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Subject: Crates?

Posted by [=HT=T-Bird](#) on Wed, 29 Jun 2005 15:13:57 GMT

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How do you create custom crate rotations/weapon rotations/crate types?

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Subject: Re: Crates?

Posted by [danpaul88](#) on Wed, 29 Jun 2005 19:32:50 GMT

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the original cnc crates or the ssaow crates?

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Subject: Re: Crates?

Posted by [Whitedragon](#) on Wed, 29 Jun 2005 22:31:14 GMT

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Edit the maps and add more crate/weapon spawners.

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Subject: Re: Crates?

Posted by [danpaul88](#) on Thu, 30 Jun 2005 11:50:57 GMT

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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.

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