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Subject: Re: Preset name of the Purchase Terminal  
Posted by [Gen\\_Blacky](#) on Wed, 20 Jan 2010 02:37:59 GMT  
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reborn wrote on Tue, 19 January 2010 17:34jnz wrote on Tue, 19 January 2010 14:24Just find the PT model in always.dat. Then, you can create an object and change that object's model to the PT model.

I'm not sure it exists as a separate model. Could be wrong, but I don't think it is.

Its not its part of the interior of the buildings.

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