
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Wed, 12 Aug 2009 11:46:12 GMT

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You could hard code the cost of the drop if you wanted to do that in there yes.
Specifically here:

```
if(GDITeamFund >= CSettings->supplycost){  
    GDITeamFund = GDITeamFund - CSettings->supplycost;
```

You would change it to this for example if you wanted it to cost 2000 credits:

```
if(GDITeamFund >= 2000){  
    GDITeamFund = GDITeamFund - 2000;
```

However, the cost of the drop has been set up to be a configurable option in the .ini file supplied in the download.

You seem to be getting the hang of this, for someone who claims to not be able to code, you've done well!

You do realise you need to compile this code, don't you?
