

How the Map Works

Source: [Is there a basic tutorial on Landscape editing?](#)

By SecretChimp

Here's how it works: Fire

up the editor but don't load any modules. See the Cell List? There are twenty five cells in the list. This is the minimum number of cells in the game. There is the origin at 0,0 surrounded by 24 other cells two deep to form a square of cells 5 x 5.

The game wants to always keep this two-cell buffer around you, so when you create a new cell, any cells required in order to make that buffer are automatically created by the editor. Ok, look at the list. Imagine which cells in the square each of the grid coordinates represents. Now, choose a border cell (let's use 2,2). Double-click on 2,2 and watch the list. Click click. See? Cells were created wherever they didn't already exist at the grid positions necessary to maintain the 2 cell buffer around your new position at 2,2.

Now load up Morrowind.esm. See those grid positions in the Cell List? What you just did is exactly how those cells were created. The only thing the designers did was rename them from their default, "Wilderness," to whatever the new name is.

So, now that you know how the map is set up and how it was created, it shouldn't be too tough to figure out that you need to find a border cell and double-click it to create any new cells you want to create.

--Corollary: since the map is laid out the way it is, you will not be able to create cells any old place you want. You can neither eliminate a cell such that it would leave a hole in the world, nor can you add new cells in the middle of a continent. You can have *interior* cells wherever you want, so to speak, since they don't have grid references and are only reachable by teleport--that is, they're not part of the external world at all--but *exterior* cells are limited to real-world physical behavior.

Making Regions

Regions are the way the game groups cells for purposes of weather and determining what kind of creature interrupts you when you're sleeping. If you manually rename a cell, the game considers it a town cell and treats it that way--i.e. it puts a little square on the ingame world map--but if you make it a part of a region, then it doesn't get special treatment. However, in neither case is anything actually painted on the world map. You either get the little square from calling it a town or you get nothing. Thus, until somebody figures out how to actually paint the world map, judicious use of town designations might be in order to make your area show up at all. The local map is a different story; the landscape you create always shows up on the local map ingame.

Anyway, setting the region is easy. When you create or choose one, a window will come up that allows you to set the weather pattern for that region and choose the animal that interrupts sleepers. There's also a window displaying a list of sounds that I haven't gotten into yet, so I'll say no more about them. The last two things in the window are a button called Region Paint and a section to set the region color. Push Region Paint.

What you're looking at is the actual map of all external cells in the game. Note how the regions are distinguished by color. This color is what is set in the "Region Map Color" section of the window you just left. You'll note that the color by default is a beautiful black. You'll want to go back and change that before actually choosing any cells, since the rest of the background is black by default as well. Beyond that, it's simply a matter of clicking on all the cells you want to make a part of your region. Voila, viola, and violin. You're done.

This map is also a handy reference tool. Notice how the grid locations show up when you hover your mouse pointer over a cell? This can greatly aid you in finding stuff on the map. Also note, just for the sake of reference, that the origin is at the very bottom of the Ashlands region (light grey, one cell up from the bottom on the left.) If you look at the printed map that came with the game, that cell is in the faydwa (or whatever those lava trenches are called) northeast of Balmora and southeast of Caldera. Just so you know.

How do i sink buildings into the ground?

Source: How do i sink buildings into the ground?

By Corvidae

Select the building, press and hold the Z key, then click and drag it up or down to adjust the height. You can lock movement to the X or Y axes by holding down their respective keys, as well.