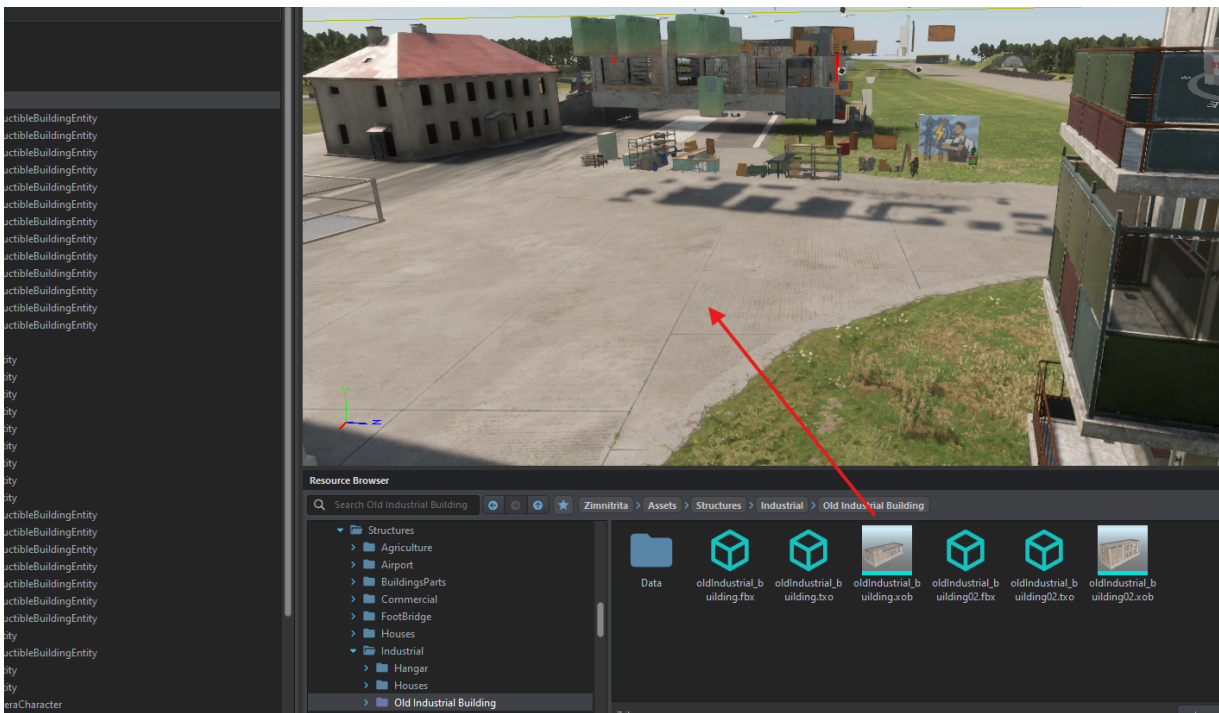


Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

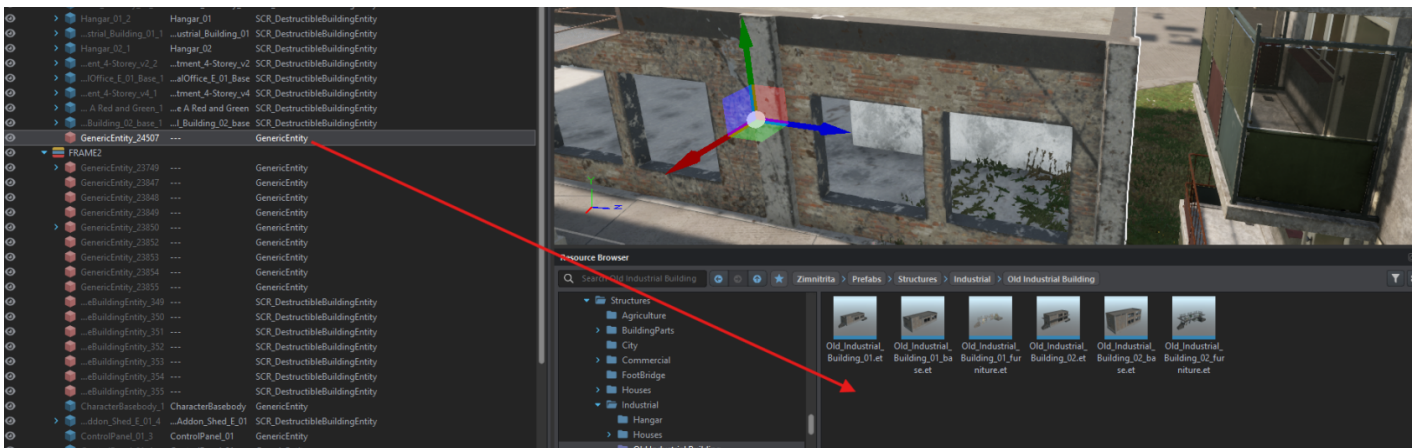
Prefab Building Creation

a - Prefab Création

Open a custom world, drag and drop your XOB on your view port.



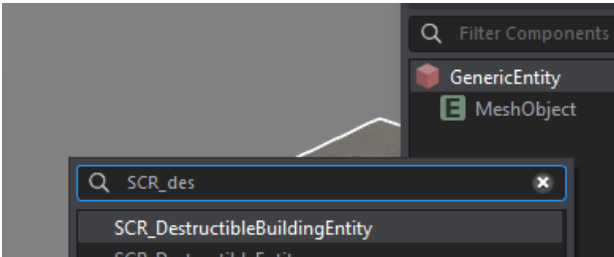
Take your generic entity en drag and drop on your ressource browser and give it a name like **building_base**



b - Add Component

Edit your prefab and on object property :

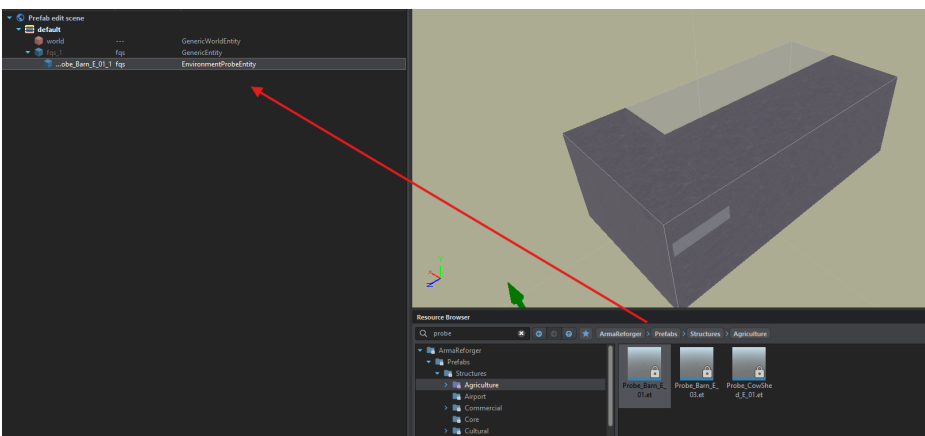
- Right clic on Generic entity--> change class --> SCR_destructibleBuildingEntity



- Check Relative Y and verify when "**is building**" was check
- Add RplComponent, Hierarchy, WorldSubsceneComponent
- Add Rigidbody and check "**Static**" and "**Model Geometry**"
- Save and your building is RIGHT
- Add Occluder
- Add Persistence and uncheck "**Register Loaded**"
- Add an **SCR_DestructibleComponent** on
ArmaReforger/Prefab/Stuctures/Core/Destruction and add your building_ruin on
prefab_ruin section of this component

c - Add probeVolume

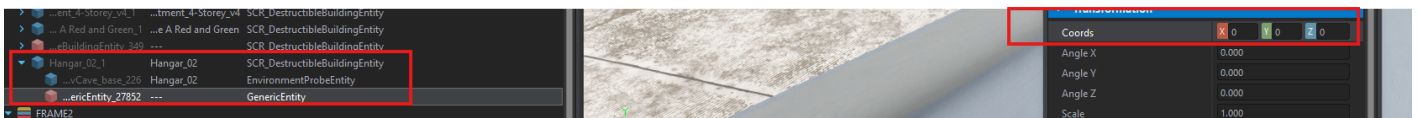
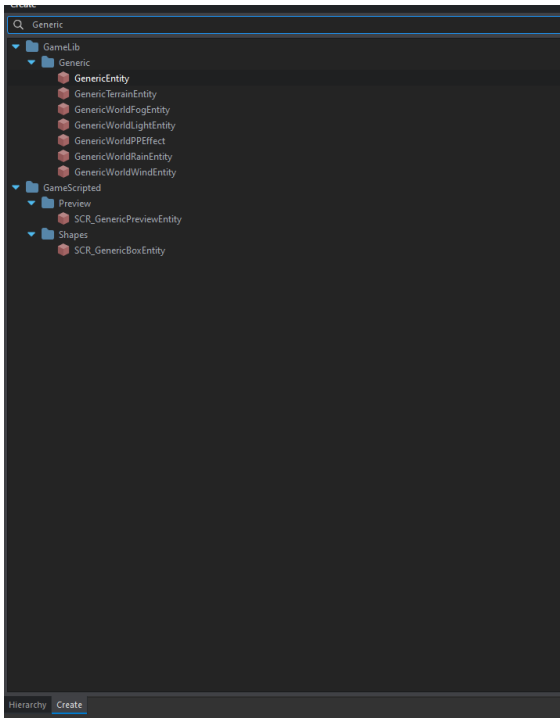
The volume probe allows you to have darkened buildings. To add more, simply search for "probe" and add it directly as a child in the building tree.



d - Add furniture

An empty building is fine, but a building full of supplies is better! Following the nomenclature, there's the empty "building_base" with a prefab inside, usually called "building_furniture".

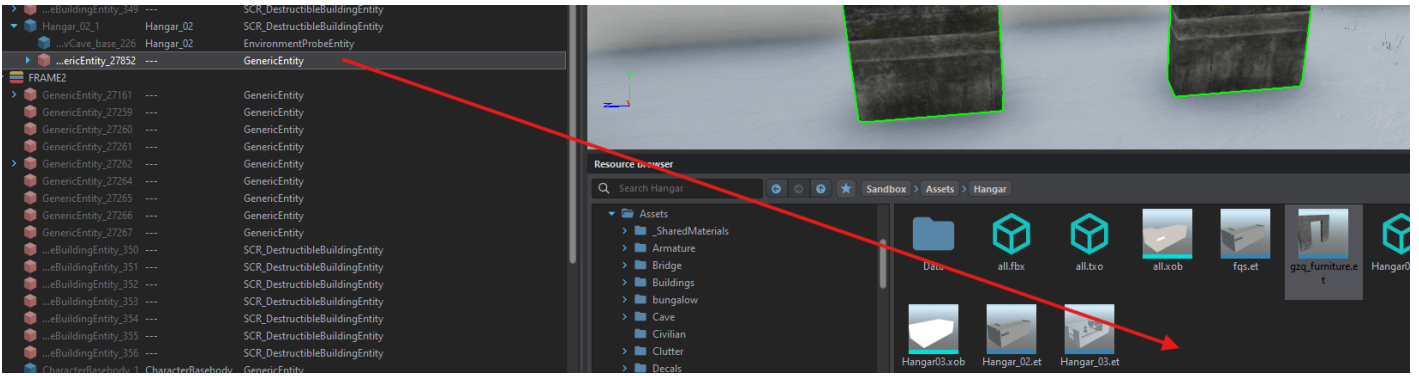
To do this, open a custom world, drop the **prefab into the viewport**, then add a **genericentity** in the viewport's tree at coordinates **0.0.0**.



Then all the objects you place in the viewport must be put in the genericentity like this.

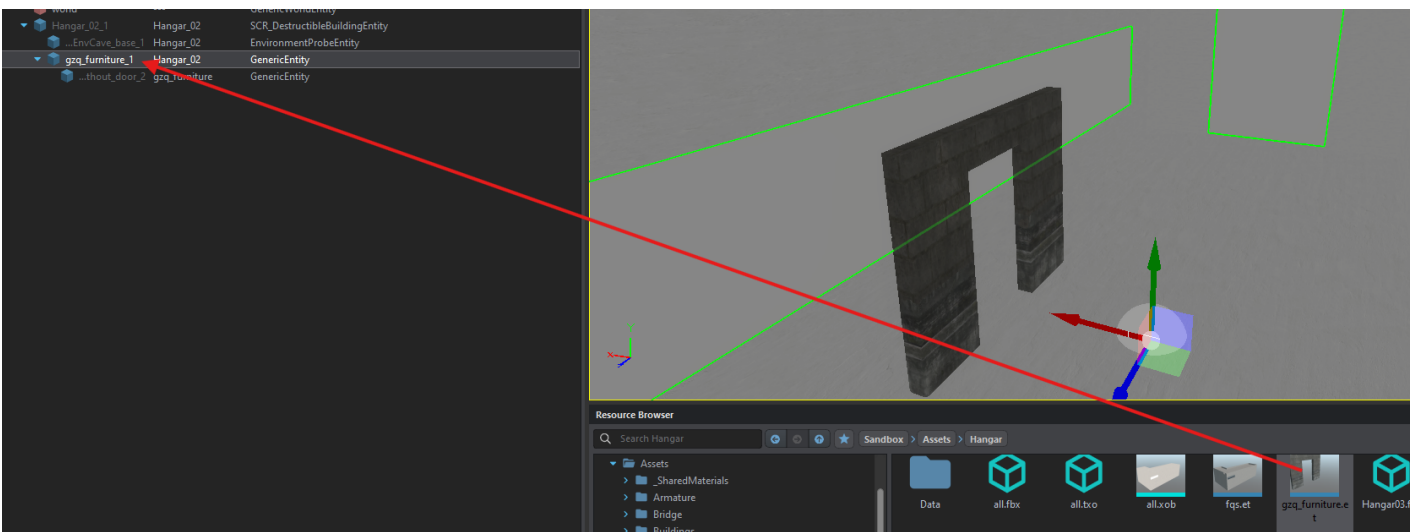


Then select the generic entity, move it to your building's resource browser and give it the name **building_furniture**.



Duplicate your batiment_base and give it the name of the building --> edit it

Finally, move the building_furniture into the building tree, as the generic entity was at coordinates 0.0.0, the furnitures will be in the same place where you placed them.



Revision #8

Created 2024-12-17 15:37:19 UTC by Casseburne

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