# Points & Placement

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Garage world configuration is stored in `nord_garage_points`.

Common point types include:

- `entrance` — opens the garage while on foot.
- `store` — validates and stores compatible vehicles.
- `spawn` — candidate location for vehicle retrieval.

Showroom/camera world points from older versions are removed by migration because v2 uses native interior presets.

# Placement configuration

The placement editor supports:

- Camera orbit.
- Adjustable placement step sizes.
- Vehicle preview.
- Preview transparency.
- Vehicle-group preview models.
- Realtime telemetry with throttled validation.

Default step sizes:

```
{ 0.01, 0.05, 0.10, 0.25, 0.50, 1.00 }
```

# Best practices

- Use separate spawn/store points for air and land vehicles.
- Give helicopters/planes larger `clearRadius` values.
- Do not overlap spawn points with dense traffic/ped areas.

- Confirm the heading and ground/water height in-game before publishing.

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