
Subject: Re: Negative Money

Posted by [Adad](#) on Wed, 24 Sep 2008 10:40:24 GMT

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Stewie wrote on Wed, 24 September 2008 13:33insert_name_here wrote on Tue, 23 September 2008 08:44IF X < Y

Then X = 0

ELSE

X = X - Y

Well...wouldn't it be as simple as something like that?

Well..

```
if (money < cost) { return 2; } // Insufficient Funds
```

```
else { return 0; } // Allow
```

But yes, that's exactly the problem. Westwood didn't think we'd ever have negative money. But I still have to find the location that rejects it. Haven't so far!

In VendorClass::Purchase_* functions.
