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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sat, 11 Sep 2004 18:30:30 GMT

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hmmm, that is what I did, i thought maybe there was something wrong with my code, i was trying to make a vehicle blocker spawn when the crate is created, this code should do it should it not?

```
void Test_Crate::Created(GameObject *obj) {  
    Commands->Create_Object("Vehicle_Blocker",Commands->Get_Position(obj));  
}
```

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