
Subject: SSAOW Crates
Posted by [Ryu](#) on Sat, 09 Dec 2006 00:54:17 GMT
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I seen a script to attach to a object (Forgot the script name) Is that the right way to make crates spawn?

Or is there another way?

Subject: Re: SSAOW Crates
Posted by [Jerad2142](#) on Sat, 09 Dec 2006 04:18:20 GMT
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Just use spawners to make creates spawn.

Subject: Re: SSAOW Crates
Posted by [Ryu](#) on Sat, 09 Dec 2006 06:28:24 GMT
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Ohh, So If I made my own spawn, SSAOW does it for me? Nice!

Subject: Re: SSAOW Crates
Posted by [Jerad2142](#) on Sat, 09 Dec 2006 06:58:22 GMT
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No, if you make a spawner, you don't SSAOW!

Subject: Re: SSAOW Crates
Posted by [Whitedragon](#) on Sat, 09 Dec 2006 07:53:36 GMT
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SSAOW will take over any crates that spawn. You still have to setup the spawner to spawn the crate though.

Subject: Re: SSAOW Crates
Posted by [Jerad2142](#) on Sat, 09 Dec 2006 20:01:18 GMT
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Sorry, I miss read what he said.
