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Subject: [SSGM 4.0 Plugin] CreditTickChanger  
Posted by [iRANian](#) on Thu, 01 Aug 2013 21:55:08 GMT  
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This plugin allows you to configure the Refinery credit tick rate and harvester dump amount per team and per map.

You can contact me on [www.renegadeforums.com](http://www.renegadeforums.com) under the nick 'iRANian'.

To install place 'CreditTickChanger.dll' inside your root FDS folder and add an entry for it under [Plugins] in SSGM.ini.

Then add the following to SSGM.ini and configure it to your liking:

[CreditTickChanger]

; Global settings, used if no map specific overwrite is configured

; Set to -1.0 to use the default value loaded on the server

CreditTickNod=10.5

CreditTickGDI=50

DumpAmountNod=100000

DumpAmountGDI=800

[c&C\_Under.mix\_CreditTickChanger]

; Set to -1.0 to use the default value loaded on the server

; Leave out a setting to use the value set in [CreditTickChanger] for that setting

CreditTickNod=-1

CreditTickGDI=8.5

DumpAmountNod=5000

DumpAmountGDI=1000

[c&C\_Walls\_Flying.mix\_CreditTickChanger]

; Set to -1.0 to use the default value loaded on the server

; Leave out a setting to use the value set in [CreditTickChanger] for that setting

;CreditTickNod=1

CreditTickGDI=1

DumpAmountNod=5000

DumpAmountGDI=1000

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## File Attachments

1) [CreditTickChanger SSGM 4.0 Plgun.zip](#), downloaded 169 times

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