
Subject: [SSGM 4.0 Plugin] Refill Costs Money
Posted by [iRANian](#) on Thu, 12 Jul 2012 13:53:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin will make purchasing a refill cost money. The cost is calculated based on the following formula:

$((\text{Max HP} - \text{Current HP}) / \text{Max HP}) * \text{Preset Cost} * \text{Fraction Of Total Cost} * \text{Base Power Multiplier}$

Preset Cost = the cost of the object, e.g. 1000 credits for a Havoc

Fraction Of Total Cost = a configurable multiplier you can set, e.g. if you want to have a refill cost 30% of the calculated cost set this to 0.3

Base Power Multiplier = if doubling cost when base power is down is configured this will be set to 2.0 when base power is down otherwise it's always 1.0

You can contact me on renegadeforums.com under the nick 'iRANian'.

To install place RefillCostsMoney.dll in the root fds folder and add an entry for it under [Plugins] in ssgm.ini, then add the following to ssgm.ini and configure it:

[RefillCostsMoney]

FractionOfTotalCost = 0.3 ; this number is multiplied with the calculated cost of a refill

NoBasePowerDoubleCost = true ; double the cost of a refill when base power is down

File Attachments

1) [Refill Costs Money SSGM 4.0 Plugin v1.zip](#), downloaded 209 times
