

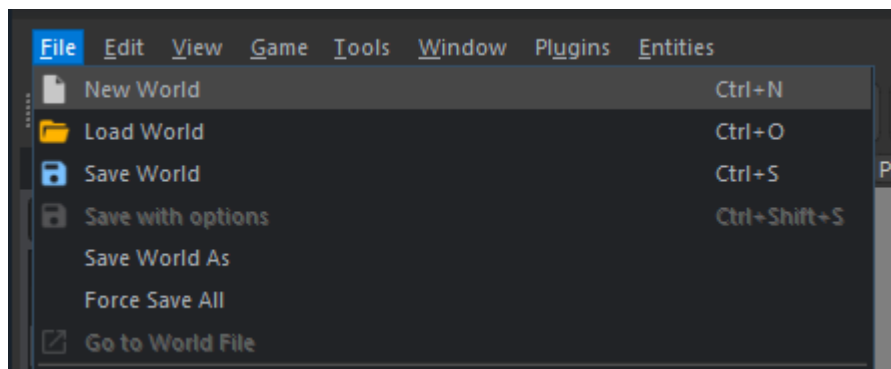
Create a Terrain in Arma Reforger

[Clean World \(Download\)](#)

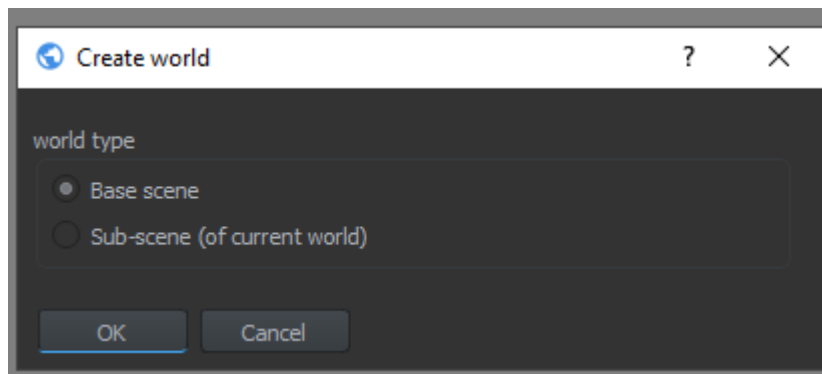
1 - Click on World Editor



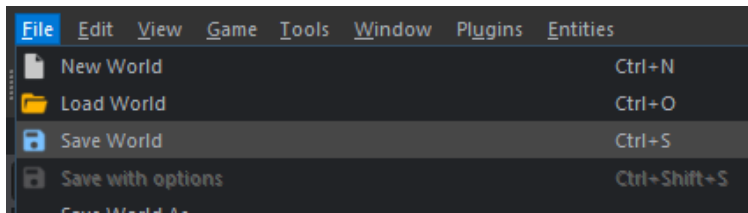
2 - Go to File and create a New World.



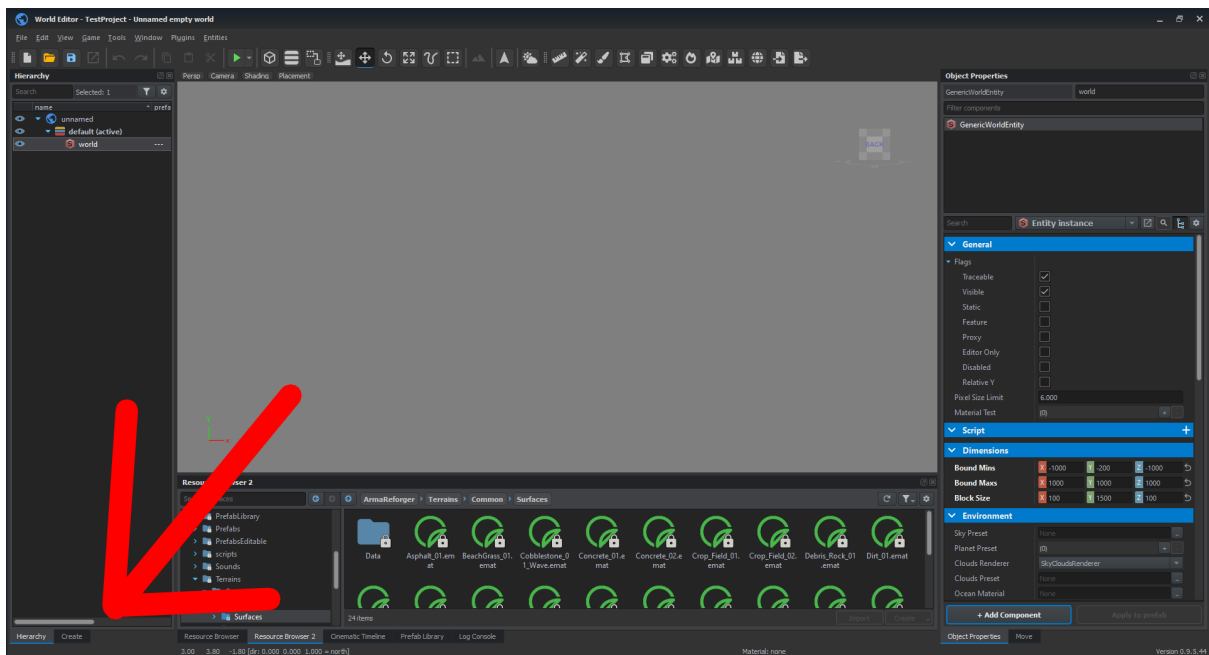
3 - Just set it as a Base Scene.



4 - Save it (If you don't, you won't be able to use later the Terrain Tool)

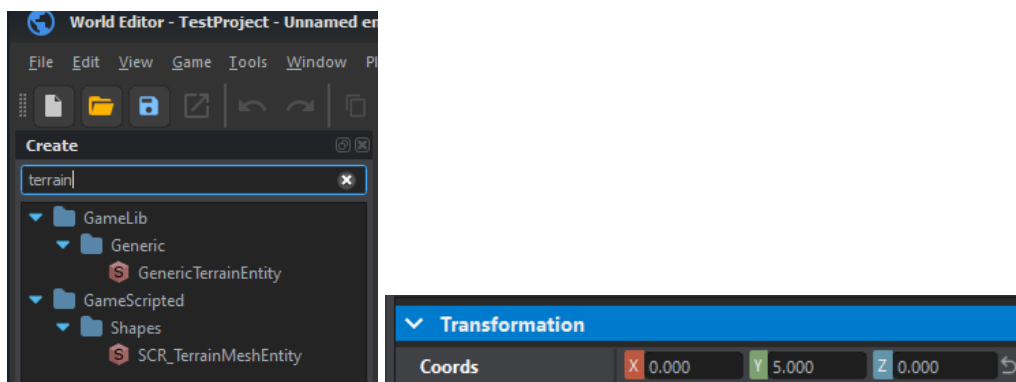


5 - Go To Create Section.



6 - Search for “GenericTerrainEntity” and Drag and drop it on the scene.

Reset the cords with the arrow icon.

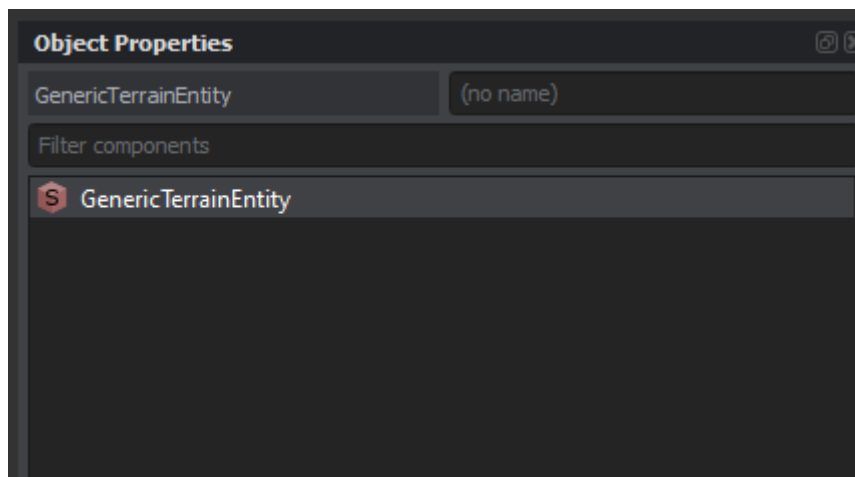


7 - Same step as 6 but search for “**EnvironmentProbeEntity**”

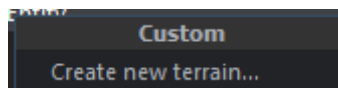
8 - Same step as 6 but search for “**BaseWeatherManagerEntity**”

9 - Same step as 6 but search for “**SCR_CameraManager**”, the CameraManager will let you have the camera to be set correctly while playing around the level, **it’s important to have it for the Editor and Game.**

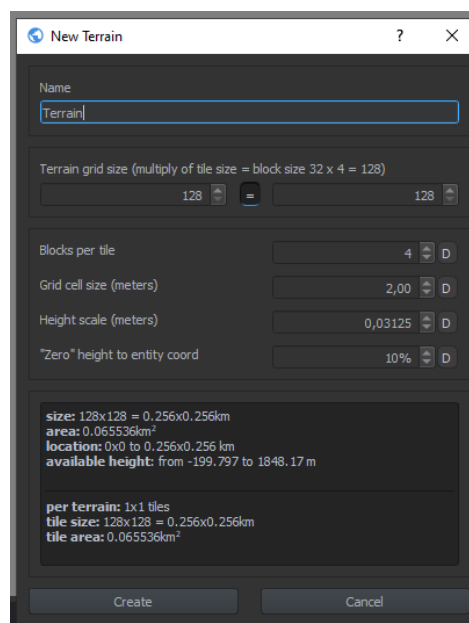
10 - Select your “**GenericTerrainEntity**” from the hierarchy. On the *Top Right* you have the **Object Properties**.



Right click on the “**GenericTerrainEntity**”, a window appears and click on “**Create New Terrain...**”

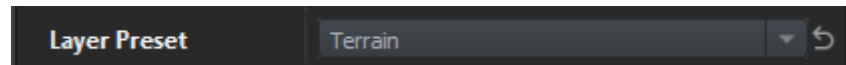


A window appears with different information, set everything as you desire, I'll set it to **1024x1024** for the “**Terrain Grid Size**” for this tutorial. **Click on Create.**

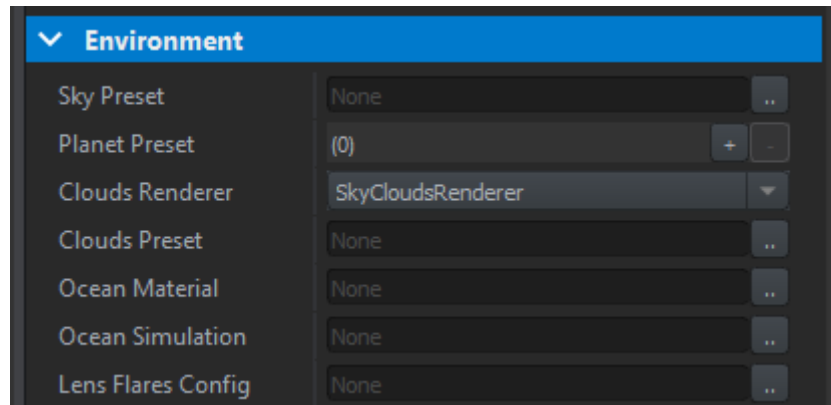


Tips: If you select World and press F it will do a Focus and you'll get closer to the terrain.

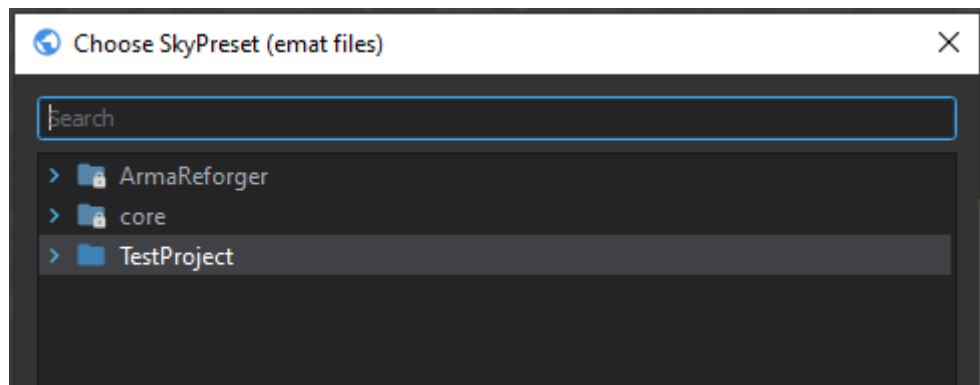
11 - In the object Properties window of the **Terrain**, you have a parameter named: “**Layer Preset**”, click on it and select “**Terrain**”, it helps the game to set different things on it.



12 - Select the “**World**”. We’re gonna set a few settings on the **Object Properties** window for **having a Skybox, sea, etc.**

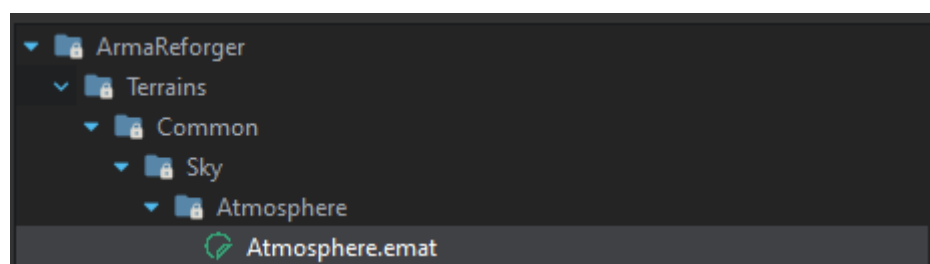


We’re gonna click on each little “...” for setting up our environment.

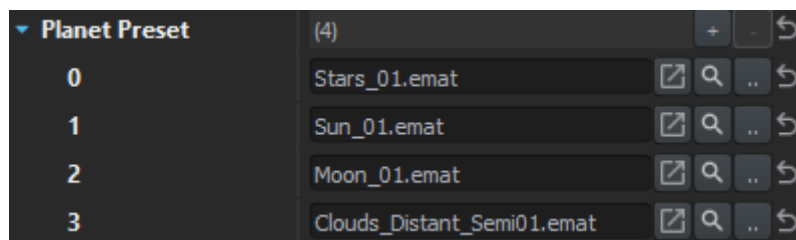
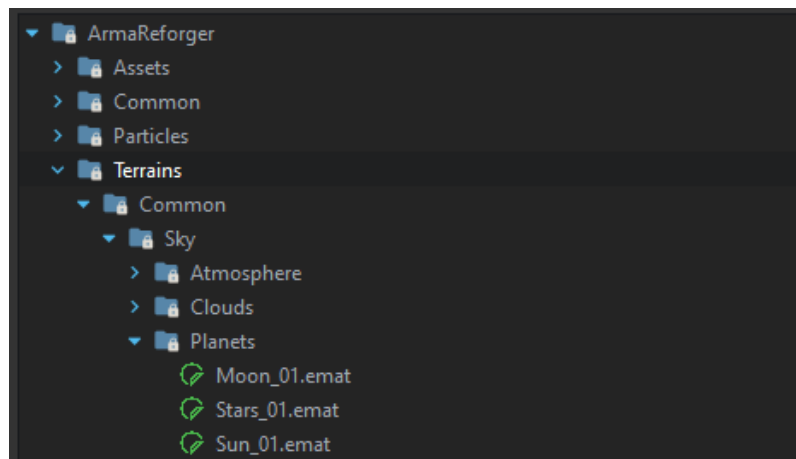
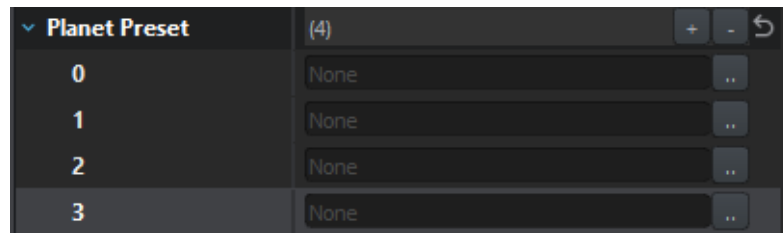


It opens a window telling you to choose “**Name of Parameters**” and in parentheses the **type of file you can use**.

Search for Atmosphere, in the **ArmaReforger** folder, you’ll find a folder with the files used for Eden map, use it as default and change it if you know what you’re doing. I’ll use the “**Atmosphere.emat**”.

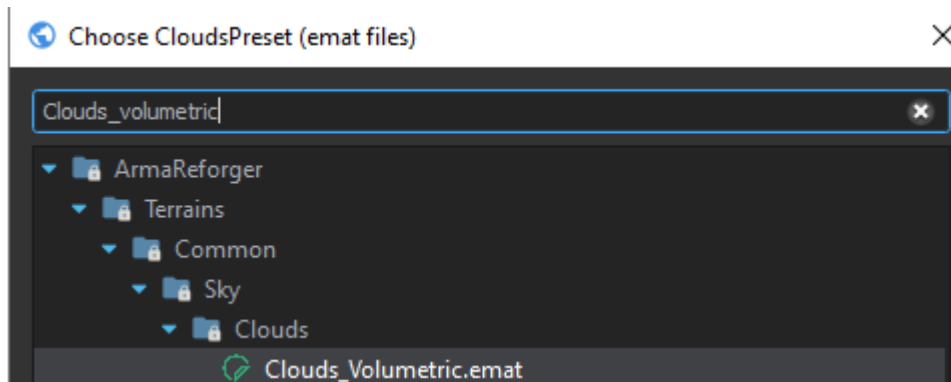


The step will be the same for all the settings, a bit different for the “**Planet Preset**”. Click on the **+** for adding 4 more parameters as planet.



I'll import the 3 of them in the different slots. And import “**Clouds_Distant_Semi01.emat**”

Set the Clouds Preset to “Clouds_Volumetric.emat”



And now you can **set the Clouds Renderer to “SkyVolCloudsRenderer”**.

IF YOU DIDN'T SET UP THE OTHER SETTINGS FROM CLOUDS CORRECTLY BEFORE THE EDITOR WILL CRASH AND BACKUP TO STABLE EDIT BEFORE IT CRASHED.

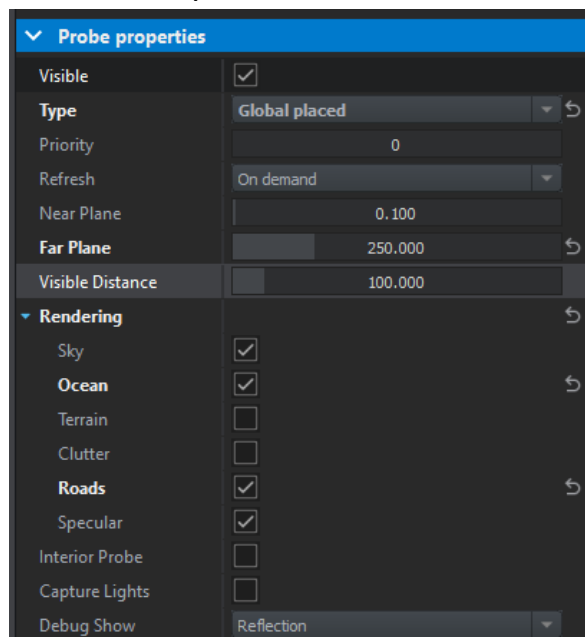
And for the rest, I've take these ones:

Ocean Material	ocean.emat			
Ocean Simulation	oceanSimFlat.emat			
Lens Flares Config	LensFlares.conf			

13 - Select “**EnvironmentProbeEntity**”. (It's the same settings as EnvProbe in Eden.ent)

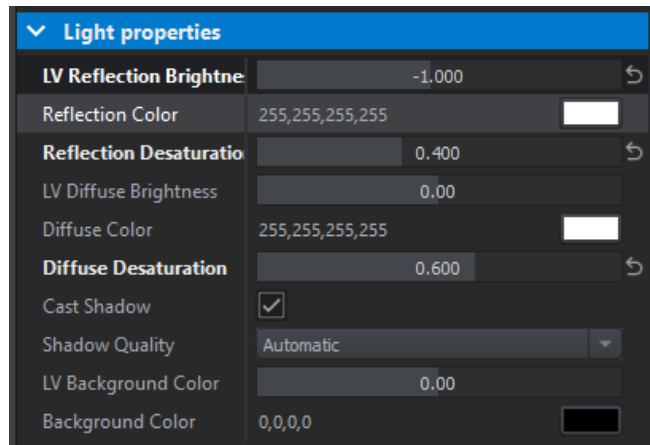
Probe Properties:

- **Type:** Global Placed
- **Farplane:** 250
- **Rendering (Check the boxes) + default:** Ocean, Terrain, Roads



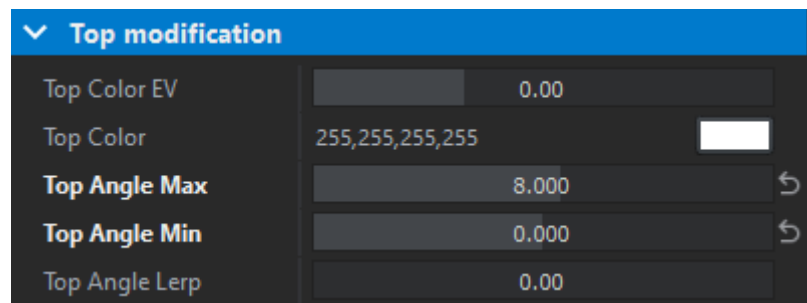
Light Properties:

- **LV Reflection Brightness:** -1
- **Reflection Desturation:** 0.4
- **Diffuse Desturation:** 0.6



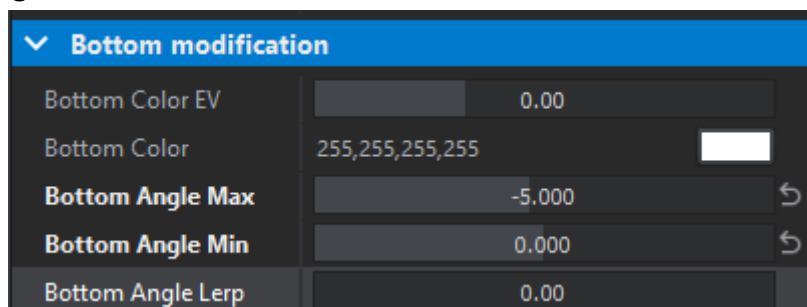
Top Modification:

- Top Angle Max: 8
- Top Angle Min: 0



Bottom Modification:

- Bottom Angle Max: -5
- Bottom Angle Min: 0



14 - Go to “File”, “Load World”, search for the “Eden” map, and open it. From now, we’re only gonna do Copy Paste.

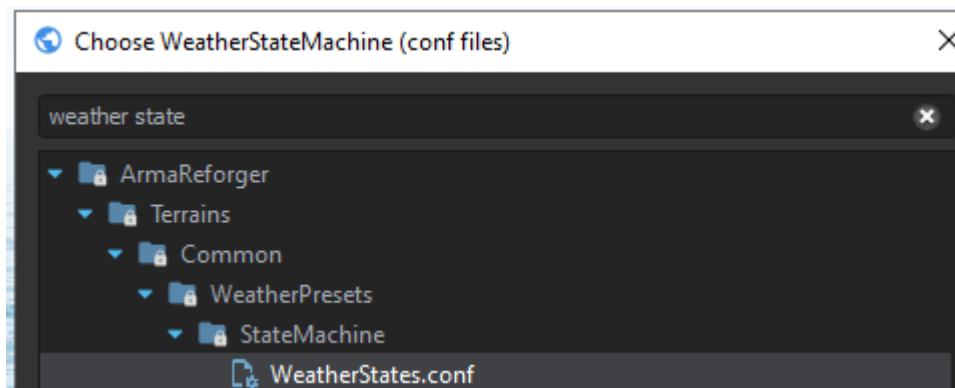
Note: If we didn’t do it for previous files like EnvProbe, it’s because some Entities / Prefab can’t be Copy Paste.

The files to search in Hierarchy to Copy Paste to your world:

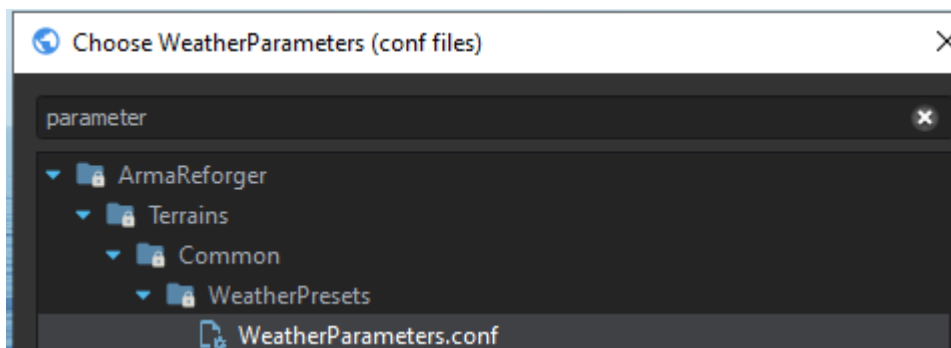
- PP_SSR
- Fog_Haze
- Lighting

15 - Select “**BaseWeatherManagerEntity**”. (It’s the same settings as EnvProbe in Eden.ent)

16 - Set the **Weather State**.



17 - Set the **Weather Parameters**.



You should now have a world where you can play and have texture looking quite right !

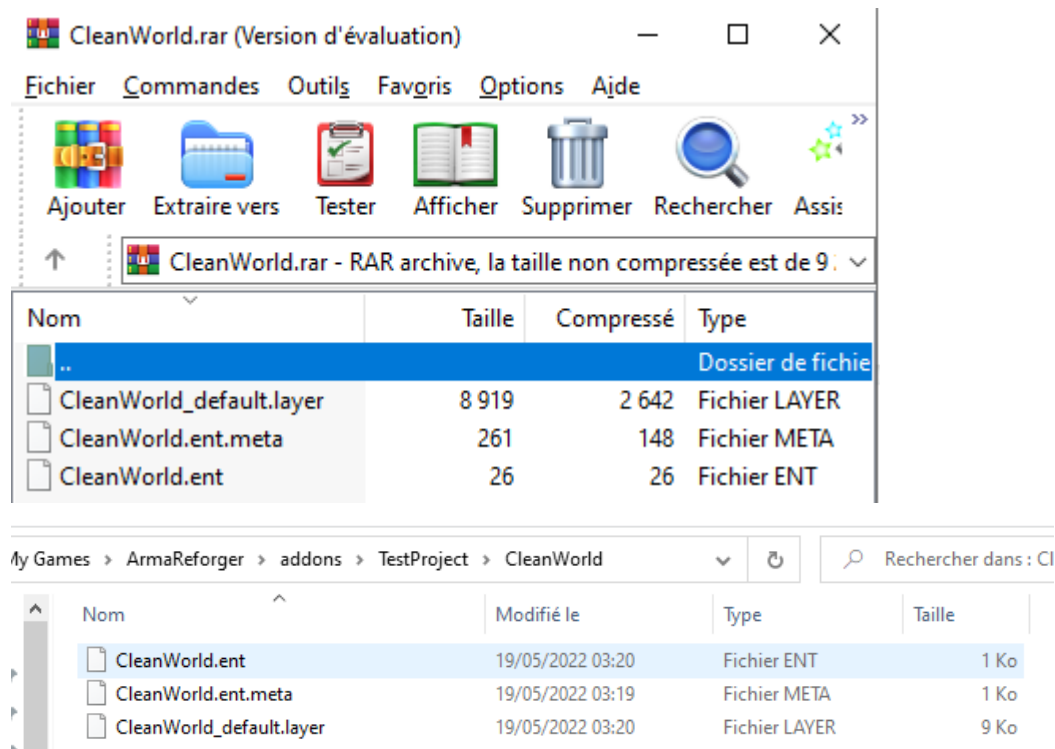


Fast method:

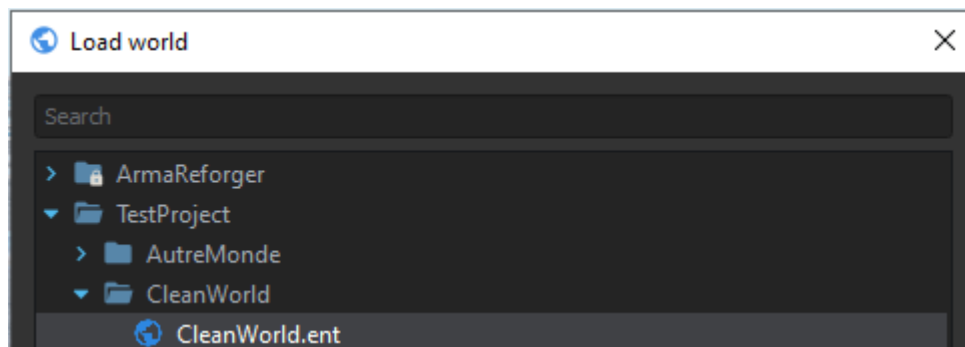
1 - Download the file and place it into your folder:

https://drive.google.com/file/d/1RetE-GGvLQNWkcy8QFki-HLJ_rldcjbV/view?usp=sharing

2 - Download the file and place it into your folder:



3 - Load the world



4 - [Do the same step as Step 10.](#)

5 - Enjoy !