
Subject: CRATES

Posted by [\[lwd\]WarZman](#) on Wed, 26 Jan 2005 16:55:20 GMT

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How can i put of the crates i have set it in server2.ini on 0 but there still in

Subject: CRATES

Posted by [Creed3020](#) on Wed, 26 Jan 2005 22:25:41 GMT

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Ya I also have set that value to zero and crates still appear.

Should the code be added on a per map basis? Just like the drop weapons?

Subject: CRATES

Posted by [mac](#) on Thu, 27 Jan 2005 12:19:30 GMT

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It's a bug. They can not be turned off.

Will be fixed in the next version.

Subject: CRATES

Posted by [\[lwd\]WarZman](#) on Thu, 27 Jan 2005 13:24:29 GMT

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can you also fix the !teams command it still not working it only said there is 0Team Regulator is already in progress. Please wait until it finishes.

Subject: CRATES

Posted by [Creed3020](#) on Thu, 27 Jan 2005 20:43:25 GMT

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Thanks for the update mac

Subject: CRATES

Posted by [\[lwd\]WarZman](#) on Fri, 28 Jan 2005 14:45:52 GMT

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Mac can your gif me a dates where the next patch comes the crates are realy SUCKS

Subject: CRATES

Posted by [zunnie](#) on Fri, 28 Jan 2005 15:22:02 GMT

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You suck

Subject: CRATES

Posted by [2000_years](#) on Fri, 28 Jan 2005 15:40:35 GMT

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crates own

apart from half of mine always kill me

Subject: CRATES

Posted by [mac](#) on Fri, 28 Jan 2005 15:58:14 GMT

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You can always use the scripts.dll that is in SSCP1 1.2 .. it doesnt have crates and is compatible with brenbot too, obviously.

Subject: CRATES

Posted by [matty3k10](#) on Fri, 28 Jan 2005 18:31:56 GMT

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Can you still change the mine limit with the scripts from sscp1.2?

Subject: CRATES

Posted by [mac](#) on Mon, 31 Jan 2005 05:48:36 GMT

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No.

Subject: CRATES

Posted by [\[lwd\]WarZman](#) on Thu, 03 Feb 2005 14:26:23 GMT

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I set server2.ini with only cash and ammo so its fine only thing that sux is that you cann't got a crate with a vehicle (A)
