
Subject: Re: Crate

Posted by [reborn](#) on Fri, 05 Dec 2008 12:03:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 05 December 2008 06:42i think it's a blocker w3d

reborn wrote on Fri, 05 December 2008 03:45vehcol2m

I downloaded ssgm from Black-cell at work and looked at MDB_SSGM_Crate::Created to see what it is. The model is for sure "vehcol2m".

Fo'real:

Quote:

//Attached to all crates.

```
void MDB_SSGM_Crate::Created(GameObject *obj) {
    if (!Settings->EnableCrates || Settings->GameMode == 3 || Settings->GameMode == 4) {
        Commands->Destroy_Object(obj);
    }
    else if (Settings->EnableNewCrates) {
        if (Data->CrateExists || (The_Game()->GameDuration_Seconds - Data->CrateLastPickup) <
180) {
            Commands->Destroy_Object(obj);
        }
        else {
            PickedUp = false;
            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);
        }
    }
    else {
        Destroy_Script();
    }
}
```