Subject: Fix Credits
Posted by Jerad2142 on Wed, 16 Sep 2009 15:12:41 GMT
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Credits must be controlled by an int variable right now, it would be really nice if once you get up past 99999 (might need one more 9) it didn't suddenly jump to -######. Depending on how deep you were in ren's code you may be able to fix this I was thinking. But if you can't convert it into long int or something don't just make it so players can't go negative, some mods use the player's ability to go into "debt" as a feature.

Subject: Re: Fix Credits
Posted by StealthEye on Wed, 16 Sep 2009 16:28:08 GMT
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Not sure what you mean... You can already have >99999 credits, only you can not set it as starting credits, afaik? ints go up to 2147483647, so that should be enough anyway, shouldn't it? I think credits are stored as float though, allowing huge amounts. The only reason I see for a weird number would be some NAN (not a number/invalid) value?

Subject: Re: Fix Credits
Posted by Omar007 on Wed, 16 Sep 2009 21:11:52 GMT
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Yea you are right. You can set starting money at a max of 99999 but you can have more when you start playing. It just jumps to 100000 and than just counts upwards without problem.

idk Jerad, how you got the idea it suddenly jumps to '-######' ???

Subject: Re: Fix Credits
Posted by CarrierII on Thu, 17 Sep 2009 16:09:15 GMT
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The starting credits entry box for the Ren Client hosting options limits to 9,999.
A signed 16-bit integer would limit to 32767, so it could be a signed 16-bit. I've never had more than 15/17K credits. Someone try to give a player money above 32767, and see what happens (Either overflow to -32767 or it won't overflow till the number SEye gave earlier)

Subject: Re: Fix Credits
Posted by Jerad2142 on Thu, 17 Sep 2009 16:30:59 GMT
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Yeah I look back into it, guess I don't remember how much money I was getting each second, I'll

pin the number down and get it back to you guys.

Subject: Re: Fix Credits
Posted by StealthEye on Thu, 17 Sep 2009 17:02:04 GMT
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It's definitely stored as a float. It is possible that it uses another datatype in some calculation, but unlikely. If it ends up being ##### it is probably a corrupted float, for some reason. For example by money = money + blah/0.

Subject: Re: Fix Credits
Posted by CarrierII on Thu, 17 Sep 2009 17:53:19 GMT
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As a float? Weird.

Subject: Re: Fix Credits
Posted by Ghostshaw on Thu, 17 Sep 2009 21:03:56 GMT
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If it was a short it would just wrap around to -1 not -####### that by itself indicates its a float.

Subject: Re: Fix Credits
Posted by EvilWhiteDragon on Fri, 18 Sep 2009 06:50:36 GMT
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CarrierII wrote on Thu, 17 September 2009 19:53As a float? Weird.

Probably has to do with your money being:
money = points/10 + 2*refinery_alive_time + starting credits + harvloads*300

Since you can get 1 point (or even 0.1 point) the moeny should be a float to follow the points/10 "rule".

Subject: Re: Fix Credits
Posted by Sladewill on Fri, 18 Sep 2009 15:26:39 GMT
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ive seen it on servers b4, e.g if u make a command and u donate them a lot of money it would put

that

Subject: Re: Fix Credits
Posted by _SSnipe_ on Fri, 18 Sep 2009 16:02:35 GMT
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CarrierII wrote on Thu, 17 September 2009 09:09The starting credits entry box for the Ren Client hosting options limits to 9,999.
A signed 16-bit integer would limit to 32767, so it could be a signed 16-bit. I've never had more than 15/17K credits. Someone try to give a player money above 32767, and see what happens (Either overflow to -32767 or it won't overflow till the number SEye gave earlier)
No wait one 5 hour game everyone donated me ther emoney, i had overr 100500 money or more i remember thinking over 100 thousand 500 credits maybe even more

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Subject: Re: Fix Credits
Posted by Jerad2142 on Sat, 19 Sep 2009 08:26:36 GMT
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Yeah its a float, sorry for saying int, and dang I keep forgetting to see if I can replicate it, I'll try tonight.

Okay, it doesn't seem to flip negative until it exceeds 9 digits, so it doesn't like 1,000,000,000 and more, so I have no clue why I was seeing the error of it flipping negative so soon, and adding numbers like 0.1 too it works perfectly fine too, so it might have been like what StealthEye said and maybe the server I was on did some bad division or something. Furthermore, I was happy to see that Ren doesn't round up, as rounding up the display and not the actual value would make it impossible to buy things (IE says 400 at the bottom of the screen but you really have 399.9).

Subject: Re: Fix Credits
Posted by CarrierII on Sat, 19 Sep 2009 16:09:35 GMT
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Jerad Gray wrote on Sat, 19 September 2009 09:26Yeah its a float, sorry for saying int, and dang I keep forgetting to see if I can replicate it, I'll try tonight.

Okay, it doesn't seem to flip negative until it exceeds 9 digits, so it doesn't like 1,000,000,000 and more, so I have no clue why I was seeing the error of it flipping negative so soon, and adding numbers like 0.1 too it works perfectly fine too, so it might have been like what StealthEye said and maybe the server I was on did some bad division or something. Furthermore, I was happy to see that Ren doesn't round up, as rounding up the display and not the actual value would make it impossible to buy things (IE says 400 at the bottom of the screen but you really have 399.9).

Which is why using an int and div instead of floating divide would be faster...

Forgot points are also floating, could just take the integer part of them, though.