**HOW TO MAKE AN INTERACTABLE OBJECT**

**Setting up the Object:**

* **Create your object and add it to the scene.**
* **Make sure the object has a collider of some kind.**
* **Add the object to the InteractableObject layer in the layer’s menu.**
* **Add the Interactable Object script as a component to the object.**
* **Create a new tag for your object in the tag menu in the inspector.**

**Adding Functionality:**

* **Under the interactable object script, create a new on interaction event.**
* **Go to the player prefab in the scene and select the PlayerCapsule child object.**
* **Drag the PlayerCapsule object into the section labeled “None (Object)”**
* **Inside the section labeled “No Function” go to the PlayerDualHandInventory and select “GameObject AdjustInventorySlots”**
* **Under the new section “None (Game Object)” drag your gameobject from the hierarchy into this section.**

**Your item is now tied to the inventory system.**

**HOW TO MAKE AN INTERACTABLE OBJECT PLACABLE**

**Creating shadow position:**

* **Create a second version of your object in the scene (without any of the previous steps applied to it).**
* **Make this object transparent.**
* **Add this object to the InteractableObject layer.**
* **Make sure this object is tagged with the same tag as your first object.**

**Adding Functionality:**

* **Add the InteractableObject script as a component.**
* **Drag the PlayerCapsule object from the Player prefab in your scene into the “None (Object) section of the InteractableObject script.**
* **Inside the section labeled “No Function” go to the PlayerDualHandInventory and select “GameObject PlaceObject”.**
* **Under the new section “None (Game Object)” drag this gameobject from the hierarchy into this section.**

**Your item can now be placed on its corresponding shadow position. (Note: During runtime, once an object is placed on its shadow position, it can no longer be moved).**