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Subject: Re: [SSGM Plugin] Extra Credit Tick  
Posted by [iRANian](#) on Wed, 23 May 2012 06:39:43 GMT  
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Nope, but you can set the credit tick per second via objects.gm, open up LevelEdit and modify the settings of both teams' Refinery, there should be a setting set to '2.5' somewhere, you'll have to change that.

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