

# How do I load a Mesh in TES?

There are different places to put things in TES.

Animated Monsters go under the creatures tab.

Objects that do not move, and cannot be picked up, go under the statics tab.

Objects that can be picked up and carried in ones inventory go under the misc objects tab.

Clothes, Amulets, Rings, Shoes all go under the Clothing tab.

Armor goes under the armor tab.

Body parts (to build new NPC's) go under the body parts tab.

Any animated mesh, like the dwemer steam engines, are loaded under the activation tab. You can also load ambient sounds here too, and objects that have special script applied to them. Like a bottle that teleports you.

Weapons go under the weapons tab.

NPC's go under the NPC tab.

and so on and so forth.

To load an object into ANY tab, right click on the tab and select "new". Tell it where the appropriate .nif file is, and you are set :).

If your mesh is one of my monsters, then it has 3 files associated to it. Lets say we have Bat model. And it's animated. SO we have:

bat\_1.NIF

Xbat\_1.nif

Xbat\_1.kf

Now you want to load this model into your creatures section, but you don't know which fi to load. Well it's simple and easy. If it has a X infront of the file name, then it's the wrong file to load. SO in this instance you would load bat\_1.NIF.

X=bad

X=bad

X=bad

X=bad!!

:) Hehe

The three file need to be in the same directory together, however only the one WITHOUT the X infront of it, is the proper file to load into TES. The other two files tell Morrowind ho to handle the animation information.

-Lady E