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Subject: Re: credits

Posted by [Kamuix](#) on Sun, 07 Jan 2007 00:47:41 GMT

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Those settings are in the objects.ddb file not the server itself. You would need to download and open LevelEdit and go to Buildings>Refineries and click "mod" on the sidebar than look for the setting that allows you to change how many creds you get per second, than go to file->export name is anything and hit exports. This saves the DDB file. After that go into C:/Programfiles/RenegadePublictools/Leveledit/%yourmodname%/presets/objects.ddb. Copy and paste that file into your server data folder after you start up the server. If you are using SSAOW which is recommended, you do the same thing except after you paste it into your data folder you have to rename it from Objects.ddb to Objects.aow. And you don't need to start the server first doing it that way. Probably more complicated than you would of hoped that all to be

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