
Subject: [SSGM 4.0 Plugin] Map Starting Credits
Posted by [iRANian](#) on Sat, 04 Feb 2012 21:33:02 GMT

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This is a really simple plugin made by request that loads configurable map specific starting credits from an option in ssgm.ini. If it doesn't find starting credits for a map in that INI it'll load the starting credits set globally before the plugin loaded.

< iran > there's an issue with the renegade client, if you hold 'L' it'll display the starting credits set on the map that the client joined, even after gameover'ing

Install the SSGM plugin like you would do normally and add the following to the bottom of SSGM.ini:

```
[MapStartingCredits]  
C&C_Walls = 100
```

Add an entry for every new map, pretty simple.

File Attachments

1) [Map Starting Credits SSGM 4.0 Plugin.zip](#), downloaded 404 times

Subject: Re: [SSGM 4.0 Plugin] Map Starting Credits
Posted by [zunnie](#) on Sat, 04 Feb 2012 21:46:08 GMT

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Most excellent work, good job. Using in TCW now
