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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 05 Sep 2004 22:44:27 GMT

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Hello, i have been looking into the scripts.dll mods, and i know a fair amount of C++, i was wondering, what do i use to detect when the crate is created, so that i can attach a script to it? i know how to do most of the random crate things, but i just dont know this part... any help would be very apreciated, thankyou.

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