Modify Quest Reward rates

/src/server/game/Entities/Creature/GossipDef.cpp

first add:

[CODE]

#include "Grumboz\_VIP\_Core.h"

[/CODE]

with the rest of the includes.

find Function:

[CODE]

void PlayerMenu::SendQuestGiverQuestDetails(Quest const\* quest, ObjectGuid npcGUID, bool activateAccept) const

[/CODE]

add at the top:

[CODE]

float VIP\_OFFSET = VIP::GetVIPOFFSET();

uint32 acctId = \_session->GetAccountId();

uint8 Pvip = VIP::GetPlayerVIP(acctId);

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

Player\* player = \_session->GetPlayer();

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardChoiceItemCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Reward\_Choice\_Count = quest->RewardChoiceItemCount[i];

uint32 extra\_Reward\_Choice\_Item\_Count = Item\_Reward\_Choice\_Count \* MOD;

data << uint32(quest->RewardChoiceItemCount[i] + extra\_Reward\_Choice\_Item\_Count);

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardItemIdCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Reward\_Count = quest->RewardItemIdCount[i];

uint32 extra\_Item\_Reward\_Count = Item\_Reward\_Count \* MOD;

data << uint32(quest->RewardItemIdCount[i] + extra\_Item\_Reward\_Count);

[/CODE]

then find:

[CODE]

[COLOR="#808080"]

data << uint32(quest->GetRewOrReqMoney());

data << uint32(quest->XPValue(player)(\_session->GetPlayer()) \* sWorld->getRate(RATE\_XP\_QUEST));

[/COLOR]

[/CODE]

and replace with:

[CODE]

uint32 XP = quest->XPValue(player);

float xp\_rate = sWorld->getRate(RATE\_XP\_QUEST);

uint32 MONEY = quest->GetRewOrReqMoney();

XP = XP + (XP \* (xp\_rate + (xp\_rate \* MOD)));

MONEY = MONEY + (MONEY \* MOD);

data << uint32(MONEY);

data << uint32(XP);

[/CODE]

[HR][/HR]

find Function:

[CODE]

void PlayerMenu::SendQuestQueryResponse(Quest const\* quest) const

[/CODE]

add at the top of the function:

[CODE]

float VIP\_OFFSET = VIP::GetVIPOFFSET();

uint32 acctId = \_session->GetAccountId();

uint8 Pvip = VIP::GetPlayerVIP(acctId);

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

Player\* player = \_session->GetPlayer();

[/CODE]

then find:

[CODE]

[COLOR="#808080"]

if (quest->HasFlag(QUEST\_FLAGS\_HIDDEN\_REWARDS))

data << uint32(0); // Hide money rewarded

else

data << uint32(quest->GetRewOrReqMoney()); // reward money (below max lvl)

[/COLOR]

[/CODE]

and replace with:

[CODE]

uint32 MONEY = quest->GetRewOrReqMoney();

uint32 extra\_MONEY = MONEY \* MOD;

if (quest->HasFlag(QUEST\_FLAGS\_HIDDEN\_REWARDS))

data << uint32(0); // Hide money rewarded

else

data << uint32(MONEY + extra\_MONEY); // reward money (below max lvl)

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardItemIdCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Reward\_Count = quest->RewardItemIdCount[i];

uint32 extra\_Item\_Reward\_Count = Item\_Reward\_Count \* MOD;

data << uint32(quest->RewardItemIdCount[i] + extra\_Item\_Reward\_Count);

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardChoiceItemCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Choice\_Reward\_Count = quest->RewardItemIdCount[i];

uint32 extra\_Item\_Choice\_Reward\_Count = Item\_Choice\_Reward\_Count \* MOD;

data << uint32(quest->RewardChoiceItemCount[i] + extra\_Item\_Choice\_Reward\_Count);

[/CODE]

[HR][/HR]

find function:

[CODE]

void PlayerMenu::SendQuestGiverOfferReward(Quest const\* quest, ObjectGuid npcGUID, bool enableNext) const

[/CODE]

add at the top:

[CODE]

float VIP\_OFFSET = VIP::GetVIPOFFSET();

uint32 acctId = \_session->GetAccountId();

uint8 Pvip = VIP::GetPlayerVIP(acctId);

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

Player\* player = \_session->GetPlayer();

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardChoiceItemCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Choice\_Reward\_Count = quest->RewardItemIdCount[i];

uint32 extra\_Item\_Choice\_Reward\_Count = Item\_Choice\_Reward\_Count \* MOD;

data << uint32(quest->RewardChoiceItemCount[i] + extra\_Item\_Choice\_Reward\_Count);

[/CODE]

then find:

[CODE]

data << uint32(quest->RewardItemIdCount[i]);

[/CODE]

and replace with:

[CODE]

uint32 Item\_Reward\_Count = quest->RewardItemIdCount[i];

uint32 extra\_Item\_Reward\_Count = Item\_Reward\_Count \* MOD;

data << uint32(quest->RewardItemIdCount[i] + extra\_Item\_Reward\_Count);

[/CODE]

then find:

[CODE]

data << uint32(quest->GetRewOrReqMoney());

data << uint32(quest->XPValue(\_session->GetPlayer()) \* sWorld->getRate(RATE\_XP\_QUEST));

[/CODE]

and replace with:

[CODE]

uint32 XP = quest->XPValue(player);

float xp\_rate = sWorld->getRate(RATE\_XP\_QUEST);

uint32 MONEY = quest->GetRewOrReqMoney();

XP = XP + (XP \* (xp\_rate + (xp\_rate \* MOD)));

MONEY = MONEY + (MONEY \* MOD);

data << uint32(MONEY);

data << uint32(XP);

[/CODE]

[HR][/HR]

[HR][/HR]

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

first add:

[CODE]

#include "Grumboz\_VIP\_Core.h"

[/CODE]

with the rest of the includes.

find function

[CODE]

void Player::RewardQuest(Quest const\* quest, uint32 reward, Object\* questGiver, bool announce)

[/CODE]

add at the top of the function:

[CODE]

[COLOR="#808080"]

float VIP\_OFFSET = VIP::GetVIPOFFSET();

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

uint8 Pvip = VIP::GetPlayerVIP(acctId);

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

Player\* player = GetSession()->GetPlayer();

[/COLOR]

[/CODE]

then find:

[CODE]

SendNewItem(item, quest->RewardItemIdCount[i], true, false);

[/CODE]

and replace with:

[CODE]

uint32 RewardItemCount = quest->RewardItemIdCount[i];

SendNewItem(item, RewardItemCount + (RewardItemCount \* MOD), true, false);

[/CODE]

then find:

[CODE]

uint32 XP = rewarded && !quest->IsDFQuest() ? 0 : uint32(quest->XPValue(this)\*sWorld->getRate(RATE\_XP\_QUEST));

[/CODE]

and replace with:

[CODE]

uint32 XP = rewarded && !quest->IsDFQuest() ? 0 : uint32(quest->XPValue(this)\*sWorld->getRate(RATE\_XP\_QUEST));

XP = XP + (XP\*MOD);

[/CODE]

then find:

[CODE]

int32 moneyRew = 0;

[/CODE]

and replace with:

[CODE]

int32 moneyRew = 0;

uint32 reward\_money = quest->GetRewMoneyMaxLevel();

reward\_money = reward\_money + (reward\_money \* (sWorld->getRate(RATE\_DROP\_MONEY) + MOD));

[/CODE]

then find:

[CODE]

moneyRew = int32(quest->GetRewMoneyMaxLevel() \* sWorld->getRate(RATE\_DROP\_MONEY));

[/CODE]

and replace with:

[CODE]

moneyRew = int32(reward\_money);

[/CODE]

then find:

[CODE]

moneyRew += quest->GetRewOrReqMoney();

[/CODE]

and replace with:

[CODE]

moneyRew += int32(reward\_money);

[/CODE]

then find:

[CODE]

if (uint32 honor = quest->CalculateHonorGain(getLevel()))

RewardHonor(NULL, 0, honor);

[/CODE]

and replace with:

[CODE]

if (uint32 honor = quest->CalculateHonorGain(getLevel()))

{

honor = honor + (honor \* MOD);

RewardHonor(NULL, 0, honor);

}

[/CODE]

then find:

[CODE]

if (quest->GetRewArenaPoints())

ModifyArenaPoints(quest->GetRewArenaPoints());

[/COLOR]

[/CODE]

and replace with:

[CODE]

if (quest->GetRewArenaPoints())

{

int32 ArenaPoints = quest->GetRewArenaPoints();

int32 RewardArenaPoints = ArenaPoints + (ArenaPoints \* MOD);

ModifyArenaPoints(RewardArenaPoints);

}

[/CODE]

[HR][/HR]

find function:

[CODE]

void Player::SendQuestReward(Quest const\* quest, uint32 XP)

[/CODE]

add at the top:

[CODE]

float VIP\_OFFSET = VIP::GetVIPOFFSET();

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

uint8 Pvip = VIP::GetPlayerVIP(acctId);

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

Player\* player = GetSession()->GetPlayer();

[/CODE]

then find:

[CODE]

if (getLevel() < sWorld->getIntConfig(CONFIG\_MAX\_PLAYER\_LEVEL))

{

data << uint32(XP);

data << uint32(quest->GetRewOrReqMoney());

}

[/CODE]

and replace with:

[CODE]

int32 RewMoney = quest->GetRewOrReqMoney();

RewMoney = RewMoney + (RewMoney \* MOD);

XP = XP + (XP \* MOD);

if (getLevel() < sWorld->getIntConfig(CONFIG\_MAX\_PLAYER\_LEVEL))

{

data << uint32(XP);

data << uint32(RewMoney);

}

[/CODE]

then find:

[CODE]

data << uint32(quest->GetRewOrReqMoney() + int32(quest->GetRewMoneyMaxLevel() \* sWorld->getRate(RATE\_DROP\_MONEY)));

[/CODE]

and replace with:

[CODE]

float DropMoneyRate = sWorld->getRate(RATE\_DROP\_MONEY);

DropMoneyRate = DropMoneyRate + (DropMoneyRate \* MOD);

data << uint32(RewMoney + int32(quest->GetRewMoneyMaxLevel() \* DropMoneyRate));

[/CODE]