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 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

File Attachments
1) CreditTickChanger SSGM 4.0 Plgun.zip, downloaded 230 times