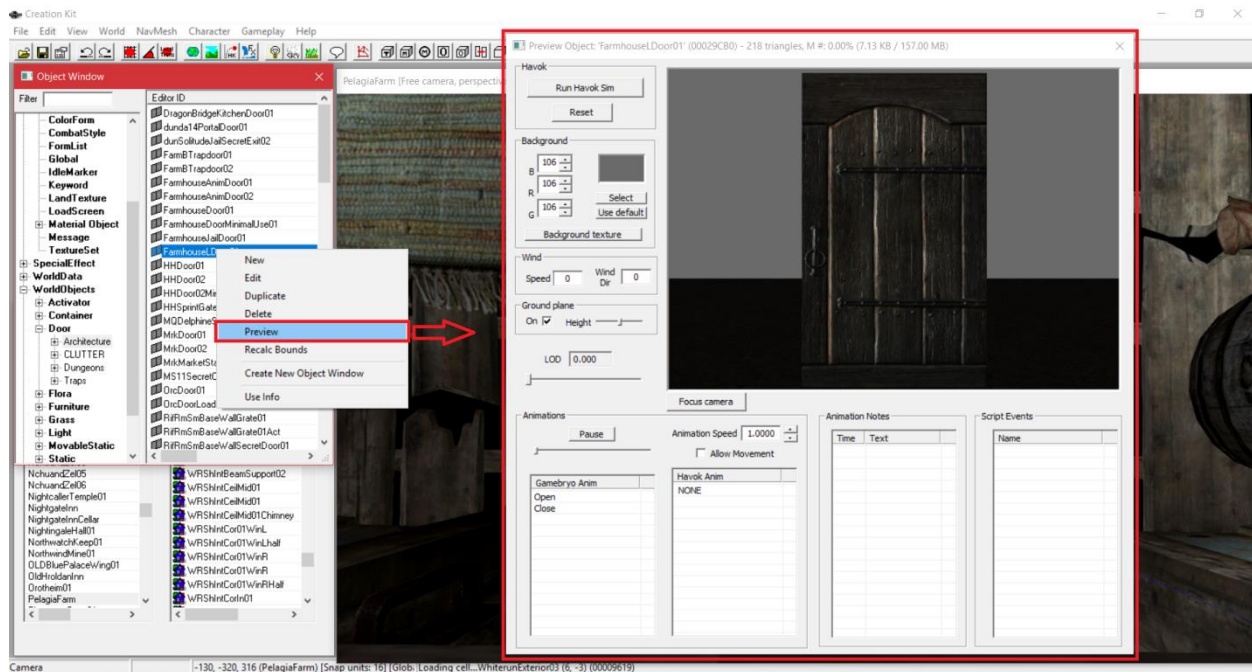
(Very important: when setting the position or rotation of a teleport marker, make sure the arrow, that pyramid that sticks out, is facing away from the door. The arrow indicates the direction the player will be looking when they appear in the cell. Obviously, you do not want the first thing they see to be the door itself. Also, make sure the teleport marker is sitting flat on the floor or ground so the player will not appear in midair.)

5. Reference Editor ID: Here, you can assign a custom name to the door. I really recommend doing this. It makes it a lot easier.

7. Now, let’s find out where to find doors. Go to the “Object Window,” then click the **plus-sign (+)** next to “WorldObjects”. Then, click “Door”. It will look like this:



On the right-hand column, you will see the list populate with every single door mesh that the game uses. Clicking the **plus-sign** (+) beside “Door” will allow you to refine the list more into further subcategories. Click around inside them and find a door mesh you like. I suggest looking at door meshes you find by *previewing* the mesh. Keep in mind that you can *preview* most objects in the “Object Window”. You can do that by right-clicking the door mesh you find in the right-hand column, which produces this dialogue box:



As you can see in the new dialogue box, a rendering of the door mesh appears so you can see what it looks like. This prevents you from having to drag and drop door meshes into the render window just to see what they look like. Hence why it is called a *preview* window.

10. Once you have selected a door you like, drag and drop it into the render window in the interior cell we are working with in this tutorial. Double-click it with your left mouse button to bring up its dialogue box.

12. Give it a custom name by referring to step 6 to find where to type it. Memorize or write down the name you give it. Hit “Ok” on the dialogue to close it.

11. Next, return to your “Cell View” window off to the left. Go up to “World Space,” select “Tamriel” from the drop-down menu, and for practice purposes, find “PelagiaFarmExterior”. Load that cell.

12. Bring in another door by dragging and dropping it into that cell.

13. Double-click it to bring up its dialogue box. Now, find its companion door in the original interior cell you just left and connect the two doors up. Follow the guide in step 6 to set up the door by filling in the required settings. More precisely, you need to connect this door to an interior cell by selecting that cell (PelagiaFarm) and find the custom name of the door that you supplied in that cell. Hit “Ok” when you’re done.

14. Make sure the *door marker* is properly positioned in front of the door once it appears.

15. Double-click the door again. Hit the “View Linked Door” to return to the interior cell. You will find that it now has a door marker as well. Make sure it is properly positioned too.

16. Congratulations! You have finished learning how to link doors and thus interior and exterior cells! You have also completed this tutorial. Save your mod by clicking File > Save up top if you

want. As a final discussion point, if you wish to go back and forth between connected doors, you can simply double-click their linked *door marker* and it will take you to its companion.

Our next tutorial will cover how to do basic decoration of exterior cells by getting familiar with the requisite items in the “Objects Window” and how to scale objects.