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Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by [Goztow](#) on Tue, 27 Sep 2011 06:35:05 GMT

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Jerad Gray wrote on Mon, 26 September 2011 22:00

Goztow wrote on Sat, 24 September 2011 07:10Airstrip MCT = this:

<http://www.thekoss2.org/community/viewtopic.php?p=99047#p99047>

Wait why would you remove the correct incremental credit increase while the harvester drops its money off? As it was in 3.4.4 it used to randomly do that depending on a players frame rate and judging by the money trickle sound that plays as it dumps that was the way it was meant to be.

I only ask because I'm kind of curious what anyone could have against it updating money along with the sound it was making instead of just dumping the money on you at the end of the long sound?

Note that the post I refer to was made in 2009. We had tested the constant money flow and didn't like it because of gameplay changes. But tbh, I can't quite remember which gameplay changes occurred... it's been a while.

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