

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

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-hMuliMKvZUU9BLxsjGibZ6zb0nma88Xusr71GxBlxrehmzCFjjuIQHX0hzt-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

Revision #1

Created 2024-11-20 15:49:54 UTC by Benjamin

Updated 2024-12-13 21:00:40 UTC by Benjamin