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Subject: [SSGM 4.0 Plugin] Crates  
Posted by [Xpert](#) on Fri, 06 Jul 2012 16:22:55 GMT  
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Yes there is a crates plugin already in SSGM but it lacks certain crates that many have seen in servers before. Some include the Kamikaze, God, Money Multiplier, Blown Fuse, Big Boom and more. I also edited the timer for the crate to spawn 1 minute after it's last pickup. In time, I plan on adding additional settings and also changing the PPAGE stuff to color messages so iRan can be happy

NOTE: I took out the gay Uber Wire Crate and replaced the Tiberium Death crate with a Tiberium Shield crate. There's too much death crap as it is.

Quote:

```
### Created by Xpert from Atomix  
### irc.ax-games.net  
### www.ax-games.net
```

### CREDITS

Thanks to Black-Cell's original concept and idea for a lot of the crates.

### DESCRIPTION ###

This plugin will allow you to replace those yellow boxes ingame with special crates. I added sounds to certain crate events so it won't be so plain and also extended information for the \_CRATE SSGM header.

### CHANGELOG ###

V1 - Release

### Installation ###

Place this in the ssgm.ini plugins list of course. Below is what should be in your SSGM.ini for the crate settings.

[Crates]

```
; -----  
; ----- Crate Related Settings  
; -----  
; -----  
; NOTE: crates.dll plugin required
```

; EnableCrates=  
;  
; Decides if there will be ANY crates, both old and new, on the map.

EnableCrates=1

; EnableNewCrates=  
;  
; Decides if there will be new crates, if this is set to 0 and EnableAllCrates is set to 1, normal/old crates will spawn.  
; New Crates turn those little yellow boxes into a lottery-based system that can help turn the tide of any game,  
; and can lead to some pretty fun times.  
; Crate log messages will use the "\_CRATE" header.

EnableNewCrates=1

; AllowVehCrates=  
;  
; If set to 1, vehicles will be allowed to pick up crates. If new crates are disabled, this will always be set to 1.

AllowVehCrates=0

; Crate percent configuration.  
;  
; Controls crate percentages for all maps.  
; If you want to disable a specific crate, set it to 0 or leave it blank. Make sure the total sum is 100, or SSGM  
; will use its defaults.

Weapon=9  
Money=9  
Points=9  
Vehicle=7  
MoneyMultiply=4  
BlownFuse=4  
BigBoom=4  
Death=2  
Tiberium=2  
Ammo=5  
Armor=5  
Health=5  
Character=7

ButterFingers=3  
Kamikaze=2  
Spy=3  
God=1  
Stealth=3  
Refill=7  
Beacon=4  
Thief=2  
AmmoRegen=2  
HumanSilo=1

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### File Attachments

- 1) [crates.dll](#), downloaded 303 times
  - 2) [SSGM4.0\\_Crates\\_Plugin\\_v1.rar](#), downloaded 280 times
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Subject: Re: [SSGM 4.0 Plugin] Crates  
Posted by [Ani](#) on Fri, 06 Jul 2012 17:48:04 GMT  
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Excellent releases recently Xpert.

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Subject: Re: [SSGM 4.0 Plugin] Crates  
Posted by [reborn](#) on Sat, 07 Jul 2012 07:29:48 GMT  
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You might want to look at the crates here:

<http://spencerelliott.co.uk/downloads/BetaCratesPluginWin321.0.zip>

Some additional crates:

CrateMoneyMultiplier=2  
CrateSpeedySolider=2  
CrateBasePower=2  
CrateTiberianShield=3  
CrateSecondWind=3  
CrateKamikaze=3  
CrateRubberVest=2  
CrateMutantHiJacker=1  
CrateIonStorm=2  
CrateHealingAura=3  
CrateEMPGun=1  
CrateDisArmProxy=2  
CrateHealthGen=2

CrateTeamHeal=2

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Subject: Re: [SSGM 4.0 Plugin] Crates  
Posted by [Xpert](#) on Sat, 07 Jul 2012 08:28:43 GMT  
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reborn wrote on Sat, 07 July 2012 03:29 You might want to look at the crates here:

<http://spencerelliott.co.uk/downloads/BetaCratesPluginWin321.0.zip>

Some additional crates:

CrateMoneyMultiplier=2  
CrateSpeedySolider=2  
CrateBasePower=2  
CrateTiberianShield=3  
CrateSecondWind=3  
CrateKamikaze=3  
CrateRubberVest=2  
CrateMutantHiJacker=1  
CrateIonStorm=2  
CrateHealingAura=3  
CrateEMPGun=1  
CrateDisArmProxy=2  
CrateHealthGen=2  
CrateTeamHeal=2

Thank you. I'll look into those after I'm done working on a few other stuff.

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Subject: Re: [SSGM 4.0 Plugin] Crates  
Posted by [Xpert](#) on Mon, 09 Jul 2012 06:38:30 GMT  
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Apparently I forgot to include the .dll file with this download. I uploaded it and updated my first post.

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