
Subject: Random Crate.

Posted by [Dan](#) on Sat, 11 Sep 2004 20:49:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is the code I use in my Created() function of my script

```
void DAN_CnC_Crate::Created(GameObject * obj)
{
    Commands->Set_Model(obj,"vehcol2m");
    VehBlock = Commands->Create_Object("Vehicle_Blocker",Commands->Get_Position(obj));
}
```

VehBlock is a GameObject which is a private member of my script class. I use that later on script shutdown to destroy the vehicle blocker, cant have that sitting there now can we?

And yes, that looks like it should work. You did remember to move the objects.ddb from the LE's "presets" folder into your Renegade/Data folder didnt you?

[EDIT]

An advantage of changing the crate's model to "vehcol2m" is that you only have to touch the crate in order to pick up the crate, unlike in the BC servers where you have to run through the middle to do it.
