Subject: Re: Anyone remember me? I worked on Renegade and SS at Westwood...
Posted by StealthEye on Thu, 10 Jul 2008 11:33:56 GMT
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Thanks for that Surth.

The points = damage thing Spoony talked about is not correct though. It should be:

damage = rawdamage * warheadmultiplier;
for infantry/buildings/nongreen health vehicles: points == damage * pointsmultiplier.
for green health vehicles: points != damage * pointsmultiplier

The formula for calculating the points is correct, although it is done before the points get calculated (it will do * pointsmultiplier later on)

so the exact formulas would be:
green health vehicles:
damage = rawdamage * damagemultiplier * warheadmultiplier
points = rawdamage * damagemultiplier * warheadmultiplier / warheadmultiplier * pointsmultiplier

other objects:
points = rawdamage * damagemultiplier * warheadmultiplier
points = rawdamage * damagemultiplier * warheadmultiplier * pointsmultiplier

This explains the high points for ramjets and such perfectly well. The rawdamage for ramjets is very high (200 opposed to ie. 5 for an auto rifle) and the warhead multiplier for ramjet vs vehicle is very low. Because of that the ramjet does not apply a lot of damage. However since the damage multiplier is missing from the green health vehicles points calculation, the points will be significantly higher than the actual damage.

I based these formulas on reverse engineering the DefenseObjectClass::Do_Damage function in renegade.

Thanks for the info btw, and sorry for getting offtopic here...