
Subject: Re: C++ help
Posted by [jnz](#) on Wed, 01 Aug 2007 16:03:06 GMT
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```
if(!Purchase_Item(<player GameObject *>, <cost>))  
{  
    //not enough  
}  
else  
{  
    //buy the item  
}
```

Although the spy thing is possible, it required ASM hacks afaik.
