
Subject: Re: 100 credits after dead

Posted by [futura83](#) on Sat, 15 Jul 2006 14:48:32 GMT

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like he said above; after this line:

```
if(strstr(get_preset(obj), "XXX_Pistal") {
```

so you'll have two lines of coding that look like this:

```
if(strstr(get_preset(obj), "XXX_Pistal") {  
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```
