
Subject: Re: C++ help
Posted by [reborn](#) on Wed, 01 Aug 2007 15:07:37 GMT
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1) Pretty sure it's using the world box of the SSM.

2) I'm pretty sure it's just the else should be else if, but...

Declare the variable "PlayerCreds" as type int, and then.. oh fuck it, it's easier to show you:

```
int PlayerCreds = Commands->Get_Money(obj);
```

This will make it easier for you write and follow, so it would look something like (havn't tried it, most likely will give erros, but you get the idea):

```
if (PlayerCreds > 150) {  
    Commands->Give_Money(obj, -150, false);  
    if(Get_Team(ID) == 1) {  
        Change_Character(obj,"CnC_Nod_MiniGunner_0");  
    }  
    else if (PlayerCreds < 150) {  
        //blah blah blah
```

3) I'm sure it's possible, as there is a weird bug that can cause it, but I havn't ever tried to do it on purpose
