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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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