Subject: Negative Money
Posted by Craziac on Sat, 20 Sep 2008 19:39:42 GMT
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Will you be able to buy Free Infantry if you have negative money?

Subject: Re: Negative Money
Posted by Jamie or NuneGa on Sat, 20 Sep 2008 23:08:34 GMT
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just suicide!

Subject: Re: Negative Money
Posted by Craziac on Sun, 21 Sep 2008 03:15:46 GMT
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Gamerz0ne doesn't make you lose negative money upon suicide.

Subject: Re: Negative Money
Posted by Jamie or NuneGa on Sun, 21 Sep 2008 14:54:23 GMT
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this is why people shouldn't mess with suicide :/

Subject: Re: Negative Money
Posted by Yrr on Sun, 21 Sep 2008 15:20:48 GMT
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Usually negative money is a punishment, so I think that there is no reason for changing that behavior.

Subject: Re: Negative Money
Posted by Craziac on Sun, 21 Sep 2008 21:25:20 GMT
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Except that it costs nothing. Nothing is required to purchase it. That's like saying we can't accept gifts if we're bankrupt.

Subject: Re: Negative Money
Posted by sadukar09 on Mon, 22 Sep 2008 00:35:32 GMT
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More like getting free stuff from a store only to find out you owe them whole wads of cash.

Subject: Re: Negative Money
Posted by Goztow on Mon, 22 Sep 2008 06:29:10 GMT
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In all these years I'm playing, I never had this problem.

Subject: Re: Negative Money
Posted by StealthEye on Mon, 22 Sep 2008 07:37:50 GMT
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Indeed, just don't kill your teammates and/or repair the enemy and you should never get any problems with this. I don't think we'll fix it because it is not important enough.

Subject: Re: Negative Money
Posted by Caveman on Mon, 22 Sep 2008 12:05:06 GMT
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I dont think its not that players are killing there own team but something about gamezone that gives you -credits.. Im not sure about the score. In which case you should be allowed to purchase a engi when the other team is attacking your base.

Subject: Re: Negative Money
Posted by Goztow on Mon, 22 Sep 2008 15:08:22 GMT
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If they broke it, then they should fix it.

Subject: Re: Negative Money
Posted by bisen11 on Mon, 22 Sep 2008 17:34:02 GMT
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It's because of crates. There's a crate that takes away your money, and if it takes away more than you have then you get negative money. This is especially troublesome when you have no refinery and are in the negative several hundreds.

Subject: Re: Negative Money
Posted by Caveman on Mon, 22 Sep 2008 18:18:49 GMT
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bisen11 wrote on Mon, 22 September 2008 18:34It's because of crates. There's a crate that takes away your money, and if it takes away more than you have then you get negative money. This is especially troublesome when you have no refinery and are in the negative several hundreds.

Oh in that case... its the servers fault.. If you're going to have a crate like that then you might aswell as have it take all your credits completely...

setmoney <ID> 0

Subject: Re: Negative Money
Posted by bisen11 on Mon, 22 Sep 2008 20:16:23 GMT
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Yah, they have both of those kinds of crates. I guess they haven't gotten enough complaints to get rid of the demoney crate.

Subject: Re: Negative Money
Posted by Craziac on Mon, 22 Sep 2008 22:37:55 GMT
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Alright. I guess I'll just fix it myself then. I would have a long time ago, but I thought it was client-side... appears to be server-side though.

Thanks anyway. ^^

Subject: Re: Negative Money
Posted by futura83 on Tue, 23 Sep 2008 13:44:05 GMT
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I don't know much coding, but if you have the players money as X and the money taken away as Y, wouldn't a simple logic thing like this work:

IF X < Y
Then X = 0
ELSE
X = X - Y

Well...wouldn't it be as simple as something like that?

Subject: Re: Negative Money
Posted by Goztow on Tue, 23 Sep 2008 13:58:35 GMT
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I think the problem is that Rene works with .xx credits/points as well.

Subject: Re: Negative Money
Posted by StealthEye on Tue, 23 Sep 2008 21:24:36 GMT
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Yes, something like that is possible.

Subject: Re: Negative Money
Posted by Craziac on Wed, 24 Sep 2008 05:33:45 GMT
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insert_name_here wrote on Tue, 23 September 2008 08:44IF X < Y
Then X = 0
ELSE
X = X - Y

Well...wouldn't it be as simple as something like that?

Well..
if (money < cost) { return 2; } // Insufficient Funds
else { return 0; } // Allow

But yes, that's exactly the problem. Westwood didn't think we'd ever have negative money. But I still have to find the location that rejects it. Haven't so far!

Subject: Re: Negative Money
Posted by Adad on Wed, 24 Sep 2008 10:40:24 GMT
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Stewie wrote on Wed, 24 September 2008 13:33insert_name_here wrote on Tue, 23 September 2008 08:44IF X < Y
Then X = 0

ELSE
X = X - Y

Well...wouldn't it be as simple as something like that?

Well..
if (money < cost) { return 2; } // Insufficient Funds
else { return 0; } // Allow

But yes, that's exactly the problem. Westwood didn't think we'd ever have negative money. But I still have to find the location that rejects it. Haven't so far!

In VendorClass::Purchase_* functions.

Subject: Re: Negative Money
Posted by Craziac on Thu, 25 Sep 2008 04:24:59 GMT
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Like I told you, I looked in only one place, Purchase_Item. I was too lazy to look in the individual purchase functions.

But since you so insist, I will now. <.<

Subject: Re: Negative Money
Posted by ErroR on Tue, 30 Sep 2008 12:38:29 GMT
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negative money 0.o ?? never herd of something like that

Subject: Re: Negative Money
Posted by Craziac on Wed, 01 Oct 2008 04:40:06 GMT
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Crates!