Subject: Re: Vehicle WEAPON names no longer shows up
Posted by danpaul88 on Wed, 30 Apr 2014 13:54:04 GMT

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...