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Subject: Credits

Posted by [MorDos](#) on Thu, 15 Mar 2012 21:33:08 GMT

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Anyone have any ideas how to fix the server credit allocation issue ?

Where as every time you purchase credits should go away rather than gain ?

Kinda mathematically wrong.

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Subject: Re: Credits

Posted by [TORN](#) on Thu, 15 Mar 2012 22:39:06 GMT

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Sounds like you're using Character refund and have the percentage refunded too high.

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Subject: Re: Credits

Posted by [MorDos](#) on Sun, 18 Mar 2012 04:12:54 GMT

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yep your right thx simple mathematical error

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