

Updating the Satmap

It's hard to accurately assess the results of these modifications without generating a new satmap. Since we're working with large areas, a high-altitude camera view is often required, where only the satmap textures are visible. Therefore, updating the satmap is frequently necessary to see the final quality of your work.

Warning: Updating the satmap, followed by refreshing all terrain textures, can be very time-consuming. In our 256 km² project, on a modest setup (like an Nvidia 1060 GPU), these steps take a minimum of 45 minutes

Steps to Update the Satmap

- Export All Surface Textures:** Export the updated surface textures.
AD_4nXed14ldqNWdd919uQot5kSOLoL8GrIZUTXRB2t_q4GS2Wj6_hWrQajsiH-wD3B0NpXyWspjZ
- Generate a New Satmap:**
Our team uses the [ReforgerSatGenerator](#) Python script by Daniel Granquist, which has saved us substantial time (a big thanks to him!).
- Import the New Satmap:** Import the newly generated satmap into Enfusion.
- Save and Wait for Tile Updates:** Save your project and wait for all tiles to update, which can take 20-30 minutes on similar configurations.

This update is essential for evaluating how your modifications look across large areas of terrain.

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