

Updating Sources

If you're working solo, you should have backed up the terrain before the first surface mask import. Simply follow Step 3 to update without overwriting any changes.

If you're working with a remote repository, follow these steps:

Create a Backup:

Rename your project folder, adding a suffix like -MOD to create a backup (e.g., project_name-MOD).

Retrieve Sources from the Remote Repository:

Initialize the remote repository as if it's a fresh local setup. For example, using the command line, run:

```
git init <remote_repository_url>
```

Copy Modified Files to the Local Repository:

- From your backup (e.g., project_name-MOD), copy the following into the local repository folder you just retrieved:
- The layer you're working on.
- All modified tile files.

Tile File Locations:

Locate modified tiles in both:

- project_name-MOD\...\Terrain\.Data
- project_name-MOD\...\Terrain\.Editor data

- Copy any files with the tile numbers you modified. For example, if you changed tiles 156 and 157, copy all files containing 156 and 157 from both .Data and .Editor Data directories.

Since this is time-consuming manually (each tile has eight associated files across two folders), I recommend using a Python script to automate the process.

1. Update and Push Changes:

Once the files are copied, update your local repository and push the changes to the remote repository.

This ensures only the intended tile modifications are uploaded without affecting the work of others in your team.

Revision #1

Created 2024-11-07 15:24:55 UTC by Benjamin

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