
Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 08:42:56 GMT
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joe937465 wrote on Thu, 21 June 2007 04:34
huh? whole new script? or editing something in plugins?

he means search for "MDB_SSGM_Crate" in the ssgm source code and copy the whole thing, including the registrant and header stuff, then place it in the plugin source code. Then make the change.

However you didn't actually ask for the change, I forgot I left it in there when I was testing the crate changes. Which BTW I forgot to mention the crate changes...

I also changed the Nod and GDI random character array to add for more presets, then changed the random integer code for the character crate so that it also had a chance of choosing those added presets.

The change to the crate manager stuff only means that if you change the spawn delay time on the crate to less than 180 seconds it will actually work. At the monet ssaow 1.5 is hard coded to prevent that from happening. Meaning if you want to change the spawn delay on the crate it can only be over 180 seconds. I removed the limitation.
