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Subject: Re: January 1 - 2010

Posted by [Jerad2142](#) on Mon, 06 Sep 2010 17:57:07 GMT

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StealthEye wrote on Wed, 01 September 2010 17:222) The gradual harvy dumping is implemented in Renegade, but only works for very low framerates (due to rounding). I am sure most have experienced that they received part of the credits first and the remaining part later. That happens due to framedrops, where the current code attempts to gradually give credits.

But credits are floating point in the game engine as well, so I don't see how the low frame rate could really mess it up, it would just continue not to display the amount after the decimal point, like it always does.

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