
Subject: New 0 Bug?

Posted by [raven](#) on Fri, 14 Sep 2012 04:56:46 GMT

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Heya

We were about 1hr 30 into a game when we got a HUGE FPS type lag, SFPS dropped to 0 along with all clients to 0. It stayed that way for about 6-8 seconds then recovered.. then a few clients who had around 5k points had their points reduced to 0, and the team points had been reduced to 0, and stayed there for the remainder of the map.

Any idea what could cause something like this to happen?

Subject: Re: New 0 Bug?

Posted by [liquidv2](#) on Fri, 14 Sep 2012 05:48:42 GMT

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your stupid name broke the server!

Subject: Re: New 0 Bug?

Posted by [raven](#) on Fri, 14 Sep 2012 05:51:09 GMT

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oh, just bro me

;>

Subject: Re: New 0 Bug?

Posted by [ehhh](#) on Fri, 14 Sep 2012 06:04:20 GMT

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btw nod actually won the game

lol

edit: I know pre 4.0 when i sometimes joined a server sometimes each teams score would be 0, but would change to normal whenever a team got a point.

Subject: Re: New 0 Bug?

Posted by [StealthEye](#) on Fri, 14 Sep 2012 06:04:20 GMT

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That sounds really strange. Did the same thing happen for multiple or all players? If so, so, were the scores cleared for the same players or different ones? I have no idea what could have caused this atm.

Oh, even more important: did the server also show the incorrect scores (e.g.in the results**.txt file or on irc

Subject: Re: New 0 Bug?

Posted by [ehhh](#) on Fri, 14 Sep 2012 06:06:58 GMT

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Heres mine

I know renladder showed the wrong results

<http://www.renegadeladder.com/game.php?game=19255602>

pretty cool win the game get minus ladder pts!

Subject: Re: New 0 Bug?

Posted by [StealthEye](#) on Fri, 14 Sep 2012 06:13:48 GMT

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Ok, that pretty much cancels out netcode. It then seems that something computed a score increment (by damaging something for example) which resulted in an incorrect number. Was there anything particular about the affected players? Anything special happened right when this started? Are there any custom server mods or plugins?

Subject: Re: New 0 Bug?

Posted by [iRANian](#) on Fri, 14 Sep 2012 07:03:02 GMT

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The ingame score display (not the end-game one) will show 0 when the score is a long number, so it was that -2324234234 blabla instead of 0.

the more you know~~~~~

Subject: Re: New 0 Bug?

Posted by [saberhawk](#) on Fri, 14 Sep 2012 07:11:40 GMT

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iRANian wrote on Fri, 14 September 2012 00:03The ingame score display (not the end-game one) will show 0 when the score is a long number, so it was that -2324234234 blabla instead of 0.

the more you know~~~~

In case nobody else noticed it, they have a score of $-2^{31} - 1$ which could indicate an integer overflow somewhere.

Subject: Re: New 0 Bug?

Posted by [iRANian](#) on Fri, 14 Sep 2012 09:07:15 GMT

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it's INT_MIN too under Visual Studio.

Subject: Re: New 0 Bug?

Posted by [Jerad2142](#) on Fri, 14 Sep 2012 12:55:36 GMT

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Well, score is float, so it'd have to be a float overflow, not an int.

Regardless, the scores on that final screen don't add up, and it seems unlikely that an overflow could happen to -2147483648 6 times (6 if you count team scores obviously).

Subject: Re: New 0 Bug?

Posted by [StealthEye](#) on Fri, 14 Sep 2012 15:55:30 GMT

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Yes, I noticed it too. My guess is that it is a float NaN of infinity cast to an int.
