Subject: Random Crate.
Posted by Dan on Sat, 11 Sep 2004 17:36:57 GMT

In the bunch of preset 'folders' to the right of the LE screen, open them like this:

Object -> Spawner -> CnC_Spawners

Then select the one called "CnC_Spawner_Crate" then click on the "Mod" button below (has a pic of a hammer on it) and then go to the scripts tab, refer to my previous guide to go from there.