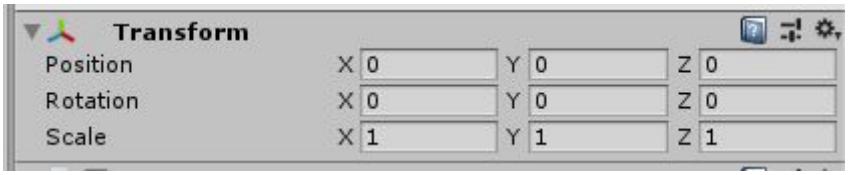
Sooo… you made your furniture with the tool, right?

Not every piece of furniture is the same, so here are a couple of things that are custom to every furniture you'll have to fix manually!

It's important for the the 'Colliders' object and the 'RaycastForObject' object (if it has one) to have the default transform.



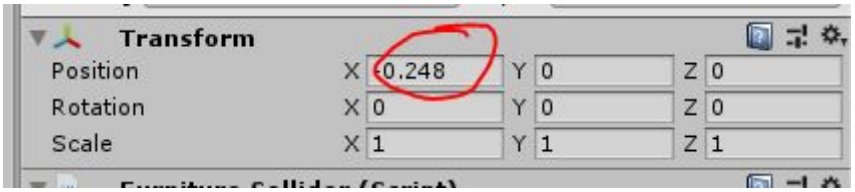
The only object of the direct children of the 'furniture' object that has to likely be relocated is the mesh.

FURNITURE WITHOUT A TARGET:
The only things you have to fix are the colliders

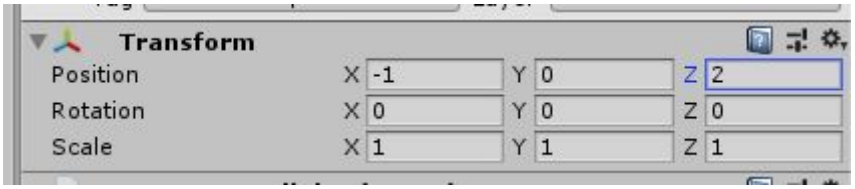
Collider object:

- This object can be duplicated.
- Hold ctrl while moving around the colliders so they snap to the grid. The transform of the object may not contain floats:

BAD



GOOD

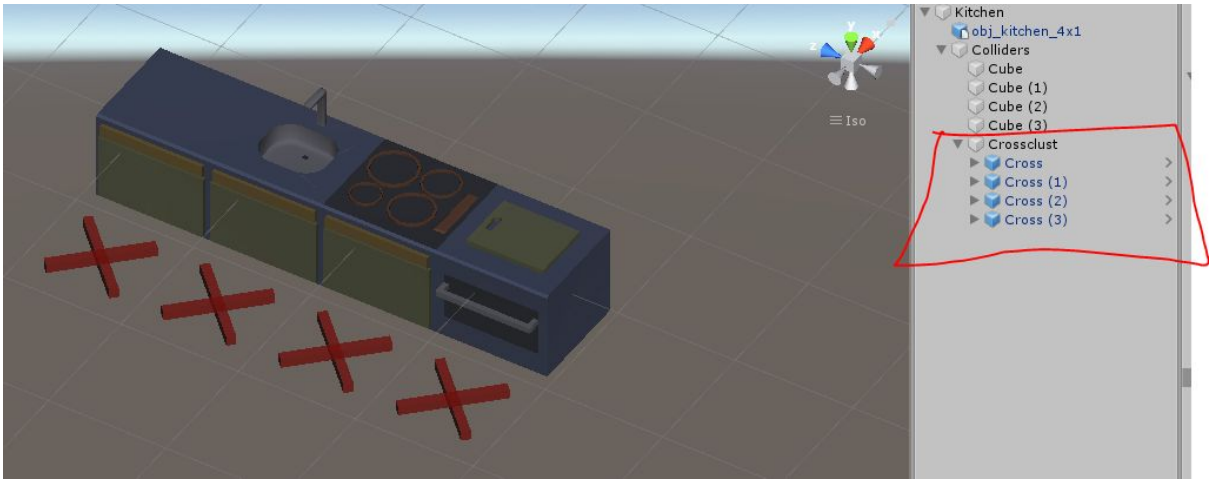


- The shape of the colliders is equal to how it will fit the grid ingame, for instance 2x3, 1x1 or 3x1.

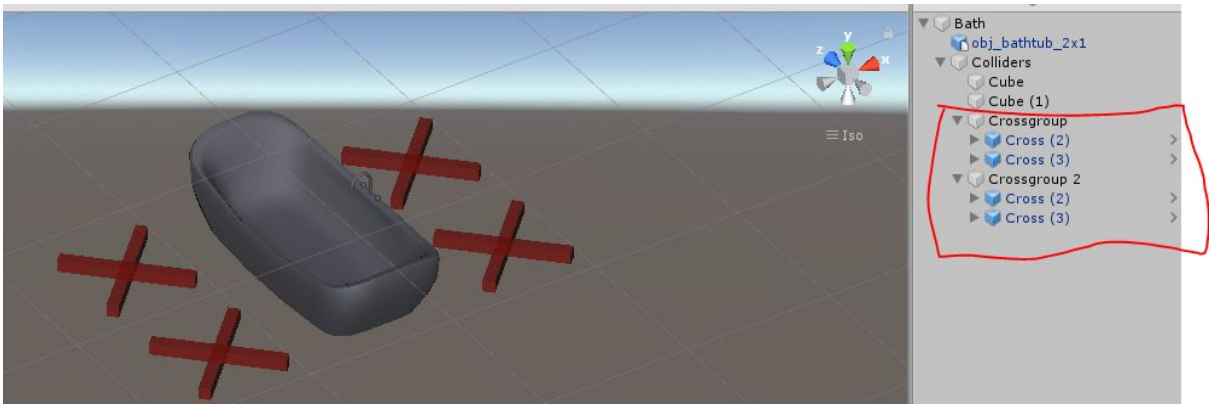
Crossgroup object:

- Crossgroup contains a NotPlaceable. Notplaceables are crosses ingame.
- If you want an object to be accessible from multiple places, for instance a bed, a bath or a table, duplicate the crossgroup so you'll have two.
- If you dont want this, duplicate only the crosses

KITCHEN - JUST 1 CROSSGROUP



BATH - TWO CROSSGROUPS



FURNITURE WITH TARGET:
You'll have to fix the colliders like said above, but you also have to fix Raycasting.

RayBox:

- Duplicate this object if you want multiple raycasts.
- This object is more complicated, the raycasts (some sort of beam you send in a direction) shoot from the RayBox to the front/back/left/right.
- The blue axis is forwards and backwards, where the direction of the arrow shoots forwards.
- The red axis is left and right, where the direction of the arrow shoots to the right.
- With the ray distance you can tell how far the beam shoots from the object.