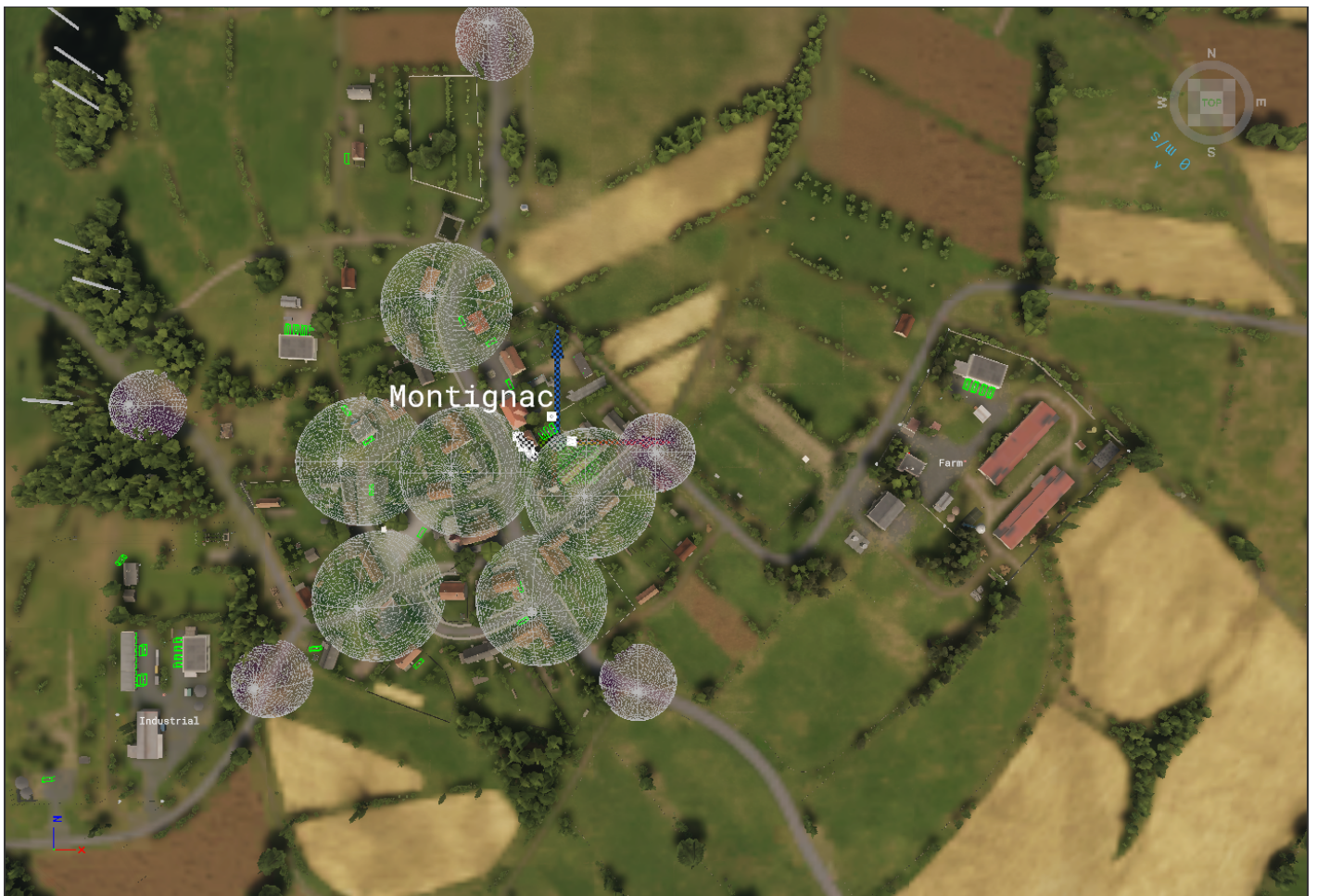


Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

Define a Town (POI) (exemple with Montiniac on EDEN)



- > MCP_Montignac_East
- > MCP_Montignac_North
- > MCP_Montignac_South
- > MCP_Montignac_West_01
- > MCP_Montignac_West_02

we can see the first 5 prefab are MCP_Montignac_"Directions"

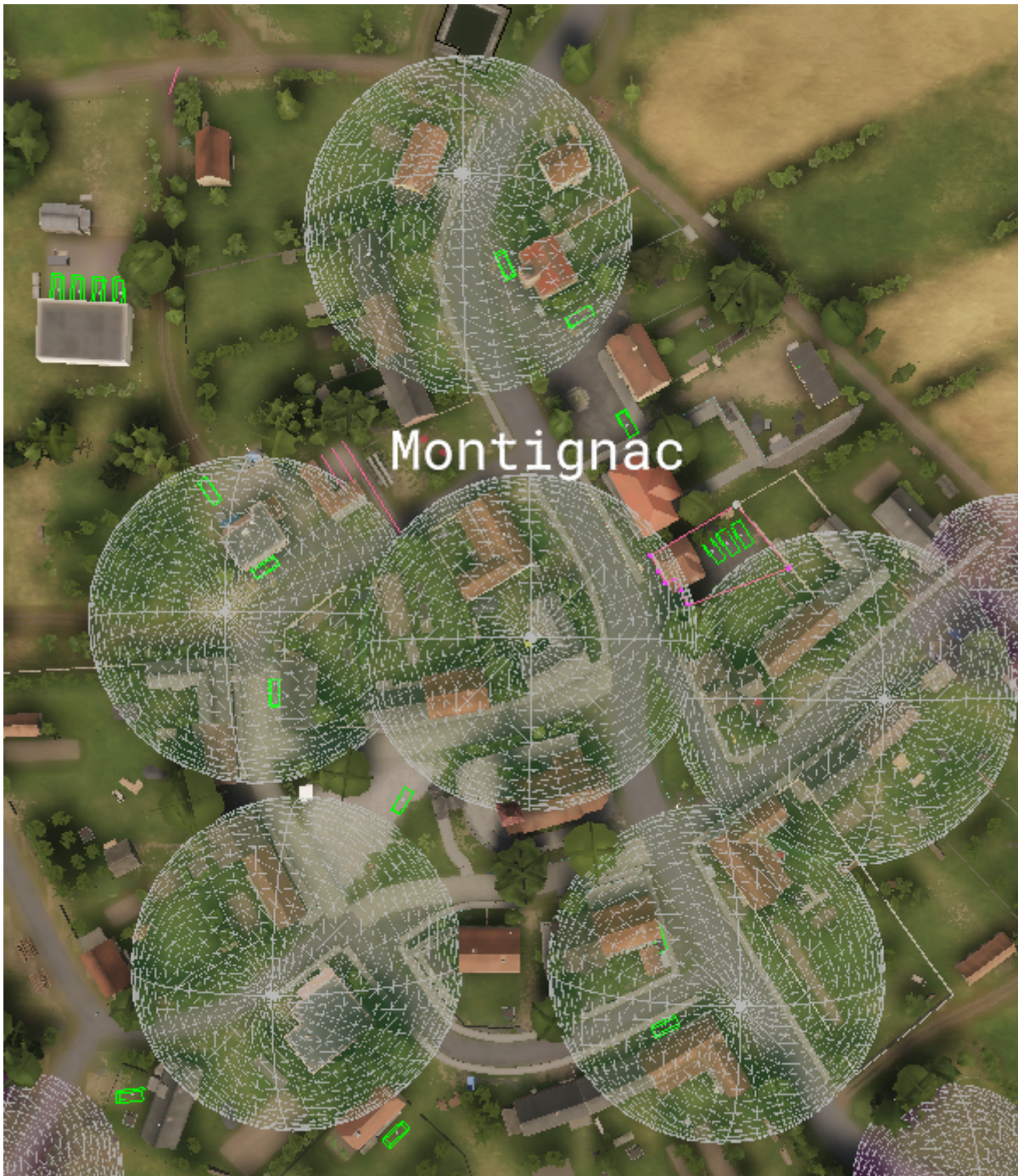
Theses prefab need to place at all the entry of the city



After we see JWK_AmbientDonationPoint



This seem to be triggering some action when you bring supply on a vehicle to a city
They are placed all around a city in some logic point where the player have to realise that he can donate supplies here (place on the city, pharmacy, shopping mall to be more roleplay)
Jail zones are not required, if there is no extra one then the building will spawn default zone (which covers the building itself only).



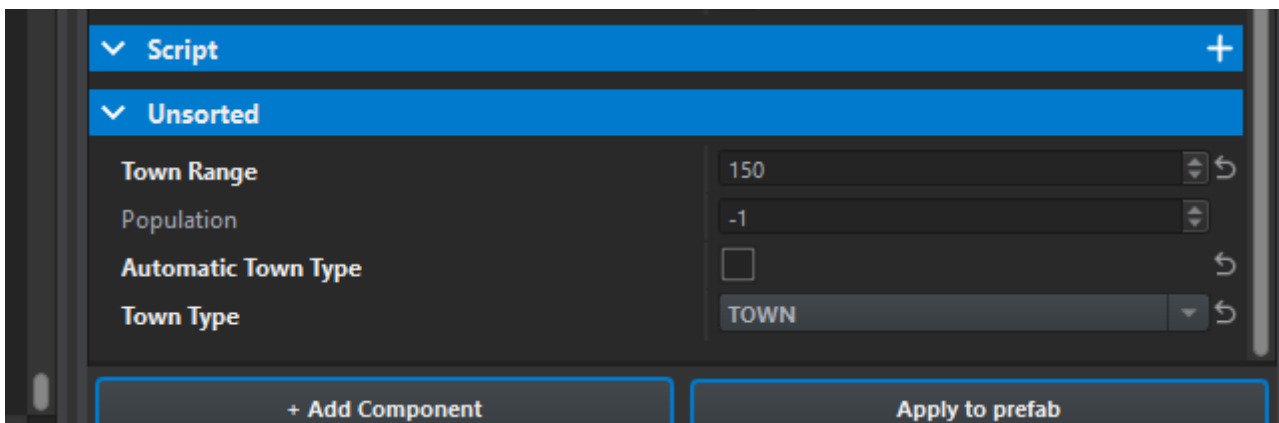
You have to put also a jailzone in each city (seems to be auto generated with thje police building dont bother add zone)

After set the type of the city (City, town, Village) it is recommaend to let a jail only in town and city



To setup the size of the city:

JWK_TownController prefab -> JWK_TownEntity -> at the end of the properties list.



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