src/server/game/Entities/Player/Player.cpp

find void Player::CheckAreaExploreAndOutdoor()

line 6864

add at the top:

[CODE]

float VIP\_OFFSET = sVIP->GetVIPOFFSET();

uint32 acctId = GetSession()->GetAccountId();

uint8 Pvip = sVIP->GetPlayerVIP(acctId);

float MOD = (Pvip \* VIP\_OFFSET);

float rate = sWorld->getRate(RATE\_XP\_EXPLORE);

float mod\_rate = rate + (rate \* MOD);

[/CODE]

then replace the:

[CODE]

sWorld->getRate(RATE\_XP\_EXPLORE)

[/CODE]

in the XP calculations with

[CODE]

mod\_rate

[/CODE]

example:

Before->

[CODE]

XP = uint32(sObjectMgr->GetBaseXP(getLevel() + 5)\*sWorld->getRate(RATE\_XP\_EXPLORE));

[/CODE]

after->

[CODE]

XP = uint32(sObjectMgr->GetBaseXP(getLevel() + 5) \* mod\_rate);

[/CODE]

there should be 3.