Subject: Re: January 1 - 2010
Posted by StealthEye on Tue, 07 Sep 2010 15:38:56 GMT
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I don't remember the exact computation, but basically, it computes the amount of credits to deliver that frame, using some multiplier. If the frame rates are high enough, this number is between 0 and 1, and when rounded becomes 0. Therefore, the "gradual" effect only works when the framerate is low enough, and the multiplier becomes >1.

Again, I don't remember the details, but it is likely something similar to this:

```
// Values from LevelEdit
int dropoffCredits = 300;
int dropoffDuration = 10; // I have no clue what the real value is for Renegade.

// Every frame
time_t currentTime = timeGetTime();
time_t timeDifferenceInMs = currentTime - previousUpdateTime;
int timeDifferenceInSec = timeDifferenceInMs / 1000; // Loses precision here, will be 0 if timeDifferenceInMs < 1000, ie when FPS > 1.
int amountToDropOff = dropoffCredits / dropoffDuration * timeDifference;
previousUpdateTime = currentTime;
distributeCredits(amountToDropoff);
```

What TT did was change the "int" to a "float" to avoid the roundoff error.