
Subject: Re: 100 credits after dead
Posted by [futura83](#) on Tue, 18 Jul 2006 13:46:16 GMT
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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;
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if (strcmp(Get_Parameter("WeaponDef"), "POW_Pistol_Player") == 0)
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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
