

change:

```
/*  
if (FirstObject == true) {  
    FirstObject = false;  
    RecognizeMap(true);  
}*/  
  
if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)  
    {  
        Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);  
int printable_nickname=1;  
int i;  
  
if (Commands->Get_ID(obj) == 0 || !obj)  
{  
    return;  
}
```

to

```
/*  
if (FirstObject == true) {  
    FirstObject = false;  
    RecognizeMap(true);  
}*/  
  
if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)  
    {  
        Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);  
int printable_nickname=1;  
int i;  
  
if (Commands->Get_ID(obj) == 0 || !obj)  
{  
    return;  
}
```

in other words, tab the line:

```
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

once more

i think

p.s., i dont actually know c++ so this may be wrong
