



r/Eve Search Reddit



Free



r/Eve

Posts

Rules

>>>Discord<<<

Old Reddit

Posted by u/TheFledglingPidgeon 2 years ago



7 How do Standing gains work?

Okay, so I'm going by this: <https://support.eveonline.com/hc/en-us/articles/203217152-Standings>

Specifically, the line that states: "It should be noted that the percentage-changes are not listed in game. **The standings transaction history shows only the actual, total changes between each entry.**"

Now here's my issue. I have a Standing with Agent X that I've been grinding, and I do a mission. I look at the Standing transactions screen for Agent X in "Interactions", and the last entry (for the mission I just did) says the following:

2019.07.09 23:13

Gained +0.188

Total 9.69

All good. Happy times. I do another mission, it says I gained 0.154. Look at Interactions, and the SAME ENTRY FROM BEFORE, which is now the second-last, now says:



r/Eve Search Reddit



Free



-----Total 9.54-----

Likewise, every other entry before that got changed up in order to make the math work. Effectively I got 0.01, since my total is now 9.70. I am okay with this, but then I have no idea what the hell those numbers actually mean anymore. Can anyone explain this in a way that actually makes sense? I get the concept of diminishing returns and all that, but there is some weird back-propagation going on in here to change past entries, and my brain is not adequately trained to handle this.



8 Comments



Award



Share



82% Upvoted

**This thread is archived**

New comments cannot be posted and votes cannot be cast

Sort By: Best ▼

TauCabalander · 2y · edited 2y



I believe it's a percentage of the difference between your current standing and 10.0

History used to be displayed as:

change%[N]

change%[N - 1]

change%[N - 2]

CCP may have made it more 'intuitive' by showing the actual gain amount, not percentage:

$(10 - \text{standing}) * \text{change\%}[N]$

$(10 - \text{standing}) * \text{change\%}[N - 1]$



r/Eve Search Reddit



Free



5 Give Award Share Report Save

TheFledglingPidgeon **OP** · 2y

The former seems far more useful, since as it stands, the numbers shown are pretty much meaningless. Thank you.

2 Give Award Share Report Save

TauCabalander · 2y



It is just a guess what CCP might have done. I'm too lazy to do the math to confirm, but it would explain why you are seeing a change.

Seems applicable: https://www.reddit.com/r/Eve/comments/cb1lk8/no_bullshit/etdk3hb/?context=3

1 Give Award Share Report Save

Zippo-Cat · 2y

coughtrackingcough

1 Give Award Share Report Save

hirmuolio · 2y

Cloaked

UNI Wiki has the formulas for normal and derived standings

https://wiki.eveuniversity.org/NPC_standings#Gaining_and_losing_standings

The standings transaction history is broken and shows wrong values.

The standing gain is $(10 - \text{Old standing}) \times \text{Standing increase\%}$ but the history shows values as if it was $10 \times \text{Standing increase\%}$. The history shows even more wrong values for derived standings (not sure how they are calculated wrong).



r/Eve Search Reddit



Free



Yarosara · 2y

Guristas Pirates

Standing gains in EVE are built on an asymptomatic equation. The equation tends towards 10 but never quite gets there, and the closer you get to 10 the more standing it takes to raise it.

At some point the game just throws its hands up and makes a maxed standing 10 instead of 9.99 but that is just CCP)round wizardry at work.

2 Give Award Share Report SaveTheFledglingPidgeon **OP** · 2y

Right, I understand that part, but why does it "retcon" your previous totals to try and represent your standing history as linear growth? What do the historical totals even mean if they're modified to look like a linear equation every time I do a mission? Am I to assume that the numbers shown by the game are actually gibberish?

1 Give Award Share Report Save

PyrohawkZ · 2y

Caldari State

looks like a bug to me, report to CCP

1 Give Award Share Report Save