

## 0.1 Referencables

When creating a plugin, you may wish to add your own referencables to the game such as new items, creatures, etc. If your item is truly unique (*e.g.* you want to create your own weapon with absurdly high damage) you can use the Referencables list to create a new entry (or clone an existing one) that describes your item. Once it exists in the Referencables list, you can place a **Reference** to the item into the game world which the player can see and/or interact with.

*Referencables* are accessed through the *World→Referencables* menu, which will bring up a subview containing a list of all referenceables in the game data. This covers all items, creatures, static objects such as rocks and buildings, etc. There are several distinct types of referencable which behave in different ways. The different types can be seen in the *Record Type* column in the list in OpenCS. The following section describes these types, their behaviour, and their parameters.

<b>Type: Activator</b> Special items the user can use the “open” button on in the game world (but not doors?)  Behaviour: Activators often cause a script to run when the player interacts with them. (BUT Activators that are not attached to a script do what? Does script operate when in active cell or only “OnActivate”?)	<b>Parameters:</b>  <b>Model</b> The model file of the object that appears in game. For Morrowind, typically a <i>.nif</i>  <b>Name</b> The name that appears when the player points the crosshair at the model in-game.  <b>Script</b> The script that executes when the player ‘activates’ the activator.
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### **Type: Potion**

(surely only predefined? Not alchemy-created?) potions that appear in the game as consumable items.

### **Behaviour:**

Potions are items that can be picked up, appear in the player inventory, and 'drunk' by using them. It is possible for a potion to trigger execution of a script when consumed by the PC (only when drunk? or can script run while in inventory / active cells?)

### **Parameters:**

#### **Model**

The model file of the object that appears in game. For Morrowind, typically a *.nif*

#### **Name**

The name that appears when the player points the crosshair at the model in-game and in inventories.

#### **Script**

The script that executes when the player 'drinks' the potion.

#### **Icon**

The image file containing the icon displayed in inventories.

#### **Weight**

The weight of the potion in inventories.

#### **Coin Value**

The base cost of the item, not accounting for NPC disposition and PC/NPC mercantile skills.

#### **Auto Calc**

If set true, the value of the potion is computed automatically by the game engine.