Go to Objects -> Spawner in the presets tree and click Temp. In Settings click on Pick Presets and you can choose the possible weapons it will spawn, along with spawn delays etc.

To spawn the crate / weapon spawner click Make at the bottom. If you want the object to have multiple spawn locations select the created one and click ctrl+p to add another spawn area.

You can also go to Objects -> Powerups for other preset spawners.