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Subject: Re: Making A New Crate

Posted by [reborn](#) on Mon, 09 Jul 2007 02:38:52 GMT

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AoBfrost wrote on Sun, 08 July 2007 22:37 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...

Are you actually suggesting to copy the array, but change all the presets to stanks? I have done some shitty things before, but that's just funny, lol.

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