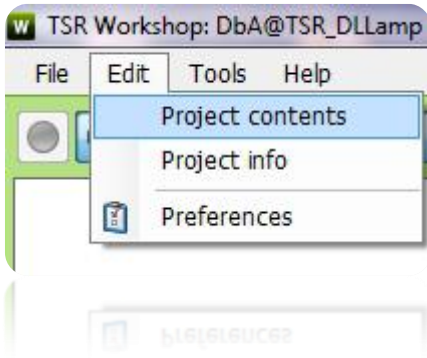


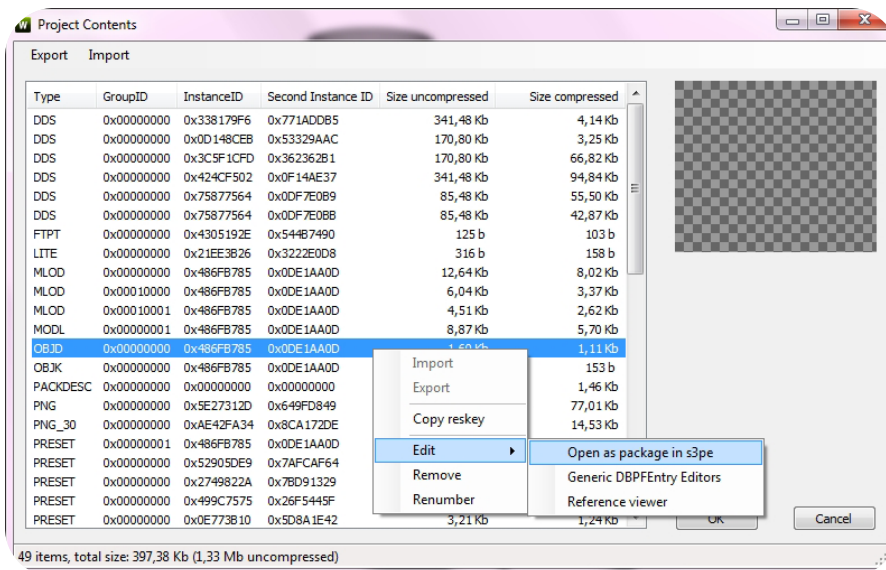
How to make something placeble on any surface:

You will need: TSRW, S3PE, S3PE plugin for TSRW

First open TSRW, and clone the Object you want to edit so that you can place it on any surface. Once done, go to Edit/ Project Contents

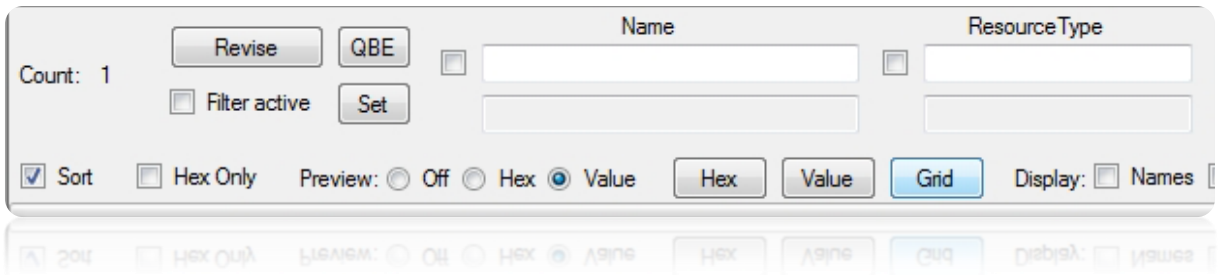


A new Screen will pop- up (Project content) In there select the OBJD file, right click your mouse and select the option to open in S3PE



S3PE will now open JUST the OBJD file.

To edit, select it, and hit GRID in the bottom of the program window:



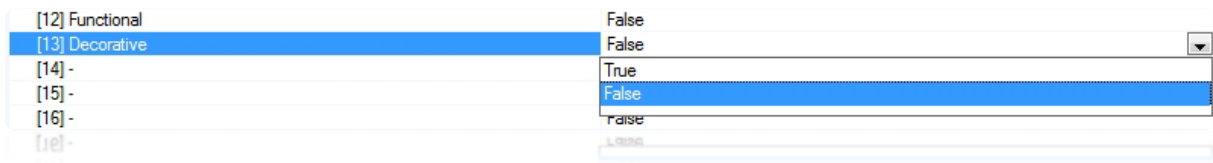
The Grid will now pop up as a new window click on the + in front of SlotPlacementFlags, which will then unfold.

SlotPlacementFlags	0x00000001
[00] None	True
[01] -	False
[02] -	False
[03] Small	False
[04] Medium	False
[05] Large	False
[06] -	False
[07] -	False
[08] Sim	False
[09] Chair	False
[0A] CounterSink	False
[0B] EndTable	False
[0C] Stool	False
[0D] CounterAppliance	False
[0E] -	False
[0F] -	False
[10] -	False
[11] -	False
[12] Functional	False
[13] Decorative	False
[14] -	False
[15] -	False
[16] -	False
[17] -	False
[18] Upgrade	False
[19] Vertical	False
[1A] PlacementOnly	False
[1B] -	False
[1C] CardinalRotation	False
[1D] FullRotation	False
[1E] AlwaysUp	False
[1F] -	False
[20] -	False
[21] AlwaysUp	False
[22] FullRotation	False
[23] CardinalRotation	False
[24] -	False
[25] PlacementOnly	False
[26] -	False
[27] Upgrade	False
[28] -	False
[29] -	False
[2A] -	False

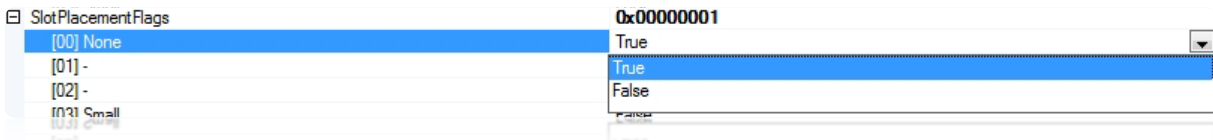
Change the Flags for Small (so that it will fit on a small slot) from false to true by clicking on the false a dropdown arrow will appear with the choice to make False/ true.

[03] Small	False
[04] Medium	True
[05] Large	False
[06] -	False
[0E] -	False

Do the same for Decorative or functional, depending on your object.



Last but not least make sure that the flag none is now set to False.



And you are done!



Hit commit. And close S3PE it will ask you if you want to save the .package, choose YES here.

The S3PE Plugin will take you back to the project content window in TSRW, Click OK and Save your project.

You can now export your mesh to the game, install it and place it on any surface.