
Subject: Re: Scripting Help

Posted by [Omar007](#) on Sun, 24 Jan 2010 10:38:27 GMT

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Well idk if the setting Credit System is put on 'false' because if it is it will break off your whole code (return;)

Why not do:

```
if(PluginSettings->CreditSystem && Commands->Is_A_Star(obj)){
    //Attach_Script_Once(obj,"Money","");
    int PlayerID;
    PlayerID = Get_Player_ID(obj);
    printf("Player Money Added\n");
    Set_Money(PlayerID,0);
    Commands->Give_Money(obj,1000,false);
}
```

Same for the others ofcourse:

```
if(PluginSettings->NoFallingDamage && Commands->Is_A_Star(obj)){
    Attach_Script_Once(obj,"M00_No_Falling_Damage_DME","0");
    printf("No Damage Script Attached\n");
}
```

```
if(PluginSettings->DropItem && Commands->Is_A_Star(obj)){
    Attach_Script_Once(obj,"Player","");
    printf("Player Script Aattached\n");
}
if(PluginSettings->NoReload)
{
    Attach_Script_Once(obj,"NoReload","");
}
```