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Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin  
Posted by [roszek](#) on Sun, 05 Aug 2012 08:25:25 GMT  
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iRANian wrote on Sun, 05 August 2012 00:41 You need to move

Commands->Give\_Money(Get\_GameObj(PlayerID),(Credits \* -1),false);

To directly above or under this line:

PPage(PlayerID, GREEN, "You have donated %i credits to every member of your team.",  
DonateAmount);

Else you still get the bug.

Done did it.

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