
Subject: Request - points increase. (reborn?)

Posted by [Spoony](#) on Mon, 03 Jan 2011 08:41:19 GMT

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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>
