How do I make a house my own?

Source: How do I make a house my own?

By dragonsong

Sure, it's not that tough - you should have some basic familiarity with TESCS before you proceed, though. First, in game, make a note of the "name" of the door as you see it. For instance "Door to Balmora, Dralosa Athren's House".

Open up TESCS, scroll down to the first of the "Balmora" entries in the Cell View window, and look down from there to find the specific cell named what you have written down. In this case, it would be "Balmora, Dralosa Athren's House". Click on the cell's name itself so that you get the name highlighted in an editable field (try slowly single-clicking a few times if it doesn't at first come up). Edit to your heart's content. I changed this cell to read, "Balmora, MY House" (I kept the first part just to keep with convention).

Save your changes as an ESP. Now apply your ESP when you run the game, and you should see that the door is now named as you please. You won't need to actually update any references anywhere else - they all reflect the rename appropriately. (At least, from my brief testing.)

Achtung: This isn't entirely "clean", mind you, because you are making a potentially dangerous change to the world as a whole. One thing I can think of that would *not* get updated are scripts that might reference that particular cell, by name. So if there's some quest much later on in the game that might need to teleport you directly to that cell or reference it by name, for some reason, then that script would now be broken. (That's unlikely at best, mind you.) Of course, personalization of this nature tends to be a bit risky anyhow, but in the worst case you could always just load the game without your ESP applied, and work through any sections that appear broken by your ESP. (Just make sure you make savegames often and liberally. But then, everyone already does, right?)