


Use Report

You can get a **Use Report** on many things in the Creation Kit by right-clicking on an object in the [Object Window](#) and selecting **Use Info**. A Use Report window will pop up and list the objects that are using that object you got the use info on and which cells the object is being used. You can also use **CTRL+F5** to export the list to a .txt file (for help on viewing exported data, check out [How to view exported data](#) in the [Solutions](#) category)

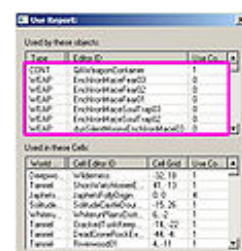
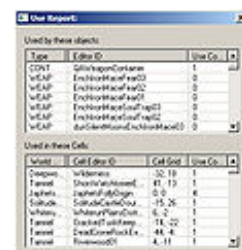
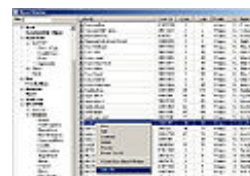
Example: In this example, let's find out which objects are using the IronMace base object and in which cells it's being used.

1. In the [Object Window](#), filter for **IronMace**. You can do this by typing *IronMace* in the Filter and make sure you're in the All category. Or you can navigate to *Items > Weapon > Weapons* and find IronMace that way.
2. Once you've found it, right click on IronMace and select **Use Info** (Fig 1a)
3. A Use Report window will pop up (Fig 1b)
4. The top dialogue lists which objects are using the IronMace base object (Fig 1c)
5. The bottom dialogue lists which cells the IronMace is being used in (Fig 2d)

 Double-clicking an object in the top window of a Use Report (Fig 1c) will open up that base object. Double-clicking in the bottom window of a Use Report will load up that cell in the [Render Window](#) and select the reference.

- Fig 1a: Choose Use Info
- Fig 1b: Use Report Window
- Fig 1c: Used by these Objects
- Fig 1d: Used in these Cells

Language: **English** • [русский](#)



Use Report			
Used by these objects:			
Type	Object ID	Used Co.	
CDMT	SplitAppContainer	1	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
vsExp	EnrichmentOfExp2	0	
Used in these code:			
Symbol	Code Entry ID	Code Desc	Used Co.
Drawings	WhiskerBox	32, 19	1
Terminal	ShrinkWhiskerBox	41, 19	1
whisker	ControlOfWhisker	0, 0	4
Subcode	SubcodeControl	15, 26	1
whisker	WhiskerControl	6, 2	1
Terminal	DrawControlLine	14, 22	1
Terminal	DrawControlLine	44, 4	1
Terminal	DrawControlLine	4, 11	1