Subject: [SSGM 4.0 Plugin] Refill Costs Money
Posted by iRANian on Thu, 12 Jul 2012 13:53:42 GMT
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This plugin will make purchasing a refill cost money. The cost is calculated based on the following formula:

((Max HP-Current HP) / Max HP) * Preset Cost * Fraction Of Total Cost * Base Power Multiplier

Preset Cost = the cost of the object, e.g. 1000 credits for a Havoc
Fraction Of Total Cost = a configurable multiplier you can set, e.g. if you want to have a refill cost 30% of the culculated cost set this to 0.3
Base Power Multiplier = if doubling cost when base power is down is configured this will be set to 2.0 when base power is down otherwise it's always 1.0

You can contact me on renegadeforums.com under the nick 'iRANian'.

To install place RefillCostsMoney.dll in the root fds folder and add an entry for it under [Plugins] in ssgm.ini, then add the following to ssgm.ini and configure it:

[RefillCostsMoney]
FractionOfTotalCost = 0.3 ; this number is multiplied with the calculated cost of a refill
NoBasePowerDoubleCost = true ; double the cost of a refill when base power is down

File Attachments
1) Refill Costs Money SSGM 4.0 Plugin v1.zip, downloaded 411 times

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by reborn on Thu, 12 Jul 2012 14:11:08 GMT
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Excellent concept. Nice one!

Especially as it seems to not be based on your ammo count, but rather your health, which makes sense to me.

The maths is making my head hurt a little though.

Quote:((Max HP-Current HP) / Max HP)

First of all, I am going to assume Max HP and CurrentHP are calculated by including your shield, too?

Second, if I have full health, would the above not calculate as '1'? Meaning that the cost is highest for refilling when you're at full health, and lowest for refilling the close to death you are?

Shouldn't it be something like:

1.0f - ((100/MaxHealth) * CurrentHP)

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by iRANian on Thu, 12 Jul 2012 14:25:44 GMT
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It calculates the percentage of the HP you lost as fraction of your max HP, where HP is health + shield strength. Which is then multiplied with the preset cost and the base power multiplier. Then it's multiplied with the fraction of that cost you want to make the refill cost.

Your right, it would, but internally that part of the calculation gets converted to integer (so everything below 1 is rounded to 0) before I use it as floating point, so the issue doesn't occur (otherwise I can test for MaxHP == CurrentHP).

Your formula does the same thing as mine but accounts for that.

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by reborn on Thu, 12 Jul 2012 14:50:15 GMT
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Great

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by reborn on Fri, 13 Jul 2012 09:22:51 GMT
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Is there any server running this, or planning to run it?

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by iRANian on Fri, 13 Jul 2012 09:48:56 GMT
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No idea, just made this as a joke.

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by Omar007 on Fri, 13 Jul 2012 11:02:26 GMT
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I guess if they use it, the amount of combat refillers will drop.
Either because it now costs money, or because they run out of money

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Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by Generalcamo on Fri, 13 Jul 2012 23:08:03 GMT
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I could see this being used. What if there was a time limit for refills, similar to what is seen in the standalone mods, and if you refill when the timer is not done, it costs some money? That would decrease the amount of combat refillers, and prevent aggravation.

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by Stallion on Sun, 09 Feb 2014 06:43:51 GMT
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Could you make an "instant building repair on cost per %health" plugin?

(sounds very similar in script)

I like the refill cost if under time limit one

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by danpaul88 on Mon, 10 Feb 2014 14:04:30 GMT
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I might have a use for this... how does it deal with the free infantry? Since there is no cost, are refills always free?

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by BillieJoe67 on Mon, 10 Feb 2014 16:34:06 GMT
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Preset cost would be zero, so the refill cost would be zero (multiplying by zero in the formula)

Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by danpaul88 on Mon, 10 Feb 2014 17:33:29 GMT
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Yeah, that unfortunately doesn't do anything prevent combat refilling for free classes, which are often the ones that are most problematic in my experience. Would be nice to add an artificial "nominal price" for the free infantry to be used in this plugins calculation of refill cost (and also apply the refill cost when buying free infantry during combat to prevent people using that as a way to avoid the price)