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Thread: [Better way to calculate percent for chicken settings?](#)

RHurford89 - April 24, 2013, 11:48 am

better way to calculate percent for my chicken settings?

Struct

Code BYTE CalcPercent(DWORD dwVal, DWORD dwMaxVal, BYTE iMin)

```
{
    if (dwVal == 0 || dwMaxVal == 0)
        return NULL;

    BYTE iRes = (BYTE)((double)dwVal / (double)dwMaxVal * 100.0);

    if (iRes > 100)
        iRes = 100;

    return max(iRes, iMin);
}
```

Chicken.cpp

Code BOOL TriggerTown()

```
{
    if (!ClientReady(TRUE))
        return FALSE;

    DOUBLE LifePercent = CalcPercent((GetUnitStat(Me, STAT_HP) >> 12), (GetUnitStat(Me, STAT_MAXHP) >> 12));
    DOUBLE ManaPercent = CalcPercent((GetUnitStat(Me, STAT_MANA) >> 8), (GetUnitStat(Me, STAT_MAXMANA) >> 8));

    if (!V_DelayedChicken && !InTown(Me) && !GetUnitState(Me, AFFECT_WHIRLWIND))
    {
        if (V_HiddenValues == TRUE)
        {
            if (V_LifeTownPercent > 0 && LifePercent <= V_LifeTownPercent + 10)
                Town();

            return FALSE;
        }

        if (V_HiddenValues == FALSE)
        {
            if (V_LifeTownPercent > 0 && LifePercent <= V_LifeTownPercent)
                Town();

            return FALSE;
        }
    }
}
```

```
    }  
  }  
}  
    return TRUE;  
}
```

Kroflica - April 24, 2013, 12:37 pm

How the hell are we supposed to know why are you shifting those bits in TriggerTown()? And not to mention number of parameters doesn't match!

Try this:

Spoiler ([Click to View](#))

[img]http://images.thetruthaboutcars.com/2013/03/Chicken-Picture-courtesy-sdtekken.com_.jpg[/img]
]

RHurford89 - April 24, 2013, 10:35 pm

sorry i was testing a few things and i forgot to switch that one back over.