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# Warning

Please note, this is the “least bad” solution I’ve found so far, as it has a significant drawback: it requires re-importing one or more surface masks, which usually modifies tiles you didn’t intend to change. This has two side effects:

1. **Material Limit Errors:** When importing a surface mask, you may encounter errors related to the material limit per tile. In our current project, this affects dozens of tiles, sometimes even over a hundred.



- **Only click “Yes” if you’re fully aware of what you’re doing!**

2. **Satmap Regeneration:** To clearly see the result of your work, you’ll need to generate a new satmap and re-import it. This, too, will modify all tiles. If you’re working alone, that’s fine. But if you’re working with others, you’ll be modifying your colleagues’ tiles (specifically their textures), which is highly discouraged and could potentially ruin their work.

We’ll cover how to work around these issues later, but this involves multiple steps with significant calculation times. If you’re working with an older graphics card or have a slow connection, be prepared for lengthy processing times (generating a new satmap, for instance, can take several minutes to even an hour).

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