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Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2

Posted by [Jerad2142](#) on Wed, 26 Mar 2014 16:45:30 GMT

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reborn wrote on Wed, 26 March 2014 07:44I'm not sure if it is the map I was playing, the latest TT patch or something else.

However, I was unable to earn credits during a map. I am not sure when my credits were reset to

This is the lowest a signed integer can be.

Here are some screenshots showing that my credits wouldn't budge, despite pwning. It also shows a few for the next map, where the issue didn't appear.

<http://www.sendspace.com/file/tlvpfr>

Credits are actually stored as floating point so it seems odd that it'd have anything to do with a signed integer (they can also go negative, it just resets to 0 if you suicide).

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