Subject: Re: Mod Idea
Posted by reborn on Sun, 11 Jul 2010 10:07:13 GMT

I still don't think it's a very accurate way to determine a player's "worth", but I guess in matches where there is no base destruction it might hold some value. For this reason, I decided to take a look at it...

Toggle Spoiler

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It's working, and resetting every map, and players can use the command !value <partial playername>. However, I've only implemented it so far for the actual player's character taking damage (so not vehicles, their c4 etc etc).

If there is still interest in it, I will probably finish it (and maybe add other stats like vehicle losses etc).