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Subject: Creates appearance

Posted by [Hex](#) on Thu, 14 Jun 2007 17:10:58 GMT

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I want to change the crates appearance in ssgm from the Vehicle\_Blocker to the POW\_Backpack, I tried this but they stayed as the metal box

```
void DAN_CnC_Crate::Created(GameObject *obj)
{
    // Create the vehicle blocker and save it as a GameObject Variable,so I can destroy
    // it when the crate is picked up!
    Commands->Set_Model(obj,"vehcol2m");
    VehBlock =
    Commands->Get_ID(Commands->Create_Object("POW_Backpack",Commands->Get_Position(o
bj)));
}
```

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Subject: Re: Creates appearance

Posted by [\\_SSnipe\\_](#) on Thu, 14 Jun 2007 17:14:21 GMT

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once they tell u how i wanna also hange 2 i was thinking of that ut never cared to ask

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Subject: Re: Creates appearance

Posted by [zunnie](#) on Thu, 14 Jun 2007 17:32:35 GMT

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Lookup the w3d file under settings for the backpack and use that:

```
Commands->Set_Model(obj,"modelName");
```

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Subject: Re: Creates appearance

Posted by [reborn](#) on Thu, 14 Jun 2007 17:36:04 GMT

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He's looking under "DAN\_CnC\_Crate" which is the wrong one and what's causing his problem. I don't have access to the source files at work, if no one else has answered by the time I get home then I will.

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Subject: Re: Creates appearance

Posted by [\\_SSnipe\\_](#) on Thu, 14 Jun 2007 17:45:21 GMT

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dang reborn work must be fun huh

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Subject: Re: Creates appearance  
Posted by [Hex](#) on Thu, 14 Jun 2007 17:49:48 GMT  
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Thanks, both of you it was in gmcrates

Commands->Set\_Model(obj,"p\_backpack");

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Subject: Re: Creates appearance  
Posted by [\\_SSnipe\\_](#) on Fri, 15 Jun 2007 07:09:13 GMT  
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where is it at?

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Subject: Re: Creates appearance  
Posted by [Hex](#) on Fri, 15 Jun 2007 07:18:21 GMT  
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Hex wrote on Thu, 14 June 2007 13:49 Thanks, both of you it was in gmcrates

Commands->Set\_Model(obj,"p\_backpack");

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Subject: Re: Creates appearance  
Posted by [\\_SSnipe\\_](#) on Fri, 15 Jun 2007 07:38:22 GMT  
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bu wheres gmcrates i did the serach but said could not find any >.<

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Subject: Re: Creates appearance  
Posted by [Hex](#) on Fri, 15 Jun 2007 08:52:47 GMT  
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In SSGM it's crates.gm.cpp, in SSAOW 1.5 it's crates.cpp

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Subject: Re: Creates appearance  
Posted by [Spyder](#) on Fri, 15 Jun 2007 09:00:34 GMT  
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Try changing the crate model in the RenegadeEditor. It works most of the time, unless you're talking about the advanced crate from SSAOW then you need C++ as you're already trying to do.

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Subject: Re: Creates appearance  
Posted by [\\_SSnipe\\_](#) on Fri, 15 Jun 2007 17:08:16 GMT  
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cant find it >.<

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