Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by Jerad2142 on Mon, 26 Sep 2011 20:00:41 GMT

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StealthEye wrote on Sun, 25 September 2011 18:25I thought so too actually... But I tested it and it still seems to happen.
The logo isn't using a Permeable surface type or something that could complicate the issues or something is it?

Goztow wrote on Sat, 24 September 2011 07:10Airstrip MCT = this:
http://www.thekoss2.org/community/viewtopic.php?p=99047#p99047
Wait why would you remove the correct incremental credit increase while the harvester drops its money off? As it was in 3.4.4 it used to randomly do that depending on a players frame rate and judging by the money trickle sound that plays as it dumps that was the way it was meant to be.

I only ask because I'm kind of curious what anyone could have against it updating money along with the sound it was making instead of just dumping the money on you at the end of the long sound?