Surprisingly this is quite easy! You can change any entity in the Item category to a static object. This is helpful in puzzles, chemical ones especially. For this tutorial, I'll show you how easy it is to change!

1. Open your Model Editor. Hit Open, and search through the entities>item folder to pick the entity you'd like. Once it's loaded in the editor, select the objects Body. This is the green square surrounding it.
2. Under the Body tab, we're going to have to change a few things. Set **Mass** to . Looking at the bottom of the tab, you'll see quite a few options checked. Uncheck all of them, except for **Continuous Collision**, **Use Surface Effects**, and **Has Gravity**. Only those three should be checked.
3. Now at the top bar, all the way to the right there is an option called Settings. Click that, then **User Defined Variables**. Only two things need to be changed; **Type** >**Object** and **Subtype** >**Static**. Once you change the Type to Object it should automatically change the Subtype to Static. Close the User Defined Variables Box.
4. Hit File>**SAVE AS**. I can't stress enough how important it is to make sure you hit **SAVE AS**. Last thing to do is re-name the object. The easiest way is to add **_static** to the end. (EX: Say you're making orbpiece_obsidian static. Change the name to **orbpiece_obsidian_static** and hit Save.) Make sure you keep the new static object in the same folder as its' "brothers".

And that's it! It only takes a few minutes at most, and you can change almost everything! Hope you put this to good use, good luck~

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