Subject: PlayerDataClass
Posted by cAmpa on Wed, 09 Jun 2010 14:43:39 GMT
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Will there be a fix for the stats of the PlayerDataClass?
Currently the server knows a shit about what the client does.

Subject: Re: PlayerDataClass
Posted by StealthEye on Mon, 14 Jun 2010 16:19:15 GMT
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You mean for those "Log shots" and similar values? I don't know why they aren't accurate, but I don't think it will be a priority for TT to fix.

Subject: Re: PlayerDataClass
Posted by cAmpa on Mon, 14 Jun 2010 19:22:26 GMT
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Yes, i was working on a detailed sniper ranking with all that values like you get when you end a single player mission.

Subject: Re: PlayerDataClass
Posted by StealthEye on Tue, 15 Jun 2010 16:24:59 GMT
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If you can figure out exactly what causes the inconsistencies, I may be able to fix it. But without that, I am estimating it will take too much time.

Subject: Re: PlayerDataClass
Posted by cAmpa on Tue, 15 Jun 2010 16:34:31 GMT
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StealthEye wrote on Tue, 15 June 2010 18:24If you can figure out exactly what causes the inconsistencies, I may be able to fix it. But without that, I am estimating it will take too much time.

All what i know is, the client doesn't send the information what got exactly got hit, only the damage. RR for example sends it about the RR netcode now.

Subject: Re: PlayerDataClass

On Damage

```
int playerId = Get_Player_ID(obj);
  cPlayer *p = FindPlayer(playerId);
  if(!p) return;

 CrotchShots[playerId] = p->CrotchShots;
 LegShots[playerId] = p->LegShots;
 ArmShots[playerId] = p->ArmShots;
 ShotsFired[playerId] = p->ShotsFired;
 headShotCount[playerId] = p->HeadShots;
```

[17:30:55] [PLAYERDATAINFO] Noob2[1]

[17:30:55] [SHOTSFIRED] 1

[17:30:55] [LEGSHOTS] 0

[17:30:55] [CROTCHSHOTS] 0

[17:30:55] [ARMSHOTS] 0

[17:30:55] [HEADSHOTS] 0

[17:30:55] [PLAYERDATAINFO] Noob[2]

[17:30:55] [SHOTSFIRED] 358

[17:30:55] [LEGSHOTS] 6

[17:30:55] [CROTCHSHOTS] 0

[17:30:55] [ARMSHOTS] 0

[17:30:55] [HEADSHOTS] 1

Not sure if this helps

The client is sending wrong values or only sending sometimes.

Noob2 fired 4 shots to the head It says i fired 1 shot.

Player Noob didn't fire that many shots with a pistol. He had at least 8 headshots and had arm shots

Game 2 Another game of output

[18:03:34] [PLAYERDATAINFO] Noob2[1]

[18:03:34] [SHOTSFIRED] 23

[18:03:34] [LEGSHOTS] 3

[18:03:34] [CROTCHSHOTS] 2

[18:03:34] [ARMSHOTS] 1

[18:03:34] [HEADSHOTS] 6

[18:03:34] [PLAYERDATAINFO] Noob[2]

[18:03:34] [SHOTSFIRED] 649

[18:03:34] [LEGSHOTS] 6

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSHOTS] 0

[18:03:34] [HEADSHOTS] 54

[18:03:34] [PLAYERDATAINFO] Pissedhotrod[3]

[18:03:34] [SHOTSFIRED] 9

[18:03:34] [LEGSHOTS] 0

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSHOTS] 0

[18:03:34] [HEADSHOTS] 0

[18:03:34] [PLAYERDATAINFO] dczxcx[4]

[18:03:34] [SHOTSFIRED] 126

[18:03:34] [LEGSHOTS] 0

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSHOTS] 0

[18:03:34] [HEADSHOTS] 0

Subject: Re: PlayerDataClass
Posted by danpaul88 on Tue, 08 Feb 2011 14:00:35 GMT
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I suspect those stats are purely for single player use and they never designed the netcode to communicate the necessary data, hence why there is no way to access it in multiplayer mode. Whilst it is possible to modify the netcode so that data DOES get sent, it's unlikely to ever get done.