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Subject: Re: Fix Credits

Posted by [CarrierII](#) on Sat, 19 Sep 2009 16:09:35 GMT

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Jerad Gray wrote on Sat, 19 September 2009 09:26 Yeah its a float, sorry for saying int, and dang I keep forgetting to see if I can replicate it, I'll try tonight.

Okay, it doesn't seem to flip negative until it exceeds 9 digits, so it doesn't like 1,000,000,000 and more, so I have no clue why I was seeing the error of it flipping negative so soon, and adding numbers like 0.1 too it works perfectly fine too, so it might have been like what StealthEye said and maybe the server I was on did some bad division or something. Furthermore, I was happy to see that Ren doesn't round up, as rounding up the display and not the actual value would make it impossible to buy things (IE says 400 at the bottom of the screen but you really have 399.9).

Which is why using an int and div instead of floating divide would be faster...

Forgot points are also floating, could just take the integer part of them, though.

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