

Forum:[Hack Forums](#)

Thread: [I don't quite understand Float value..](#)

OLOY - May 21, 2016, 11:08 am

I just got this Emerald Pinstripe AK47, battle scarred, the float value is 0.918

But.. heres what I dont understand. After googling some, it appears that the higher the float, the worse the item will look (but my battle scarred one looks like a factory new.. in fact its almost perfect)

So it is the opposite? the lower the float, the worse the looks etc?

lenni - May 21, 2016, 11:23 am

Each wear has hidden float values:

Factory new: 0.0 to 0.07

Minimal wear: 0.07 to 0.15

Field tested: 0.15 to 0.38

Well worn: 0.38 to 0.45

Battle scarred: 0.45 to 1

Some skins, like your Emerald Pinstripe, show wear differently. I would assume the pinstripe shows wear in the form of brightness levels, the higher the wear, the darker the weapon. However most skins show wear in the form of scratches.

Also as a side note, these float boundaries cannot be broken. You can't get field tested skins with factory new floats, or vise versa.

Maybe inspect a factory new pinstripe and compare it with yours, you will see a difference.

PlatinumD - May 21, 2016, 11:24 am

The higher the float the worse it is, but some weapons you don't see if effect the weapon as much as others. Also some weapons look nicer with higher float, for example the rust coat knives look pretty cool with a shit ton of float

Elite. - May 21, 2016, 11:25 am

Float doesn't affect the look of some items very much at all. The emerald pinstripe is barely affected by float value, as you can see in [this](#) webm. However, when comparing it to something like an [AWP Asiimov](#), there is a very substantial difference in the looks and float value of different AWP's. This is just how the float is for some skins, pretty weird but yeah.

OLOY - May 21, 2016, 11:27 am

(May 21, 2016 11:24 AM)PlatinumD Wrote: [\[CITE\]](#) The higher the float the worse it is, but some weapons you don't see if effect the weapon as much as others. Also some weapons look nicer with higher float, for example the rust coat knives look pretty cool with a shit ton of float but to be honest, the skin should by definition look bad, right?

I just don't see the wear here; <http://prntscr.com/b6rxm9>

PlatinumD - May 21, 2016, 11:28 am

(May 21, 2016 11:27 AM)OLOY Wrote: [\[CITE\]](#) but to be honest, the skin should by definition look bad, right?

I just dont see the wear here; <http://prntscr.com/b6rxm9>

Looks fine to me. I'd buy it ? and as I said some skins aren't effected as much by float and others are tremendously. In this situation float would just be a way to maybe talk the price down. Doesn't matter though imo.

OLOY - May 21, 2016, 11:32 am

(May 21, 2016 11:28 AM)PlatinumD Wrote: [\[CITE\]](#) Looks fine to me. I'd buy it ? and as I said some skins aren't effected as much by float and others are tremendously. In this situation float would just be a way to maybe talk the price down. Doesn't matter though imo.

I just find it weird.. why make the system if not everything is affected by it, doesn't seem logical to me ^^

PlatinumD - May 21, 2016, 11:33 am

(May 21, 2016 11:32 AM)OLOY Wrote: [\[CITE\]](#) I just find it weird.. why make the system if not everything is affected by it, doesn't seem logical to me ^^

That's valve for you I guess

OLOY - May 21, 2016, 11:40 am

(May 21, 2016 11:33 AM)PlatinumD Wrote: [\[CITE\]](#) That's valve for you I guess sounds like it, lol.. anyway, thanks for the clearance ;)

Dodgers - May 21, 2016, 4:30 pm

Wtf that pinstripe looks Fac new...

dGhIb3M - May 21, 2016, 8:01 pm

float value is a wear value that is displayed by a floating point number (correct me if I am wrong). This number represents how much wear is represented on the weapon. Some weapons show wear by scratching off paint, some show it by lowering the brightness. I think your emerald pinstripe shows it by lowering the brightness.

Ar?i - May 21, 2016, 9:19 pm

I don't know if it's already been said in this thread but the reason it looks factory new to you is because some skins only get darker and less vibrant as the float gets higher, whereas the majority of skins will get a lot of physical scratches and tears.

PizzaManIsHere - May 22, 2016, 2:01 am

Sometimes float values don't make any sense. Some FT look FN, and so on. Use this way to save money.