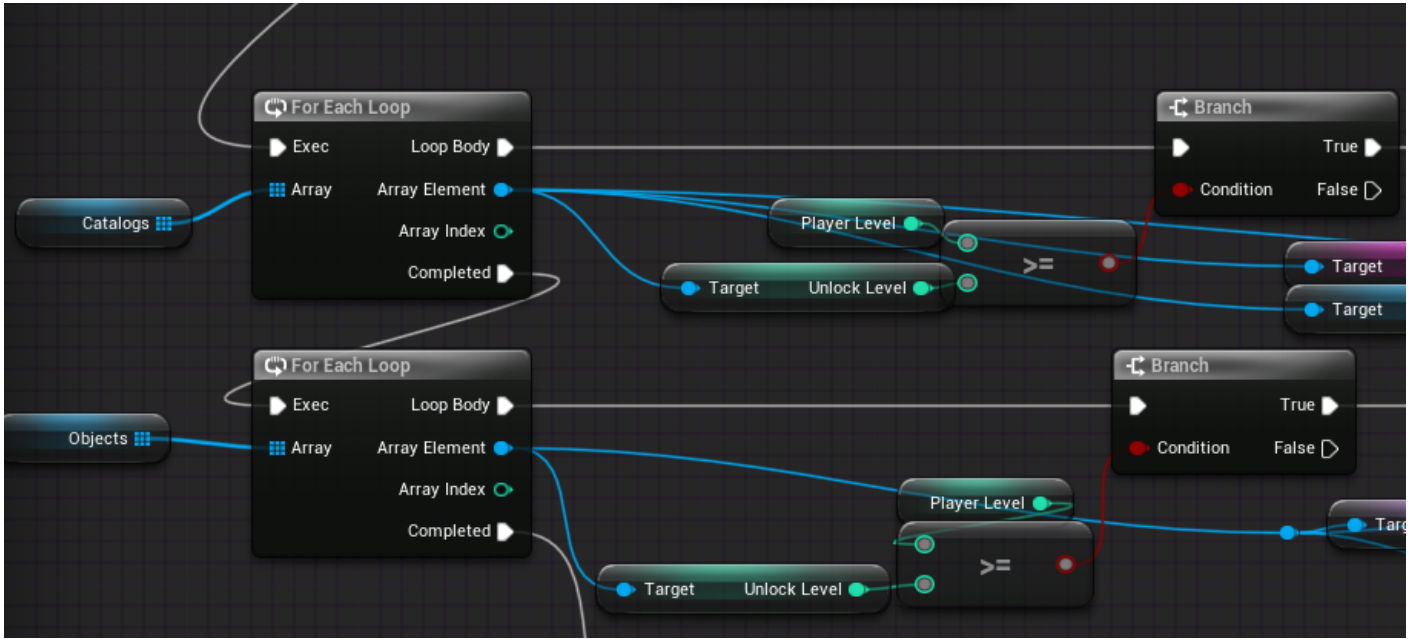# Simple Level check while adding entry's to the shop

This is located in the function "M_LoadCatalog" inside of "ShopWheelController" (Rather then getting the level from the player it now gets it from the Award Subsystem)

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