Subject: Re: crate question
Posted by _SSnipe_ on Thu, 05 Jul 2007 11:38:28 GMT

1)so thats ALL i have to do? in scripts change present i modded.......change the cinematic files in the data folder files into present im using and thats it?

2)so how do i set this up? The_Game()->GameDuration_Seconds <--that

3)now out of these to make a new crate

void crate_defaults()
void crate_init()
void M00_CNC_Crate

i cant find the first 2 and the third one do i add on to the MDB_SSGM_Crate::Custom one
or make a new one?