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Subject: Re: Request - points increase. (reborn?)  
Posted by [reborn](#) on Mon, 03 Jan 2011 12:11:33 GMT  
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Attached does what you asked (untested but it probably works).

However, I feel I should point out that:

It does not double points for c4 objects or beacon objects. You did not mention them, so I did not include them. This is very easily changed.

It will double the Nod Rocket soldiers damaged and killed points too, however, his damage points are set to 0, so it will double 0, still giving you 0. I can add that fix to this if needed (I am unsure what would happen if you ran the previous plugin to fix this issue, if you loaded it first in the list it may work as you desite, but I am not sure at all).

I will upload the source too when it's confirmed as completed.

### File Attachments

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1) [doublepointsbinary.zip](#), downloaded 194 times

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