Upate:

My simple crate scripts...

The scripts are added directly to the map in LE; no need for an SSGM plugin.

The crates are randomly delivered with custom cinematics to three different locations using daves arrows for the positions

When you get a crate you can get up to four different type things:

1. Random money crate -> max amount is set in the scripts in LE.
2. Random weapons crate -> up to 3 different weapons POW presets can be added to the scripts in LE.
3. Random soldier crate -> again up to 3 different presets are added to the scripts in LE.
4. Death crate -> wouldn't be a crate if it didn't explode once in a while.

I could of added more stuff but I just wanted to keep it simple.

Here is a video demo, the time the crates are delivered is also set in the scripts in LE, and I set it for 5 seconds for this demo...

>Video Link<