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Tamrielcraft's Dynamic Map is mainly used for navigating around the endless world. To add some markers on it, Tonal Architects and higher ranked players can use `/dmarker add <marker-label> icon:<icon-id>`. The *marker-label* is the label used under the icon. The *icon-id* is the id linked to a certain icon. A semi-final list is present at the bottom of this page.

When executing the command, the marker will be placed at the players location

To get the full list of icon-id's in game, use `/dmarker list`

Use the following table to place map icons. The label of the icon is in **bold** while the file name used to place one is in *italic*.

 Anvil <i>anvil</i>	 Dock <i>dock</i>	 Leyawiin <i>leyawiin</i>	 OblivionGate <i>oblivionGate</i>	 TelvanniTower
 AshlanderCamp <i>ashlandercamp</i>	 Dungeon <i>dungeon</i>	 Lighthouse <i>lighthouse</i>	 Orc_Stronghold <i>orcStronghold</i>	 Tomb
 AyleidRuin <i>ayleidruin</i>	 DwemerRuin <i>dwemerruin</i>	 Markarth <i>markarth</i>	 Plantation <i>plantation</i>	 Town
 Bravil <i>bravil</i>	 Falkreath <i>falkreath</i>	 Mine <i>mine</i>	 Plantation	 Vivec
 Bruma	 Farm <i>farm</i>	 Miraak	 Riften	 Wayshrine

 Camp <i>camp</i>	 Fort <i>fort</i>	 Morthal <i>morthal</i>	 Ruin	 Whiterun
 Cave <i>cave</i>	 Grove <i>grove</i>	 MountainPass <i>mountainpass</i>	 Sewer	 Windhelm
 Cheydinhal <i>cheydinhal</i>	 Imperial <i>imperial</i>	 Mournhold_ Almalexia <i>mournholdAlmalexia</i>	 Skingrad	 Winterhold
 City	 Inn <i>inn</i>	 MundusStone <i>mundusstone</i>	 Solitude	
 DaedricRuin <i>daedricruin</i>	 KhajiitCaravan <i>khajiitcaravan</i>	 MW_Tomb <i>mwTomb</i>	 SothaSil	
 Dawnstar <i>dawnstar</i>	 Kvatch <i>kvatch</i>	 MW_Town <i>mwTown</i>	 Stable	

Revision #11

Created 23 July 2018 16:27:56 by YH

Updated 22 July 2019 06:45:00 by BlueMoony