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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.

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.

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