Subject: Bug?
Posted by Ethenal on Mon, 10 Jun 2013 18:57:52 GMT
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Notice anything odd about this picture?

Quote:
Mon   13:55:57   (&JellyMarathon) itoxics: scores bugged?
 Mon   13:55:58   (&JellyMarathon) [MC]-Andyman killed llalvin (Nod Sakura/Ramjet
Rifle vs GDI Havoc)
 Mon   13:55:59   (&JellyMarathon) DeAd718: yup
 Mon   13:56:01   (&JellyMarathon) [Vehicle Purchase] DeAd718 purchased a Nod
Mobile Artillery
 Mon   13:56:03   (&JellyMarathon) Knowlespole killed theirself.
 Mon   13:56:06   (&JellyMarathon) [Vehicle Purchase] <Toxic> purchased a GDI
Mammoth Tank
 Mon   13:56:08   (&JellyMarathon) ant627 destroyed a Nod Mobile Artillery (GDI
Hotwire/Nod Light Tank)
 Mon   13:56:08   (&JellyMarathon) itoxics: the startup scores show -2147483647
 Mon   13:56:10   (&JellyMarathon) itoxics: xd
 Mon   13:56:12   (&JellyMarathon) Host: [BR] Tunnel beacon

File Attachments
1) oddpicture.png, downloaded 289 times

Subject: Re: Bug?

Posted by BAGUETTE on Mon, 10 Jun 2013 20:05:32 GMT

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The scoreeeeeeeeeeeee - 0

Also

itoxics isn't ingame but those logs are meant to correlate to it?

Subject: Re: Bug?
Posted by ehhh on Mon, 10 Jun 2013 20:47:11 GMT
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people have kills but no points noob

also eth has a postive kd somehow

Subject: Re: Bug?
Posted by iRANian on Mon, 10 Jun 2013 20:50:14 GMT
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the odd thing? stanislav using chat

Subject: Re: Bug?
Posted by danpaul88 on Mon, 10 Jun 2013 22:04:07 GMT
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It's a known issue, we don't know what causes it, but basically one value gets set to NaN and everything that interacts with it will also get set to NaN since it can't perform maths on NaN, thus shooting a player with a 0 score will spread the 0 score bug to you too very often. It'll spread from player to player until the game ends or everyone has 0 score.

Subject: Re: Bug?
Posted by Ethenal on Mon, 10 Jun 2013 23:12:55 GMT
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ehhh wrote on Mon, 10 June 2013 15:47people have kills but no points noob

also eth has a postive kd somehow
lol i was hitting headshots left and right for once!

itoxics quote says that the startup score is -2147483647 (I assume that means from the XWIS menu), which is the smallest possible value for an integer... interesting behavior to developers, anyway. but it seems they know of this already. hopefully a fix is found sometime!