
Subject: Vehicle WEAPON names no longer shows up
Posted by [Jerad2142](#) on Tue, 29 Apr 2014 15:41:21 GMT
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More details below.

3.4.4:

4.0

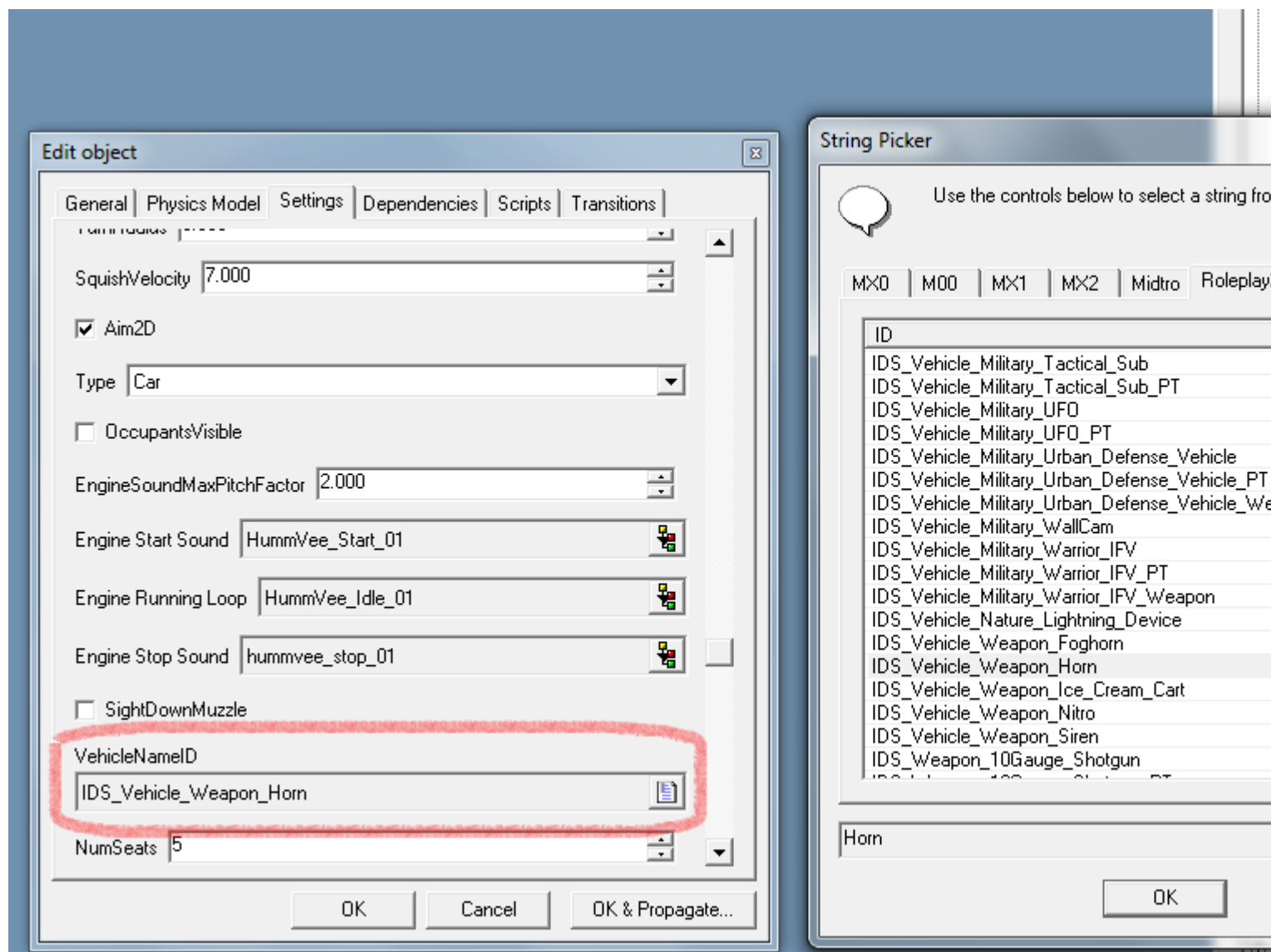
I've changed this string several times and even set it on the weapon definition (just in case you guys changed how it was set) but nothing seems to work. However other changes I have been making are persisting (I changed the vehicle weapon and that came across as well as other health and engine changes). I've also tried using different strings but nothing seems to be change the weapon name in game, it definitely doesn't seem to work as it did in stock Renegade.

File Attachments

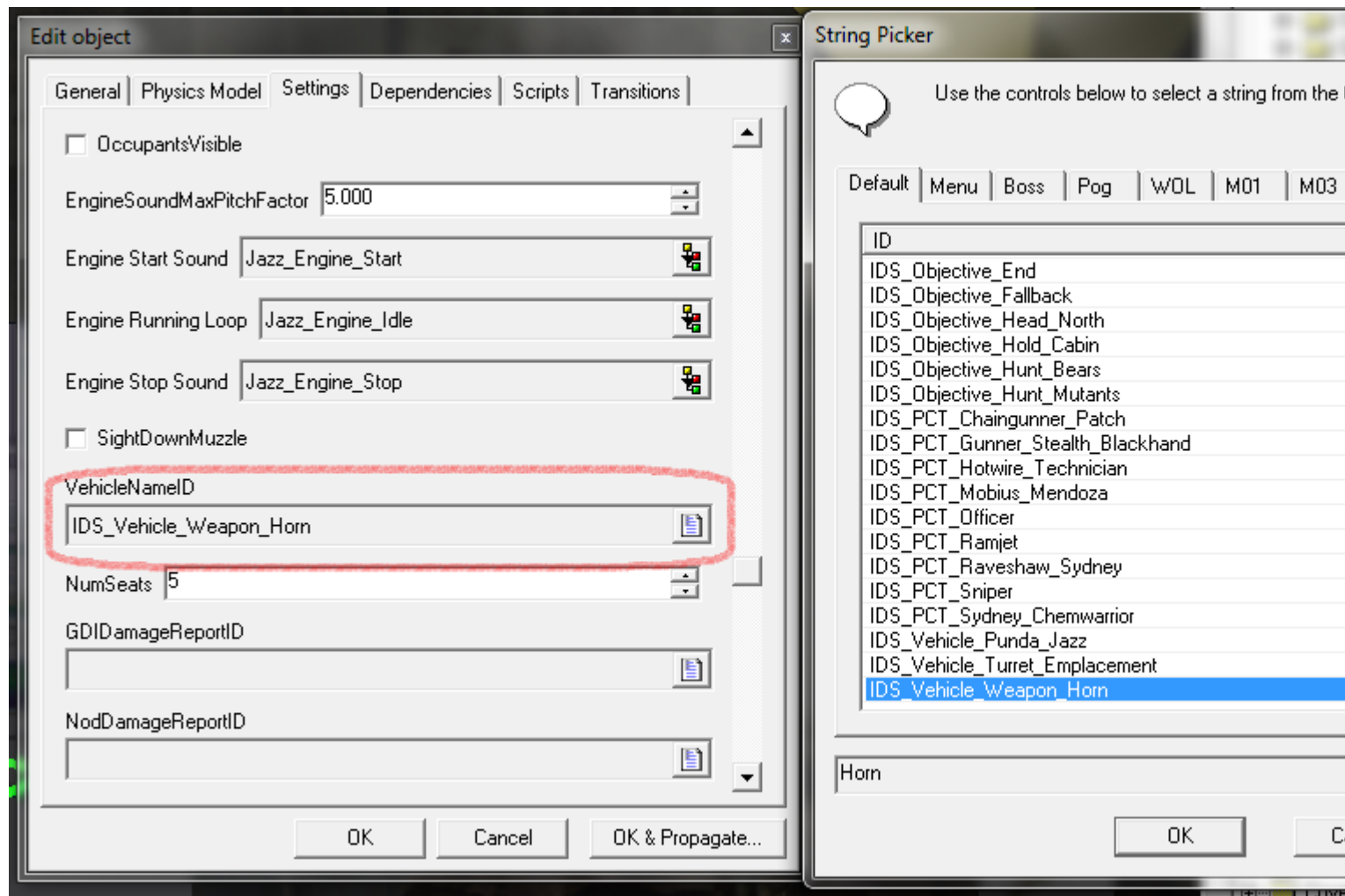
1) [Picture0.png](#), downloaded 496 times



2) [Picture1.png](#), downloaded 478 times



3) [Picture2.png](#), downloaded 503 times



4) [Picture3.png](#), downloaded 486 times



Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Tue, 29 Apr 2014 16:20:30 GMT

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VehicleNameID should be the string that is shown when you point your crosshairs at the vehicle from outside, the weapon name should come from the weapon definition as I recall.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Tue, 29 Apr 2014 17:30:53 GMT

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danpaul88 wrote on Tue, 29 April 2014 10:20 VehicleNameID should be the string that is shown when you point your crosshairs at the vehicle from outside, the weapon name should come from the weapon definition as I recall.

Vehicle->TranslatedNameID is what a vehicle gets its name from.

Weapon->IconNameID is what normal infantry weapons get their name from.

Vehicle->VehicleNameID is what used to show up as the vehicle's weapon name prior to 4.X at least.

Now it seems none of these affect the vehicle weapon name.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Tue, 29 Apr 2014 19:11:56 GMT

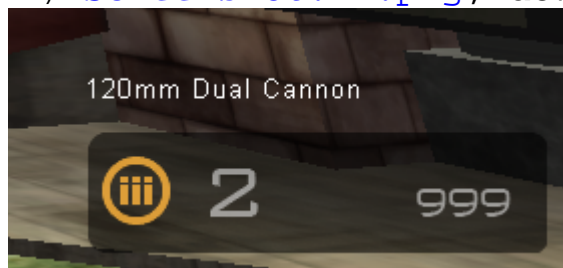
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Using scripts.dll 4.1;

So it obviously is possible still... don't have LE on me at the moment to check where that comes from though

File Attachments

1) [Screenshot.11.png](#), downloaded 334 times



Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [Jerad2142](#) on Tue, 29 Apr 2014 21:06:35 GMT
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danpaul88 wrote on Tue, 29 April 2014 13:11 Using scripts.dll 4.1;

So it obviously is possible still... don't have LE on me at the moment to check where that comes from though

Maybe its just a bug with temps? Because I can say with 95% certainty in original 3.4.4 it was set by VehicleNameID (as I had to do it about 30 times at least for Rp2)...

Or perhaps it only works if it was set in the old LE, maybe it was disconnected from the correct value in 4.X's LE?

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [danpaul88](#) on Tue, 29 Apr 2014 21:35:19 GMT
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In AR we have;

Weapon;

- IconNameID: None

Vehicle;

- TranslatedNameID: IDS_Vehic_Soviet_ApocTank_Name
- VehicleNameID: IDS_Vehic_Weap_Soviet_Apocalypse_Tank

So why it's not working for you I don't know, but it certainly works for us using those fields. I even tried changing it and the change was replicated ingame... maybe make 100% sure the IconNameID is set to None (ie: blank) rather than any value? Maybe that overrides it somehow.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [jonwil](#) on Tue, 29 Apr 2014 23:53:28 GMT
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I dont know why it wouldn't be working either.

The hud code is using VehicleGameObj::Get_Vehicle_Name (in engine_tdb.cpp) when it displays the name.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Wed, 30 Apr 2014 13:34:08 GMT

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danpaul88 wrote on Tue, 29 April 2014 15:35

So why it's not working for you I don't know, but it certainly works for us using those fields. I even tried changing it and the change was replicated ingame... maybe make 100% sure the IconNameID is set to None (ie: blank) rather than any value? Maybe that overrides it somehow. I gave that a try just in case it started to, however it doesn't do the trick.

I also copied the settings of the weapon and vehicle preset 1:1 from ECW to this Renegade map just to make sure some setting wasn't the issue, no luck.

As a quick note, this is using mapname.ddb and the strings_map.tbl; just in case either of those two things aren't being correctly read or something?

Also I didn't think to look last night when I was on the FDS, maybe this is something that isn't working while on single player LAN? (I did notice that the info on the loading screen only updates when connected via internet).

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Wed, 30 Apr 2014 13:44:38 GMT

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The screenshot I showed was from single player LAN

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Wed, 30 Apr 2014 13:51:58 GMT

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danpaul88 wrote on Wed, 30 April 2014 07:44The screenshot I showed was from single player LAN

Well then it must have something to do with map specific temps or strings?

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Wed, 30 Apr 2014 13:54:04 GMT

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Hmm, looking in the code I noticed something a bit... odd...

```
const wchar_t *VehicleGameObj::Get_Vehicle_Name()
{
    if (( Get_Definition().VehicleNameID != 0 ) && (Get_Definition().VehicleNameID <
TranslateDBClass::Get_Object_Count())) {
        return TranslateDBClass::Get_String( Get_Definition().VehicleNameID );
    }
```



```
}  
return TRANSLATE(12648);  
}
```

It is checking the ID against the number of entries in the translation table... but I believe it is perfectly valid and, in fact, expected, for there to be gaps in the table so the highest indexes would be > the count of entries in the table, resulting in it failing that check. What's your take on that jonwil?

It could be that is the source of the bug, try using a string with a low ID and see if that shows up properly to prove it out.

The extra check was added in commit c4ce60fa629cbdaebc3a2e825f8d67c8391d9dc2 in 2009, apparently to fix an FDS bug, so that explains why it's not an issue in 3.4.4

It's also worth checking out BeaconGameObj.cpp (line 475) and tdbedit.cpp (line 92) as those also appear to check an ID against the number of entries in the translation database...

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [Jerad2142](#) on Wed, 30 Apr 2014 14:27:35 GMT
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So I selected ID 1000 in my strings_map.tbl:

```
#define IDS_M00AVIS_KICK0050I1CCCK_TXT 1000  
tada
```

As a warning, this is a new map that I just started making 3 weeks ago, no saying that this isn't an issue with my strings file (although vehicle name changes fine to whatever I select, its only the weapon name having issues).

File Attachments

1) [Untitled.png](#), downloaded 319 times



Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [danpaul88](#) on Wed, 30 Apr 2014 14:30:28 GMT
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No, I think it is a bug as outlined above, the ID isn't an index within the database and can be non-sequential so comparing it against the object count is flawed logic.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [iRANian](#) on Wed, 30 Apr 2014 14:50:09 GMT
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That's some really odd code, comparing against the total object count. Why was it introduced? You mentioned something to do with the FDS in 2009.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [danpaul88](#) on Wed, 30 Apr 2014 15:12:49 GMT
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Jonwil added it in 2009 with a comment about fixing a bug in the FDS along with a bunch of other changes, presumably it was hitting some invalid indexes somewhere which did bad things but the change would appear to have some flawed logic. You'd have to ask him what exactly it was fixing but I suspect that, given it was 5 years ago, he probably won't remember.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [Jerad2142](#) on Wed, 30 Apr 2014 16:42:26 GMT
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danpaul88 wrote on Wed, 30 April 2014 09:12Jonwil added it in 2009 with a comment about fixing a bug in the FDS along with a bunch of other changes, presumably it was hitting some invalid indexes somewhere which did bad things but the change would appear to have some flawed logic. You'd have to ask him what exactly it was fixing but I suspect that, given it was 5 years ago, he probably won't remember.

I'm pretty sure if the FDS tries to grab a non-existent string ID it just crashes; or at least that's what I've seen in the past.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [danpaul88](#) on Wed, 30 Apr 2014 20:44:49 GMT
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A bit silly since clients actually handle it fairly gracefully by substituting the TDBERR string...

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [jonwil](#) on Wed, 30 Apr 2014 21:58:49 GMT

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I cant remember why I made the change.

Based on a reading of TranslateDBClass::Find_Object(uint32 id) in TranslateDBClass.h and other stuff in TranslateDBClass.h, the correct way to do what I was doing would have been to do something like this:

```
const wchar_t *VehicleGameObj::Get_Vehicle_Name()
{
    if (( Get_Definition().VehicleNameID != 0 ) && (Get_Definition().VehicleNameID-1000 <
TranslateDBClass::Get_Object_Count())) {
        return TranslateDBClass::Get_String( Get_Definition().VehicleNameID );
    }
    return TRANSLATE(12648);
}
```

In the case of BeaconGameObj.cpp, its correctly subtracting 1000 (aka ID_MIN) before doing the comparison.

Checking tdbedit, it looks like Goto in tdbedit.cpp (based on the things that call it) is supposed to take an index into the TranslateDBClass array and therefore is doing what it should be doing.

So in theory if you make sure that there is a string with an ID that's at least 1000 more than the IDs you are using for your weapon strings, it SHOULD work. (hence why it works for other people)

As for an actual fix, I will commit a fix to 5.0 (where work is going forward) and to 4.2 (our stable branch) but we wont be releasing a fix for 4.1 at this time.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Thu, 01 May 2014 04:43:04 GMT

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jonwil wrote on Wed, 30 April 2014 15:58I cant remember why I made the change.

Based on a reading of TranslateDBClass::Find_Object(uint32 id) in TranslateDBClass.h and other stuff in TranslateDBClass.h, the correct way to do what I was doing would have been to do something like this:

```
const wchar_t *VehicleGameObj::Get_Vehicle_Name()
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```

}

In the case of BeaconGameObj.cpp, its correctly subtracting 1000 (aka ID_MIN) before doing the comparison.

Checking tdbedit, it looks like Goto in tdbedit.cpp (based on the things that call it) is supposed to take an index into the TranslateDBClass array and therefore is doing what it should be doing.

So in theory if you make sure that there is a string with an ID that's at least 1000 more than the IDs you are using for your weapon strings, it SHOULD work. (hence why it works for other people)

As for an actual fix, I will commit a fix to 5.0 (where work is going forward) and to 4.2 (our stable branch) but we wont be releasing a fix for 4.1 at this time.

Sounds good thanks, for a second I thought you were going to make me add 100 id's just to make this work lol.

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [danpaul88](#) on Thu, 01 May 2014 08:28:09 GMT

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But that still doesn't explain why you'd compare a non-sequential ID against the object count. String IDs are not, to my knowledge anyway, re-numbered when entries are deleted (or things referencing them would break if they were not also updated) so a list of IDs as follows;

1, 2, 6, 7, 10

would have a count of 5, so indexes 6, 7 and 10 would become inaccessible because they are > 5 (ignoring the MIN_ID bit for now). It still looks like a flaw to me...

Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [jonwil](#) on Thu, 01 May 2014 10:20:54 GMT

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Here is TranslateDBClass::Add_Object from TranslateDBClass.cpp:

```
bool TranslateDBClass::Add_Object(TDBObjClass *object)
{
    if (object)
    {
        if (object->Get_ID() <= 999)
        {
            object->Set_ID(Find_Unique_ID());
        }
    }
}
```

```
}  
int id = object->Get_ID() - 1000;  
while (m_ObjectList.Count() <= id)  
{  
    TDBObjClass *obj = 0;  
    m_ObjectList.Add(obj);  
}  
m_ObjectList[id] = object;  
StringClass str = object->Get_ID_Desc();  
_strlwr(str.Peek_Buffer());  
m_ObjectHash.Insert(str,object);  
return true;  
}  
return false;  
}
```

If you look at it, you can see clearly that it specifically adds empty strings such that the index into the array is always equal to the ID - 1000 (the while() loop in the code above)

In your example, element 0 in the array would contain string ID 1, element 1 would contain string ID 2, element 3 would be empty, element 4 would be empty, element 5 would contain string ID 6, element 6 would contain string ID 7, element 7 would be empty, element 8 would be empty and element 9 would contain string ID 10. Count would be 10.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Thu, 01 May 2014 11:18:13 GMT

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OK, so we just end up with an array with empty gaps where deleted strings used to live? Kind of crappy from a memory usage perspective but it does explain why comparing against object count would be OK.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Thu, 01 May 2014 13:57:50 GMT

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Okay so I guess we don't know why it isn't working?

I attached my string_ids header file and strings_map.tbl if that helps.

File Attachments

1) [string_ids.h](#), downloaded 54 times

2) [strings_map.tdb](#), downloaded 53 times

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [danpaul88](#) on Thu, 01 May 2014 14:06:37 GMT

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No, we do know why it isn't working, as jonwil explained above. The top 999 allocated IDs are un-usuable for vehicle weapon names currently, as indicated above. It will be patched for 5.0 and in the 4.2 branch.

Checking against the object count IS valid due to how it populates gaps in the table but there is a different bug whereby it should have subtracted 1000 from the ID first before comparing it to the count.

Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Thu, 01 May 2014 14:30:10 GMT

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jonwil wrote on Wed, 30 April 2014 15:58

```
const wchar_t *VehicleGameObj::Get_Vehicle_Name()
{
    if (( Get_Definition().VehicleNameID != 0 ) && (Get_Definition().VehicleNameID-1000 <
TranslateDBClass::Get_Object_Count())) {
        return TranslateDBClass::Get_String( Get_Definition().VehicleNameID );
    }
    return TRANSLATE(12648);
}
```

I went ahead and tried that but of course it didn't work, I assume that its called via client side code instead of scripts code so my change doesn't actually persist to the .dll it needs to.
