
Subject: Editing Existing Code

Posted by [_SSnipe_](#) on Mon, 25 Jun 2007 02:09:39 GMT

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heres the code i got

```
else if ((strcmp(Msg2, "!!turrent") == 0))
Pos = Commands->Get_Position(obj);
Vector3 Pos.Z += 0;
GameObject *turret = Commands->Create_Object(team==0?"<preset>":"<name of object>",Pos);
    Commands->Disable_Physical_Collisions(turret);
if (team == 1)
    Commands->Set_Player_Type(turret,1);
        Commands->Give_Money(obj,2500*-1.0f,false);
    }
}
```

dont mine the parts that are blank the only thing i need someone to help me is make it say a message when you buy it like this

"You Have Just Purchased <name>"

and if u dont have enough money make it says

"you dont have enough creds to purchase this"

please someone help
