Subject: Mod Idea
Posted by snpr1101 on Sat, 03 Jul 2010 02:54:07 GMT
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Hi; I was wondering if it were possible to create a mod / addon that displayed how many points you and each of your team mates gave away to the opposing team during a match (For timed matches, specifically). Because in timed games, points mean everything.

The specifics of it (I.e how it's displayed and when) I haven't thought about.

With a mod like this, you can tell how efficient you are as a player and give your team mates a kick up the ass if need be.

Just a thought

Subject: Re: Mod Idea
Posted by Sladewill on Sat, 03 Jul 2010 09:53:50 GMT
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possible to spam messages, but wouldnt be efficient

Subject: Re: Mod Idea
Posted by lolcat on Sun, 04 Jul 2010 06:37:35 GMT
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everything is possible just need to know how to code

Subject: Re: Mod Idea
Posted by HaTe on Sun, 04 Jul 2010 15:17:07 GMT
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lolcat wrote on Sun, 04 July 2010 01:37everything is possible just need to know how to code
Jumping from the empire state building onto concrete head first and surviving is possible if I know how to code? Wow, teach me please.

Subject: Re: Mod Idea
Posted by Sladewill on Sun, 04 Jul 2010 15:41:33 GMT
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HaTe wrote on Sun, 04 July 2010 10:17lolcat wrote on Sun, 04 July 2010 01:37everything is possible just need to know how to code

Jumping from the empire state building onto concrete head first and surviving is possible if I know how to code? Wow, teach me please.

lmao, owned

Subject: Re: Mod Idea
Posted by Erninnjo on Sun, 04 Jul 2010 17:07:44 GMT
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Hi.
How can I create a working LAN server during Hamachi?
Please help me.

Subject: Re: Mod Idea
Posted by Jerad2142 on Sun, 04 Jul 2010 18:17:42 GMT
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Erninnjo wrote on Sun, 04 July 2010 11:07Hi.
How can I create a working LAN server during Hamachi?
Please help me.
-.-
Just host your game on WOL, you don't create an account, you just make up a name and a 9 character password and press okay. Thats how the account is created.

Subject: Re: Mod Idea
Posted by trooprm02 on Sun, 04 Jul 2010 23:44:30 GMT
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Erninnjo wrote on Sun, 04 July 2010 12:07Hi.
How can I create a working LAN server during Hamachi?
Please help me.

wrong subforum, totally different topic, let alone a fail idea in itself....congratulations, you win!

Subject: Re: Mod Idea
Posted by cAmpa on Mon, 05 Jul 2010 04:06:50 GMT
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snpr1101 wrote on Sat, 03 July 2010 04:54Hi; I was wondering if it were possible to create a mod / addon that displayed how many points you and each of your team mates gave away to the

opposing team during a match (For timed matches, specifically). Because in timed games, points mean everything.

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With a mod like this, you can tell how efficient you are as a player and give your team mates a kick up the ass if need be.

Just a thought

Yes it is.

Subject: Re: Mod Idea
Posted by snpr1101 on Mon, 05 Jul 2010 04:19:46 GMT
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cAmpa wrote on Sun, 04 July 2010 23:06snpr1101 wrote on Sat, 03 July 2010 04:54Hi; I was wondering if it were possible to create a mod / addon that displayed how many points you and each of your team mates gave away to the opposing team during a match (For timed matches, specifically). Because in timed games, points mean everything.

The specifics of it (I.e how it's displayed and when) I haven't thought about.

With a mod like this, you can tell how efficient you are as a player and give your team mates a kick up the ass if need be.

Just a thought

Yes it is.

Kgogogogogogoggoogogogogoggoogogogogogogogogoogogogogogogo

Subject: Re: Mod Idea
Posted by Erninnjo on Mon, 05 Jul 2010 18:55:41 GMT
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Then where should I write where anybody notice my note?

Subject: Re: Mod Idea
Posted by Sladewill on Mon, 05 Jul 2010 20:01:44 GMT
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what?

___

Subject: Re: Mod Idea
Posted by reborn on Mon, 05 Jul 2010 21:16:05 GMT
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Erninnjo wrote on Mon, 05 July 2010 14:55Then where should I write where anybody notice my note?

http://www.renegadeforums.com/index.php?t=thread&frm_id=12&rid=3415

___

Subject: Re: Mod Idea
Posted by FlaminGunz on Tue, 06 Jul 2010 00:42:07 GMT
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i really like this mod idea

it would be good if someone that knew what to do, could work on it

___

Subject: Re: Mod Idea
Posted by reborn on Fri, 09 Jul 2010 08:51:39 GMT
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It's actually more difficult than it sounds, you could probably get pretty close to accurate by attaching scripts to the players and their vehicles (and even their c4 and beacons), then update the value of how many points they've given away on the damaged and killed events.
However, the points would probably be a bit wrong due to that weird points bug (green health vehicles giving uber points for shitty warheads or whatever).
However, rather than comparing the points given away value to their actual points value, you could get a better picture by also monitoring how many points the player should of gained too, and comparing it to that.
You may end up with something like this:

Player "redude": Points given away = 12765, Points Earned = 76123
When their real points score is 82456

I suppose you could make a look-up to account for the points bug, but it would start looking even uglier and also add to load.

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But I don't think it's a great idea. It cannot really prove who is playing well or not. There are situations where being a teamplayer means sacrificing yourself, and it seems that such a system would not recognise that (granted, such system would be extremely hard to make).
I suppose the points are only relevant in a situation where the game is not won by base destruction.

Subject: Re: Mod Idea
Posted by reborn on Sun, 11 Jul 2010 10:07:13 GMT
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I still don't think it's a very accurate way to determine a player's "worth", but I guess in matches where there is no base destruction it might hold some value. For this reason, I decided to take a look at it...

Toggle Spoiler

Toggle Spoiler

It's working, and resetting every map, and players can use the command !value <partial playername>. However, I've only implemented it so far for the actual player's character taking damage (so not vehicles, their c4 etc etc).

If there is still interest in it, I will probably finish it (and maybe add other stats like vehicle losses etc).

Subject: Re: Mod Idea
Posted by snpr1101 on Sun, 11 Jul 2010 10:56:37 GMT
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Somebody actually did it? I didn't expect that. If you made it, I certainly would use it. I can't see why anyone else wouldn't either; just out of curiosity to see how efficient you were and in comparison to your team mates.

Yet by the looks of it, it will require a server side plugin / addon/ what have you (meaning you'd have to convince server owners to use it) - I presume?

Cheers for making it, Reborn.

Subject: Re: Mod Idea
Posted by reborn on Sun, 11 Jul 2010 11:04:30 GMT
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snpr1101 wrote on Sun, 11 July 2010 06:56Somebody actually did it? I didn't expect that. If you

made it, I certainly would use it.

Yet by the looks of it, it will require a server side plugin / addon/ what have you (meaning you'd have to convince server owners to use it) - I presume?

Cheers for making it, Reborn.

Yeah, I decided to give it a look.

You're right, it would be an SSGM plug-in. Most servers are capable of running an SSGM plug-in, as most are built off of it. Those that are not, and run their own custom build would still be able to use it, as the code would be open-source.

I'm not sure how I would make it a client mod, and besides, it would be too much like a cheat for me to even consider trying.

I'll develop it a bit further then to account for vehicles and other stuff that causes points to be given away.

Subject: Re: Mod Idea
Posted by Hex on Sun, 11 Jul 2010 11:35:08 GMT
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Interesting idea, would be good as part of a ranks system to deduct rank points from players.

Subject: Re: Mod Idea
Posted by my486CPU on Mon, 12 Jul 2010 00:36:39 GMT
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Hex wrote on Sun, 11 July 2010 07:35Interesting idea, would be good as part of a ranks system to deduct rank points from players.

Rofl hex I thought u died haven't seen u in a game for years!

But as far as points being deducted...well they do if u try to repair the enemy, aside from that I think your speaking about noob sbhs blowing the point gain nuking all over the place ...but that's just part of the game on the aows and that's why I prefer a good marathon match.

Subject: Re: Mod Idea
Posted by FlaminGunz on Mon, 12 Jul 2010 00:50:35 GMT
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reborn id love you to complete it!!

id defs like to try it out one one of our servers, its a really interesting idea

so yeh if you can, please do

Subject: Re: Mod Idea
Posted by reborn on Tue, 13 Jul 2010 05:42:53 GMT
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It's made and released, here.

Subject: Re: Mod Idea
Posted by Goztow on Tue, 13 Jul 2010 10:32:36 GMT
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Great work, as usual! This may be interesting for clanwar players to evaluate their performance.