

Animal Definition Data

| | | |
|---------------------------|--|---|
| ▼ Experience | | |
| Animal Level | | 0 |
| Visit Experience | | 0 |
| Resident Experience | | 0 |
| Romance Experience | | 0 |
| Master Romance Experience | | 0 |
| Variant Experience | | 4 |
| Party Experience | | 0 |

When you set the Animal Level it will automatically update the experience each task will give you expect variants, variants remain 4 experience no matter the level of the pinata.

```
//Array for default visit experience based on pinata level
TArray<int> VisitExperienceArray = { 2, 2, 2, 2, 4, 4, 4, 8, 8, 16, 0 };

//Array for default Reside experience based on pinata level
TArray<int> ResideExperienceArray = { 2, 4, 4, 8, 8, 8, 8, 16, 16, 32, 64 };

//Array for default Romance experience based on pinata level
TArray<int> RomanceExperienceArray = { 4, 8, 8, 16, 16, 16, 16, 32, 32, 64, 0 };

//Array for default Master Romance experience based on pinata level
TArray<int> MasterRomanceExperienceArray = { 4, 4, 4, 8, 8, 8, 8, 16, 16, 32, 0 };

//Array for default Party experience based on pinata level
TArray<int> PartyExperienceArray = { 8, 8, 8, 16, 16, 16, 16, 32, 32, 64, 128 };
```

The values per level can be found in the C++ as arrays, they are 1 indexed so the first element is level one

These values I set are from Ici's research of the values in TIP but will likely need to be adjusted overtime for RTP

| A | C | D | E | F | G | H | J |
|--------|-------|--------|---------|-----------|---------|-------|---|
| Level | Visit | Reside | Romance | M Romance | Variant | Party | Breakdown |
| 1 | 2 | 2 | 4 | 4 | 4 | 8 | 142 Full Pinata |
| 2 | 2 | 4 | 8 | 4 | 4 | 8 | 17 Sour (Visit Only) |
| 3 | 2 | 4 | 8 | 4 | 4 | 8 | White Flutterscotch (No Variants) |
| 4 | 2 | 8 | 18 | 8 | 4 | 16 | 9 Flutterscotch Colors (No Variants, Visit) |
| 5 | 4 | 8 | 16 | 8 | 4 | 16 | 3 Legendaries (No Visit, Romance, M Romance, Variant) |
| 6 | 4 | 8 | 16 | 8 | 4 | 16 | 18 Evolutions (No Visit) |
| 7 | 4 | 8 | 16 | 8 | 4 | 16 | 11 Pet Shop (No Visit) |
| 8 | 8 | 16 | 32 | 16 | 4 | 32 | 8(12?) Super Sour Visits |
| 9 | 8 | 16 | 32 | 16 | 4 | 32 | |
| 10 | 16 | 32 | 64 | 32 | 4 | 64 | |
| 11 | X | 64 | X | X | X | 128 | |
| Sour | 2 | X | X | X | X | X | |
| S Sour | 4 | X | X | X | X | X | |

| | | |
|---------------------------|----|---|
| Experience | | |
| Animal Level | 4 | |
| Visit Experience | 0 | 4 |
| Resident Experience | 8 | |
| Romance Experience | 16 | |
| Master Romance Experience | 8 | |
| Variant Experience | 4 | |
| Party Experience | 16 | |

Heres an example of setting the level to 4, I didnt adjust the lower values they automatically got updated. However after setting the level you can adjust the lower values freely

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