Customizing Crafting Categories

🌐 **creationkit.com**/index.php

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Introduction

Crafting categories, shown in-game when the player uses a crafting station such as a forge, are a way for the player to identify the material or type of item that will be crafted. Although some aspects of these categories are hard-coded, it is possible to customize them to a large degree.

Background

A category consists of four components: a label, a Game Setting, one or more Default Objects, and one or more Keywords. Only the label and the Keyword(s) can be changed.

🔤 **Label**

This is the text that appears in-game to identify the category. For example: IRON, STEEL, IMPERIAL, JEWELRY. Note that all of the labels in the English version of the game are in uppercase. This is not a requirement. In fact, the Dawnguard DLC adds a custom category label 'Aetherium' spelt with a single capital 'A'.

🔤 **Game Setting**

The Game Setting is a key that provides access to a value. For categories, the value is a String that represents the label of the category. Game settings are part of the game and their keys can not be modified. Which game settings are used as categories is hard-coded in the game as well. This means the number of categories is limited by the game itself and cannot be modified using the Creation Kit. Game Settings are found in the Creation Kit by selecting the 'Gameplay' menu and then selecting the 'Settings...' menu item.

🔤 **Default Object**

Default Objects are hard-coded objects that the game can always access. Some of the Default Objects are of the type 'keyword', meaning they point to Keyword objects in the Creation Kit. Although the list of Default Objects is determined by the game and cannot be modified, it is possible to modify the Keyword object each Default Object points to. There are a number of Default Object keywords that represent crafting materials/categories. Default Objects are found in the Creation Kit by selecting the 'Gameplay' menu and the selecting the 'Default Objects...' menu item.

🔤 **Keyword**

A Keyword is a named object that can be added to most other objects. You can modify the list of Keywords using the Creation Kit. Through the use of Keywords you can make sure items such as armor and weapons appear in the correct category. This only works for Keywords pointed to by a Default Object that is actually mapped to a Game Setting (as explained below).

Default categories

The game defines the crafting categories through a hard-coded mapping between Default Objects and Game Settings. This mapping cannot be changed. However, you can change the label for each Game Setting and the Keyword for each Default Object. The table below shows the default configuration.

Label	Game Setting	Default Object	Keyword	Notes
DAEDRIC	sDaedric	Keyword - Armor Material Daedric Keyword - Weapon Material Daedric	ArmorMaterialDaedric WeapMaterialDaedric	
DRAGON	sDragon	Keyword - Armor Material Dragonbone Keyword - Armor Material Dragonplate Keyword - Armor Material Dragonscale	DLC1WeapMaterialDragonbone[DG] ArmorMaterialDragonplate ArmorMaterialDragonscale	*mismatch: Armor vs Weap*

DRAUGR	sDraugr	Keyword - Weapon Material Draugr Keyword - Weapon Material DraugrHoned	WeapMaterialDraugr WeapMaterialDraugrHoned	*the game does not have any craftable objects made of this material*
DWARVEN	sDwarven	Keyword - Armor Material Dwarven Keyword - Weapon Material Dwarven	ArmorMaterialDwarven WeapMaterialDwarven	
EBONY	sEbony	Keyword - Armor Material Ebony Keyword - Weapon Material Ebony	ArmorMaterialEbony WeapMaterialEbony	
ELVEN	sElven	Keyword - Armor Material Elven Keyword - Armor Material ElvenSplinted Keyword - Weapon Material Elven	ArmorMaterialElven ArmorMaterialElvenGilded WeapMaterialElven	*mismatch: Splinted vs Gilded*
FALMER	sFalmer	Keyword - Weapon Material Falmer Keyword - Weapon Material FalmerHoned	WeapMaterialFalmer WeapMaterialFalmerHoned	*the game does not have any craftable objects made of this material*
FOOD	sFood			*Not sure wich criteria need to be fullfilled to appear in the FOOD category, seems no Keyword since cooked food desn't have a keyword at all, but FOOD definetly appears on cooking spits/pots.*
GLASS	sGlass	Keyword - Armor Material Glass Keyword - Weapon Material Glass	ArmorMaterialGlass WeapMaterialGlass	
HIDE	sHide	Keyword - Armor Material Hide	ArmorMaterialHide	
IMPERIAL	sImperial	Keyword - Armor Material Imperial Keyword - Armor Material ImperialHeavy Keyword - Armor Material ImperialReinforced Keyword - Weapon Material Imperial	ArmorMaterialImperialLight ArmorMaterialImperialHeavy ArmorMaterialImperialStudded WeapMaterialImperial	*mismatch: Imperial vs ImperialLight* *mismatch: Reinforced vs Studded*
IRON	sIron	Keyword - Armor Material Iron Keyword - Armor Material IronBanded Keyword - Weapon Material Iron	ArmorMaterialIron ArmorMaterialIronBanded WeapMaterialIron	

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JEWELRY	sJewelry	Keyword - Jewelry	ArmorJewelry	*mismatch: Jewelry vs ArmorJewelry*
LEATHER	sLeather	Keyword - Armor Material FullLeather	ArmorMaterialLeather	*mismatch: FullLeather vs Leather*
ORCISH	sOrcish	Keyword - Armor Material Orcish Keyword - Weapon Material Orcish	ArmorMaterialOrcish WeapMaterialOrcish	
STEEL	sSteel	Keyword - Armor Material Scaled Keyword - Armor Material Steel Keyword - Armor Material SteelPlate Keyword - Weapon Material Steel	ArmorMaterialScaled ArmorMaterialSteel ArmorMaterialSteelPlate WeapMaterialSteel	
STUDDED	sStudded	Keyword - Armor Material Studded	ArmorMaterialStudded	*used by only one item in the game: Studded Armor*
WOOD	sWood	Keyword - Weapon Material Wood	WeapMaterialWood	*the game does not have any craftable objects made of this material*
HOUSE[HF]	sGenericCraftKeywordName01	Keyword - Generic Craftable Keyword 01	BYOHHouseCraftingCategoryBuilding[HF]	
CONTAINERS[HF]	sGenericCraftKeywordName02	Keyword - Generic Craftable Keyword 02	BYOHHouseCraftingCategoryContainers[HF]	
FURNITURE[HF]	sGenericCraftKeywordName03	Keyword - Generic Craftable Keyword 03	BYOHHouseCraftingCategoryFurniture[HF]	
WEAPON RACKS[HF]	sGenericCraftKeywordName04	Keyword - Generic Craftable Keyword 04	BYOHHouseCraftingCategoryWeaponRacks[HF]	
SHELVES[HF]	sGenericCraftKeywordName05	Keyword - Generic Craftable Keyword 05	BYOHHouseCraftingCategoryShelf[HF]	
EXTERIOR[HF]	sGenericCraftKeywordName06	Keyword - Generic Craftable Keyword 06	BYOHHouseCraftingCategoryExterior[HF]	
BUILDING MATERIALS[HF]	sGenericCraftKeywordName07	Keyword - Generic Craftable Keyword 07	BYOHHouseCraftingCategorySmithing[HF]	
BITS	sGenericCraftKeywordName08	Keyword - Generic Craftable Keyword 08	-NONE-	
BOBS	sGenericCraftKeywordName09	Keyword - Generic Craftable Keyword 09	-NONE-	
Aetherium[DG]	sGenericCraftKeywordName10	Keyword - Generic Craftable Keyword 10	DLC1LD_CraftingMaterialAetherium[DG]	*The category is renamed to AETHERIUM by the Heartfire DLC*

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BONEMOLD[DB]	-NONE-	Keyword - Armor Material Heavy Bonemold Keyword - Armor Material Light Bonemold	DLC2ArmorMaterialBonemoldHeavy[DB] DLC2ArmorMaterialBonemoldLight[DB]	*Category name is defined in the Translate_LANGUAGE.txt files found in \Skyrim\Data\Interface* *$Crafting_$DLC2ArmorBonemold BONEMOLD*
CHITIN[DB]	-NONE-	Keyword - Armor Material Heavy Chitin Keyword - Armor Material Light Chitin	DLC2ArmorMaterialChitinHeavy[DB] DLC2ArmorMaterialChitinLight[DB]	*Category name is defined in the Translate_LANGUAGE.txt files found in \Skyrim\Data\Interface* *$Crafting_$DLC2ArmorChitin CHITIN*
NORDIC[DB]	-NONE-	Keyword - Armor Material Heavy Nordic Keyword - Armor Material Light Nordic Keyword - Weapon Material Nordic	DLC2ArmorMaterialNordicHeavy[DB] DLC2ArmorMaterialNordicLight[DB] DLC2WeaponMaterialNordic[DB]	*Category name is defined in the Translate_LANGUAGE.txt files found in \Skyrim\Data\Interface* *$Crafting_$DLC2ArmorNordic NORDIC*
STALHRIM[DB]	-NONE-	Keyword - Armor Material Heavy Stalhrim Keyword - Armor Material Light Stalhrim Keyword - Weapon Material Stalhrim	DLC2ArmorMaterialStalhrimHeavy[DB] DLC2ArmorMaterialStalhrimLight[DB] DLC2WeaponMaterialStalhrim[DB]	*Category name is defined in the Translate_LANGUAGE.txt files found in \Skyrim\Data\Interface* *$Crafting_$DLC2ArmorStalhrim STALHRIM*

Custom categories

To customize a category, one can either change its label, change the attached Keyword (or Keywords), or both.

Example 1

The category STUDDED has only one matching item in game (Studded Armor). Let's say you want to redefine the category as CLOTHING. To do this, you first have to lookup the corresponding Game Setting (sStudded). Game Settings are found in the Creation Kit by selecting the 'Gameplay' menu and then selecting the 'Settings...' menu item. You can find this particular setting most easily by entering 'sStudded' in the filter. Selecting the setting in the list will show the input field to the right containing the label for the category. Change this to CLOTHING.
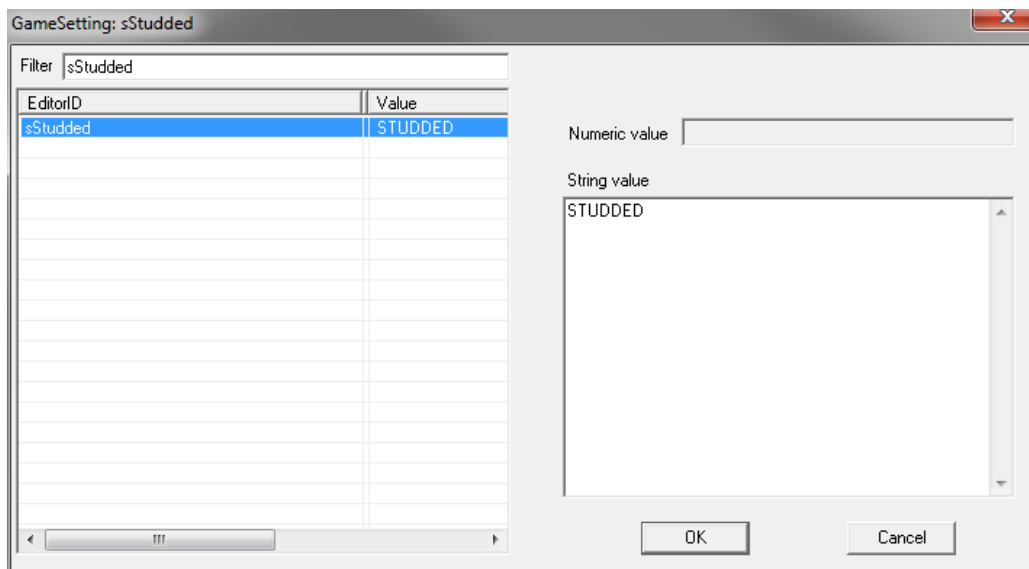
At this point, what you have accomplished is for Studded Armor to appear in a category called CLOTHING. Next, you'll have to change the Keyword for the Default Object for the original STUDDED category. You do this by looking up the 'Keyword - Armor Material Studded' keyword in the list of Default Objects. Default Objects are found in the Creation Kit by selecting the 'Gameplay' menu and the selecting the 'Default Objects...' menu item. Selecting the Default Object in the list will show the drop-down box to the right containing the Keyword. Change the Keyword to ArmorClothing.
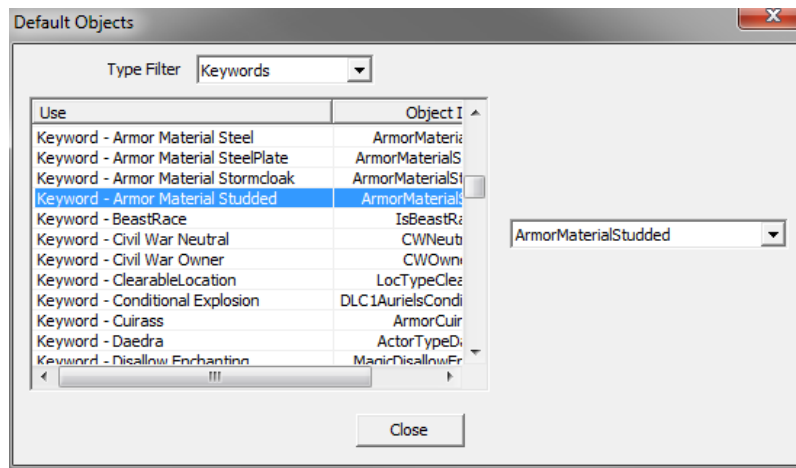
What you have accomplished at this point is that all items in the game that are marked with the 'ArmorClothing' Keyword will appear in the CLOTHING category, provided there is a Constructible Object (a.k.a. crafting recipe) available for the item. Note that because the 'ArmorStudded' Keyword is not mapped to any category anymore, Studded Armor will now appear in the MISC category. This can be fixed by adding a different Keyword to the list of Keywords for the Armor object 'ArmorStuddedCuirass'.

Example 2

Let's say that you want to create a new category for some mithril items you have created for your mod. The main difference with Example 1 is that in this case you need to create a custom Keyword to attach to your items. Because you don't have the option of mapping multiple keywords to one category (like the game does for the IMPERIAL category for example), you should name your Keyword something like 'EXAMPLE_CraftingMaterialMithril'. That way, you can use just one Keyword for all items (such as armor and weapons) you add in your mod. Keywords can be added in the 'Miscellaneous'->'Keywords' section of the Object Window.

Once you've done this, you should basically follow the steps from Example 1. However, because you are defining an entirely new category, you'll want to use one of the "generic" Game Settings 'sGenericCraftKeywordName' 01 through 09 (10 is already in use by the Dawnguard DLC, so don't use that, and 1-7 are in use by Hearthfire, so you shouldn't use those either - which means that only 8 and 9 are available). You'll have to change the label of the Game Setting to 'MITHRIL'. Then you have to lookup the corresponding Default Object 'Keyword - Generic Craftable Material Keyword' and set its Keyword to your newly created 'EXAMPLE_CraftingMaterialMithril' Keyword.

Of course, for this to have any visible effect in the game, you'll need to create Constructible Objects (a.k.a. crafting recipes) for each of your items as well.