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Subject: Spawning Objects Ingame

Posted by [Altzan](#) on Sat, 27 Dec 2008 05:24:47 GMT

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Here's an example of what I want to do:

I make a small building (like a shack or pillbox) in RenX. I export it as a W3D. I set the W3D file as the physical structure of an object. I set up a beacon where, when I deploy it, it would make the small building appear in front of me, solid and unmovable (but destroyable).

In short: a beacon that deploys objects where they are planted (NOT using Cinematics if possible= unless the cinematics are simple to set up, seeing as I have little experience with them).

Anyone know how to go about this?

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