1) The crate locations are indeed in the map files, and have not been changed. However, the code was bugged, ignoring some spawn locations. (Not related to WD's SSAOW/SSGM crates, Renegade contains the bug. Renegade's simple crates do not spawn in these locations either.)

2) The gradual harvy dumping is implemented in Renegade, but only works for very low framerates (due to rounding). I am sure most have experienced that they received part of the credits first and the remaining part later. That happens due to framedrops, where the current code attempts to gradually give credits.

I agree that both changes affect gameplay and both should be configurable 1) by removing the previously ignored crate locations and 2) by making the harv dump configurable (either all-at-once or trickle gradually).