
Subject: Re: 100 credits after dead

Posted by [SODPaddy](#) on Sat, 15 Jul 2006 08:44:52 GMT

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if your using ssaow, look at the "Grant_Powerup_Creted", find something along the lines of:

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

and add after it this line:

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

but it's just easier if you set your snipers as free. and starting cash as 1000

[Updated on: Sat, 15 July 2006 02:01]

Where must i insert that?
