



This PDF contains basic Arma P:\ file structure as well as how your terrain folder structure should look should you decide to split your layer data, world config and wrp into separate addons(PBO's).

In addition to this I have taken the liberty of inserting the data that your basic CfgPatches entries should contain the root config.cpp within each addon – UNDERSTANDING THESE AND WHY THEY EXIST IS IMPORTANT.

For more information on CfgPatches and Class Inheritance please visit:
<https://community.bistudio.com/wiki/CfgPatches>
https://community.bistudio.com/wiki/Class_Inheritance

The requiredaddons{}; Array - A small explanation:

THIS ADDON REQUIRES THESE ADDONS TO FUNCTION
So we let the engine know where to find them by adding their
CfgPatches CLASSNAME to the requiredAddons{}; array.

```
class CfgPatches
{
    class tag_mymap
    {
        units[] = {};
        weapons[] = {};
        requiredVersion = 1.0;
        requiredaddons[] = {"tag_mymap_layers", "tag_mymap_c"};
        version = "0.1";
        author = "myself";
    };
};
```

```
class CfgPatches
{
    class tag_mymap_layers
    {
        units[] = {};
        weapons[] = {};
        requiredVersion = 1.0;
        requiredaddons[] = {};
        version = "0.1";
        author = "myself";
    };
};
```

```
class CfgPatches
{
    class tag_mymap_c
    {
        units[] = {};
        weapons[] = {};
        requiredVersion = 1.0;
        requiredaddons[] = {};
        version = "0.1";
        author = "myself";
        worlds[] = {"tag_mymap"};
    };
};

class CfgWorlds
{
    class DefaultLighting;
    class DefaultWorld
    {
        cutscenes[] = {};
        class Weather
        {
            class Overcast;
        };
        class WaterExPars;
    };
    class CAWorld: DefaultWorld
    {
        class Grid();
        class DayLightingBrightAlmost;
        class DayLightingRainy;
        class DefaultClutter;
        class Weather: Weather
        {
            class Lighting;
            class Overcast: Overcast
            {
                class Weather1;
                class Weather2;
                class Weather3;
                class Weather4;
                class Weather5;
                class Weather6;
            };
        };
    };
    class tag_mymap: CAWorld
    {
        //my config goes here
    };
};
```