

Creation Kit Tutorial: World Hookup

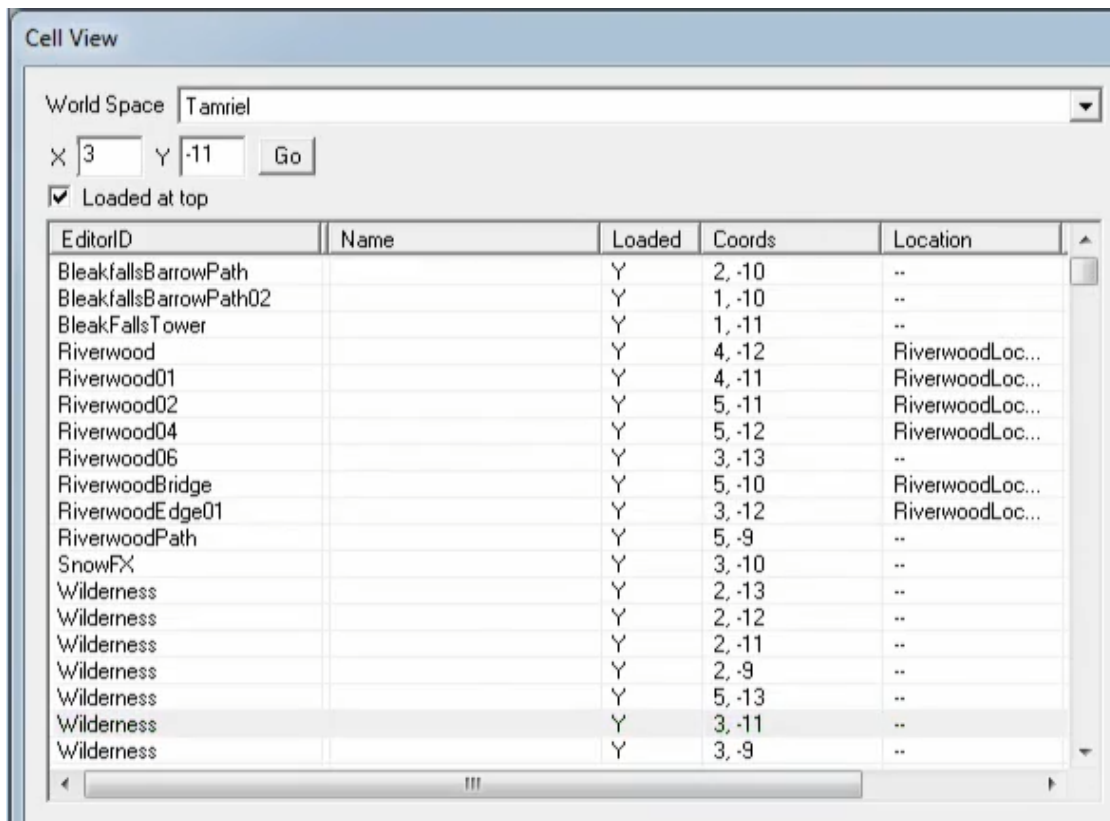
This tutorial explains how to connect your dungeon to the rest of the Skyrim world so players can access it. For a step-by-step demonstration, see the [video walkthrough](#).

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Pick a Cell for the Dungeon Exterior

Navigate to the cell in the exterior where you want to create an entrance/exit for your dungeon:

1. In the **Cell View** window, select the **World Space** dropdown. Press **T**, then select **Tamriel**.
2. Once the cell list has loaded, check **Loaded at top** so that currently loaded cells are listed at the top of the list; otherwise, cells are listed alphabetically by default.
3. Enter **3** for **X** and **-11** for **Y**, then select **Go**.



After the **Render Window** has loaded the cell, you can adjust the image using tools such as:

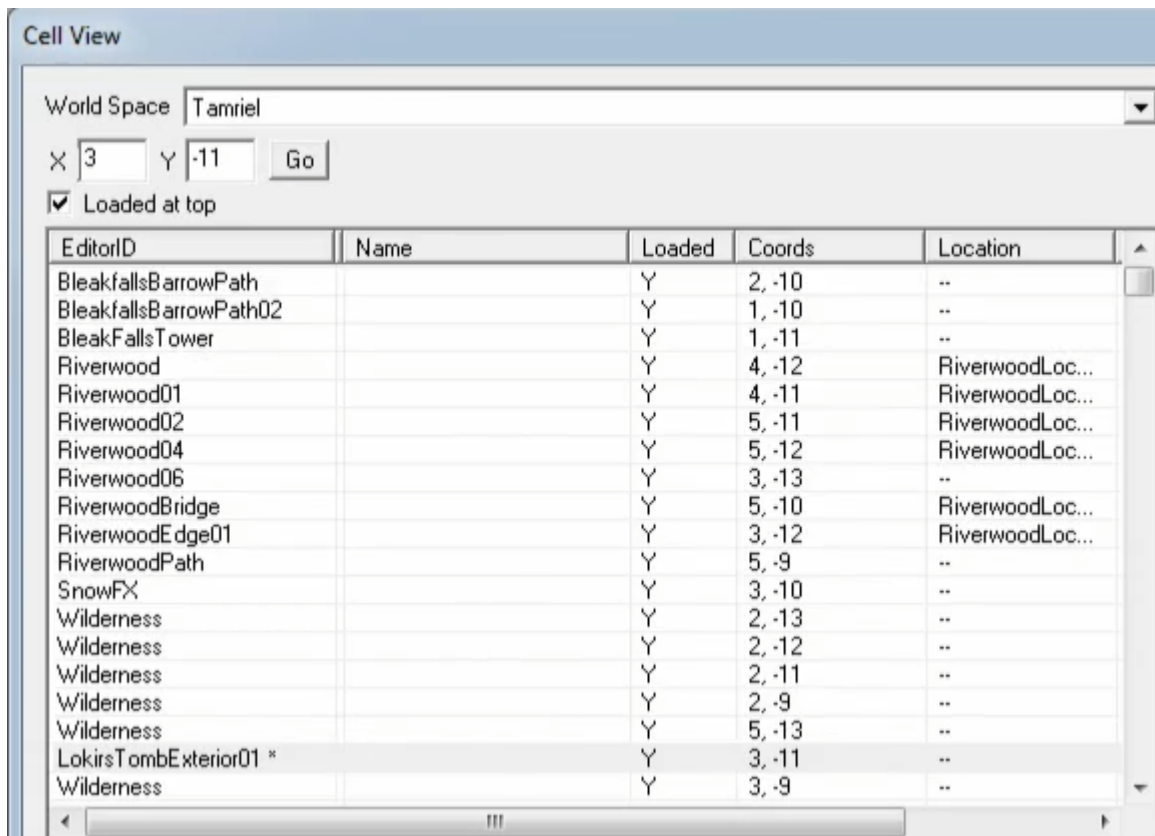
- **Toggle lights** – select the  icon in the tools ribbon, or press **A**.
- **Toggle sky** – select the  icon in the tools ribbon, or press **6**.
- **Toggle cell borders** – press **B**.

While moving the camera in the **Render Window**, you may wind up in a cell other than the one originally specified. Confirm which cell you're in by verifying which row is highlighted in light gray in the **Cell View** window.

Rename the Cell

Replace the cell's generic **EditorID** with a custom one:

1. In the **Cell View** window, select the cell's ID (**Wilderness**) and press **F2**.
2. Rename it to **LokirsTombExterior01**.



Build the Dungeon Exterior

This tutorial combines three objects to build the dungeon exterior:

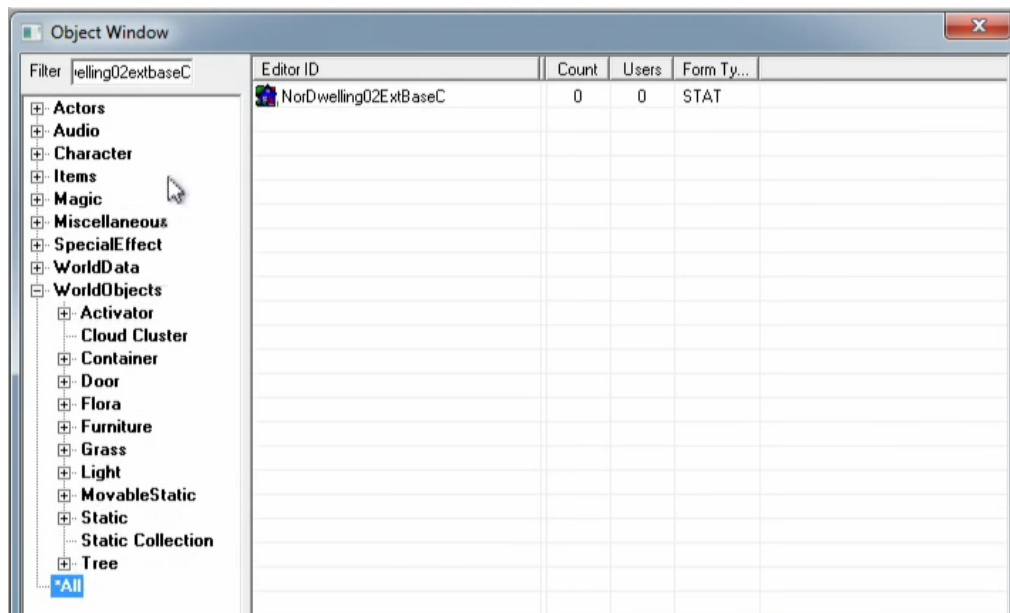
- **NorDwelling02ExtBaseB** – base piece
- **NorDwelling02ExtBaseC** – base piece
- **NorDoorSmLoad02** – door

Resulting in an entrance like this:



Add the Base Pieces

1. In the **Object Window**, enter **NorDwelling02ExtBaseC** in the **Filter** field and select ***All** at the bottom of the filter tree.



2. Drag and drop **NorDwelling02ExtBaseC** from the **Object Window** onto the **Render Window**.
3. Press **Ctrl + D** to duplicate the object.
4. Press **Ctrl + F** to open the **Search & Replace** window, where the **Replace with** field will automatically be selected.
5. Press the **Up** arrow twice. **Replace with** should now say **NorDwelling02ExtBaseB**.
6. Press **Enter**, which will open a dialog that says **Replaced 1 Objects**.
7. Press **Enter** again to close the search and replace windows.

Arrange the Base Pieces



1. Press **Shift + Q** and select piece **1**. This will force piece **2** to snap to piece **1** when moved.
2. Press the  icon in the tool ribbon to turn on the snapping tool.
3. Move piece **2** to the right of piece **1** until the two are aligned and snap together.

To fix flickering textures on your exterior pieces or other objects, enable **View > Depth Biasing** in the menu bar.

Add a Load Door

1. In the **Object Window**, enter **NorDoorSmLoad02** in the **Filter** field.
2. Drag and drop **NorDoorSmLoad02** onto the **Render Window**.
3. Press the  icon in the tool ribbon to turn on the rotational snapping tool.
4. Rotate and align the door until it snaps into place.



Connect to the Interior

For your load door to function, you must connect it to your dungeon's interior cell:

1. Double-click the door to open the **Reference** window, which displays the reference properties of your door.
2. Check the **Teleport** box.
3. In the **Cell View** window, select the **World Space** dropdown and press **Space** to load **Interiors**.
4. Select **LokirsTomb** from the cell list and press **Enter** to load your interior cell.
5. Return to the **Reference** window and press **Select Reference in Render Window** to set the **Linked Door** field.
6. Double-click the door in the **Render Window** to generate a yellow teleport marker. This is where players will spawn when they enter your dungeon.
7. Adjust the teleport marker's location as needed.



To quickly return to the exterior door, double-click the teleport marker and select **Yes** in the **View Door** dialog that opens. You will now see a teleport marker on the exterior of your dungeon, which can also be adjusted. This is where players will spawn after exiting your dungeon.

Add a Map Marker

A map marker indicates the radius in which players can discover your dungeon on the map. To add a map marker:

1. In the **Object Window**, enter **MapMarker** in the **Filter** field.
2. Drag and drop **MapMarker** onto the **Render Window**.
3. Adjust the map marker's location, radius, and other properties as needed.
4. Double-click the center of your map marker to open the **Reference** window.
5. Select the **Marker Data** tab.
6. Check the **Marker Data** box.
7. In the **Name** field, enter **Lokir's Tomb**.
8. In the **Type** field, select **Nordic Ruin**.
9. Select **OK**.

Your dungeon will now appear as a Nordic Ruin on the map, along with the name Lokir's Tomb.



(Optional) Add a Fast Travel Point

By default, players will fast travel to the center of your dungeon's map marker. You can specify an alternative spawn location by adding a fast travel point:

1. In the **Object Window**, enter **XMarkerHeading** in the **Filter** field.
2. Drag and drop **XMarkerHeading** from the **Object Window** onto your desired spawn location in the **Render Window**.
3. Double-click the center of the map marker to open the **Reference** window.
4. Select the **Linked Ref** tab.
5. Double-click inside the **References** table to open the **Choose Reference** window.
6. Hit **Select Reference in Render Window** and double-click the red **XMarkerHeading** object. This will link the two objects and automatically populate the **Cell Reference** data.
7. Select **OK** in both reference windows.

In the **Render Window**, you will see an arrow pointing from the origin of your map marker to your fast travel point, where players will now spawn when fast traveling to your dungeon.

