To install new maps. The height map and map image needs to be provided. This is possible using two mods.

* For the height map, use the following by Keithenneu: <https://github.com/Keithenneu/Beowulf.ArmaTerrainExport>
* For the map image, I recommend this arma mod which takes screenshots of the map as displayed in you window. <https://steamcommunity.com/sharedfiles/filedetails/?id=3243017194> Instructions here: <https://github.com/jetelain/GameMapStorage.Arma3/wiki>

For Height map:

1. Make sure that bate\_x64.dll is in the Arma 3 directory.
2. Open the Map in the editor and start an empty mission. Run the following code in the debug console

([] spawn {if (!canSuspend) exitWith { "Must be spawned!" };

"bate" callExtension ["new", []];

private \_worldsize = worldSize;

startLoadingScreen ["Exporting..."];

for "\_x" from 0 to \_worldsize do {

for "\_y" from 0 to \_worldsize do {

"bate" callExtension ["data", [\_x, \_y, getTerrainHeightASL [\_x, \_y]]];

};

progressLoadingScreen (\_x / \_worldsize);

};

"bate" callExtension ["end", []];

endLoadingScreen;})

A screenshot of a computer

AI-generated content may be incorrect.

1. Create a new folder inside with the *Terrain name* …/Calculator/Functions/Terrains/*Terrain name*