
Subject: [SSGM 4.0 Plugin] Crates
Posted by [Xpert](#) on Fri, 06 Jul 2012 16:22:55 GMT
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Yes there is a crates plugin already in SSGM but it lacks certain crates that many have seen in servers before. Some include the Kamikaze, God, Money Multiplier, Blown Fuse, Big Boom and more. I also edited the timer for the crate to spawn 1 minute after it's last pickup. In time, I plan on adding additional settings and also changing the PPAGE stuff to color messages so iRan can be happy

NOTE: I took out the gay Uber Wire Crate and replaced the Tiberium Death crate with a Tiberium Shield crate. There's too much death crap as it is.

Quote:

```
#### Created by Xpert from Atomix
#### irc.ax-games.net
#### www.ax-games.net
```

CREDITS

Thanks to Black-Cell's original concept and idea for a lot of the crates.

DESCRIPTION

This plugin will allow you to replace those yellow boxes ingame with special crates. I added sounds to certain crate events so it won't be so plain and also extended information for the _CRATE SSGM header.

CHANGELOG

V1 - Release

Installation

Place this in the ssgm.ini plugins list of course. Below is what should be in your SSGM.ini for the crate settings.

[Crates]

```
; -----
; ----- Crate Related Settings
; -----
; -----
; NOTE: crates.dll plugin required
```

```
; EnableCrates=
;
; Decides if there will be ANY crates, both old and new, on the map.
```

EnableCrates=1

```
; EnableNewCrates=
;
; Decides if there will be new crates, if this is set to 0 and EnableAllCrates is set to 1, normal/old
crates will spawn.
; New Crates turn those little yellow boxes into a lottery-based system that can help turn the tide
of any game,
; and can lead to some pretty fun times.
; Crate log messages will use the "_CRATE" header.
```

EnableNewCrates=1

```
; AllowVehCrates=
;
; If set to 1, vehicles will be allowed to pick up crates. If new crates are disabled, this will always
be set to 1.
```

AllowVehCrates=0

```
; Crate percent configuration.
;
; Controls crate percentages for all maps.
; If you want to disable a specific crate, set it to 0 or leave it blank. Make sure the total sum is
100, or SSGM
; will use its defaults.
```

Weapon=9
Money=9
Points=9
Vehicle=7
MoneyMultiply=4
BlownFuse=4
BigBoom=4
Death=2
Tiberium=2
Ammo=5
Armor=5
Health=5
Character=7

ButterFingers=3
Kamikaze=2
Spy=3
God=1
Stealth=3
Refill=7
Beacon=4
Thief=2
AmmoRegen=2
HumanSilo=1

File Attachments

- 1) [crates.dll](#), downloaded 186 times
 - 2) [SSGM4.0_Crates_Plugin_v1.rar](#), downloaded 175 times
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