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Subject: suggested crate changes to ssgm  
Posted by [joel-nl](#) on Thu, 05 Jul 2007 14:54:44 GMT  
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I'm new to this renegadeserver thing but i wondered where the godcrate had gone. I have read that godcrate was removed in version 1.4 (of scripts.dll or ssoaw) because of personal dislike of the character. This way I can't configure all settings to my liking as stated in the ssgm\_readme.txt

But i do really like this character and would want it on my server. Can this option be re-added. Maybe standard value set to 0 for those who don't like it.

And 2 other crate options I would like to see in the ssgm.ini

- Crates spawn time
- Maximum Allowed crates the same time

This would make the crates option much more fun.

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Subject: Re: suggested crate changes to ssgm  
Posted by [AoBfrost](#) on Wed, 11 Jul 2007 06:19:11 GMT  
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I know where theres a power off crate where it turns power off to the nemy buildings for 30 seconds, theres also a 15 second life crate where you have 15 seconds to live and after 15 seconds a nuke hits you (nuke can kill vehicles and players around you when it hits lol)

and theres a tele fall crate, teleports you to 0,100,0 so your in the middle of the map, but fall 100 feet from air...all good awesome crates which make gameplay more fun and sometimes agonizing.

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