
Subject: Bug?

Posted by [Ethenal](#) on Mon, 10 Jun 2013 18:57:52 GMT

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Notice anything odd about this picture?

Quote:

Mon 13:55:57 (&JellyMarathon) itoxics: scores bugged?
Mon 13:55:58 (&JellyMarathon) [MC]-Andyman killed Ilalvin (Nod Sakura/Ramjet Rifle vs GDI Havoc)
Mon 13:55:59 (&JellyMarathon) DeAd718: yup
Mon 13:56:01 (&JellyMarathon) [Vehicle Purchase] DeAd718 purchased a Nod Mobile Artillery
Mon 13:56:03 (&JellyMarathon) Knowlespole killed theirsself.
Mon 13:56:06 (&JellyMarathon) [Vehicle Purchase] <Toxic> purchased a GDI Mammoth Tank
Mon 13:56:08 (&JellyMarathon) ant627 destroyed a Nod Mobile Artillery (GDI Hotwire/Nod Light Tank)
Mon 13:56:08 (&JellyMarathon) itoxics: the startup scores show -2147483647
Mon 13:56:10 (&JellyMarathon) itoxics: xd
Mon 13:56:12 (&JellyMarathon) Host: [BR] Tunnel beacon

File Attachments

1) [oddpicture.png](#), downloaded 352 times



Subject: Re: Bug?

Posted by [BAGUETTE](#) on Mon, 10 Jun 2013 20:05:32 GMT

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The scoreeeeeeeeeeeee - 0

Also

itoxics isn't ingame but those logs are meant to correlate to it?

Subject: Re: Bug?

Posted by [ehhh](#) on Mon, 10 Jun 2013 20:47:11 GMT

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people have kills but no points noob

also eth has a postive kd somehow

Subject: Re: Bug?

Posted by [iRANian](#) on Mon, 10 Jun 2013 20:50:14 GMT

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the odd thing? stanislav using chat

Subject: Re: Bug?

Posted by [danpaul88](#) on Mon, 10 Jun 2013 22:04:07 GMT

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It's a known issue, we don't know what causes it, but basically one value gets set to NaN and everything that interacts with it will also get set to NaN since it can't perform maths on NaN, thus shooting a player with a 0 score will spread the 0 score bug to you too very often. It'll spread from player to player until the game ends or everyone has 0 score.

Subject: Re: Bug?

Posted by [Ethenal](#) on Mon, 10 Jun 2013 23:12:55 GMT

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ehhh wrote on Mon, 10 June 2013 15:47people have kills but no points noob

also eth has a postive kd somehow

lol i was hitting headshots left and right for once!

itoxics quote says that the startup score is -2147483647 (I assume that means from the XWIS menu), which is the smallest possible value for an integer... interesting behavior to developers, anyway. but it seems they know of this already. hopefully a fix is found sometime!
