
Subject: credits

Posted by [xcmdrxxx](#) on Sun, 07 Jan 2007 00:21:06 GMT

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I have a renegade fds and I was wondering how do you make your credits go up by 3 or 4. Please reply to this.

Thanks,
xcmdrxxx

Subject: Re: credits

Posted by [Zion](#) on Sun, 07 Jan 2007 00:46:51 GMT

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Change the building controllers for the refineries in Level Edit, close and save the presets and place into your server.

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

Subject: Re: credits

Posted by [xcmdrxxx](#) on Sun, 07 Jan 2007 03:06:52 GMT

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where do i get this level editing at?

Subject: Re: credits

Posted by [trooprm02](#) on Sun, 07 Jan 2007 03:10:43 GMT

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Its called renegade tools. ftp.westwood.com

Subject: Re: credits

Posted by [xcmdrxxx](#) on Sun, 07 Jan 2007 03:13:02 GMT

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alright thanks.

Subject: Re: credits

Posted by [Goztow](#) on Sun, 07 Jan 2007 12:25:19 GMT

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Plz post this in the right subforum next time.
