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Subject: Re: Money Dump

Posted by [EvilWhiteDragon](#) on Tue, 06 Dec 2011 01:52:52 GMT

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Starbuzz wrote on Tue, 06 December 2011 02:15 Agreed too...the "rolling-dump" has so many advantages over the "hold-dump." On a game like this, the credit flow should always be there...I lost count of how many times I had, say, 895 credits to get an Orca when the harv dumps and jams the credit flow; applies for any purchase. It's stupid, silly, and a hindrance to the the fast gameplay-style.

TT should standardize the "rolling-dump" and roll it out with the next update.

btw, I am curious; is there any reason why the "hold-dump" was chosen?

We had the "rolling dump" working, but it takes a lot of bandwidth to do this. This might also affect gameplay in a serious manar, hence this option was chosen.

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