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Subject: Re: Money Dump

Posted by [StealthEye](#) on Tue, 06 Dec 2011 02:45:34 GMT

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The way it works now, the trickling indeed requires a lot of bandwidth, since it sends updates for all players on your team every frame for the updated amount. This made us decide to remove it again. It would probably be possible to do it in larger increments, but that's out of scope for now.

The issue why it does not properly trickle already is due to a rounding error. It rounds frame times so that it only works properly when the frame rate is low from what I remember.

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