
Subject: Random Crate.

Posted by [theplague](#) on Sun, 12 Sep 2004 20:51:43 GMT

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Hammer_FISThmmm, 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));  
}
```

NOOO

you MUST name it M00_CnC_Crate (or was it m00_CnC_Crate) and do the registrent and class stuff!!!

don't do it if you don't know how. start with simple stuff.
