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Subject: Re: January 1 - 2010

Posted by [StealthEye](#) on Thu, 12 Aug 2010 11:47:30 GMT

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Westwood configured it to be 2.5 credits/sec, but they rounded the value off by mistakenly by casting the value to an int (`int(2.5) == 2`). We will likely change the `objects.ddb` value to use 2, so that the behavior remains the same.

Renegade works with floating point credits, so giving 2.5 credits per second may visually show 2-3-2-3-2-3, but in fact it's just 2.5 - 2.5 - 2.5 - 2.5.

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