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Subject: Adding Purchase terminals

Posted by [Dante](#) on Tue, 28 Sep 2004 20:11:06 GMT

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all of the purchase terminal models are part of the buildings interior, you would need to "rip" it from one of those to get to it, which isn't really hard, just a pain to retexture. I think somewhere along the lines, someone surely made a generic PT for buildings? But then you run into a problem of this, if you want it to "look" and "act" like a PT, how do you get it to work with the power/status of the building? (damage linked animations).

So as you see, a PT isn't just as simple as placing a new model on the map, it has to be somehow linked to that building.

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