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Subject: Re: cash flow

Posted by [Ma1kel](#) on Tue, 18 Oct 2005 10:50:06 GMT

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I'm not sure, but try with LevelEdit:

Open Buildings > Refinery > MP\_GDI/nod\_Refinery.

Then do Mod > Setting and edit: FundsGathered and FundsdistributedPerSec.

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