Not sure how widely known this is, but a really cool trick for setting up planets with different cities or regions to land is this:

Make the planet. Then make the same planet on top of the other one. Give the 2 the same graphic type and name that planet with the name of the city or area. I.e.: If I where to make 3 cities on Tatooine it would be like this:

[Planet - Tatooine: Mos Espa]
[Planet - Tatooine: Beggar's Canyon]
[Planet - Tatooine: Jundelin Waste]

Then I could make each city have different landing pictures, different dëscs, different outfits and technology. But, to the player it's just different cities.

Enjoy