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.