

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

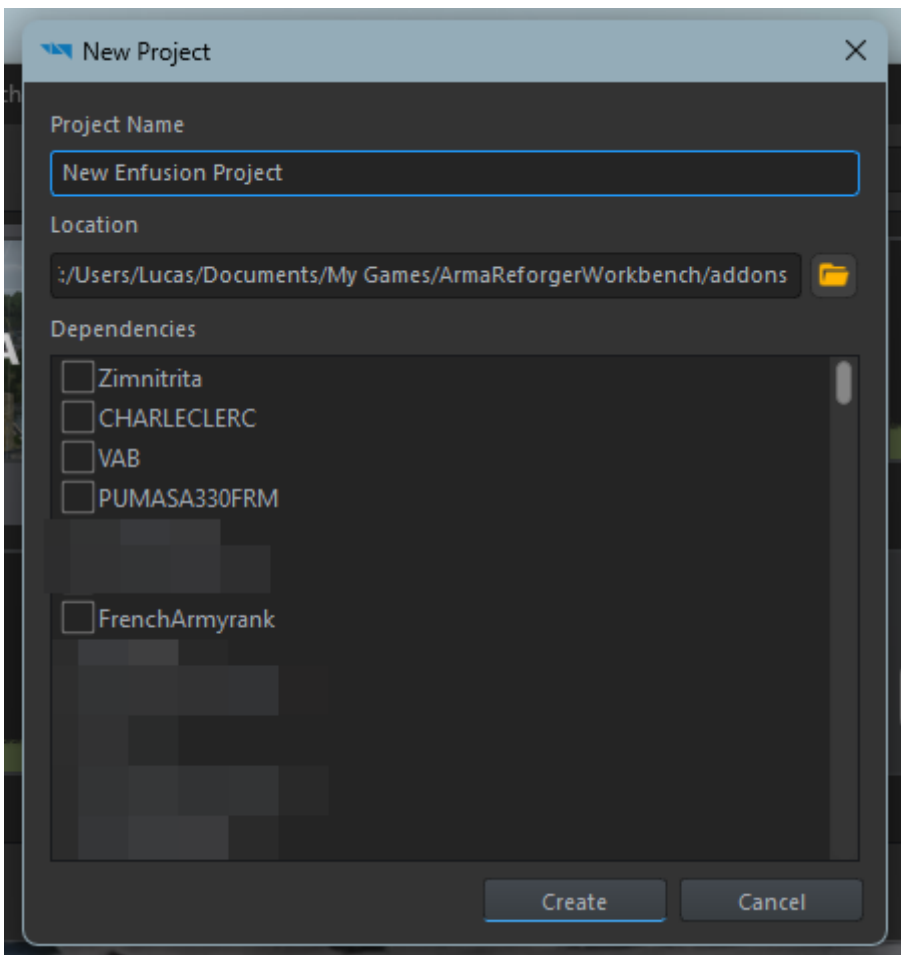
New Game +

Introduction

Today we gonna see how to create a Enfusion project ! It's look like useless but i've seen a lot of people who don't know how to set-up correctly a projet ☹️.

1. Create a new project in Workbench

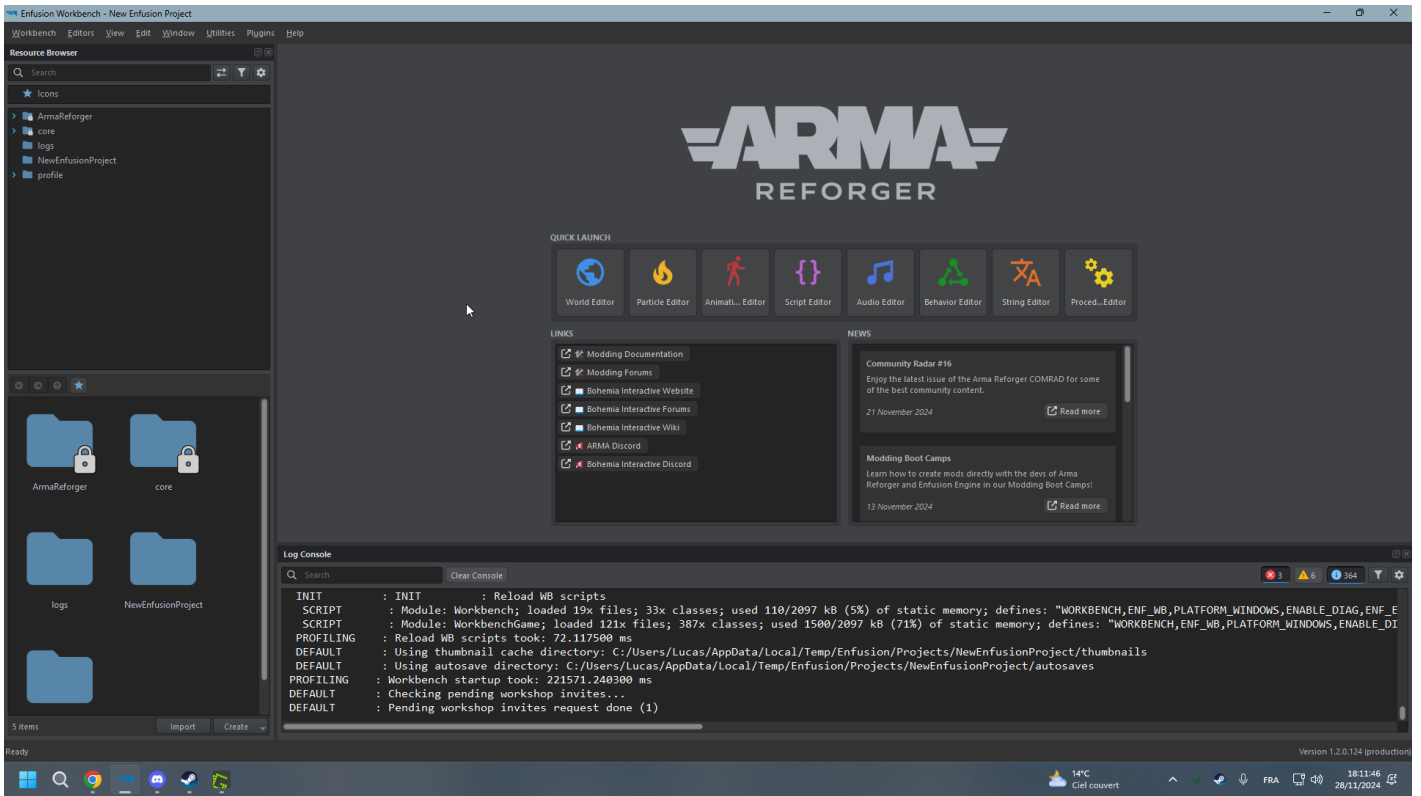
You just have to do right click and create a new project, a window like that will appear



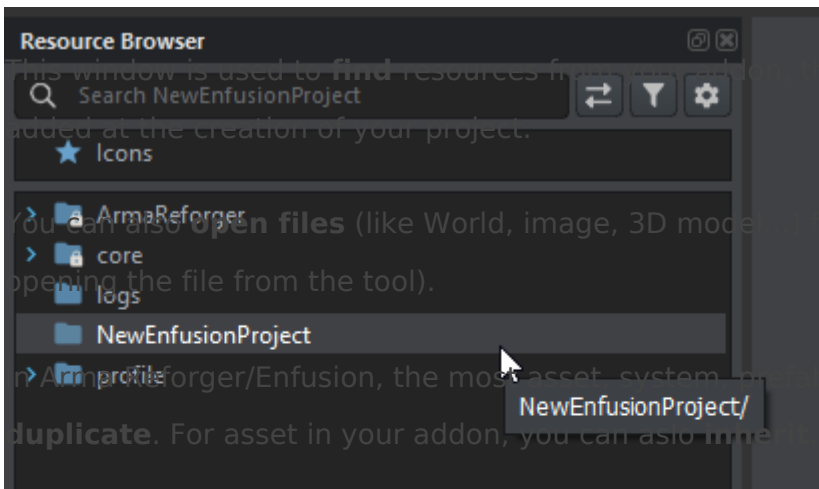
Name your project (for the tutorial, it will be New Enfusion Project but attention, you can't rename a project easily so choose a good name for your 1st project).

Warning: Be careful with dependencies, it can break your addon if Bohemia Interactive publish a Arma Reforger update who will not be compatible with a dependence or if the author of a dependancies decides to delete his addon from the workshop for example.

Once that done, you will see the Workbench main menu !



2. Introducing Workbench



the base game or from a dependency

from here (instead of opening the tool and opening the file from the tool).

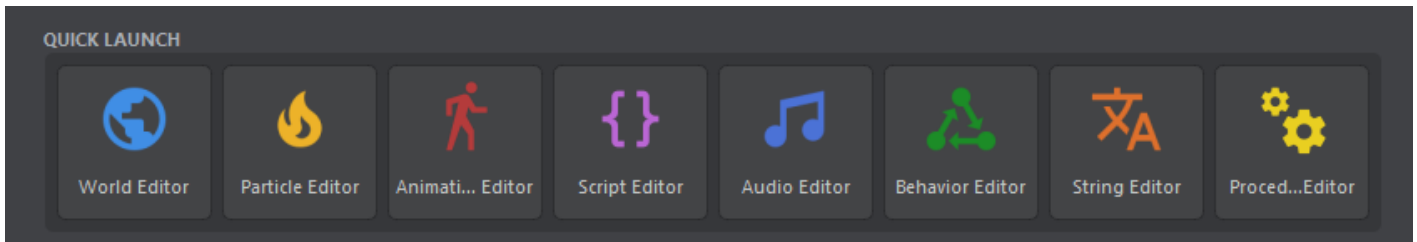
, texture, asset.. can be **override** or

Override: Override a asset from an addon or Arma Reforger. Caution, all assets will ride if you override it in your addon so be careful with this functionality. For example, if you override a BTR in your addon for delete all lights, every BTR in game will not have lights.

Duplicate: Duplicate a asset from an addon or arma reforger. Unlike override, duplicate allow you to modify an asset without modify every asset in game. For example, if you duplicate a BTR in your addon for delete all lights, just your BTR version will have no light

ingame.

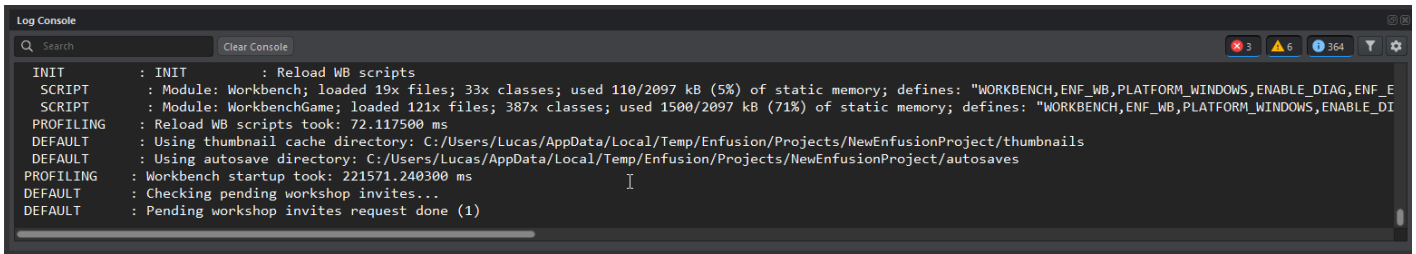
Inherit: Inherit allows you to create a child of your prefab in your addon. For example, if you create a car and you want to do a blue version of it, you just have to right click on your base car and click on inherit, it will create a new prefab and in this new prefab, you will allow to modify the color of your car and if you modify another setting in your base car, that will update your blue version automatically.



Now you have every tools ! So let's see what each one does:

- **World Editor:** This tool allows you to create a new map and modify yours future prefabs. (See here)
- **Particle Editor:** Create or modify easily particles.
- **Animation Editor:** Create, modify or adapt animations projects (high difficulty level in arma reforger, don't start by this).
- **Script Editor:** Create and modify scripts. Enfusion use C and Enforce syntax (See [here](#))
- **Audio Editor:** Create and modify audio projects. (See here)
- **Behavior Editor:** Allows you to modify AI Behavior.
- **String Editor:** Allows you to create translation table or value string for example. (See [here](#))
- **Procedural Animation Editor:** Create and modify procedural Animations (See here)

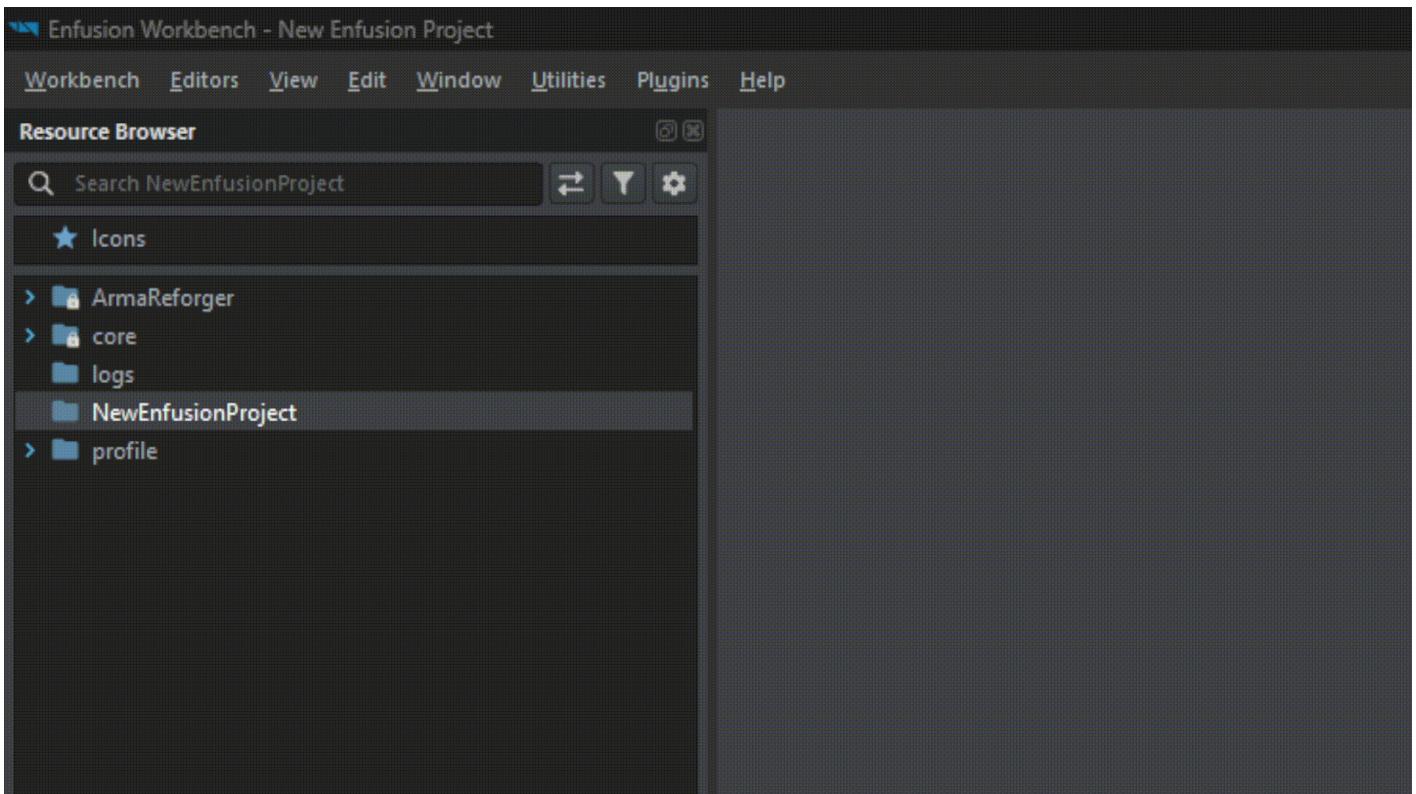
At the bottom, you have the Log Console, you will see here, all of what's appening behind the scenes of the Game simulated by the workbench. You have Errors in red, Warn in Orange and global information in white.



```
Log Console
Search Clear Console
INIT : Reload WB scripts
SCRIPT : Module: Workbench; loaded 19x files; 33x classes; used 110/2097 kB (5%) of static memory; defines: "WORKBENCH,ENF_WB,PLATFORM_WINDOWS,ENABLE_DIAG,ENF_E
SCRIPT : Module: WorkbenchGame; loaded 121x files; 387x classes; used 1500/2097 kB (71%) of static memory; defines: "WORKBENCH,ENF_WB,PLATFORM_WINDOWS,ENABLE_DI
PROFILING : Reload WB scripts took: 72.117500 ms
DEFAULT : Using thumbnail cache directory: C:/Users/Lucas/AppData/Local/Temp/Enfusion/Projects/NewEnfusionProject/thumbnails
DEFAULT : Using autosave directory: C:/Users/Lucas/AppData/Local/Temp/Enfusion/Projects/NewEnfusionProject/autosaves
PROFILING : Workbench startup took: 221571.240300 ms
DEFAULT : Checking pending workshop invites...
DEFAULT : Pending workshop invites request done (1)
```

At the top, you have the navigation bar:

- In Workbench menu, you have options of your projects and every parameters of the Workshop. It's here where you can publish to workshop your Work.
- In Editors menu, you have every Tools
- In Window menu, you have every parameters for config your layout in Workbench
- In the plugins section, you'll find plugins for small operations, which are especially useful for mapping.



Revision #4

Created 2024-11-28 17:07:49 UTC by Lucas / MOONLGHT

Updated 2024-12-08 22:52:37 UTC by Lucas / MOONLGHT