Subject: [SSGM Plugin] Extra Credit Tick
Posted by iRANian on Sun, 04 Sep 2011 20:18:53 GMT
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This plugin allows you to set an extra credit tick that doesn't take anything else in account. Made by request.

Credits go to Hex, pvtschlag and jnz for writing OnOeS, I based my code on the 'MaxCredits' script included with that.

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File Attachments
1) Extra Credit Tick SSGM Plugin v1.1.zip, downloaded 267
times
```

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by liquidv2 on Sun, 04 Sep 2011 20:24:33 GMT
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players will get a credit every other second along with the default 2 from the refinery, but it will continue even after the ref is dead

the thinking is the team without a ref is already crippled, but this at least gives them something to fight with
the team with its refinery intact gets 2.5 a second on average (2 and then 3)

a team with a refinery but no powerplant would get 1.5 a second on average (1 and then 2) - the fact that unit prices are doubled is enough of a penalty already, and on some maps the base defense are powered down after the pp is destroyed

just a thought to keep games going and help discourage players from feeling powerless and leaving once their team loses a building

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by reborn on Sun, 04 Sep 2011 23:04:21 GMT
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http://game-maps.net/staff/reborn/Beta%20Extra%20Tick%20Rate%20PlugIn%20Win321.0 .zip

Quote:It allows server owners to give an additional tick rate to players. You can set the rate at which they gain extra credits, and the amount of credits too.
It allows you to set this for Nod and GDI independantly.

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by Distrbd21 on Wed, 23 May 2012 05:21:56 GMT
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Can it be used in 4.0?

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by iRANian on Wed, 23 May 2012 06:39:43 GMT
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Nope, but you can set the credit tick per second via objects.gm, open up LevelEdit and modify the settings of both teams' Refinery, there should be a setting set to '2.5' somewhere, you'll have to change that.

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by Distrbd21 on Wed, 23 May 2012 08:22:03 GMT
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Fine if you say so...

Subject: Re: [SSGM Plugin] Extra Credit Tick
Posted by Xpert on Wed, 23 May 2012 18:26:48 GMT
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DistrbdSt0rm21 wrote on Wed, 23 May 2012 04:22Fine if you say so...

What's that suppose to mean?