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</toxic>
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 570 times



Subject: Re: Bug? Posted by BAGUETTE on Mon, 10 Jun 2013 20:05:32 GMT

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The scoreeeeeeeeee - 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!