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Subject: cash flow

Posted by [ghost](#) on Tue, 18 Oct 2005 05:12:59 GMT

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how would i make the refinery give more cash per second?  
i checked everything in level edit but cant find it

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Subject: Re: cash flow

Posted by [Ma1kel](#) on Tue, 18 Oct 2005 10:50:06 GMT

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I'm not sure, but try with LevelEdit:

Open Buildings > Refinery > MP\_GDI/nod\_Refinery.

Then do Mod > Setting and edit: FundsGathered and FundsdistributedPerSec.

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Subject: Re: cash flow

Posted by [Kamuix](#) on Tue, 18 Oct 2005 14:28:30 GMT

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I usually just add more Ref. Controllers. Although i did that in a map which had no actual Refinery so the Refinery might never get destroyed. Not sure though never tested it.

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Subject: Re: cash flow

Posted by [SuperMidget](#) on Thu, 20 Oct 2005 13:51:36 GMT

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Tib silo controller?

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