Subject: Request - points increase. (reborn?)
Posted by Spoony on Mon, 03 Jan 2011 08:41:19 GMT

can someone knock up a mod that doubles the points/credits gained by attacking and killing units?

assuming you're using the originally designed points system (pointsfix) it's 10% of the unit cost - 5% of that is for whittling the unit down to the verge of death, another 5% for the killing shot.

can both of these be doubled, so you'd get a total of 20% of the unit's cost for killing it - 10% for whittling it down to critical health, another 10% for the killing strike.

this should cover all infantry and vehicles, including the harvester, but i don't want to alter the points gained by attacking buildings.

it seems reasonably straightforward looking at this earlier thread;
http://www.renegadeforums.com/index.php?t=msg&goto=411104

EDIT: here it is for simplicity's sake
http://www.renegadeforums.com/index.php?t=getfile&id=13148&rid=20608

Subject: Re: Request - points increase. (reborn?)
Posted by Pyr0man1c on Mon, 03 Jan 2011 11:59:35 GMT

Subject: Re: Request - points increase. (reborn?)
Posted by reborn on Mon, 03 Jan 2011 12:11:33 GMT

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 cmpleted.

File Attachments

Subject: Re: Request - points increase. (reborn?)
Posted by Spoony on Mon, 03 Jan 2011 12:40:00 GMT
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never mind c4 and beacons, they're fine.

could you amend the nod rocket soldier problem in the same thing?

i.e. so it doubles the points for everything else, and also corrects the rocket soldier (by giving it the same numbers as the GDI rocket soldier has after they've been doubled)

Subject: Re: Request - points increase. (reborn?)
Posted by reborn on Mon, 03 Jan 2011 13:19:40 GMT
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Done and attached.

If you could confirm it works properly I would appreciate it, then I will release it properly.

File Attachments
1) `DoublePoints1.1.zip`, downloaded 288 times

Subject: Re: Request - points increase. (reborn?)
Posted by Hypnos on Tue, 04 Jan 2011 21:36:20 GMT
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May I ask the reasoning behind this, Spoony?

Subject: Re: Request - points increase. (reborn?)
Posted by Xpert on Tue, 04 Jan 2011 22:43:52 GMT
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Doesn't this change also affect the credits given?

Subject: Re: Request - points increase. (reborn?)
Posted by reborn on Tue, 04 Jan 2011 23:20:45 GMT

Absolutely, points give credits. Increasing points will mean a change in the economy.

Subject: Re: Request - points increase. (reborn?)
Posted by Spoony on Wed, 05 Jan 2011 01:02:43 GMT

i certainly expected it to increase the credits along with points

hypnos. i firmly believe that buildings need to stay the most important targets, but the difference in points gain between buildings and credits seems a little drastic. no problem for vehicles since they can effectively hit buildings too, but units that are primarily anti-tank (ravs etc) don't really gain enough for what they're doing.

this seemed like it'd be a good companion to the infantry ammo and the originally designed points system, though obviously nobody's tried it yet.

Subject: Re: Request - points increase. (reborn?)
Posted by Xpert on Wed, 05 Jan 2011 10:34:37 GMT

I kinda figured that was your goal in this is the credits issue.