
Subject: Re: CNC Renegade SDK
Posted by [ben5015se](#) on Sat, 22 Oct 2005 01:15:06 GMT
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Oblivion165 wrote on Fri, 21 October 2005 21:11 You might want to include my Buildings Proxy setup.

http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Makes the map auto load the spawn points and PT places, that way you dont have to walk building to building placing them.

ok
