Descrição:

1 - PvP System:

* Added new method for PvP counting. It's secured by time limiter, and basic protections like same IP, clan etc. If time protecion is working then legall kills not rising. If killer kill victim and time is OK, so then I call it "Legal Kill", if killer kill victim again, PvP counter rise but not Legal Kill (Time Protection sorks). All informations are stored in DB. This "Time Protection" should reduce farming. (More: if we set min pvp lvl on 76+ so then it will be hard to farm on bots. Protection should reduce farm on low rate servers. If we set max player kills on: 1, it lock Legal Kills counter after 1 kill, it's mean killer can kill victim only once in [game[http://cdncache-a.akamaihd.net/items/it/img/arrow-10x10.png](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/)](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/), option can be useful on servers with big online).
* System works in every place, but is possible to deactivate it in specific areas like: PEACEFUL ZONE.

2. Rank System:

* Based on PvP System, it's mean, killer can earn exp for kill player, then he rise his rank too if earn 100%. (exp is based on current Rank Points [RP]).
* Default 42 ranks.
* Reward for rise up the Rank can be awarded for each level of Rank Points. ([List[http://cdncache-a.akamaihd.net/items/it/img/arrow-10x10.png](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/)](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/) of rewards and minimum rank points for obtain reward in database).
* Included images for ranks and exp bar (loaded from server side).

3. Reward System:

* There is 2 reward types: for Legal Kill player, and for Legal Kill player with Rank.
* Each kill gives special currency called RPC, the RPC can be exchanged for items.
* Based on PvP System, killer can be rewarded for Legal Kill or not.
* Standard PvP Rewards, Rank Level Rewards and Rank PvP Rewards are configurable and can be on/off in config.

4. Death Manager:

* Is allowed to enable Death Manager, it's mean additional buttons in Death PvP Status Window showing details of killer like (CP, HP, MP, equipment (enchant) only for kill moment).

5. War Counter:

* Count kills if target is in War Clan. Legal kills rules are used.

6. [Combo[http://cdncache-a.akamaihd.net/items/it/img/arrow-10x10.png](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/)](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/) Kill System:

* Shout messages (local/global) about the killer who doing a combo, all these messages are configurable.
* Combo system allows multiply Rank Points by special ratio defined in configuration file.

7. Configurability:

* There is over 60 options. Possible is enable/disable system components like: Rewarding system, war counter, combo system, death manager and more.
* Each Rank, Protections, Times, Messages can be edited by You without programming knowledge.

LAST UPDATE

v3.8.9 [09.03.2014]:

  + Added PvP Exp and PvP Exp lose options (rank level rewards are protected).

  + Added Rank Skill Reward, it is [game[http://cdncache-a.akamaihd.net/items/it/img/arrow-10x10.png](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/)](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/) skill added for character when he rise the Rank. Definition in rank\_pvp\_system\_rank\_skill table.

  + Now RPS Ranks base on Pvp Exp, Total Rank Points are used for information only.

     PvP Exp = TRP, it is mean all RP are converted to Pvp Exp (Pvp Exp can decrease if enabled).

  + Added new options into configuration file.

  + Added RPC cut off option (new anti-farm protection).

  + Added/Reworked Alt+T option for count the Kills or Legal Kills.

  + Reworked SQL tables.

     Changed name of rank\_pvp\_system for rank\_pvp\_system\_pvp and added rank\_pvp\_system\_summary table.

     Moved war fields from rank\_pvp\_system into summary table.

     Now only one table for Top [Lists[http://cdncache-a.akamaihd.net/items/it/img/arrow-10x10.png](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/)](http://www.maxcheaters.com/topic/141971-rank-pvp-system-389-il-h5/): rank\_pvp\_system\_top, with new field\*\*\*\*: table\_id.

     Removed PRIMARY KEY from rank\_pvp\_system\_top\_table.

  + Reworked/Optimized core classes.

  + Renamed some classes.

  + Reworked/Optimized rank rewards table.

  + Fixed Rank Level Rewards.

  + Fixed RankPvpSystemEnabled option. Turn off RPS totally if FALSE.

[RPS 3.7.4 Basic Presentation](http://www.youtube.com/watch?v=XNPgDxI0Cm8&feature=youtu.be)

<https://www.youtube.com/watch?v=XNPgDxI0Cm8&feature=youtu.be>

[RPS 3.4.9 Installation Guide](http://www.youtube.com/watch?v=gOWzB9rN0S4#ws)

<https://www.youtube.com/watch?v=gOWzB9rN0S4#ws>

[RPS 3.8.1 How To Install Manually](http://youtu.be/xGDaezyyImY)

<https://www.youtube.com/watch?v=xGDaezyyImY&feature=youtu.be>

[RPS 3.8.1 How To Remove Manually](http://youtu.be/psAbNdSAZ5g)

<https://www.youtube.com/watch?v=psAbNdSAZ5g&feature=youtu.be>

OWNLOAD

* [**RPS 3.8.9 - H5 [MEGA]**](https://mega.co.nz/#%21O84U3AjS%21BmavcFff5_CZpU9t82407CpBs_qaHv-jj48SQFq1HWc)

<https://mega.co.nz/#!O84U3AjS!BmavcFff5_CZpU9t82407CpBs_qaHv-jj48SQFq1HWc>