Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by danpaul88 on Wed, 26 Mar 2014 16:56:43 GMT

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Hence why it's more likely to be the NaN bug and the max unsigned is a side effect of an unsafe cast to int on NaN float.

I looked in the repository history and there hasn't been anything relevant to credits, scores or even game logic since patch 1 so I suspect it was just coincidental timing that it happened after patch 2.