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# Working with multiple people on 1 terrain

this is an exemple of methodologie of work to make big map and have multplie people working on it

this system is use for the zimnitrita map

However Seems that the SVN is a better solution regarding binarize file but its a bit old so we have prefer to host a custom githib

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# Introduction and Software required

1. Install and configure a private git (we are using gitea because of the easy install step)  
(admin part)

install gitea with portainer: <https://docs.gitea.com/next/installation/install-with-docker>

1. people need to create an account on the git you created  
AD\_4nXcAHUIqvoao6LFgKCmbNvaL7-NoQzN-\_rtX8a1HYsrD43y8P23E8-1tVfzOgR35JZTL1zu9Kh2

2. we are using the github desktop software to avoid people working with command line and because it's easy to use also <https://desktop.github.com/>  
AD\_4nXcYRqJYDOqh1kgOiYP57IaPaByyw4CbugU\_18\_wUmHW4CcDUBOLwMRb54ykD9WGWnw3v0QI

Unfortunately you will need also to create an account on github in order to use their software

<https://github.com/signup?source=login>

AD\_4nXfCNvvCR\_orxScAvNb7I1MODs7-yi8-QLZK2ejmy9dEDqqzFuMh41hhnA5ftNE-1YQj7hkXZzQV

# Gitea configuration and user permission

Add people to the repository of the map (admin part) (add people in the Mapper teams in order for them to have access to the map)

AD\_4nXcDHQkARkwI5LT0-s0ellarNwf\_Mym9sVpx\_x-DQiTpd\_SWxT72TNzYStUeBEDJ2wQnWAileXbNni

After being add people will get access to the repository

AD\_4nXcgeVhDcKbenC0zyvNxXNisUN\_mO2oCKzKw0jbGk-41cgTFNhqqXAI5gsxgcVQE0OS0FIZH93wj'

so they can clone the url of the online repository

# Cloning the repo in github desktop

Add this url inside the github desktop software

AD\_4nXcmRytgOZVJFR4ntyZDBbWLSSgQk8PFQPIH64VWD47QhBicQ2S0xfHdCm\_2XALjiYoXrj5RI4ztr

you will have to add the credential you have create for your private git (step 2 of this tutorial)

AD\_4nXdX3\_E57j0tu9q33HW6pwVrzOMBjxVpiYrV4onqGrYKZZBg\_PIYpuO6piYcwVgpTpSV1BNcs02tm

Wait for the cloning to be over

# Add the project to Enfusion Workbench

Inside the workbench you will have to add the repository you've just download

AD\_4nXc1lLpeZSvfUVrzZfZ1BtRraCaFqyBP8Towp7c9eWJnUC5vKOkL6O90WuMO5FByiCGRhepXh6Nr

Make a rule and explain to everybody that they have to work inside their tilt and also have a personal layer

AD\_4nXeQjMKlqFin-CUTNpa8KPNJ1COXFiMYbpL2nnaJy4wFhB6o6UNDAkIXjM-aolQdpMGdxjs3aL\_XXf\_

# Import info and rules to work with sync (avoid push problem)

Once they have finish their work and wanted to push their work they absolutely need to fetch and pull the update from the repository in you private git to avoid any conflict  
AD\_4nXd\_jFL51iy6pgpuA1bviY8pMJhcmbUkg30OwpvwxCH-trM0qIUP5SVcCq94ceqY7plQEG8ke6

This represent 95% problem with sync so please be careful

# Send the work

Prepare the sending of your work

you will need to give a name to your commit

AD\_4nXf-LJpAdHkUF1WTqm-GCrZ6AbEF8AFt-hDdycl4PJqnMlcXuVliSessS1UA4qVC9NlufI2IGN7B-56Vf

send your commit to the repository in order for the other mapper to have the update

AD\_4nXcNw2vNU7624aGXdcK7ShFxJFPD\_3MuaoBvi8BS\_BJ3s7jFTM8rPrc6IC-NVRLTcgLzaLML\_9ZI97S

# Terrain modification (avoid loosing modification)

Exception case on modifying terrain

terrain wont work like the props layer because it is considering as one layer and everyone will erase the work of the other if they don't work in tiles

In order to work with tile i suggest you to make a screenshot and try to make some rule on who works on which tile

AD\_4nXdfFDJnKy93jyn0j1xVpd7kSixUBuQ4BcbX0COjGBhG2K1zVN7pnQCJTUx-gviquNRNnqbfPHEBSC

To see the tile in the engine go to the the terrain tool and place the cursor in center of your screen

AD\_4nXc4FnvUwXTwnj6j4LnT-OMMHT\_bzHdHs8r-ieS-8Z7rOFk-DPeX\_eB8KZp0pNj4P2y8xLJFO7BmAg

You can also use the debug mode to see each limit of tile (kinda like the F3 in minecraft to see chunk border)

- to open the debug menu make windows key + alt / or windows key + left control

AD\_4nXd-hMuliMKvZUU9BLxsjGibZ6zb0nma88Xusr71GxBlxrehmzCFJjulQHx0hzt-T54YaLjziTQx2vd-f-

go to render menu with the up and down arrow key and enter with the right arrow key

to display will need to follow this patch: render -> terrain menu -> tiles bonding screen

AD\_4nXcbOGdUCnIIMEowjc\_Z6AYJIL-EP2DXKJnguGbDYvx357TfbGrKr8IDS0s4Xi7Xlr\_DsM41bVnzUQd7