

Forum:[Hack Forums](#)

Thread: [c++ D3D9 try to add hacks to items](#)

lol3771 - August 8, 2018, 8:24 am

i want to make menu with hacks
but i stack.

this is my right now way to do this but i cant make else in the command i mean like that:

```
void active() {  
if (Items[0].on_off)  
{  
*(DWORD*)0x763F5F = 1;  
}  
}
```

and i want something like that :

```
if (Items[0].on_off)  
{  
*(DWORD*)0x763F5F = 1;  
else  
*(DWORD*)0x763F5F = 0;  
}  
}
```

btw im new in c++, so i hope to learn something and get the fix :D

aeiro - August 8, 2018, 9:12 am

(Aug 8, 2018 08:24 AM)lol3771 Wrote: [\[CITE\]](#) i want to make menu with hacks
but i stack.

this is my right now way to do this but i cant make else in the command i mean like that:

Your bracket placement is wrong. should be

```
Code void active() {  
if (Items[0].on_off)  
{  
*(DWORD*)0x763F5F = 1;  
} ///notice this bracket ends the if statement  
else  
{  
*(DWORD*)0x763F5F = 0;  
} // this bracket ends the else statement  
}
```

lol3771 - August 8, 2018, 10:03 am

(Aug 8, 2018 09:12 AM)aeiro Wrote: [\[CITE\]](#) Your bracket placement is wrong. should be
Code void active() {
if (Items[0].on_off)

```
{
*(DWORD*)0x763F5F = 1;
} ///notice this bracket ends the if statement
else
{
*(DWORD*)0x763F5F = 0;
} // this bracket ends the else statement
}
Thx, ill try it
```

(Aug 8, 2018 09:12 AM)aeiro Wrote: [CITE](#) Your bracket placement is wrong. should be

```
Code void active() {
if (Items[0].on_off)
{
*(DWORD*)0x763F5F = 1;
} ///notice this bracket ends the if statement
else
{
*(DWORD*)0x763F5F = 0;
} // this bracket ends the else statement
}yea thx its helped to me :D
+Rep To You aeiro
i do:
Code void active() {
if (Items[0].on_off) {
{
*(DWORD*)0x763F5F = 1;
}
}
else
{
*(DWORD*)0x763F5F = 0;
}
}
```