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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 llalvin (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 theirself.  
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

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#### File Attachments

1) [oddpicture.png](#), downloaded 708 times

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Subject: Re: Bug?  
Posted by [BAGUETTE](#) on Mon, 10 Jun 2013 20:05:32 GMT  
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Team  
20 GDI  
20 Nod  
  
Player  
1. DeAd718  
2. Emir  
3. noobi hg  
4. Snake805  
5. [THCI] Tical [L][GLF][L]  
6. meowht1  
7. Lestar  
8. supercybe  
9. DSR  
10. Knowlespole  
11. blues3n11  
12. Balages  
13. DrkAngel 0  
14. Ethenal  
15. ECSalzburg  
16. [MC]-Anduman  
17. fuhwefuwe  
18. Harry 99  
19. model  
20. TerraDyne  
21. gestorven  
22. Vermound  
23. Park3r  
24. MadMax26  
25. tripleal2  
26. Trooper  
27. CTsnipe  
28. Lalvitn  
29. solblo  
30. sambocom  
31. Yanni  
32. stanislav5  
33. pyx0manic  
34. <Toxic0>  
35. Alpha02005Head  
36. Gesty  
37. RGHathol 3  
38. DeathBee  
39. aborto.  
40. ant627

The scoreeeeeeeeeeee - 0

Also

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

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**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

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**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

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**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.

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**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 15:47 people 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!

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