

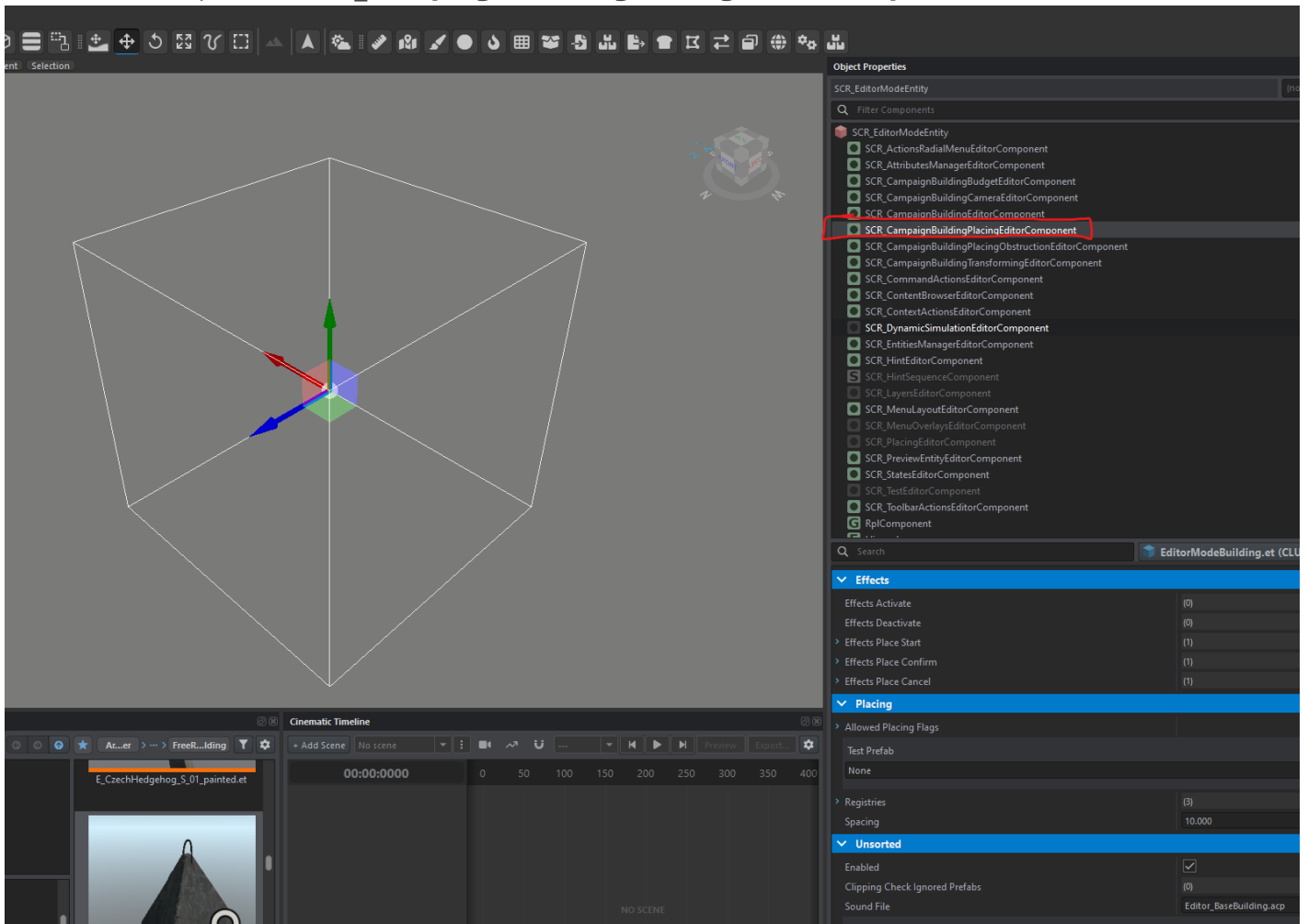
Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

Change price of a item in building construction

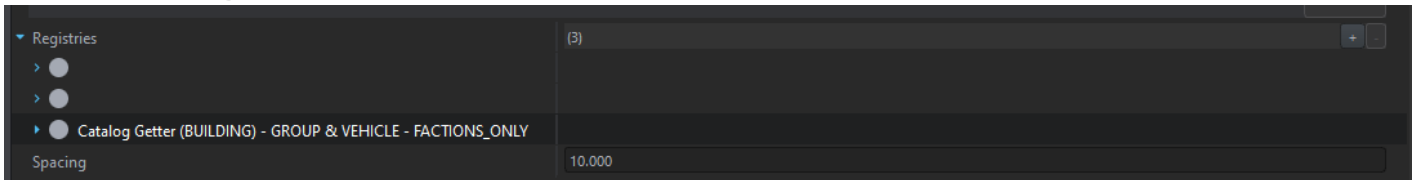
1. You need to override the EditorModeBuilding prefab (in prefab -> editor -> modes).

[https://enfusionengine.com/api/redirect?to=enfusion://ResourceManager/\\$ArmaReforger:Prefabs/Editor/Modes/EditorModeBuilding.et](https://enfusionengine.com/api/redirect?to=enfusion://ResourceManager/$ArmaReforger:Prefabs/Editor/Modes/EditorModeBuilding.et)

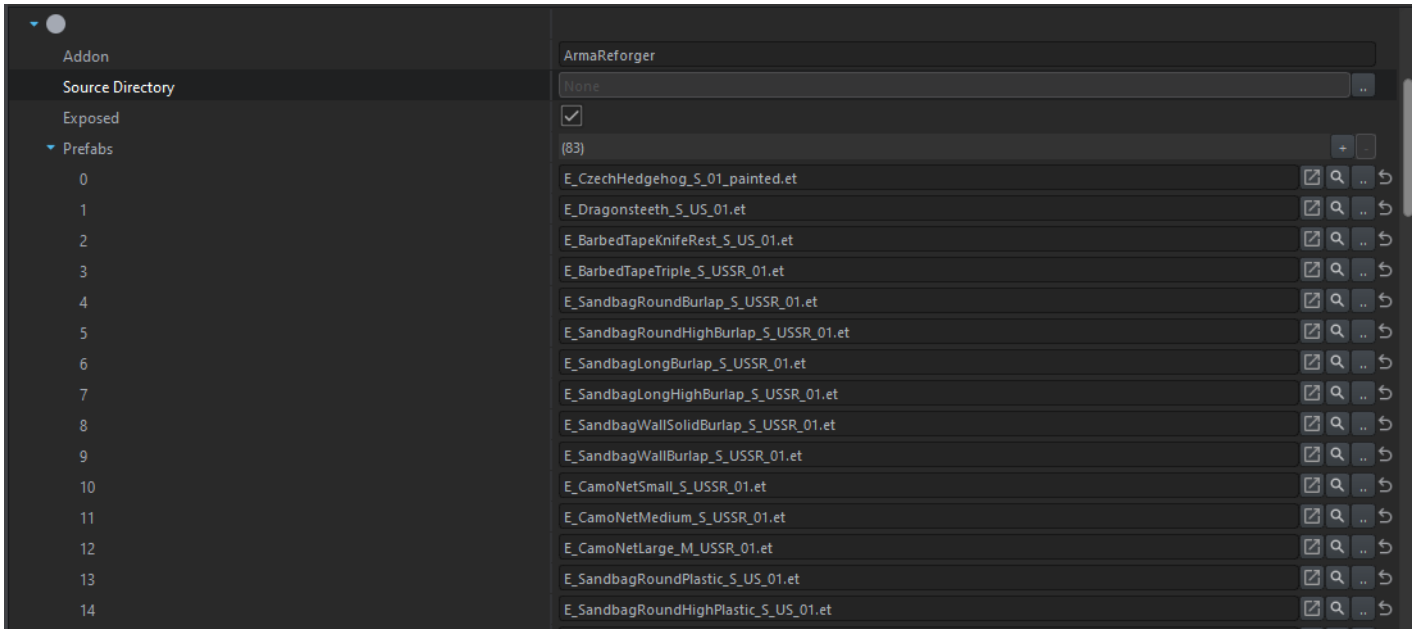
2. Find the component **SCR_CampaignBuildingPlacingEditorComponent**.



3. Go to the **Registries** line.

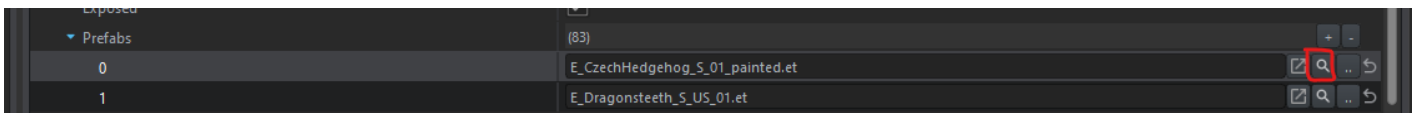


4. Take the first empty line and expand **Prefab**.

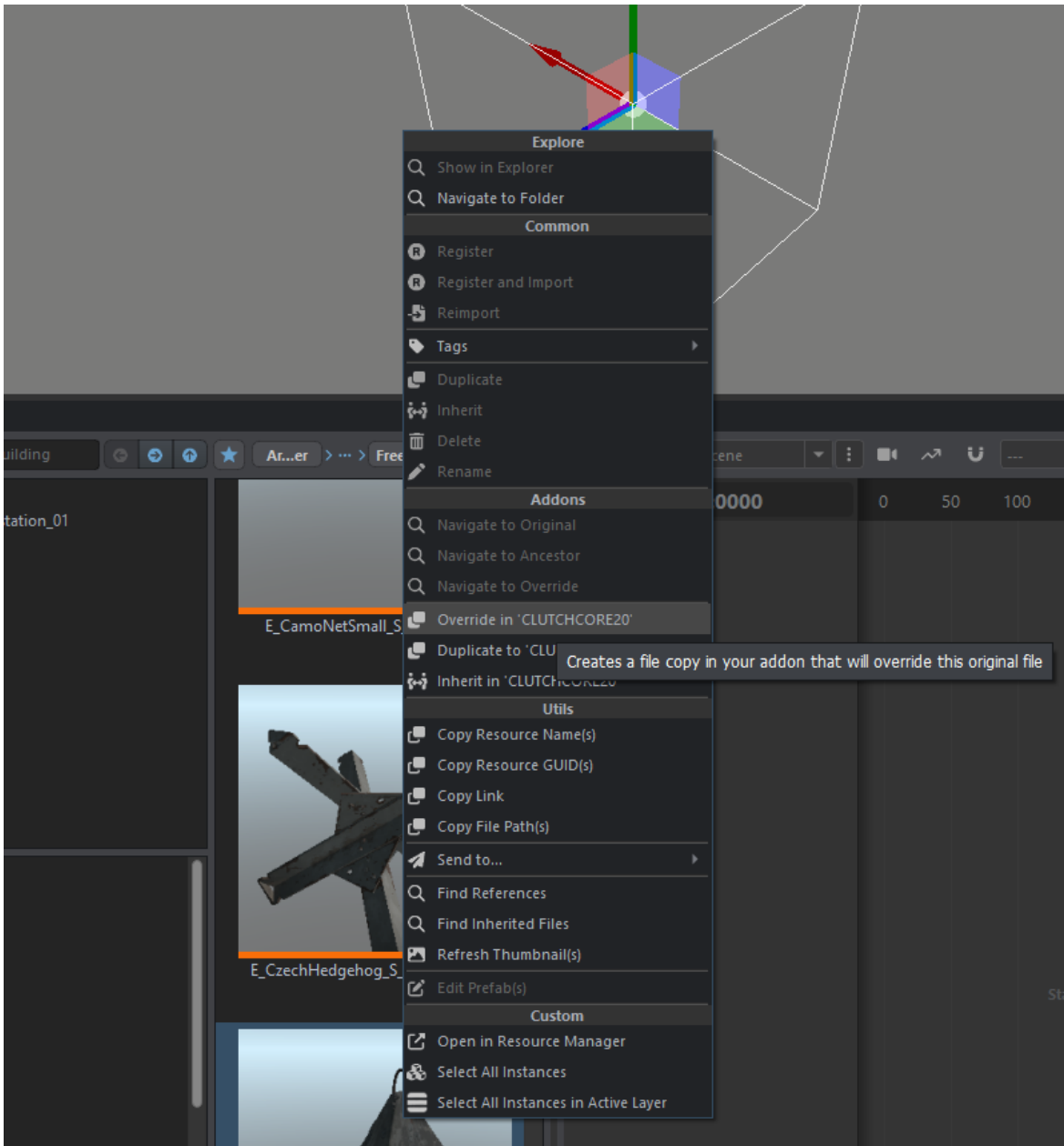


Here, you will find the list of all placeable compositions in construction mode.

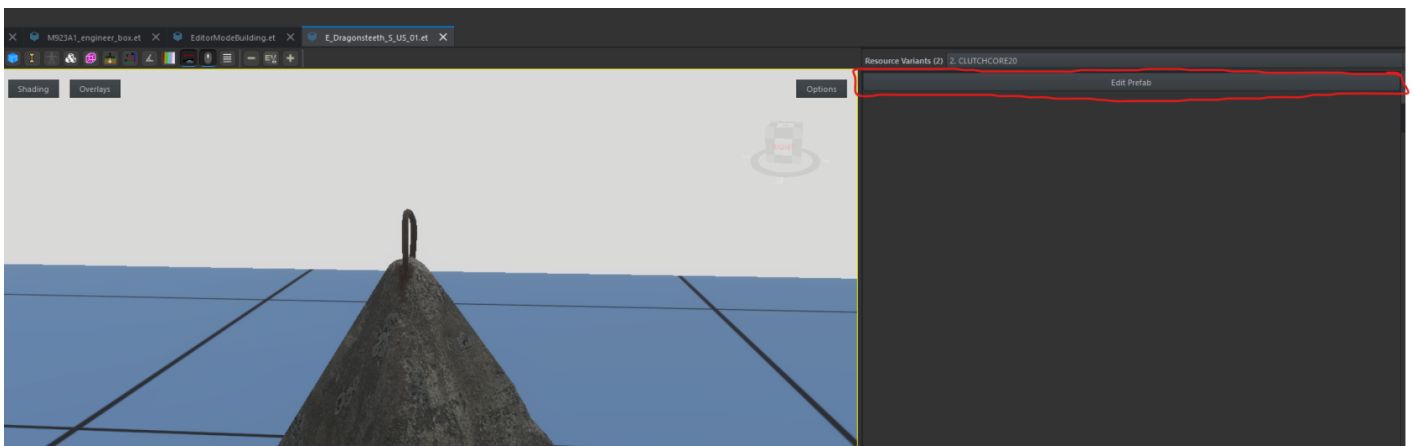
5. Press the magnifying glass to locate the composition you want to modify.



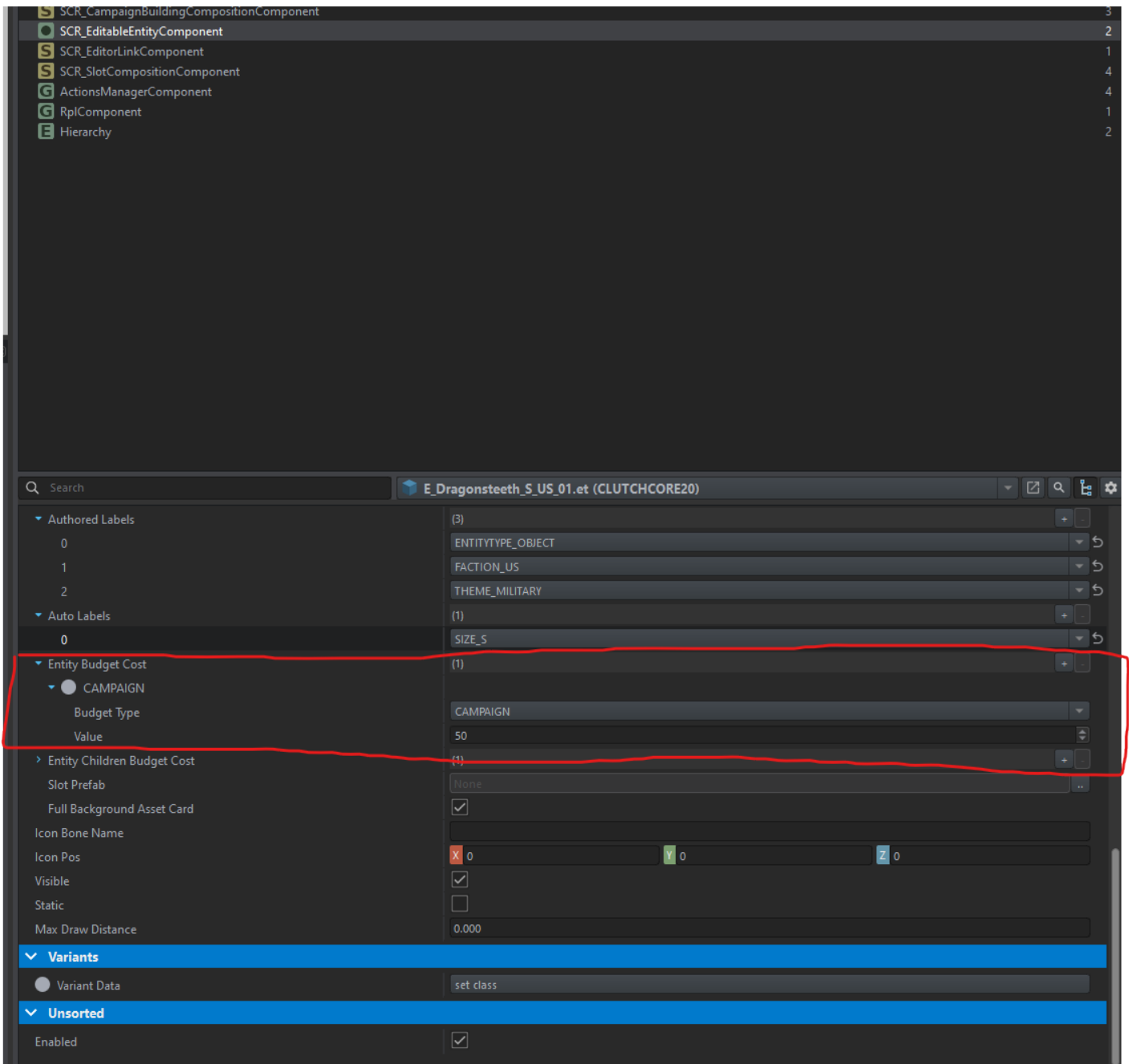
6. dans notre exemple on va prendre la dent de dragon, vous allez alors override la composition en faisant cliquer droit sur l'objet et overire



7. Edit the **Prefab**.



8. Go to the **SCR_EditableEntityComponent** component.



Revision #1

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