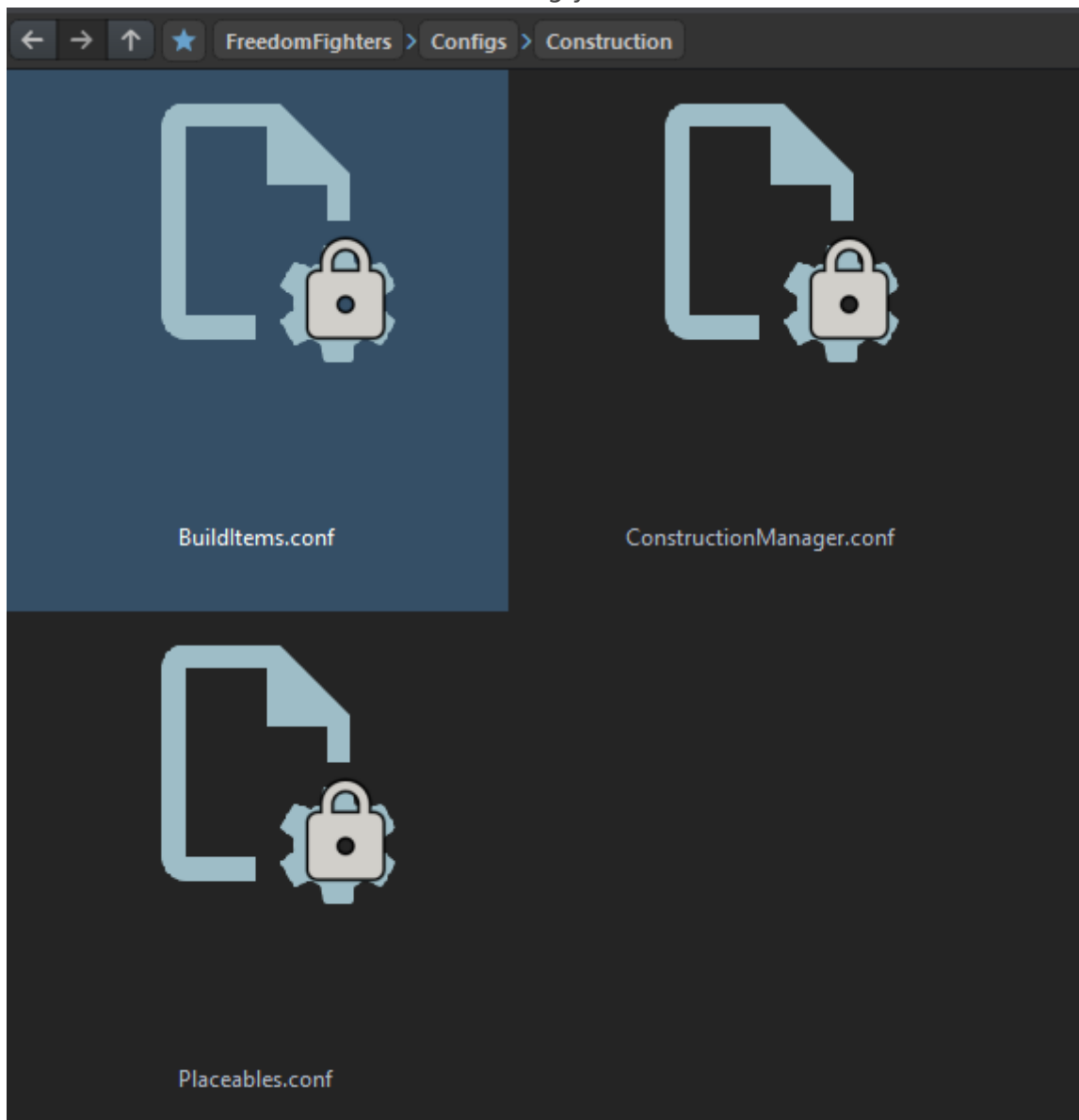


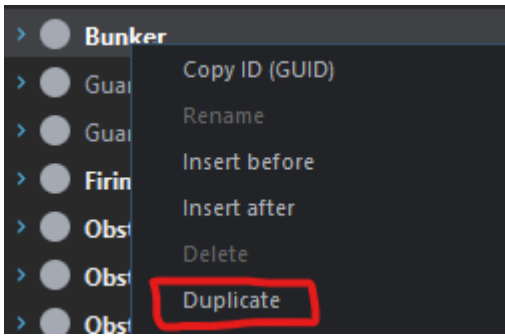
Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

# Add a building to the building list

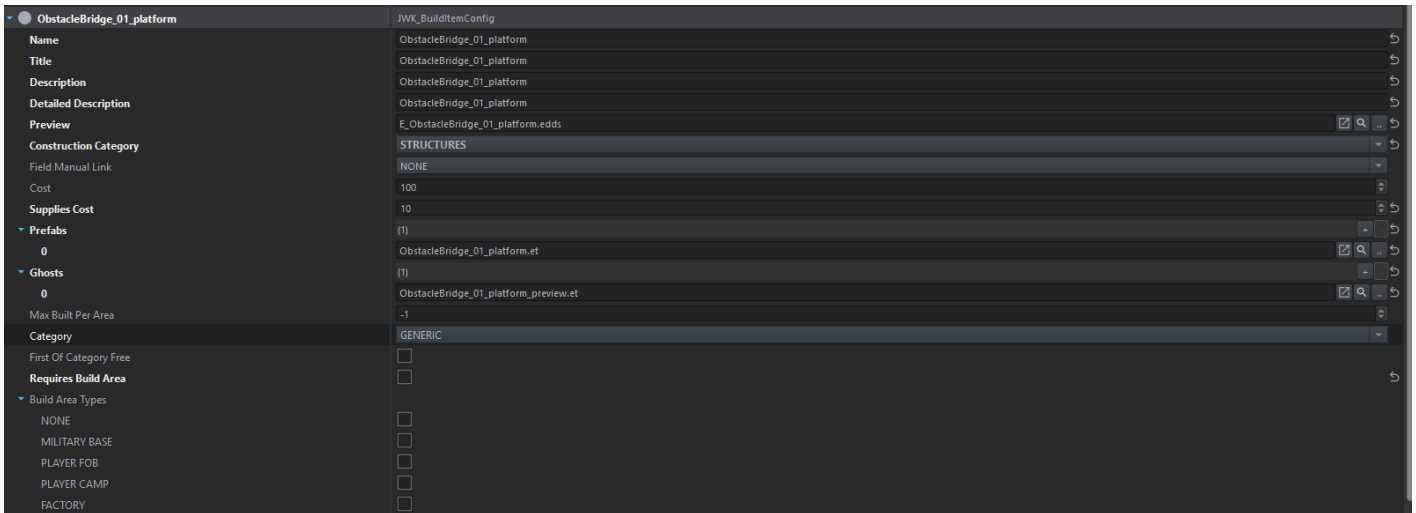
1. override the conf file to add the building you want:



2. Duplicate a line in the conf to add a new one



Content of a new line:



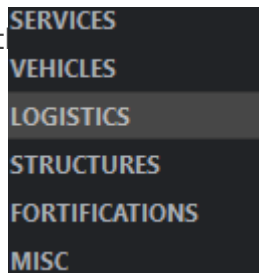
Name: logical name (somethin small and without space or special chartacer)

Title: The name that would be show in the building list

description: teh description when chossing the building to buiuld

Detailed Description: i think it's the one you see while placing the building down

Preview: is the image t in the catalog while chossing



construction category:

Field Manual Link: if there is a explanation in the field catalogue you can link it here

Cost: cost in supply of the sctstructure

Prefabs: the prefab that will be spawned after building it

Ghosts: the prefab that will be shown in transparent white to help you palcing down the building

First of category Free: the first bulding will be free (like the first supply depot that is free when stating a new game)

Requires Build Area: if the building need to be in a specifi area to be build

Build ae

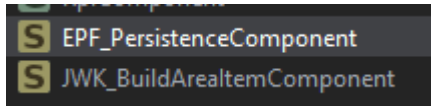
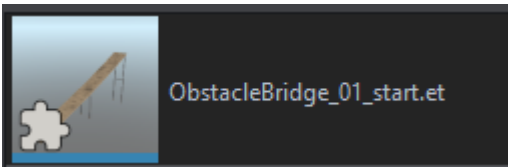
Build Area Types	
NONE	<input type="checkbox"/>
MILITARY BASE	<input type="checkbox"/>
PLAYER FOB	<input type="checkbox"/>
PLAYER CAMP	<input type="checkbox"/>
FACTORY	<input type="checkbox"/>

building

people to build this

Things you need to do to the prefab to use is coorectly in game:

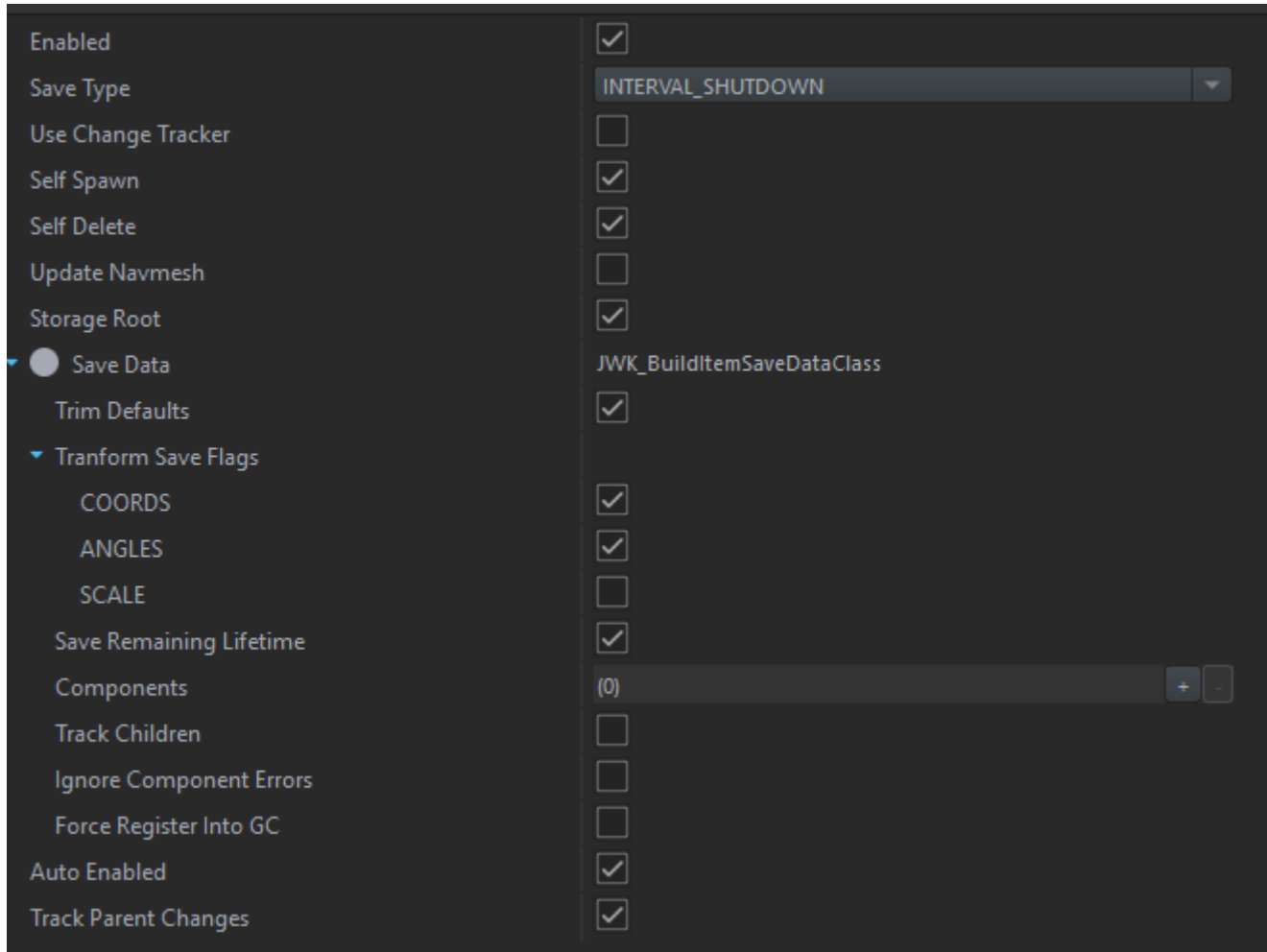
1. Find the prefab you want to add and override it



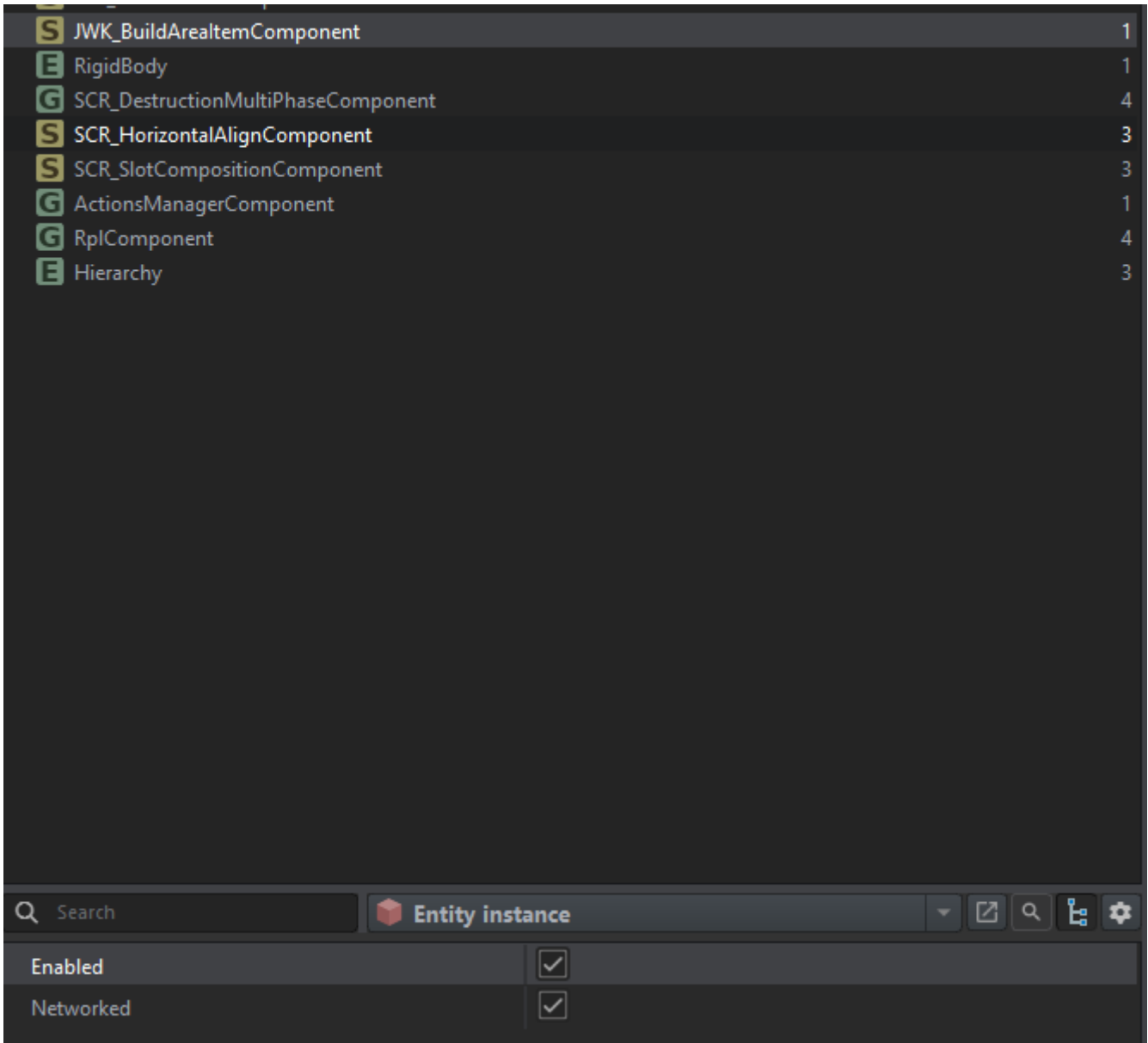
Add those 2 coponenet to it:

and config it:

For EPF\_PersitenceComponent



And for JWK\_BuildingArealtemCOMpoennet

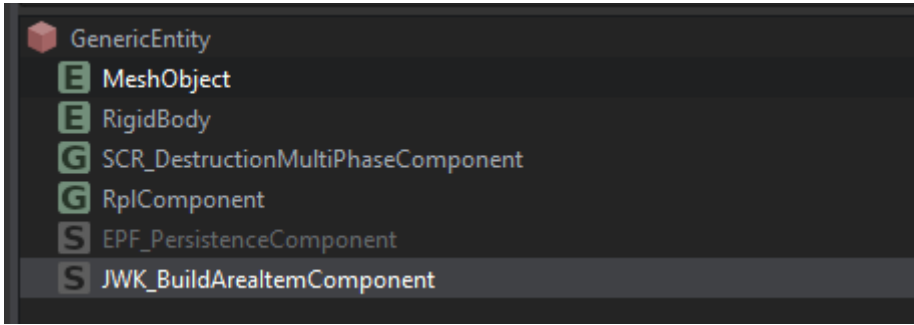


with that your prefab should spawn after confirm the location

But for the g  t override and add preview ad the end to

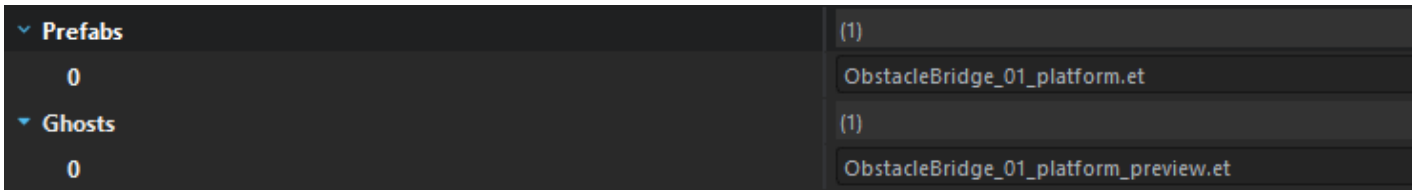
find it easily

And you will need to deactivate the two component you jsut add



It is important because withotu that you will have some bug of spawning and some bug of persitence

be sure in your conf file to put the right prefab you just modify / created



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Revision #1

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