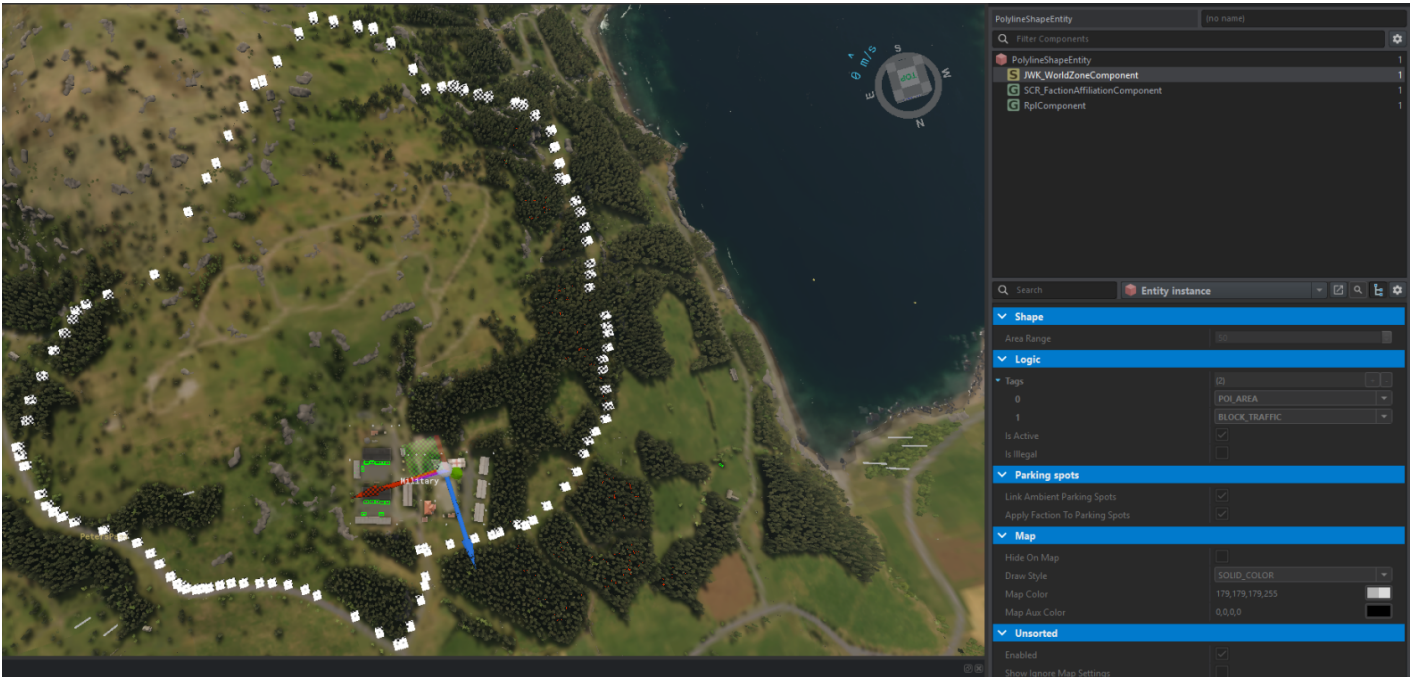


Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

# Define a military base (POI) (exemple with levie on EDEN)

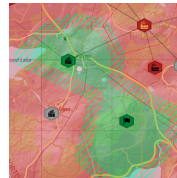


First thing that we notice is the large spline



As we can see there is 2 tag link to this "Zone"

- POI\_area (i am assumgin for drawing on the map info)



- BLOCK\_TRAFFIC (to prevent IA entering in the military zone for Roleplay purpose)

When we select the other area we have other tags



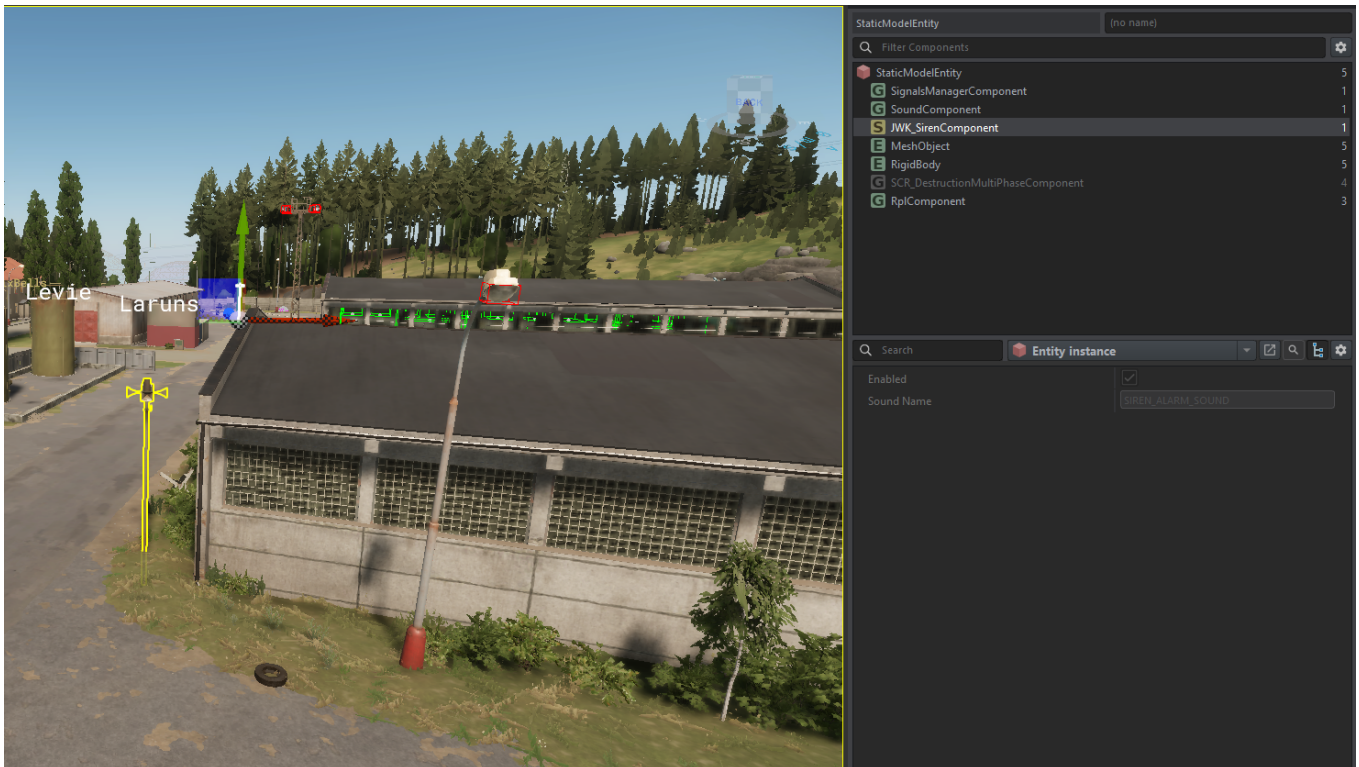
- BATTLE\_AREA is the area in which you have to be to progress capturing (if no players are inside, you start to lose).

you can have as many as you like. So for example you can have 4 buildings and only players inside buildings will count.

Btw. important thing, zone entity origin has to be within distance of the controller to work. By default that is 25 meters I think.

- PLAYER\_COSNTRUCTION to let player build in the area their fob or other

We have also siren placed in the base to alert player and IA of an attack



And the MBC\_Levie wich seem to be the core logic of the base with all the setting of the POI