Id	Name	Category	Site	Link	Author	Date	Description
11787	Klinn's Morrowind Clothing Catalog	Resources	MMH	55-14750	Klinn	2013-05-20	While working on my Morrowind mod in the Construction Set, I found it difficult to remember what the clothing items looked like. Dressing a new NPC was just guesswork. You can't even use the Editor's Preview window since it shows the garments folded up. So I created a reference guide, Klinn...
11786	Klinn's Morrowind Heads Catalog	Resources	MMH	55-14751	Klinn	2013-05-20	Although my Clothing Catalog will help you dress NPCs more quickly, what about their choosing their faces? This handy 'Heads Catalog' may save some time by letting you see what all the faces and hair styles look like before selecting the appropriate one for your NPC. RedwoodTreeSprite was go...
11785	Klinn's Bloodmoon Terrain Catalog	Resources	MMH	55-14752	Klinn	2013-05-20	Lately I've been landscaping areas of my mod in the style of Morrowind's snowy Solstheim Region as it appears in the Bloodmoon expansion. This is taking longer than it should because I'm always forgetting what each of the rocks or trees look like. I grab the wrong one, then have to erase it and t...
11784	Klinn's West Gnash Terrain Catalog	Resources	MMH	55-14753	Klinn	2013-05-20	Catalog pages for Morrowind's West Gash Region. These two pages show the rocks and trees used in that region along with each item's ID code.
4189	Klinn's Advice To New Morrowind Modders	Tutorials	MMH	106-14749	Klinn	2013-05-20	If you're just starting out making mods, you may be wondering how to approach Morrowind's Construction Set. While it's a reasonably easy editor to learn, there definitely are some traps waiting to surprise the unwary. I suggest taking advantage of other folks' hard-earned knowledge to...