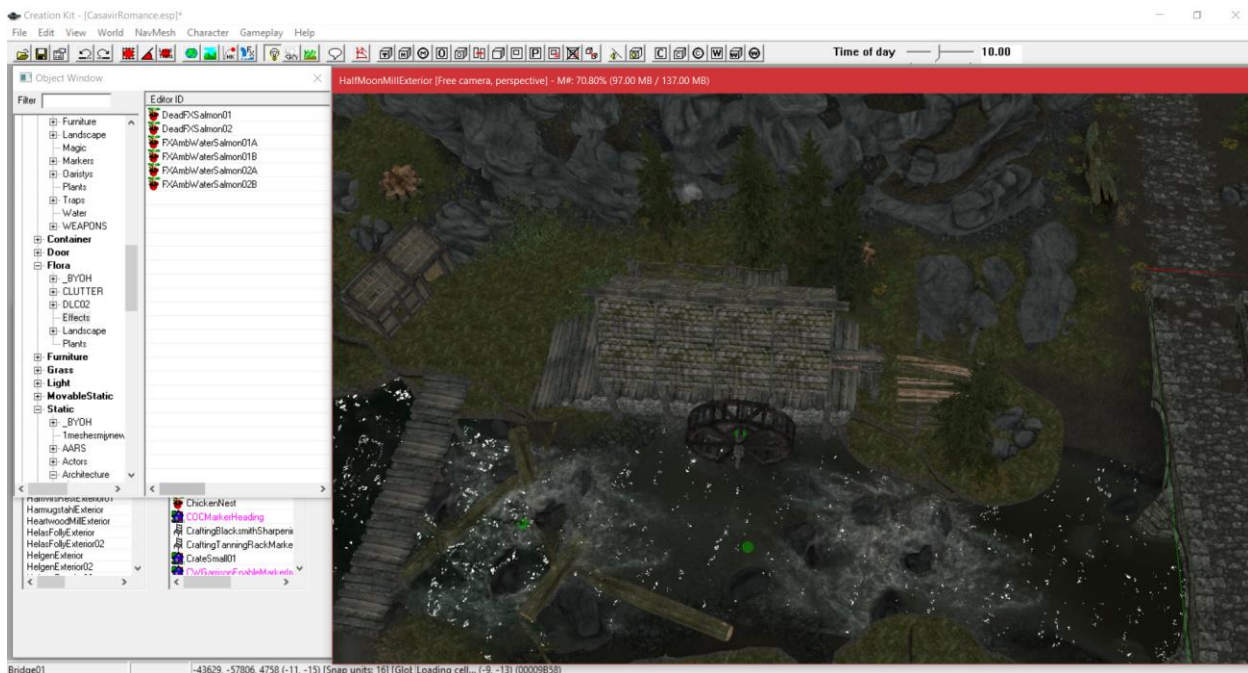


How to Select and Replace Objects, Add Harvestable Creature Spawns, and Sound Markers

Hello everyone! By special request, I have returned to teach you how to select and replace objects, add creature spawns that can be harvested for ingredients for alchemy or as food, and sound markers. You will find that all of these things are easy enough to accomplish, so first, I will do a step-by-step with you on the first matter. Then on the second and third matters, I will show you where to find the items you will need and how they look in the map environment. Let's get started!

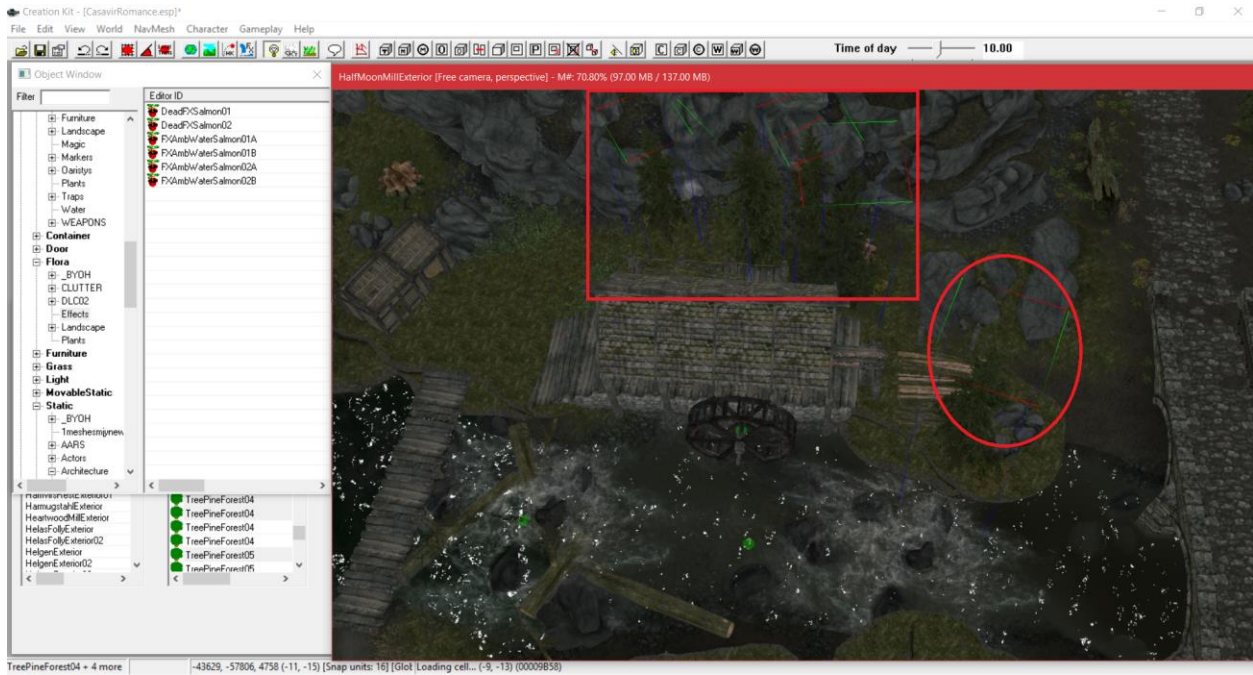
Part 1

1. Open the CK and load your mod.
2. Load the cell you intend on working in. I will first talk about how to *select and replace* objects. For instruction purposes and if you'd like to follow along with me, I am going to work in the exterior cell "HalfMoonMillExterior". This is the image I get once I load the cell.

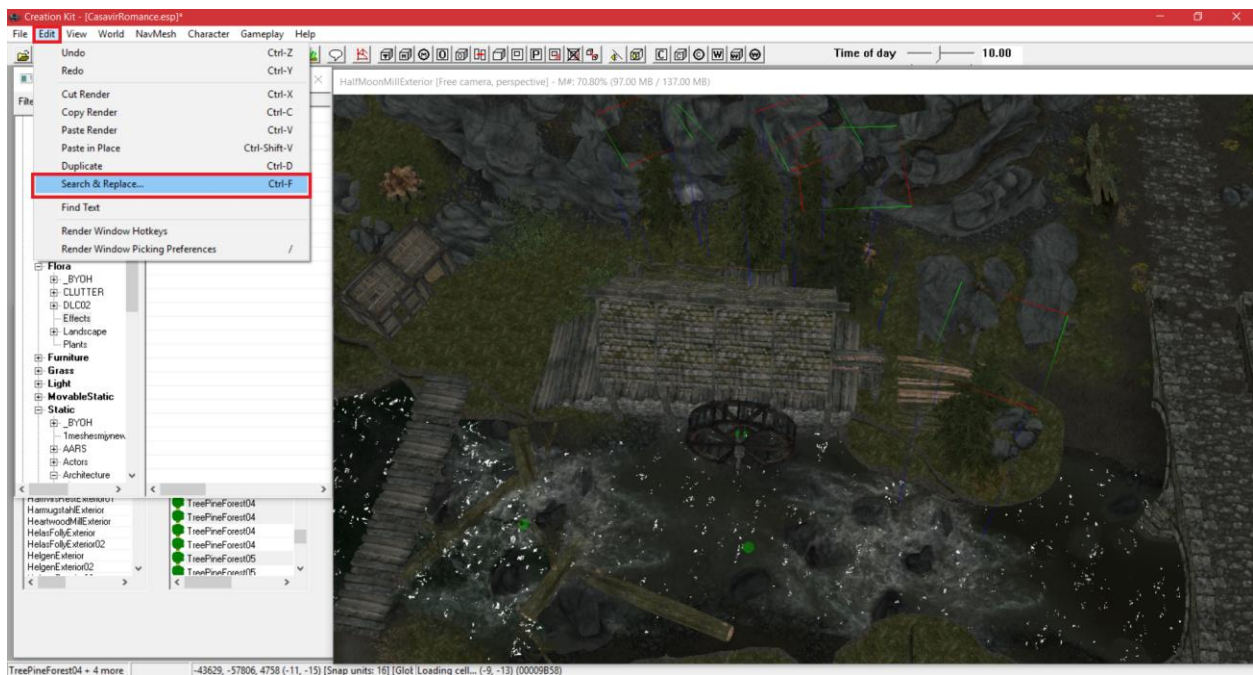


3. As you can see in the above image, I have 5 green trees around the mill. I don't like them, so let's change them to something more colorful. To do that, we must *select* them. There are two ways of performing that action if you do not want to replace them individually. If you only have a few of them like I do here, you can hold down the **ctrl key** and **left-click with your mouse** each of the trees. Alternatively, if you are working within a wide expanse of land, you can **left-click** and drag a box around the trees you wish to replace

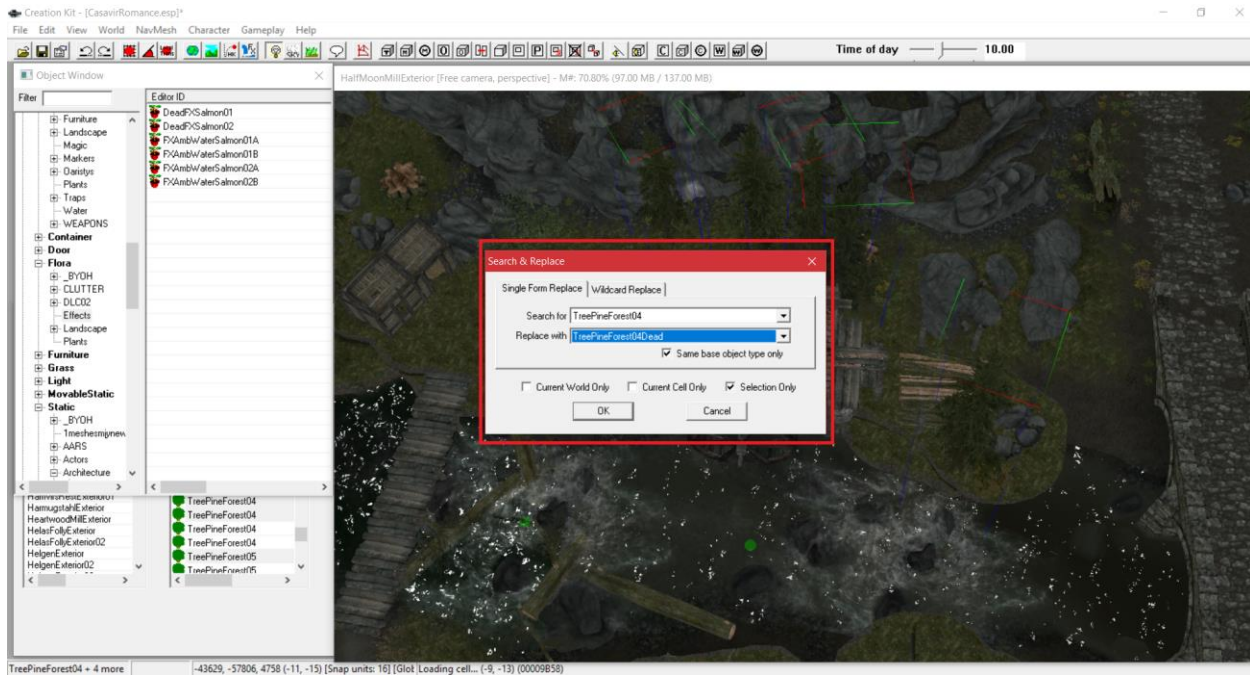
and it will *select* them all at once. I am going to use the first method so I can maintain more control over my selections. I get this once I do:



4. As you can see in my red box and circle, I have selected all of the trees. You can tell I have because of the normal colorful boxes that appear around each one. Those are now ready to be replaced. To do that, go up to “Edit” at the top of the CK beside “File” and go down to “Search and Replace”:



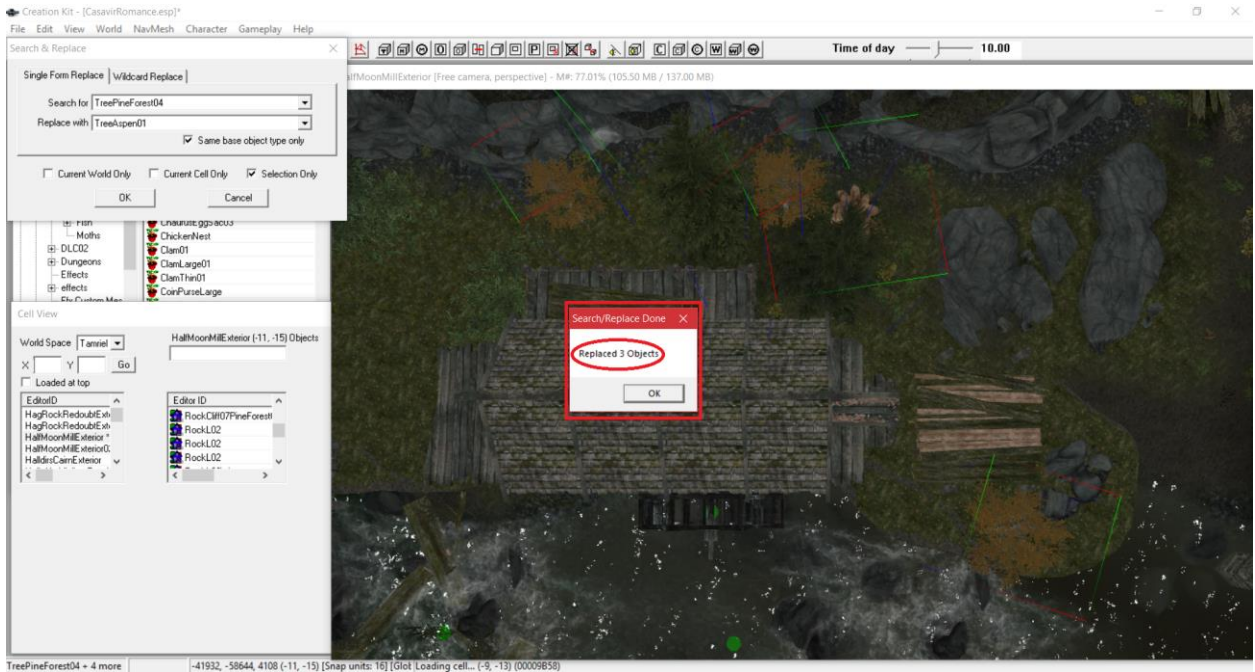
It produces this dialogue box:



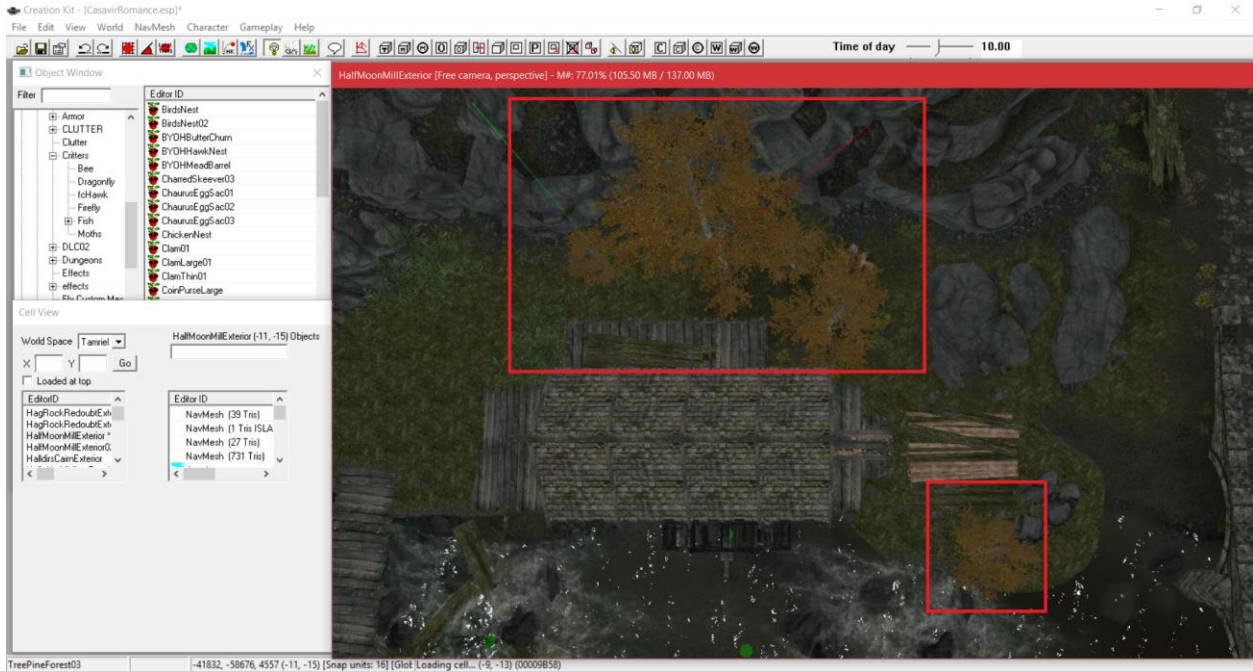
5. For this part, it is useful and helpful if you have already completed my other tutorial about how to add plants and trees to the game. That way, you will know what kinds of trees exist. It is not necessary to have completed that tutorial to do this, however. To replace the selected trees, use the second drop-down menu in the above dialogue box that says “Replace With”. Then, go through the list and select any of the other trees you like.

A quick but important aside: in this dialogue box, DO NOT click the check boxes at the bottom for “Current World Only” or “Current Cell Only”. Make sure that “Selection Only” is the only box checked. The other two options will replace *all* of the items like the ones you have selected in the current world and cell.

After I made my selection of what to replace my trees with, which will be “TreeAspen01,” I get this:



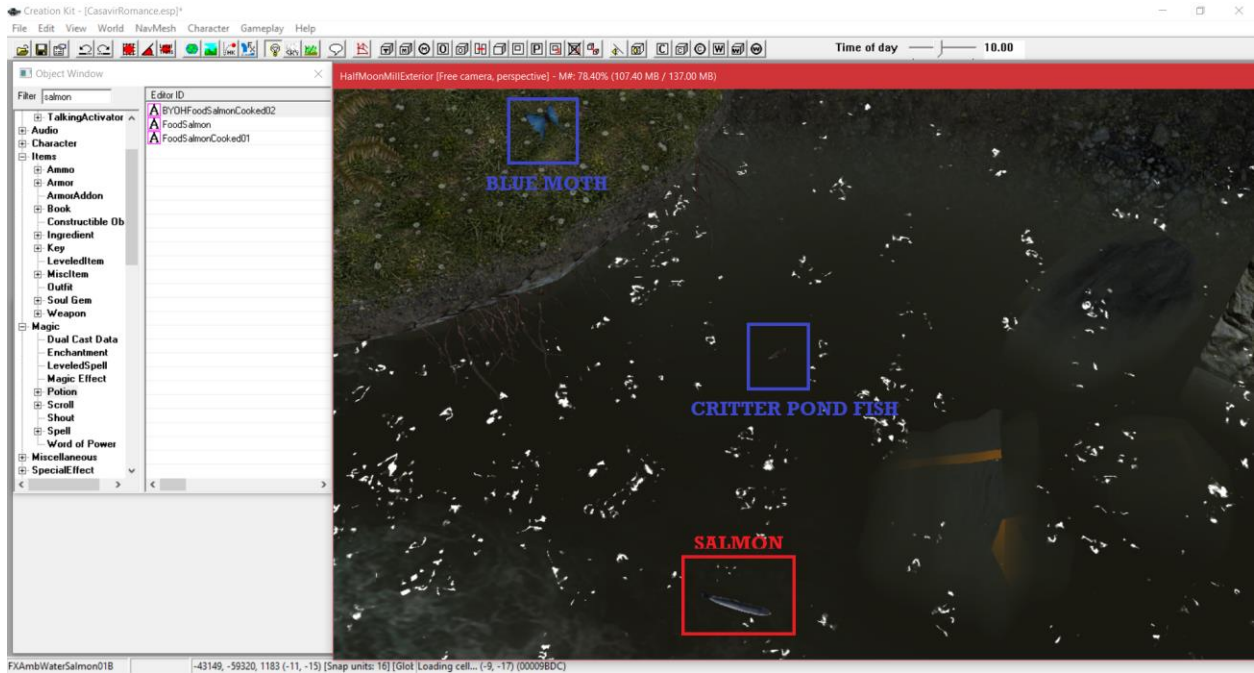
- Oh no! We've encountered a bit of a problem here. It only replaced 3 of the 5 trees I selected. Why didn't it replace all five? The reason can either be because it only replaced the 3 most identical items (meaning the trees it did replace were the exact kind of tree with the same name) or because the trees it did not replace are in neighboring cells. So, how do we get the remaining two trees replaced? If you encounter this situation yourself, simply re-select the leftover trees one at a time or in batches with the **ctrl** key and the **left-mouse button** and repeat the *search and replace* process we just went over. I will do that now so we can get all 5 trees replaced:



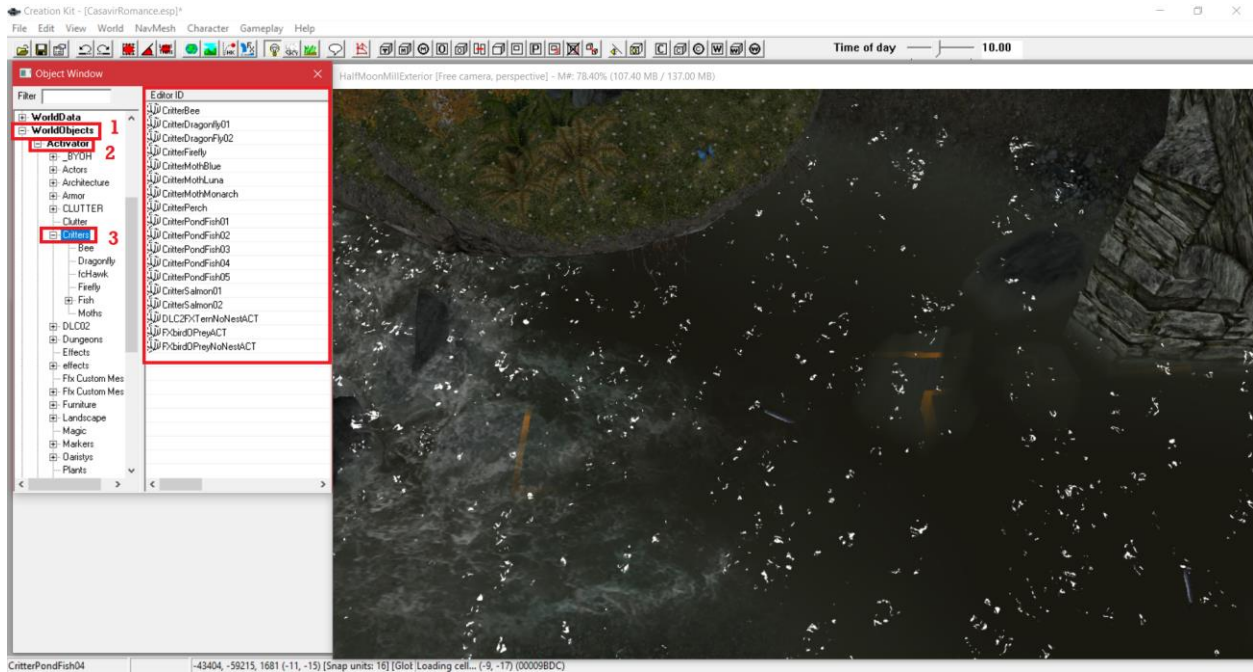
7. Great! The trees have been replaced the way we want. Be aware that the CK might sometimes adjust the size of the trees dynamically as it conducts the replacement you perform. As you can see in the above image, the aspen tree in the middle is significantly taller than the other replacements I made. So, do not be thrown off if that happens. Make sure all of the trees are firmly in the ground by adjusting their elevation with the “Z” key if needed. Now, let’s move on to adding harvestable creature spawns such as dragonflies and salmon.

Part 2

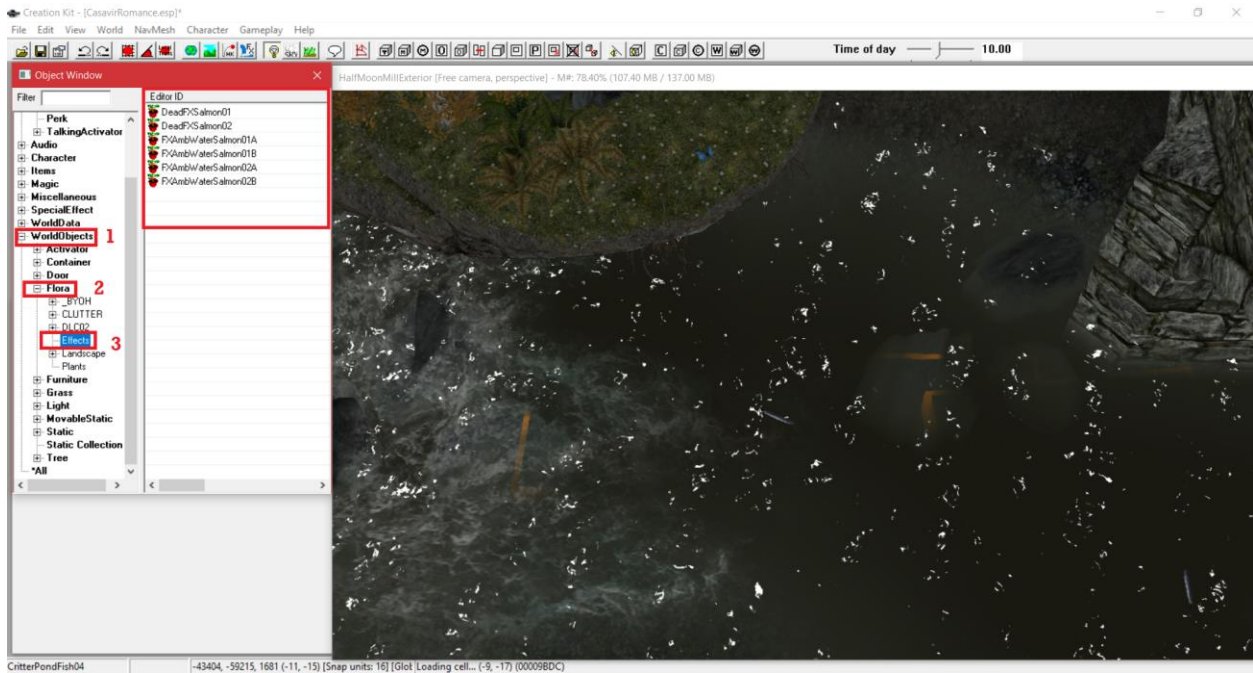
1. In this section of the tutorial, I will teach you about where to find and how to place small creature spawns. These small creatures produce various items that can be used as alchemy ingredients or food that the player must cook before eating. Let’s begin by studying the image I have below:



- As you will notice, I have 2 features boxed and labeled in blue and 1 feature boxed and labeled in red. The two blue features are a blue moth and a critter pond fish. They are examples of *activators* (special objects that do something when you interact with them) which function as producers of alchemic ingredients (items that can make potions, in other words). The red feature, the salmon, is an example of food that the player will receive a raw form of that needs to be cooked before it can be eaten to replenish their health. I have drawn this distinction between the two groups of features because each kind of small creature spawn is found in different locations in the “Object Window” and each group has the specific functions I just described. Also, take notice of the location of the two fish. They are submerged below the water. If you are going to add fish to your map, make sure you do the same so it makes logical sense. Fish can’t swim on land, after all! Always consider the kind of animal you are adding and what its natural habitat would be. Finally, the salmon, the red boxed feature, has an orange rectangle around it that looks like a marker. You can’t see it very well in the above image, but you can see a little bit of its corner on the right side. That orange rectangle is normal, so do not be thrown off by it. Now, let’s learn where you can find each of these groups of small creature (or *critter*, as the CK likes to refer to them) spawns:



The above shows you where to find items like the blue boxed features (the moth and the pond fish), which are classified as activators.



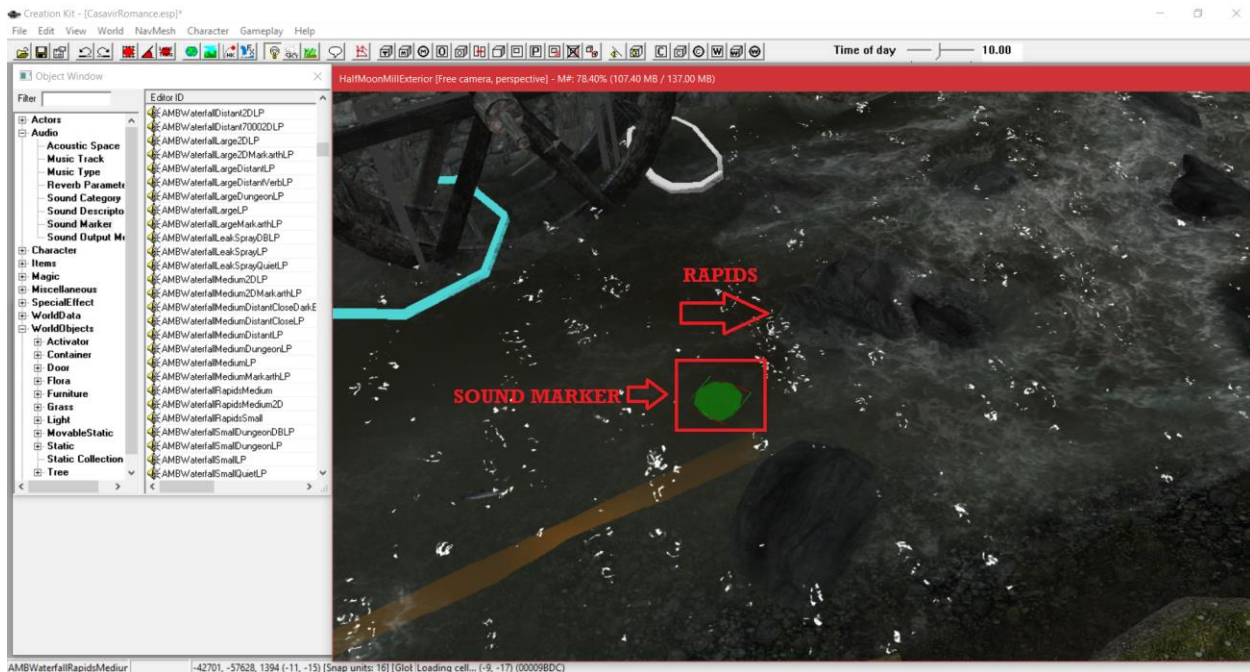
The above shows where you can find the fish that the player can cook as food. It is classified under “Effects” in “Flora”.

3. Since you know where those types of critter spawns are, peruse those lists at your leisure and drag and drop any you like onto the map where you want them. Finally, let’s learn

where to find sound markers such as ones that can be used with waterfalls to produce the noise they make.

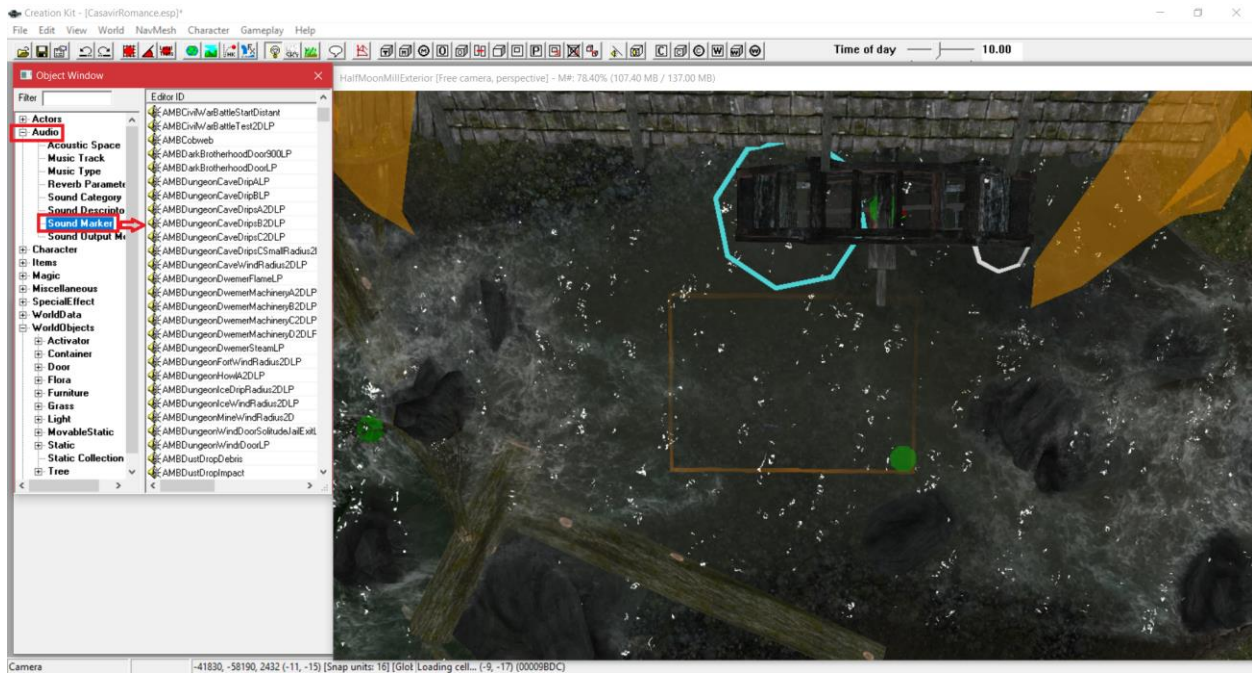
Part 3

1. This section of the tutorial will be quite brief because of how relatively straightforward it is. I will show you where to find *sound markers* you can use for various purposes (such as bird, dungeon, and water noises, to name a few). What I will specifically focus on since I taught you in an earlier tutorial how to add waterfalls is how to add noise to them to make them more realistic. Make sure you have your markers turned *on* with the “**M**” key. For this, I also suggest you load up the cell I am working in (“HalfMoonMillExterior”) and pan across the river until you see one of these:



2. Take note of the red-boxed green blob I have in the above image. That green blob is a *sound marker*. These are what, as you can guess, produce a specific sound. These are used all across the game for various purposes besides just outdoor noises, but that is what we are concerned with in this tutorial. Also notice in the above image how I have pointed out the rapids mesh to the right of the sound marker. This particular sound marker is one of many that produce waterfall noises. Therefore, it is positioned beside the rapids. Remember in the earlier tutorial where I taught you about adding waterfalls how I said that rapid meshes are similar to waterfall ones? Because of that, they use similar sound markers. That makes sense too when you think about it since rapids are, in some ways, just smaller versions of waterfalls. So, they would and do make similar noises! When

adding sound markers, you should place them beside or over waterfalls and rapids as well. Keeping them close to the waterfall or rapids mesh will enable the player to hear them upon approaching the mesh in question. Do not put the sound marker too far away from the waterfall or rapids because the sound marker only emits the sound across a limited range of space. For that reason, keep it close to what you intend on making the noise (this is also true of anything else you want to accompany with a sound marker). Here is where you can find sound markers:



3. That concludes this tutorial. Congratulations! You have now mastered how to select and replace objects, find and add small critter spawns, and find and add sound markers. Happy modding!