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Subject: Re: Making A New Crate

Posted by [AoBfrost](#) on Mon, 09 Jul 2007 02:37:20 GMT

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why not set the crate as a new crate like you want it, then set the vehicle types in the new crate as stank only, then when people pick it up, it will always spawn them a stank...I'm not sure if that will work...

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