
Subject: Random Crate.

Posted by [xpTek](#) on Sun, 05 Sep 2004 23:01:19 GMT

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You'll need to attach the script you create to the object you would like detected when it's created.

```
void GG_St00pid_Script::Created(GameObject *obj) {  
//LOLOL. Put your stuff.  
}
```

Notice the Created.

Attach that to the present you'd like to be detected when it's created.
