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Subject: Credits

Posted by [{WG}Stereosquirrel](#) on Sun, 21 Jan 2007 23:48:01 GMT

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How do i make the credits for my server go up by 3 or 4 instead of 2/sec?

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Subject: Re: Credits

Posted by [SeargentSarg](#) on Sun, 21 Jan 2007 23:52:44 GMT

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Renegade Tools

Edit GDI and Nod tiberium buildings, edit credits.

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Subject: Re: Credits

Posted by [{WG}Stereosquirrel](#) on Mon, 22 Jan 2007 00:38:58 GMT

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where do i get renegade tools from?

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Subject: Re: Credits

Posted by [SeargentSarg](#) on Mon, 22 Jan 2007 00:50:23 GMT

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Westwood's FTP

Go to public, then renegade, and you will see some downloads, one of them are the renegade tools.

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Subject: Re: Credits

Posted by [Jerad2142](#) on Mon, 22 Jan 2007 03:18:46 GMT

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Then you will have to mess with the building nodes (specifically the refinery).

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Subject: Re: Credits

Posted by [{WG}Stereosquirrel](#) on Mon, 22 Jan 2007 04:14:35 GMT

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alright thx

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Subject: Re: Credits

Posted by [Zion](#) on Mon, 22 Jan 2007 14:23:10 GMT

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Jerad Gray wrote on Mon, 22 January 2007 03:18Then you will have to mess with the building nodes (specifically the refinery).

No you won't.

Just edit the refinery controllers, or the silos if there are no refs in the map.

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Subject: Re: Credits

Posted by [Jerad2142](#) on Mon, 22 Jan 2007 16:28:04 GMT

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Merovingian wrote on Mon, 22 January 2007 07:23Jerad Gray wrote on Mon, 22 January 2007 03:18Then you will have to mess with the building nodes (specifically the refinery).

No you won't.

Just edit the refinery controllers, or the silos if there are no refs in the map.

That's what I sad, and if the map doesn't have silo's then it won't do much good to edit them. You could also use the script "GTH\_Credit\_Trickle" on a vehicle, then what ever team controls the vehicle gets the credits.

Plus he already said thanks which probably meant he question was answered.

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