

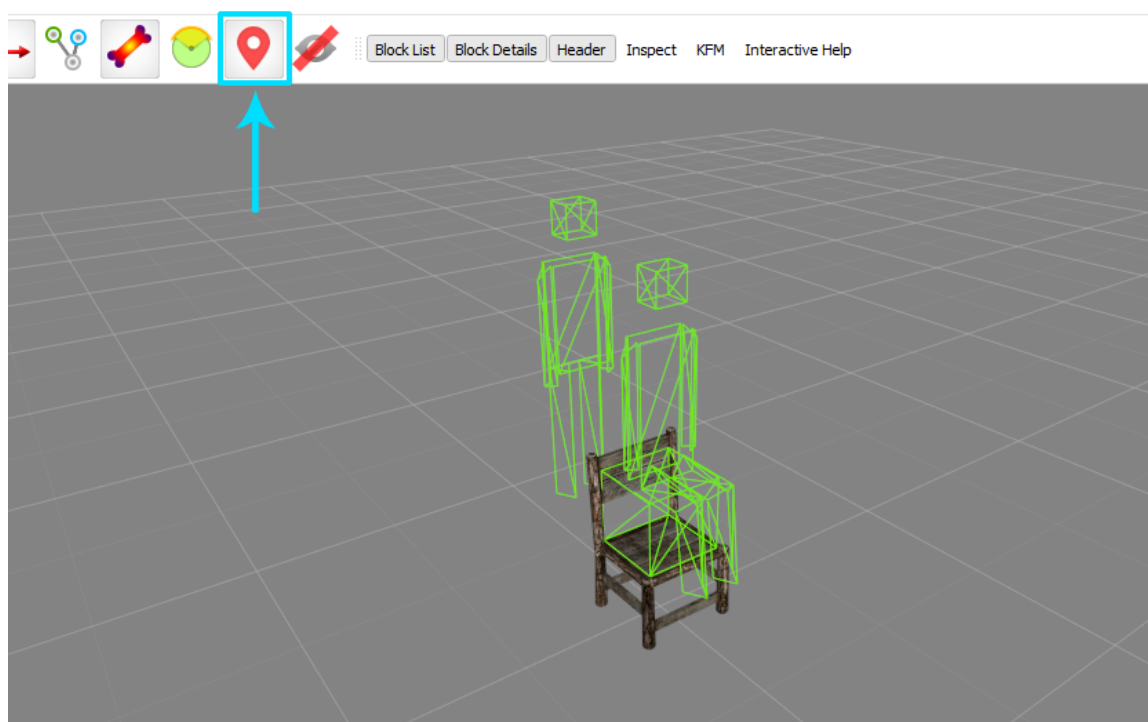
Short tutorial for creating furniture that uses a special sitting animation

Preparing the .nif file

- Make sure that the starting .nif has at least the basic file structure which should look like this:

Name	Value
▼ 0 BSFadeNode	Txt CommonChair01 [0]
▶ 7 NiTriShape	Txt CommonChair01:0 [3]
1 BSXFlags	Txt BSX [2]
▶ 6 bhkCollisionObject	

- The collision will determine the area in which the player can activate the object when hovering over it. It'll only work with the "BSXFlags", whos value in this case is 130. (This is the standard value for statics and may need to be different in other cases.)
- Right click on the root node ("BSFadeNode" in this case) and select "Node" > "Attach Extra Data" > "BSFurnitureMarkerNode"
- Change its "Num Positions" to the number of sitting positions you need and click the green refresh button next to "Positions". The new position(s) should appear below, in there, set the following:
 - The "Animation Type" to "Sit"
 - The "Entry Properties" to "Behind" (Or any of the other, I think it doesn't make a difference for this animation since there are no animations for the other entry properties.)
 - The "Offset" values depending on whether you need to adjust the position. You'll need to have "Show Markers" checked to see where they are. Note that the Z value will have no effect since the animation will be leveled to the origin of the root node. **This also means that your object has to be below the origin.**



Setting up the furniture in the CK

- Make a new furniture object in the CK and add the following keywords to it:
 - "FurnitureSpecial"
 - "isSitCrossLegged"
 - The easiest way to do this is to open the "SitCrossLeggedMarker" furniture object, right click in the keywords section > "copy stack" and then "paste stack" them in the keyword section of your furniture object.
 - The "FurnitureForce3rdPerson" keyword is not required for this to work, though keeping it will lead to two minor issues:
 - The camera in first person will not be leveled to the head of the player and will instead remain as if he/she was standing.
 - If the player rotates while in first person view, the whole character will be rotated.
- In the end your furniture should look like this:

Furniture

The screenshot shows the 'Furniture' configuration window. The ID is 'CommonChair01' and the Name is 'Chair'. The Model is 'Furniture\Common\CommonChai'. The Marker Model is empty. There is an 'Add Destruction Data' button. The Keywords section contains a table with 'FurnitureSpecial' and 'isSitCrossLegged'. The Active Markers section has a table with 'Sit 0' checked. The Marker Entry Points section has an empty table. The Marker Keyword is empty. The Associated Spell is 'NONE'. The right-hand panel has checkboxes for 'Random Anim Start', 'Child Can Use' (checked), 'Is Marker', 'Disables Activation', 'Must Exit to Talk', 'Is Perch', and 'Ignored By Sandbox'. The Interaction keyword is 'ActorTypeNPC'. The Workbench Data section has 'Bench Type' and 'Uses Skill' both set to 'NONE'. The Scripts section has 'Papyrus Scripts' and buttons for 'Add', 'Remove', and 'Properties'. At the bottom are 'OK' and 'Cancel' buttons.