
Subject: suggested crate changes to ssgm

Posted by [joel-nl](#) on Thu, 05 Jul 2007 14:54:44 GMT

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I'm new to this renegadeserver thing but i wondered where the godcrate had gone. I have read that godcrate was removed in version 1.4 (of scripts.dll or ssoaw) because of personal dislike of the character. This way I can't configure all settings to my liking as stated in the ssgm_readme.txt

But i do really like this character and would want it on my server. Can this option be re-added. Maybe standard value set to 0 for those who don't like it.

And 2 other crate options I would like to see in the ssgm.ini

-Crates spawn time

-Maximum Allowed crates the same time

This would make the crates option much more fun.
