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Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 10:00:38 GMT

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Not exactly the code, but it at least gives you an idea...

StealthEye of BlackIntel (emphasis added)It definitely is a bug, notice how it behaves differently on health than on armor as well. (You don't get many points for shooting health with those weapons). The bug affects all damage on armor with a warhead multiplier of  $\neq 1$ , because it is the warhead multiplier that is missing.

Actually, it calculates points like this:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier} / \text{warheadmultiplier}$

It should be:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier}$

Because the warheadmultiplier is low for ramjets, and rawdamage (see the tables on <http://www.blackintel.org/?page=projects/biatch/weaponinfo>) is high, the effect of the missing multiplier is highest. Repair guns have a warheadmultiplier of 1, so those are not affected. C4 2 -> will do half of the points it should do. All other weapons are  $<1$ , therefore all those will give more points than they were supposed to. Because the multipliers are closer to 1 it will be less visible though.

With the bug fixed, you always get half of the points for repairing than for damaging a vehicle, and you always (regardless of the weapon you used) get the same amount for damaging or killing a vehicle (assuming it was not repaired ofcourse).

Without the bugfix, it mostly depends on the weapon you use to damage something with. More than it matters which thing you are damaging or the amount of damage you actually do.

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