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Subject: Buildings.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 02:46:00 GMT

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LevelEdit just walk up to the building, wall or door. then enter editor (teapot/f6) mode. now use the 8 number pad key, now you just went through the wall and are inside the building, you should be looking at the interior. now select Preset tree OBJECT>SIMPLE>CnC\_OBJECT>GDI or Nod PTZONE hit make while looking at the PT in f6 mode. click around that area until a white boarder appears, thats the PT zone. its invisable so you have to hunt for it to move it. to rotate it use the < and > keys, and the arrows to move. hope that wasnt too much info.

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