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Subject: [SSGM 4.0 Plugin] CreditTickChanger  
Posted by [iRANian](#) on Thu, 01 Aug 2013 21:55:08 GMT  
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This plugin allows you to configure the Refinery credit tick rate and harvester dump amount per team and per map.

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

To install place 'CreditTickChanger.dll' inside your root FDS folder and add an entry for it under [Plugins] in SSGM.ini.

Then add the following to SSGM.ini and configure it to your liking:

[CreditTickChanger]

; Global settings, used if no map specific overwrite is configured

; Set to -1.0 to use the default value loaded on the server

CreditTickNod=10.5

CreditTickGDI=50

DumpAmountNod=100000

DumpAmountGDI=800

[c&C\_Under.mix\_CreditTickChanger]

; Set to -1.0 to use the default value loaded on the server

; Leave out a setting to use the value set in [CreditTickChanger] for that setting

CreditTickNod=-1

CreditTickGDI=8.5

DumpAmountNod=5000

DumpAmountGDI=1000

[c&C\_Walls\_Flying.mix\_CreditTickChanger]

; Set to -1.0 to use the default value loaded on the server

; Leave out a setting to use the value set in [CreditTickChanger] for that setting

;CreditTickNod=1

CreditTickGDI=1

DumpAmountNod=5000

DumpAmountGDI=1000

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## File Attachments

1) [CreditTickChanger SSGM 4.0 Plgun.zip](#), downloaded 170 times

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Subject: Re: [SSGM 4.0 Plugin] CreditTickChanger  
Posted by [OuTSMoKE](#) on Sun, 23 Feb 2014 09:11:14 GMT  
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I updated this to work on 4.1 RC3 if anyone wants it.

Note: still iRan's plugin, just update to current server version.

Same SSGM.ini format as listed in original post.

Backup link: <https://www.mediafire.com/?e1b5bois96ew9f4>

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### File Attachments

1) [CreditTickChanger.dll](#), downloaded 146 times

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Subject: Re: [SSGM 4.0 Plugin] CreditTickChanger  
Posted by [Xpert](#) on Mon, 24 Feb 2014 04:38:18 GMT

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Didn't know you learned to code OutSmoke lol

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Subject: Re: [SSGM 4.0 Plugin] CreditTickChanger  
Posted by [OuTSMoKE](#) on Tue, 25 Feb 2014 00:36:18 GMT

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Still learning.

I'm running new Kambot 4.1 and had to get it all working on 4.1 (original source was coded in 2010). zunnie and Neijwert helped me. Basic little plugins like this one though I can handle.

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