Subject: Re: Crate Bonuses
Posted by bmruze on Tue, 31 Jan 2012 18:29:06 GMT
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I believe this is the information you're looking for. I pulled it from the TT 4.0 scripts.

I also believe that this information is changeable within the configuration.ini file. You could of course always change the scripts yourself to pretty much anything you want.

Random Weapon = Grants a random weapon
Random Vehicle = Grants a random vehicle
Random Character = Changes you to a random character
Random Money = Random money between 1 and 1000
Random Points = Random money between 1 and 1000
Random Death = Kills the player
Random Tiberium = Changes you into a viceroid
Random Ammo = Fills Ammo
Random Armor = Fills Armor
Random Health = Fills Health
Random ButterFingers = Drops Weapon
Random Refill = Refills everything
Random Beacon = Grants a beacon
Random Spy = Turns you into a spy
Random Stealth = Changes you into a sbh
Random Thief = Takes random money between 1 and 1000

(Edit)
Also, these numbers = 100, they are the percentage that you are likely to get that crate. If you changed all of the numbers to 0 except "Weapon" and you made "Weapon" 100 then you would get a weapon 100% of the time.

Weapon=11
Money=11
Points=11
Vehicle=8
Death=2
Tiberium=2
Ammo=7
Armor=7
Health=7
Character=8
ButterFingers=3
Spy=3
Stealth=3
Refill=7
Beacon=4
Thief=2

AmmoRegen=2
HumanSilo=1
UberWire=1