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# Hello World!

## Introduction

**Above all, ask yourself the right questions:**

- *"Have I ever done anything other than a vehicle before?"*
- *"Do I feel up to it?"*
- *"Am I comfortable with the Workbench and its basic functions?"*

If you've answered "no" to at least one of these questions, I'd like to give you some advice:

“ **Practice before you make a vehicle, make objects or minor modifications to a modded or vanilla vehicle to already get into the swing of the workbench and its basic functionalities**, this is extremely important so that you don't get discouraged as the barriers and simple mistakes you might make along the way. Before making vehicles, we've all been through this difficult stage, but don't get discouraged at the first hurdle ☐☐

If you're still there soldier, get in and hang on, because vehicles are like pancakes, the 1st one is always messed up or badly made ☐☐

Enough joking, let's get back to the basics of this tutorial (:

## 1. Prerequisites

To get started, you'll need a 3D model of your vehicle and some important software:

- Enfusion Workbench
- [Blender 3.6](#)
- [Enfusion Blender tools](#)

Before continuing with the 3D models, I'd like to make an important point:

**Reminder:** This is a matter of common sense and good citizenship: do not steal 3D models without prior permission from the person who purchased the 3D model. A 3D model file can sometimes cost several hundred euros, so asking for permission is the least one can do. Helping others is also a core value in the community Discord of which I am a part, and it is an essential pillar of the Arma Reforger community—help others as others help you.

## 2. The vocabulary used in this tutorial

- **Prefab (.et):** The final entity that will be playable and available to players.
- **Resource Browser:** Resource navigator, where your files and Arma files are located.
- **Assets:** Source files: 3D model, raw texture, files, parts of the vehicle, etc.
- **.blend:** Blender project file.
- **.fbx:** 3D file that will be imported into Enfusion to make it usable.
- **.ent:** World file.
- **.emat:** Texture file created in Enfusion (replaces the RvMat from Arma 3 and DayZ).
- **.edds:** Texture file once imported into Enfusion.
- **.cfg:** Configuration file.
- **Console/logs:** Where all information, issues, and errors are found.
- **Component:** Like a feature that is integrated into a prefab.

Once all this is understood and installed, we can finally move on to the basics by going to the next page [□](#)

