
Subject: More sp -> mp stuff

Posted by [ErroR](#) on Sat, 10 Oct 2009 09:28:46 GMT

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I thought it would be a good idea to have some statistics in the help screen insted of the useless old help screen. Using resource hacker i ported some statistic and a map there. It didn't show up the textures etc. so maybe tt can make something like this:

Toggle Spoiler

ok maybe the map idea isn't so good, but you can see your friendlies or a placed beacon in the enemy base etc. but the statistics would be awesome. Mostly the game time, shots fired, accuracy, enemies killed and some others to occupy space. The current help screen doesn't really "help".

File Attachments

1) [help screen.PNG](#), downloaded 669 times



Subject: Re: More sp -> mp stuff

Posted by [Goztow](#) on Sat, 10 Oct 2009 09:52:36 GMT

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I think this may be a good idea, though not a priority.

Subject: Re: More sp -> mp stuff
Posted by [Omar007](#) on Sat, 10 Oct 2009 09:57:21 GMT
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Having your stats in MP the same as in SP (when pressing F1 instead of after the mission) would be really cool

Subject: Re: More sp -> mp stuff
Posted by [Reaver11](#) on Sat, 10 Oct 2009 12:01:45 GMT
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Yeah it would be nice to see your accuracy and stuff.
Though as said it shouldn't have priority but would be fun to see.

Subject: Re: More sp -> mp stuff
Posted by [Goztow](#) on Sat, 10 Oct 2009 13:58:25 GMT
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IIRC there was a website that kept all these statistics for multiplayer. But it has been down since wol went to xwis?

It would definately be something I'd like to include in renegadecommunity.com . This would then also allow you to get signatures for renegadeforums.com with all your ladder and game statistics.

As it seems to be an existing function in renegade it's surely possible to achieve. TT people?

Subject: Re: More sp -> mp stuff
Posted by [Wiener](#) on Sat, 10 Oct 2009 18:53:43 GMT
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I remember this being mentioned a year ago as something that could be made with a 2nd TT patch.

Subject: Re: More sp -> mp stuff
Posted by [EvilWhiteDragon](#) on Sun, 11 Oct 2009 01:12:05 GMT
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Goztow wrote on Sat, 10 October 2009 15:58IIRC there was a website that kept all these statistics

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As it seems to be an existing function in renegade it's surely possible to achieve. TT people?
You mean as in like this:

<http://renladder.blackhand-studios.net/player.php?name=Zenkai>

Zenkai

Ladder Points 27254 Powerups Collected 5558
Score 369191 Vehicles Destroyed 558
Time in Game 68:23:40 Vehicle Time 29:09:19
Deaths 769 Kills From Vehicles 668
Enemies Killed 1364 Squishes 128
Allies Killed 22 Credits Granted 1236404
Shots Fired 239747 Buildings Destroyed 53

Given Received

Head Shots 1023 Head Hits 1173
Torso Shots 13563 Torso Hits 5586
Arm Shots 726 Arm Hits 830
Leg Shots 750 Leg Hits 1132
Crotch Shots 192 Crotch Hits 278

Averages

Kill/Death Ratio 1.77 Ladder Points 99
Hit/Miss 6.78% Score 2106.3

Subject: Re: More sp -> mp stuff

Posted by [ErroR](#) on Sun, 11 Oct 2009 17:54:02 GMT

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EvilWhiteDragon wrote on Sun, 11 October 2009 04:12Goztow wrote on Sat, 10 October 2009 15:58IIRC there was a website that kept all these statistics for multiplayer. But it has been down since wol went to xwis?

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while that's a good idea, the help screen one should have the info for 1 game.

Subject: Re: More sp -> mp stuff

Posted by [StealthEye](#) on Sun, 11 Oct 2009 21:10:49 GMT

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That will be way too much work. Although I like the idea, I think it's out of scope for the patch.

Subject: Re: More sp -> mp stuff

Posted by [Dover](#) on Sun, 11 Oct 2009 21:38:30 GMT

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StealthEye wrote on Sun, 11 October 2009 14:10 That will be way too much work. Although I like the idea, I think it's out of scope for the patch.

TT Patch #2, perhaps?

Subject: Re: More sp -> mp stuff

Posted by [Gen_Blacky](#) on Sun, 11 Oct 2009 22:17:44 GMT

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you can edit .exe so you can see mutiplayer stats in single player, worked for me before but its not a proper way.

Subject: Re: More sp -> mp stuff

Posted by [ErroR](#) on Mon, 12 Oct 2009 12:11:59 GMT

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Gen_Black wrote on Mon, 12 October 2009 01:17you can edit .exe so you can see mutiplayer stats in single player, worked for me before but its not a proper way.

yeah, it does work, i tried it too, but you can't include it without all of the single player pause menu
