
Subject: Building Spawn Points & PT Tutorial
Posted by [Dante](#) on Wed, 18 Feb 2004 17:48:11 GMT
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WOW, did you know that you could save countless hours of placing things in Level Edit with a very simple technique when building your custom buildings?

Building Spawn Points & Purchase Terminals

Subject: Re: Building Spawn Points & PT Tutorial
Posted by [Nightcrawler](#) on Wed, 18 Feb 2004 18:25:30 GMT
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DanteWOW, did you know that you could save countless hours of placing things in Level Edit with a very simple technique when building your custom buildings?

Building Spawn Points & Purchase Terminals

No... I didn't know....Just joking. BTW look at your building tutorial thread, and thx once again because you are wasting time to make this tutorials. Good job. Everyone doesn't make tutorials.

Subject: Building Spawn Points & PT Tutorial
Posted by [Sanada78](#) on Wed, 18 Feb 2004 19:15:28 GMT
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That looks really useful, I never knew you could do that. Might do that to the structures I'm using. Placing them in Level Edit takes f*cking ages and it's boring.

Thanks for the tutorial!

Subject: Building Spawn Points & PT Tutorial
Posted by [Titan1x77](#) on Wed, 18 Feb 2004 20:55:21 GMT
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You might want to add that you have to unlock the object that was proxy'd in LE to be able to rotate or move them.

Subject: Building Spawn Points & PT Tutorial
Posted by [Dante](#) on Wed, 18 Feb 2004 21:19:52 GMT
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if you align them properly in the aggregate, there is no need, and they work fine

Subject: Building Spawn Points & PT Tutorial
Posted by [Titan1x77](#) on Wed, 18 Feb 2004 21:21:59 GMT
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i usually type in the coordinates to make sure that the object in LE appears exactly where it should be...I even do it for ped's now.

But just for some people who may not line them up right...you have to go to unlock object because anything proxy'd in will be locked.
