
Subject: dem yellow boxes

Posted by [ehhh](#) on Tue, 09 Oct 2012 16:29:30 GMT

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Did you change what you get from them?

The rate of getting a refill seems to be about 70% (which is silly with infinite ammo)

Swear i got money more often pre 4.0

jus wondering, thanks!

Subject: Re: dem yellow boxes

Posted by [danpaul88](#) on Tue, 09 Oct 2012 17:22:40 GMT

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I don't know if it's relevant but 4.0 has fixed several 'random' things not actually being properly randomised, so it could be that the maps themselves actually have a ~70% chance of getting a refill crate and the correctly randomised randomisation in 4.0 is actually applying that properly for the first time since the game was released...

Subject: Re: dem yellow boxes

Posted by [Jamie or NuneGa](#) on Tue, 09 Oct 2012 19:07:15 GMT

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ehhh wrote on Tue, 09 October 2012 17:29

Swear i got money more often pre 4.0

jus wondering, thanks!

Pre 4.0 city was bugged and always gave 200. Canyon never gave 200 and had 50% chance of 100 or ammo refill (including c4). Walls was always 100.

I thought the idea with TT was that they would be completely random but they seem to still have recurring attributes. City seems to be 200 80% of the time.

Also did you guys fix spawns, they still don't seem completely random.

Subject: Re: dem yellow boxes

Posted by [ehhh](#) on Tue, 09 Oct 2012 19:11:25 GMT

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Would be nice to see what ww intended tbh

i know on walls, my team keep getting refill boxes :/

Would changing all boxes to 100, make the funwars more balanced? (refill box is useless 98% of the time with infinite ammo)

and yeah i love getting double pp/ref spawns

Subject: Re: dem yellow boxes

Posted by [iRANian](#) on Tue, 09 Oct 2012 21:05:09 GMT

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There's a bigger bug, the crate spawner only has 1 refill crate and 1 100 credits crate defined. On some maps you get two crate effects when picking up a crate.

Subject: Re: dem yellow boxes

Posted by [danpaul88](#) on Wed, 10 Oct 2012 19:31:31 GMT

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Spawns are indeed random now. Remember that in any random sequence you will find what look like repetitive patterns by the very nature of it being completely random.

Also don't forget each PT has 4 spawners and each building 2 or 3 PTs, so each building has 8-12 spawners in. Therefore it's actually fairly likely that two sequential, randomly picked spawners are in fact in the same building, or even in front of the same PT. Its also possible to spawn at the exact same spawner 20 times in a row because the chance of picking any given spawner is $1/n$ each time you spawn and is not affected by where you previously spawned (although this would be rather unlikely to occur)
