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Subject: Re: Code/Source Request Crates  
Posted by [reborn](#) on Sun, 13 Apr 2008 18:51:47 GMT  
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If you're using a veteran system based on the code I posted a while ago, then it is pretty easy to make a crate function to make a player get "promoted", just do this in the crates function:

```
VetUpdate(Get_Player_ID(sender), 40, Commands->Get_Points(sender));
```

That will add 40 veteran points to there current vet worth, promoting them immediately.

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