Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Mon, 26 Sep 2011 20:53:34 GMT

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I'm guessing it is an invalid collision flag or something like that indeed. It seems that I'm not the only one who remembers it being fixed, so we'll have to find how it was fixed/what broke it again.

The problem with the gradual credits increase is that it cost a -lot- of bandwidth. It would send a score change message for every player to every player, which clearly reduced the amount of bandwidth available to update other objects, causing lag. A better solution would be to update/"predict" the credits on the client, but that was considered out of scope.