

Dusk Modular

Dusk Modular is a standard [Modular Building Set](#), made to be visually and functionally compatible with the [Dawn Modular](#) building set that official worlds like the [Cloud Home](#) and [Tutorial](#) are made in. It was meant to complement that set, but is fully capable of replacing it as a way to build basic buildings, and contains both a variety of walls, floors, doors, windows, and ceilings, as well as furniture and functional components to add to a house.

Components from Dusk Modular can be spawned in and snapped to each other using the [Module Snapping Tool](#), then fixed in place using the [Grabbable Setter Tool](#). Generally, they will look and function almost the same as Dawn Modular components, but have a slightly simpler look, contain different shapes and kinds of furniture, and use far less resources than Dawn Modular components.

Dusk Modular was created in the early days of Resonite by [Nuki Raccoon](#), but accepts contributions from other users.

The Dusk Modular folder is available at...

<resrec:///U-1Np0oxe80ee/R-FDAF952A04B347A6C65BA12C78F310A2C35D028DB617EE9987C1ECADE7E4D880>

Example Uses

Dusk Modular can be used to build onto the Cloud Home, or to build buildings entirely in its own style, as seen in the *Dusk Modular Showcase* [World](#).

Square Office

One of the earliest use-cases of Dusk Modular was to create a square office room attached to the side of the Cloud Home, connected by an Interior Door.

To make such a thing, all you need to do is...

- Use the *Grabbable Setter Tool* to remove one of the 10-meter long walls of the cloud home (this won't work with the slope connectors)
- Find the appropriate Edge or Connector piece in the Floors section of Dusk Modular and Snap it in where the floor was removed
- Spawn one of the normal sized "Interior Door" parts from the Wall / Door directory of Dusk Modular and snap it into place on the new floor
- Spawn the "Floor 10x10" piece from the Floors section, snap it onto the edge of the *floor*, as the wall only snaps on one side.
- Add walls and ceiling from Dusk Modular as desired.
- Use the *Grabbable Setter Tool* to fix the walls, floors, and ceiling in place.

...and enjoy your new room!

Adding Rugs

Dusk Modular has a set of basic Rugs in the "Furnishings" folder. To position these on a floor from the Dawn Modular, Dusk Modular, or other compatible building set, by using the

Module Snapping Tool.

- Click the rug, and select the Snapping Point you want to position it from. (there may only be one in the center)
- Click the floor, and select a snapping-point on the top (there may only be one in the center, but the edges may work too)
- It will be positioned against the floor. To move it, consider using the [Gizmos](#) from the [Dev Tool](#) to move it along the axes or flat plane.
- Use the *Grabbable Setter Tool* to fix the rug in place.

...and enjoy your new rug!