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## Missions & Complexes

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### Topic is locked indefinitely.

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### Derived Standings

**Author**

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**#21** - 2014-03-25 22:36:45 UTC | Edited by: Thomas Builder                    3

Fun problem, but it's just a *display bug*. (Oh how I hate them.)

Read http://forum.eveuniversity.org/viewtopic.php?f=222&t=21352

Bottom line: the standing transaction dialogue is lying to you.
When it writes: "Derived standings: -0.991%", it actually means that your Minmatar standings decreased by 0.0991, *absolute*. It is *not* a percentage, disregarding the percentage sign and contrary to every other value in that log.

Also, derived standings are calculated based on the actual increase after social, so yes, social does magnify both the gain and the loss.

The actual Minmatar hit in *percent* is simply 1.8% * 0.5 = 0.9%.
The *absolute* loss is then 10.49 * 0.9% = 0.09441.
The number looks familiar? This absolute value then wanders into your transaction log and claims to be a percentage.
(10.49 is the distance to -10, given that your standing was 0.49.)

**Thomas Builder**
*Center for Advanced
Studies
Gallente Federation*
Likes received: 524

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**#22** - 2014-03-26 00:59:26 UTC | Edited by: Qalix

> **Thomas Builder wrote:**
>
> Fun problem, but it's just a *display bug*. (Oh how I hate them.)
>
> Read http://forum.eveuniversity.org/viewtopic.php?f=222&t=21352
>
> Bottom line: the standing transaction dialogue is lying to you.
> When it writes: "Derived standings: -0.991%", it actually means that your Minmatar standings decreased by 0.0991, *absolute*. It is *not* a percentage, disregarding the percentage sign and contrary to every other value in that log.
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> Also, derived standings are calculated based on the actual increase after social, so yes, social does magnify both the gain and the loss.
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> The actual Minmatar hit in *percent* is simply 1.8% * 0.5 = 0.9%.
> The *absolute* loss is then 10.49 * 0.9% = 0.09441.
> The number looks familiar? This absolute value then wanders into your transaction log and claims to be a percentage.
> (10.49 is the distance to -10, given that your standing was 0.49.)

So the discrepancy isn't the work of a modifier! Thank you sir

edit: +1 internets to you sir. fine work.

**Qalix**
*Long Jump.*
Likes received: 318

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**#23** - 2014-03-27 13:54:13 UTC

> **Thomas Builder wrote:**
>
> Read http://forum.eveuniversity.org/viewtopic.php?f=222&t=21352

All I get is "The requested topic does not exist.".

Is that just me?

**Velenia Ankletickler**
*Silverflames*
Likes received: 26

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**#24** - 2014-03-27 13:56:22 UTC                                                                    1

> **Velenia Ankletickler wrote:**
>
> Is that just me?

dexington
*Caldari Provisions*
*Caldari State*
Likes received: 1,268

The forums breaks the url, replace the &amp; in the url with & and it works.

I'm a relatively respectable citizen. Multiple felon perhaps, but certainly not dangerous.

**#25** - 2014-03-27 14:07:52 UTC

Yep that is it.

Thank you, didn't spot that.

Velenia Ankletickler
*Silverflames*
Likes received: 26

**#26** - 2014-03-31 14:03:22 UTC   |   Edited by: Velenia Ankletickler

> **Thomas Builder wrote:**
>
> Read http://forum.eveuniversity.org/viewtopic.php?f=222&t=21352
>
> When it writes: "Derived standings: -0.991%", it actually means that your Minmatar standings decreased by 0.0991,

Velenia Ankletickler
*Silverflames*
Likes received: 26

Ok, first off, I need to read the link you provided better. But if I understand you correctly, "Initial Standing + "Hit" * 0.1 = Final Standing" should be true?

For Caldari
Initial Standing: -0.24. "Hit": 1.2901%, Final Standing: -0.11
-0.24 + 0.12901 = -0.11099

For Gallente
Initial Standing: 0.68, "Hit": -0.3848, Final Standing: 0.65
0.68 + (-0.03848) = 0.64152 =/= 0.65
A bound* for rounding: 0.684 +( -0.038475) = 0.645525 = 0.65, possible rounding is the reason.

For Minmatar
Initial Standing: 0.49, "Hit": -0.9441, Final Standing: 0.39
0.49 + (-0.09441) = 0.39559 =/= 0.39
A bound for rounding: 0.485 + (-0.094414) = 0.390586 = 0.39, possible rounding is the reason.

So far so good.

Need to go, will go through calculating the "Hit" at a later time. But looks like the "Hit" is in fact the actual change * 10.

Thank you Thomas Builder.

*To calculate the bound simple take the extreme each can be in the direction that matters, i.e. if want to know how low a value can, be I take the minimum possible initial standing and subtract the maximum possible "Hit".
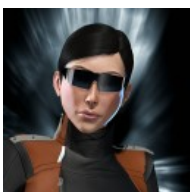
**#27** - 2014-04-01 19:19:32 UTC   |   Edited by: Velenia Ankletickler

I been trying to make the calculations for the Caldari and Gallente "Hit"s (using the numbers I gave in post #9), but can't get them to match anything. While I can make the Minmatar results match 100%.

Anyone got something that works with the 2 other faction hits?

Velenia Ankletickler
*Silverflames*
Likes received: 26

#28 - 2014-04-02 20:52:17 UTC

Not sure what your problem is:

**Caldari**

Gain in percent: 1.8% * 0.7 = 1.26%

Absolute gain: 1.26% of [ 10.235 ; 10.245 ] (distance to 10, with rounding error) = [ 0.128961 ; 0.129087 ]

Log reports a 1.2901 gain, which fits into the interval.

New standing: 10 - [ 10.235 ; 10.245 ] * (1 - 0.0126) = [ -0.106039 ; -0.115913 ]

Log reports a new standing of -0.11, which fits into the interval.

**Gallente**

Loss in percent: 1.8% * -0.2 = -0.36%

Absolute loss: 0.36% of [ 10.675 ; 10.685 ] (distance to -10, with rounding error) = [ 0.03843 ; 0.038466 ]

Log reports a 0.3848 loss, which is slightly above the interval. Hmm. Maybe the game always rounds down?

New standing: -10 + [ 10.675 ; 10.685 ] * (1 - 0.0036) = [ 0.63657 ; 0.646534 ]

Log reports a new standing of 0.65, which could be the higher number rounded up.

Except for some very slight errors for Gallente, which might very well be due to unusual rounding, I don't see any problem.

The -0.2 and 0.7 modifiers are directly taken from http://www.newedenlibrary.net/eon/faction_standings.shtml .

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**Thomas Builder**
*Center for Advanced Studies*
*Gallente Federation*
Likes received: 524

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#29 - 2014-04-03 23:19:00 UTC

First, thank you for taking the time to run them through.

My problem with Caldari was me being stupid,I calculated distance to -10 instead of 10.

Same problem as yours with Gallente, number is too high to fit. But with the Caldari and Minmatar in place, it is beginning to look like the right track at least.

As you say, never know if there is a ceil or floor in the game formulas somewhere, and there is of course also the possibility of an error in entering the numbers on my part. Will need to note more standing sets next time I run missions, to see if the numbers keep being off.

Might be a while before I have further updates, if anyone else have some examples that validates or proves the current ideas wrong, please do post them :).

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**Velenia Ankletickler**
*Silverflames*
Likes received: 26

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