
Subject: Crates

Posted by [roszek](#) on Mon, 07 Apr 2014 02:33:01 GMT

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I wanted to make a custom way to spawn crates on my map cuz don't like them just appearing and also for other reasons.

So wit some custom cinematics and scripts I have come up with this...

>Video Link<

Subject: Re: Crates

Posted by [Xpert](#) on Mon, 07 Apr 2014 03:47:37 GMT

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Whitedragon did something like this with Turrets and Guard Towers. Same method most likely.

Subject: Re: Crates

Posted by [OuTSMoKE](#) on Fri, 11 Apr 2014 02:54:56 GMT

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pretty neat

Subject: Re: Crates

Posted by [roszek](#) on Sat, 12 Apr 2014 03:11:02 GMT

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Udate:

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.
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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<
