

---

Subject: quick ssgm crate question

Posted by [Slave](#) on Sun, 09 Sep 2007 10:46:43 GMT

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

---

I'd like to know how ssgm determines the location of the new crates.

Does it simply use the positions of the yellow crates, as set in leveledit, or are the coordinates set via code?

I got told different things, and i lack coding knowledge to look it up.

Thanks,

---