
Subject: Weapon Grant + Removal Bug

Posted by [halo2pac](#) on Sat, 17 Sep 2011 00:53:18 GMT

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This is part of the first set of many bugs I have found I would like to report.

Take code such as:

```
Commands->Give_PowerUp(Killer, "POW_Pistol_Player", false);
```

```
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
```

```
Commands->Select_Weapon(Killer, "Weapon_Pistol_Player");
```

then later on do this:

```
Commands->Give_PowerUp(Killer, "POW_AutoRifle_Player", false);
```

```
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
```

```
Commands->Select_Weapon(Killer, "Weapon_AutoRifle_Player");
```

```
Create_2D_WAV_Sound_Player(Killer, "m00pwar_aqob0004i1evag_snd.wav");
```

The icon for the gun in the bottom right, stays a pistol.. and then you CANNOT access any weapon, or c4 via the 1234567890 keys.

(you normally can even with 1 weapon.)

Subject: Re: Weapon Grant + Removal Bug

Posted by [jonwil](#) on Wed, 21 Sep 2011 02:31:59 GMT

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Can I get some more information on this please?

Subject: Re: Weapon Grant + Removal Bug

Posted by [halo2pac](#) on Thu, 22 Sep 2011 02:18:18 GMT

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Ok lets say I attach a script to a player. The script hooks the on kill event.

I place this code in the on join event:

```
Commands->Clear_Weapons(PPlayerObject);
```

```
Commands->Give_PowerUp(PPlayerObject, "POW_Pistol_Player", false);
```

```
Commands->Give_PowerUp(PPlayerObject, "CnC_POW_Ammo_ClipMax", false);
```

```
Commands->Select_Weapon(PPlayerObject, "Weapon_Pistol_Player");
```

and on the on kill event:

this code (or similar)

```
Commands->Clear_Weapons(Killer);
Commands->Give_PowerUp(Killer, "POW_AutoRifle_Player", false);
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
Commands->Select_Weapon(Killer, "Weapon_AutoRifle_Player");
Create_2D_WAV_Sound_Player(Killer, "m00pwar_aqob0004i1evag_snd.wav");
```

The Pistol and the C4 Do not clear.

Half the time you cannot select ANY weapon from your inventory.

!00% of the time the Icon.. the one that tells you what gun you have selected (via bottom right of your screen) Stays the last weapon you had before that code above.

Subject: Re: Weapon Grant + Removal Bug
Posted by [jonwil](#) on Thu, 22 Sep 2011 03:15:27 GMT

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Which scripts version are the clients in this situation running?

Some of the logic behind Clear_Weapons, Select_Weapon and stuff will only function correctly if the client has a recent enough scripts build (4.0 will work, 3.4.4 may work, not sure about anything < 3.4.4)

Subject: Re: Weapon Grant + Removal Bug
Posted by [halo2pac](#) on Fri, 23 Sep 2011 00:11:53 GMT

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The client is I, and I am running 4.0 (I play with 2 instances of the game open) or sometimes with a 4.0 friend.

Subject: Re: Weapon Grant + Removal Bug
Posted by [jonwil](#) on Fri, 23 Sep 2011 03:13:53 GMT

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Can you paste the complete code for this script and not just the fragments you have pasted so far?

Subject: Re: Weapon Grant + Removal Bug
Posted by [Gen_Blacky](#) on Sun, 25 Sep 2011 23:01:02 GMT

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Do you still want more detail info about this bug.

Subject: Re: Weapon Grant + Removal Bug
Posted by [halo2pac](#) on Sun, 25 Sep 2011 23:27:00 GMT
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I sent John the code privately. He is looking it over.

Subject: Re: Weapon Grant + Removal Bug
Posted by [Gen_Blacky](#) on Mon, 26 Sep 2011 00:46:10 GMT
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Thought I would go ahead and post anyways.

Same thing happens with B_Clear_Weapons as Commands->Clear_Weapons.

In the screen shot the player had their weapons removed and was given a auto rifle and pistol. I was never given the pistol and I can't see anything in the weapon list after it disappears like halo2pac said.

```
void Soldier::Created(GameObject *obj)
{
    if (Commands->Is_A_Star(obj))
    {
        B_Clear_Weapons(obj);
        Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
        Commands->Select_Weapon(obj, "Weapon_Pistol_Player");
    }
}

void Soldier::Killed(GameObject *obj,GameObject *killer)
{
    if (Commands->Is_A_Star(killer))
    {
        if ( temp == 0 )
        {
            B_Clear_Weapons(killer);
            Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
            Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
            Commands->Give_PowerUp(killer, "CnC_POW_Ammo_ClipMax", false);
            Commands->Select_Weapon(killer, "POW_Pistol_Player");
            temp = 1;
        }
        else
        {
```

```

B_Clear_Weapons(killer);
Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
Commands->Select_Weapon(killer, "POW_AutoRifle_Player");
temp = 0;
}
}
}

void B_Clear_Weapons(GameObject *obj) // Weapon Removal Test
{
if (!obj || !Commands->Get_ID(obj))
{
return;
}
PhysicalGameObj *o2 = ((ScriptableGameObj *)obj)->As_PhysicalGameObj();
if (!o2)
{
return;
}
ArmedGameObj *o3 = o2->As_ArmedGameObj();
if (!o3)
{
return;
}
WeaponBagClass *w = o3->Get_Weapon_Bag();
int x = w->Get_Count();
for (int i = 0; i < x; i++)
{
if (w->Peek_Weapon(i))
{
//w->Remove_Weapon(i);
Remove_Weapon( obj, w->Peek_Weapon(i)->Get_Name() );
}
}
}
}

```

Edit:

Commands->Give_PowerUp doesn't work after the players weapons have been cleared and granted one power up. The player has to be destroyed first.

File Attachments

1) [test2.jpg](#), downloaded 414 times



1

2

3

4

5

Blacky5 killed Blacky3



Subject: Re: Weapon Grant + Removal Bug
Posted by [halo2pac](#) on Tue, 27 Sep 2011 03:22:58 GMT
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see in that picture in the bottom right.. it stays a pistol no matter what i change weapons too :S

Subject: Re: Weapon Grant + Removal Bug
Posted by [jonwil](#) on Tue, 27 Sep 2011 03:49:07 GMT
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For the problem where removing a weapon (or all weapons) and then adding weapons causes failures on the client, try having a timer with a very small tick between the "remove weapon" and "add weapon" commands. This will cause the netcode to sync up to the "remove weapon" commands and then to the "add weapon" commands properly.

Subject: Re: Weapon Grant + Removal Bug
Posted by [halo2pac](#) on Wed, 28 Sep 2011 00:55:48 GMT
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Kinda a hack, but worth a shot at least.
