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Subject: [SSGM 4.0 Plugin] Refill Costs Money  
Posted by [iRANian](#) on Thu, 12 Jul 2012 13:53:42 GMT  
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This plugin will make purchasing a refill cost money. The cost is calculated based on the following formula:

$((\text{Max HP} - \text{Current HP}) / \text{Max HP}) * \text{Preset Cost} * \text{Fraction Of Total Cost} * \text{Base Power Multiplier}$

Preset Cost = the cost of the object, e.g. 1000 credits for a Havoc

Fraction Of Total Cost = a configurable multiplier you can set, e.g. if you want to have a refill cost 30% of the calculated cost set this to 0.3

Base Power Multiplier = if doubling cost when base power is down is configured this will be set to 2.0 when base power is down otherwise it's always 1.0

You can contact me on [renegadeforums.com](http://renegadeforums.com) under the nick 'iRANian'.

To install place RefillCostsMoney.dll in the root fds folder and add an entry for it under [Plugins] in ssgm.ini, then add the following to ssgm.ini and configure it:

[RefillCostsMoney]

FractionOfTotalCost = 0.3 ; this number is multiplied with the calculated cost of a refill

NoBasePowerDoubleCost = true ; double the cost of a refill when base power is down

## File Attachments

1) [Refill Costs Money SSGM 4.0 Plugin v1.zip](#), downloaded 414 times

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