
Subject: Creates appearance

Posted by [Hex](#) on Thu, 14 Jun 2007 17:10:58 GMT

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

I want to change the crates appearance in ssgm from the Vehicle_Blocker to the POW_Backpack, I tried this but they stayed as the metal box

```
void DAN_CnC_Crate::Created(GameObject *obj)
{
// Create the vehicle blocker and save it as a GameObject Variable,so I can destroy
// it when the crate is picked up!
Commands->Set_Model(obj,"vehcol2m");
VehBlock =
Commands->Get_ID(Commands->Create_Object("POW_Backpack",Commands->Get_Position(o
bj)));
}
```
