In SSGMGameManager::PowerupPurchaseHook, SSGMGameManager::VehiclePurchaseHook, and SSGMGameManager::CharacterPurchaseHook methods of gmgame.cpp, there appears to be a slight logic error. Each of them contain something along the lines of:

```
 int ret =
RegisteredEvents[EVENT_CHARACTER_PURCHASE_HOOK][i]->OnCharacterPurchase(base,purchaser,cost,preset,data);
 if (ret != -1)
 {
  return ret;
 }
 if (ret == -2)
 {
  fp = true;
 }
```

The second if statement will never be reached in the even which it is true, as when ret == -2, it will have already return.
I'm assuming the intended behavior would have:

```
 int ret =
RegisteredEvents[EVENT_CHARACTER_PURCHASE_HOOK][i]->OnCharacterPurchase(base,purchaser,cost,preset,data);
 if (ret == -2)
 {
  fp = true;
 }
 else if (ret != -1)
 {
  return ret;
 }
```

Edits:
Also, will there be a method implemented into the Plugin class to allow for plugins to detect player/vehicle/building/object deaths? I'm trying to avoid modifying scripts.dll directly for my IRC bot.