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Subject: Re: crate question

Posted by [reborn](#) on Fri, 06 Jul 2007 06:51:58 GMT

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Infact after re-reading your post you have mis-understood even more then I originally thought.

The first option would of spawned the first crate after 200 seconds, and 180 seconds thereafter.

The second option was trying to show you how you would make it so that if the money crate spawns within 200 seconds of the map load then it destroys itself, but all other crates are capable of spawning immediatly. This option also mean crates will only spawn every 180 seconds.

What you have managed to do is make it so that the first crate won't spawn for three minutes, then six minutes thereafter. And I am not refering specifically to the money crate, what you have done applies to all crates.

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