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Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:58:12 GMT

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StealthEye wrote on Mon, 26 September 2011 14:53 I'm guessing it is an invalid collision flag or something like that indeed. It seems that I'm not the only one who remembers it being fixed, so we'll have to find how it was fixed/what broke it again.

The problem with the gradual credits increase is that it cost a -lot- of bandwidth. It would send a score change message for every player to every player, which clearly reduced the amount of bandwidth available to update other objects, causing lag. A better solution would be to update/"predict" the credits on the client, but that was considered out of scope.

Ah that's a shame, but in retrospect it makes sense I suppose, it'd be cool if you could trigger a faked update client side but you guys have other things to do at the time and I suppose that would also complicate things more than it's worth.

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