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 567 times 00 00 30 Head Torso Game Time Arms Crotch Legs Buildings Destroved 100.00 Kills In Vehicles Accuracy Shots Fired Vehicles Squishes In Destroyed Enemies Killed

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 rengadecommunity.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 a 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

for multiplayer. But it has been down since wol went to xwis?

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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 15:58IRC 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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Averages
Kill/Death Ratio 1.77 Ladder Points 99
Hit/Miss 6.78% Score 2106.3

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 14:10That 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

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_Blacky 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 withouht all of the single player pause menu