
Subject: Re: crate question

Posted by [_SSnipe_](#) on Fri, 06 Jul 2007 00:05:10 GMT

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thanks bud so im a lil mixed up so the crate only wont spawns for 200 sec every tiem u get ti and second one jsut delete that crate if it spawns before 200 sec? i think number 2 sounds good

ok this is what i added just like u put

```
void MDB_SSGM_Crate::Created(GameObject *obj) {
    PickedUp = false;
    if (!Settings->EnableCrates || Settings->GameMode == 3 || Settings->GameMode == 4) {
        Commands->Destroy_Object(obj);
        return;
    }
    else if (Settings->EnableCrates && Settings->EnableNewCrates) {
        if (Data->CrateExists || (The_Game()->GameDuration_Seconds - Data->CrateLastPickup) <
360) {
            Commands->Destroy_Object(obj);
            return;
        }
        Data->CrateExists = true;
        Commands->Set_Model(obj,"vehcol2m");
    }
    Set_Is_Powerup_Persistent(obj,true);
    Set_Powerup_Always_Allow_Grant(obj,true);
    Set_Powerup_Grant_Sound(obj,0);
}
```

so if money crates show up before the time is up it will destroy itself and all other crates and everything else whould be normal and the same?
