Subject: quick ssgm crate question
Posted by Slave on Sun, 09 Sep 2007 10:46:43 GMT
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I'd like to know how ssgm determines the location of the new crates.

Does it simply use the positions of the yellow crates, as set in leveledit, or are the coordinates set via code?

I got told different things, and i lack coding knowledge to look it up.

Thanks,

Subject: Re: quick ssgm crate question
Posted by Genesis2001 on Sun, 09 Sep 2007 16:18:04 GMT
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If I'm not mistaken, it uses the little yellow boxes that you place in LE for the crates. SSGM/DA simply replace the yellow boxes with those big blue crates.

-MathK1LL

Subject: Re: quick ssgm crate question
Posted by Sn1per74* on Sun, 09 Sep 2007 16:33:16 GMT
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MathK1LL wrote on Sun, 09 September 2007 11:18If I'm not mistaken, it uses the little yellow boxes that you place in LE for the crates. SSGM/DA simply replace the yellow boxes with those big blue crates.

-MathK1LL
I'm with him. I think they spawn on the place of the yellow ones.