
Subject: Money Dump

Posted by [trunkskbg](#) on Mon, 05 Dec 2011 21:24:36 GMT

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This has not changed in years, but when your Harvester is dumping off money, you can hear your credits rising incrementally. Sometimes your money increases at this ACTUALLY happens, most of the time, despite hearing that sweet sound of Tiberium being refined, it's not until the unloading process is done, that you receive your money.

Can it be fixed so that your money is available to you, WHILE it's being processed?

I can't tell you how many times I've been waiting to purchase something, as a building is being destroyed, and not having the money to do so until it's too late. Thanks!

Subject: Re: Money Dump

Posted by [iRANian](#) on Mon, 05 Dec 2011 22:28:57 GMT

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It has been changed so you get all the 300 credits at once after the harvester dumps.

Subject: Re: Money Dump

Posted by [liquidv2](#) on Mon, 05 Dec 2011 23:57:25 GMT

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i don't want that
remember in red alert how the credits just rolled up? that's better
i agree wholeheartedly with trunks

Subject: Re: Money Dump

Posted by [Starbuzz](#) on Tue, 06 Dec 2011 01:15:21 GMT

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Agreed too...the "rolling-dump" has so many advantages over the "hold-dump." On a game like this, the credit flow should always be there...I lost count of how many times I had, say, 895 credits to get an Orca when the harv dumps and jams the credit flow; applies for any purchase. It's stupid, silly, and a hindrance to the the fast gameplay-style.

TT should standardize the "rolling-dump" and roll it out with the next update.

btw, I am curious; is there any reason why the "hold-dump" was chosen?

Subject: Re: Money Dump

Posted by [EvilWhiteDragon](#) on Tue, 06 Dec 2011 01:52:52 GMT

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Starbuzz wrote on Tue, 06 December 2011 02:15 Agreed too...the "rolling-dump" has so many advantages over the "hold-dump." On a game like this, the credit flow should always be there...I lost count of how many times I had, say, 895 credits to get an Orca when the harv dumps and jams the credit flow; applies for any purchase. It's stupid, silly, and a hindrance to the the fast gameplay-style.

TT should standardize the "rolling-dump" and roll it out with the next update.

btw, I am curious; is there any reason why the "hold-dump" was chosen? We had the "rolling dump" working, but it takes a lot of bandwidth to do this. This might also affect gameplay in a serious manar, hence this option was chosen.

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.

Subject: Re: Money Dump

Posted by [trunkskgb](#) on Thu, 08 Dec 2011 15:13:07 GMT

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Well, at least that makes sense lol. I would have liked to see it go the "other" way, but if it just causes bandwidth issues, then ok. Perhaps you can disable the "trickling" sound as well. One less thing in Renegade.

Subject: Re: Money Dump

Posted by [Starbuzz](#) on Fri, 09 Dec 2011 03:50:32 GMT

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That makes sense then.
