
Subject: Re: Preset name of the Purchase Terminal
Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 19:37:33 GMT
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I only have to make some code like this:

```
If ((Bracketed *obj == true) && (Bracketed *obj !=not-the-same-as "PT..model" )  
{  
    do something;  
}
```

So it wont show my distance display when the PT is bracketed.
