Subject: Crate
Posted by LiL KiLLa on Thu, 04 Dec 2008 22:24:14 GMT
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anyone know the w3d file from the crate (cht_cbox_4) ??

Subject: Re: Crate
Posted by Di3HardNL on Fri, 05 Dec 2008 08:28:19 GMT
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I'd like to know this one to been searching for it

Subject: Re: Crate
Posted by reborn on Fri, 05 Dec 2008 08:45:48 GMT
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vehcol2m

Subject: Re: Crate
Posted by ErroR on Fri, 05 Dec 2008 11:42:30 GMT
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i think it's a blocker w3d

Subject: Re: Crate
Posted by reborn on Fri, 05 Dec 2008 12:03:14 GMT
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ErroR wrote on Fri, 05 December 2008 06:42i think it's a blocker w3d

reborn wrote on Fri, 05 December 2008 03:45vehcol2m

I downloaded ssgm from Black-cell at work and looked at MDB_SSGM_Crate::Created to see
what it is. The model is for sure "vehcol2m".

Fo'real:
Quote:
//Attached to all crates.
void MDB_SSGM_Crate::Created(GameObject *obj) {

```
if (!Settings->EnableCrates || Settings->GameMode == 3 || Settings->GameMode == 4) {
 Commands->Destroy_Object(obj);
 }
 else if (Settings->EnableNewCrates) {
 if (Data->CrateExists || (The_Game()->GameDuration_Seconds - Data->CrateLastPickup) <
180) {
  Commands->Destroy_Object(obj);
 }
 else {
  PickedUp = false;
  Data->CrateExists = true;
  Commands->Set_Model(obj,"vehcol2m");
  Set_Is_Powerup_Persistant(obj,true);
  Set_Powerup_Always_Allow_Grant(obj,true);
  Set_Powerup_Grant_Sound(obj,0);
 }
 }
 else {
 Destroy_Script();
 }
}
```

Subject: Re: Crate
Posted by ErroR on Fri, 05 Dec 2008 12:21:40 GMT

reborn wrote on Fri, 05 December 2008 14:03ErroR wrote on Fri, 05 December 2008 06:42i think it's a blocker w3d

reborn wrote on Fri, 05 December 2008 03:45vehcol2m

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   Set_Powerup_Always_Allow_Grant(obj,true);
   Set_Powerup_Grant_Sound(obj,0);
  }
 }
 else {
  Destroy_Script();
 }
}
```
i don't say ur wrong just it maybe one too

Subject: Re: Crate
Posted by LiL KiLLa on Fri, 05 Dec 2008 17:57:10 GMT

that´s it

vehcol2m.w3d

thx buds