
Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by [iRANian](#) on Thu, 12 Jul 2012 14:25:44 GMT

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It calculates the percentage of the HP you lost as fraction of your max HP, where HP is health + shield strength. Which is then multiplied with the preset cost and the base power multiplier. Then it's multiplied with the fraction of that cost you want to make the refill cost.

Your right, it would, but internally that part of the calculation gets converted to integer (so everything below 1 is rounded to 0) before I use it as floating point, so the issue doesn't occur (otherwise I can test for $\text{MaxHP} == \text{CurrentHP}$).

Your formula does the same thing as mine but accounts for that.
