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Subject: 100 credits after dead  
Posted by [SODPaddy](#) on Fri, 14 Jul 2006 15:16:23 GMT  
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I need help:

I want to made a sniper mod, if im dead then i respawn and want to become 1000 credits? how to do ?

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Subject: Re: 100 credits after dead  
Posted by [futura83](#) on Fri, 14 Jul 2006 18:01:38 GMT  
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instead of doing that, just make the snipers free.(on one server, you start with 1000, but snipers are free anyway )

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Subject: Re: 100 credits after dead  
Posted by [theplague](#) on Sat, 15 Jul 2006 00:00:36 GMT  
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if your using ssaow, look at the "Grant\_Powerup\_Creted", find something along the lines of:if(strstr(get\_preset(obj), "XXX\_Pistal") { and add after it this line:Commands->Give\_Money(obj, (Commands->Get\_Money(obj)\*-1)+1000);

but it's just easier if you set your snipers as free. and starting cash as 1000

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Subject: Re: 100 credits after dead  
Posted by [SODPaddy](#) on Sat, 15 Jul 2006 08:44:52 GMT  
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if your using ssaow, look at the "Grant\_Powerup\_Creted", find something along the lines of:

```
if(strstr(get_preset(obj), "XXX_Pistal") {
```

and add after it this line:

```
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

but it's just easier if you set your snipers as free. and starting cash as 1000

[Updated on: Sat, 15 July 2006 02:01]

Where must i insert that?

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Subject: Re: 100 credits after dead  
Posted by [futura83](#) on Sat, 15 Jul 2006 14:48:32 GMT  
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like he said above; after this line:

```
if(strstr(get_preset(obj), "XXX_Pistal") {
```

so you'll have two lines of coding that look like this:

```
if(strstr(get_preset(obj), "XXX_Pistal") {  
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

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Subject: Re: 100 credits after dead  
Posted by [SODPaddy](#) on Sat, 15 Jul 2006 16:25:18 GMT  
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but i havent visual studio

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Subject: Re: 100 credits after dead  
Posted by [theplague](#) on Sun, 16 Jul 2006 00:12:20 GMT  
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then you better do the free sniper thing or just get the refinery to grant 1000 per second or something... (both can be done with levelEdit)

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Subject: Re: 100 credits after dead  
Posted by [SODPaddy](#) on Sun, 16 Jul 2006 09:45:37 GMT  
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That i have done, but pupils become to much money, thats very lame

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Subject: Re: 100 credits after dead

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Posted by [theplague](#) on Sun, 16 Jul 2006 11:20:31 GMT

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:S then set credits per second to 0 and then set the sniper characters to 0 credits to buy.

also change the preset of the basic buys, just in case some nutt decides to suicide and then cry about having no money (eg: autorifle will give deadeye and the eng will give havic)

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Subject: Re: 100 credits after dead

Posted by [SODPaddy](#) on Sun, 16 Jul 2006 11:22:30 GMT

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If i killed some, i become money --

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Subject: Re: 100 credits after dead

Posted by [SODPaddy](#) on Sun, 16 Jul 2006 14:02:55 GMT

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I have installed Visual studio 2003.

In what source must i insert that

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Subject: Re: 100 credits after dead

Posted by [SODPaddy](#) on Sun, 16 Jul 2006 15:06:20 GMT

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help me please

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Subject: Re: 100 credits after dead

Posted by [theplague](#) on Mon, 17 Jul 2006 06:47:31 GMT

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- open scripts.sln
- Ctrl+Alt+L (to bring up the project files list)
- double click aow.cpp
- follow above instructions

your looking for:  

```
if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
```

- build the project (Ctrl+Shift+B)
  - new scripts.dll should be in the same folder as scripts.sln
- 
-

Subject: Re: 100 credits after dead  
Posted by [SODPaddy](#) on Mon, 17 Jul 2006 15:53:04 GMT  
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I have found this line? And what must i made then

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Subject: Re: 100 credits after dead  
Posted by [Blazer](#) on Tue, 18 Jul 2006 02:31:38 GMT  
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No offense, but, if you need to be told every keystroke, you really shouldn't be editing and compiling code. If you don't even know the syntax of the language, you can easily create errors that you will have to ask about, or even worse create a scripts.dll that crashes your server.

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Subject: Re: 100 credits after dead  
Posted by [theplague](#) on Tue, 18 Jul 2006 08:17:08 GMT  
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:S kinda negative blaze...lol

anyways

```
this:if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{becomes:if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

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Subject: Re: 100 credits after dead  
Posted by [SODPaddy](#) on Tue, 18 Jul 2006 13:32:27 GMT  
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c:\Dokumente und Einstellungen\Pascal\Desktop\SSAOW 1.s5 Source\SSAOW 1.5  
Source\aw.cpp(1537): error C2198: '\_Give\_Money' : too few arguments for call through  
pointer-to-function

```
/*
```

```
if (FirstObject == true) {
    FirstObject = false;
    RecognizeMap(true);
}*/
```

```
if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
    Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
    int printable_nickname=1;
```

```
int i;

if (Commands->Get_ID(obj) == 0 || !obj)
{
    return;
}
```

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Subject: Re: 100 credits after dead  
Posted by [futura83](#) on Tue, 18 Jul 2006 13:46:16 GMT  
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change:

```
/*
if (FirstObject == true) {
    FirstObject = false;
    RecognizeMap(true);
}*/

if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
    Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
    int printable_nickname=1;
    int i;

    if (Commands->Get_ID(obj) == 0 || !obj)
    {
        return;
    }
}
```

to

```
/*
if (FirstObject == true) {
    FirstObject = false;
    RecognizeMap(true);
}*/

if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
    Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
    int printable_nickname=1;
    int i;

    if (Commands->Get_ID(obj) == 0 || !obj)
    {
        return;
    }
}
```

```
}
```

in other words, tab the line:

```
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

once more

i think

p.s., i dont actually know c++ so this may be wrong

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Subject: Re: 100 credits after dead  
Posted by [Adad](#) on Tue, 18 Jul 2006 17:02:51 GMT  
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```
TGPaddy wrote on Tue, 18 July 2006 21:32Commands->Give_Money(obj,  
(Commands->Get_Money(obj)*-1)+1000);
```

```
Commands->Give_Money(obj,(Commands->Get_Money(obj)*-1)+1000,false);
```

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Subject: Re: 100 credits after dead  
Posted by [theplague](#) on Tue, 18 Jul 2006 23:35:50 GMT  
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lmao... indeed, gotta add the false i was doing it off the top of my head so i forgot

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