

---

Subject: Re: Making A New Crate

Posted by [AoBfrost](#) on Mon, 09 Jul 2007 02:24:35 GMT

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

---

I'm trying to make a building damage crate for ssgm, I am editing the source directly as I dont know how to edit or make plugins (if i learn, i'll make my mod a plugin), i have the script for it for ssaow, but it's different in ssgm so the old coding is useless now....I'm not releasing it either, but what i want it to do is damage all enemy buildings by a random percentage (without killing it)

Joe...your spy veh crate is actually a good idea, i'd like to see spy stanks or spy hummers lol, byt spy hummers wont work unless they have new scripts, so the only way to make it work is make the spy veh crate a stank since it cant be seen, or else you;d have noobs with original scripts that see you driving a vehicle and base defenses dont attack you.....so use stanks.

---