You can open the tool via Window/Custom/FurnitureEditing

Welcome to the furniture editor!

Name:
- Here you can enter the name of the furniture via the the following naming conventions:
    - A separate furniture without a target will just have the name of the furniture:
        - Bath
        - Closet
        - TV
    - A piece of furniture that DOES have a target follow these conventions:
        - Bath_TargetTV
        - Closet_TargetShower
        - Couch_TargetTV

Mesh:
- Here you can drag in the desired mesh.
- To find your mesh you can navigate to Art/Interior and choose your piece of furniture, or you can press the circle on the side and fill in 'obj-' + furniture name in the search bar to find your mesh. BE MINDFUL TO GRAB A MESH AND NOT A GAMEOBJECT.

Furniture Settings:
- Here you can drag in the desired furniture settings.
- If you don't know how to add furniture settings make sure to check out the 'Guide to Configs' in the same folder as this guide.

Has a Target:
- On / Off shows whether or not the furniture will have a target
- If this is checked on, double check your naming conventions in the 'name' section up here

Target To Hit:
- Will only be visible if Has a Target is checked on.
- Drag in the furniture prefab that should be the target

PRESS THE CREATEFURNITURE BUTTON TO GET YOUR PREFAB
The prefab will be in Prefabs/Furnitures

If you created a furniture with target, drag it into the Prefabs/Furnitures/**Specific** folder. This way, the furnitures with target are **nicely** separated from the rest.

After creating the furniture, make sure to check the 'Guide to Furniture' in the same folder as this guide, it will go into turning your newborn furnitures into something working!