I don't mind wherever, more people read these forums, so questions are probably better read and answered here I guess.

With SSGM, you could move the crate spawns. The object creation hook has a little look for the crates, and attaches it's own script to them, here:

```
else if (Is_Powerup(obj)) {
  if (!Data->Mod && isin(Commands->Get_Preset_Name(obj),"Crate")) {
   Attach_Script_Once(obj,"MDB_SSGM_Crate","");
  }
```

At this point, you could move the object to new location depending on the map.

For the frequency you would have to (AFAIK) either make the change in level edit by changing the spawn delay time to something else, or you could just create more crate objects via code, using your own type of crate manager.