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Subject: Re: January 1 - 2010

Posted by [Goztow](#) on Wed, 11 Aug 2010 17:48:34 GMT

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trooprm02 wrote on Wed, 11 August 2010 17:49 StealthEye wrote on Mon, 02 August 2010 10:52

The 2.5 credits thing you are talking about Gozy is actually a bug -fix-, because it now reads the correct value from the objects.ddb. It can easily be changed to 2, but that does not involve any change in the code, hence isn't important to find at this point.

Wait, what? How is it currently reading a value wrong by .5? So Scripts 4.0 really does give you 2.5 credits/second? That is a pretty big deal, more details would be appreciated.

objects.ddb actually has the value of 2.5 in it standard, it's just that Ren couldn't read the .5 so gave 2. With the fixed bug, it gives 2 - 3 - 2 - 3 - ... BI already fixed it server side on their servers .

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