

# Creating a Mannequin

Mannequins are a convenient and visually pleasant way for the player to store armor. This tutorial will show you how to add a mannequin to your mod.

## Contents

### Adding Your Mannequin

- From the **Object Window**, drag *PlayerHouseMannequin* and *XMarkerHeading* into the **Render Window** with the desired cell loaded.
  - *PlayerHouseMannequin* > Under **Actors\Actor**.
  - *XMarkerHeading* > Under **WorldObjects\Static**

### Setting up the Mannequin

Before you begin, it's helpful to know that there are three components that go into creating a functioning mannequin:

- *PlayerHouseMannequin* (Actor)
- *XMarkerHeading* (Static)
- *MannequinActivateTrig*

To add all of the required pieces, start by adding your *PlayerHouseMannequin* to the space. Then, place your *XMarkerHeading* next to the *PlayerHouseMannequin*, but not on top of it; and rotate the *XMarkerHeading* to face the same direction that your mannequin should face.

Finally, select the *PlayerHouseMannequin* and click the Create Trigger button on the toolbar (that is, the button whose icon is a cube with a "T" in front of it). This will open the Triggers window. In that window, select *MannequinActivateTrig* (you can use the "Filter" box to search for it) and click "OK." A red box will be created around your mannequin; select it, edit its properties, and under the "Primitive" tab, make sure "Player Activation" is checked.

Once all of the needed pieces are in your cell, they have to be set up.

Editing the *PlayerHouseMannequin*:

1. Double click the *PlayerHouseMannequin* to open the edit window. (Be careful to not accidentally double click the *MannequinActivateTrig* box that surrounds the mannequin. If you have trouble, you can use the Cell View window to find the mannequin actor, right-click its listing, and select "Edit.")
2. Choose the **Linked Ref** tab, right click in the empty field, and then choose **new**. The *Choose Reference* window will open; choose **Select Reference in Render Window**. Then double click the *XMarkerHeading* in the render window, and choose **OK**.
3. Choose the **Activate Parents** tab, right click in the empty field, and choose **new**. The 'Choose Reference' window will open; choose **Select Reference in Render Window**. Then double click the *MannequinActivateTrig* box that surrounds the mannequin, and choose **OK**. Check the box marked **Parent Activate Only** and then close the edit window by choosing **OK**.

Editing the *XMarkerHeading*:

1. Double click the *XMarkerHeading* object to open the edit window.
2. Choose the **Linked Ref** tab, right click in the empty field, and choose **new**. The *Choose Reference* window will open; choose **Select Reference in Render Window**. Then double click the *PlayerHouseMannequin*, and choose **OK**. Choose **OK** again to close the edit window.

#### Editing the MannequinActivateTrig

1. Double click the *MannequinActivateTrig* object to open the edit window.
2. Choose the **Primitive** tab and check the box marked **Player Activation**. Choose **OK** to close the edit window.

The last step is to select the *XMarkerHeading* and physically drag it on top of the *PlayerHouseMannequin* and *MannequinActivateTrig*, so that the mannequin is centered inside the XMarkerHeading box.

The process is complete.

## Known Issues

- If the Mannequin seems to be alive and freeze in a strange pose after you leave the inventory, just leave the room (cell) and come back. <----- \*Temporary fix\*
- For an unknown reason, the mannequins don't work properly when facing "North" of the cell. Rotating the mannequin even a fraction of a degree in another direction seems to fix the issue.
- When you visit the mannequin's containing cell in-game, the mannequin will be moved to your XMarkerHeading. If your XMarkerHeading is facing in the wrong direction, then the mannequin may end up facing the wrong way, too. For best results, be sure to match the actor and the marker's rotations.
- Mannequins may wander if there is now navmesh under them. Even with a navmesh, there is still a chance that they may wander or change poses before the script can disable their AI. This can be mitigated by creating a navmesh "island" under the mannequin, isolated from the rest of the cell's navmesh.
- If the XMarkerHeading for the mannequin is the last XMarker to be placed in the cell, when the cell loads in game NPCs may load on that marker. This will cause them to load in the same place as the mannequin and be unable to move. This can be prevented by editing or placing another XMarker in the cell *after* modifying the XMarkerHeading for the mannequin.
- After placing/adding a PlayerHouseMannequin, MannequinActivateTrig, and XMarkerHeading to the space you can't activate it in game. With version 1.9.32 of the CK it was possible to fix this issue. If your mannequin would normally be rotated 0, 90, 180, or 270 degrees, try rotating the XMarkerHeading 1 degree greater than the original rotation. Then have the PlayerHouseMannequin and the MannequinActivateTrig rotated 1 degree less than the original rotation. Then go to the MannequinActivateTrig -> Primitive tab and, set the Bounds to (X) 67, (Y) 42, (Z) 141.

## External Links

- [Video Tutorial](#) (short version)
- [Video Tutorial](#) (extended version with full details)