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Subject: Random Crate.

Posted by [theplague](#) on Mon, 06 Sep 2004 04:45:53 GMT

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lolx

```
void M00_CnC_Crate::Custom(GameObject *obj, int message, int param, GameObject *sender) {
    if (message == 1000025) { // 1000025 is the one sent for powerup collected (i think)
        Give_Powerup(sender, "bla bla");
    }
}
```

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