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Offline copy of Settlement site records and workshop links .

Fallout 4: settlement site records and workshop links

Documentation status: In progress. **Source checked:** 2026-11-11. **Technical validation:** this chapter has not been run in the current Creation Kit or Fallout 4. The settlement construction source below explicitly describes a method written in 2015, although its archive page was edited later. Treat its exact property order and values as historical evidence. Verify each record against a working vanilla settlement and test on the game build you intend to support.

This chapter covers the **site that can become a settlement**, not a new item in the workshop build menu. Those are different projects. A placeable object needs its own object, recipe/menu integration and placement tests; a settlement site also needs a world location, build boundary, workshop workbench, linked markers and initialization. Start with the publicly readable settlement guide for the build boundary, workbench, resource container and markers. It stops before the initialization quests. The longer Nexus tutorial is listed under sources for provenance, but its page returned 403 in our link audit and may require a login. Its author warns that its method dates to 2015 and newer methods may exist. The Creation Kit editor chapter explains the Object, Cell View and Render windows used below.

Preserve a reference before editing

Use a separate editor profile and test save. Record the Fallout 4 and Creation Kit versions, installed DLC, active plugin and masters. Open a vanilla exterior settlement in the editor as a **read-only reference** and note its location record, encounter zone,

workbench reference, build boundary, markers, linked references and workshop quests. Save your own work to a new plugin; do not save a copied vanilla settlement over the reference. In xEdit, inspect the new plugin after every milestone so you can distinguish intentional new records from accidental overrides of world cells or workshop records.

The archived method is specifically for an **exterior** site. It assigns a new Location to a wilderness cell and connects that location to a workshop workbench and initialization quests. It is not a tested recipe for an interior settlement, a Nuka-World raider settlement, or a settlement added by another framework. Make a record map before placing objects:

Role	What to inspect in the Creation Kit	Evidence to record
Location and zone	Location parent, workshop-related location keywords, encounter-zone workshop flag and its Location field	Form IDs, Editor IDs, parent and keyword list
Cell	Cell's Location assignment and intended exterior worldspace	Cell ID, worldspace and changed fields
Workbench and boundary	Workshop workbench, build-area primitive/trigger and visible border	Reference IDs, position, scale and linked-reference keywords
Service markers	Center, spawn, attack and map markers; resource container	Which reference links to which target and under what keyword
Initialization	Workshop parent/add-location quest, alias collection and location-initialization quest	Quest IDs, alias fill conditions, script/property bindings and start/stop behavior

The archived tutorial lists `DefaultEmptyTrigger`, `WorkshopBorder`, `WorkshopResourceContainerSettlement`, a workshop workbench and several `XMarkerHeading` references. It also associates links such as `WorkshopLinkBuildableArea`, `WorkshopLinkCenter`, `WorkshopLinkContainer`, `WorkshopLinkSandbox` and `WorkshopLinkSpawn` with specific references. Use those names to find the *current* vanilla arrangement, then record the actual linked target and keyword for each edge. A marker that merely exists in the cell does not prove that the workbench or quest can find it.

Build a minimal, inspectable site

1. **Create a new Location and zone.** Give both unique Editor IDs. The historical source parents the Location to `CommonwealthLocation`, supplies workshop-related location keywords, and assigns the zone back to that Location. Compare those fields with a current vanilla exterior settlement before choosing them. In the target wilderness cell, assign the new Location. Record every existing cell field that changes; a new Location assignment is a real world-cell edit with compatibility implications.
2. **Place the boundary and workbench.** Add a build-area trigger or primitive, border, workbench and resource container in the target area. Keep the intended build volume visible during editing. Check the workbench's linked-reference list against the reference settlement and the map above. The archived source links the border to the workbench and links the workbench to center, container, sandbox and spawn references. Reopen each reference after saving to confirm the target and keyword persisted.
3. **Place and link service markers.** Put the center and spawn markers where their behavior can be observed in game. Keep the attack marker outside the intended build area as the historical tutorial advises, but test the actual attacker path and spawn behavior before release. Set a map marker and its location/name fields using a vanilla settlement as a comparison. Record the marker coordinates so a later update can be compared objectively.
4. **Inspect workshop initialization.** The archived method includes a quest that discovers workshops through a reference-collection alias and a separate location-initialization quest. Compare the current vanilla quest, alias conditions and script property names with the archive before creating equivalents. Do not copy a list of anonymous `Default/True` property positions from the old article: positions can change, and an apparently filled property list is not proof that the intended form was bound. In the editor, inspect each named property and form target; after saving, inspect the quest and alias records in xEdit.
5. **Save, reopen and inspect.** Close and reopen the editor with the plugin active. Verify the Location, zone, cell, workshop links, quests and aliases still point to your forms. In xEdit, check masters and the entire set of changed cells and records. Remove accidental edits from the new plugin in a backed-up working copy, then repeat the inspection.

Test the site as a system

Use a fresh test save or an isolated profile where the settlement has not already been initialized. Test discovery of the map location, activation of the workbench, the build boundary, placing and storing a simple object, resource counts, settlement ownership, and settler spawning or recruitment. Record the actual in-game date and wait interval if testing delayed arrivals; the archive notes that settlers may not appear immediately. Re-enter the cell, save, reload and verify that placed objects and ownership persist. Then test with the DLC and other settlement mods declared as supported. A successful editor load is only an editor test; a working build menu is only one part of settlement initialization.

If the workbench activates but the build boundary is wrong, inspect the boundary reference, scale and `WorkshopLinkBuildableArea` edge. If resources or population fail to update, inspect the resource container, workshop object links, alias fill and initialization quest rather than moving every marker at once. If a map marker works but the site cannot build, separate the marker and Location fields from the workshop initialization path. For each fix, change one relationship, retest from a clean state, and keep the failing and passing plugin copies with their version notes.

This page does **not** claim a current, complete settlement recipe. A current-build reference capture, a worked plugin with recorded Form IDs, and in-game evidence for recruitment, persistence, navigation and DLC interactions remain to be added. The archived tutorial's optional overlap actor values and Nuka-World advice are deliberately not copied here because neither was independently validated for current builds.

Sources and limits

- Settlement tutorial (text) for Creation Kit, community author m0ds1984. **Access warning:** this URL returned HTTP 403 in the 2026-11-11 link audit; readers may encounter a login or access block. It labels itself an archive of a 2015 method; page edit date is 2025-01-05. Used for the role inventory and historic reference links, not for an unconditional current-build property recipe.
- Settlement Guide, a publicly readable, shorter guide covering boundary, workbench, resource container and marker links. It credits an earlier Nexus Forums guide. It does not document the full initialization path, and its steps have not been tested here.

- Sim Settlements Creation Kit 101, framework maintainer's editor orientation. Its building-plan tutorials describe **Sim Settlements add-ons**, which require that framework and do not replace native settlement-site setup.
- Bethesda's Fallout 4 update notes, used to justify recording the game and editor build for a reproducible release. It does not validate this settlement method.