Subject: Vehicle bug
Posted by T0RN on Fri, 09 Mar 2012 17:06:00 GMT
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Since beta 4 my server is showing buildings as vehicles.
I thought maybe I screwed presets up, so I went back to default. Still happening.

[11:58] <MapPack> Terminating game on demand...
[11:58] <MapPack> Loading level C&C_City.mix
[11:58] <MapPack> Host: Teams have been remixed.
[11:58] <MapPack> Level loaded OK
[11:58] <MapPack> Host: [BR] Settings for C&C_City.mix: Time Limit: 0, Mine Limit: 40, Vehicle
Limit: 8.Donations are allowed after 5 minutes.
[11:58] <T0RN> !ve
[11:58] <MapPack> Current Vehicles:
[11:58] <MapPack> GDI Vehicles: 1 GDI Harvester, 5 Advanced Guard Tower
[11:58] <MapPack> Nod Vehicles: 1 Obelisk, 2 Nod Turret, 1 Nod Harvester

[12:01] <T0RN> !gameover NOW
[12:01] <MapPack> GameOver CMD Sent.
[12:01] <MapPack> Terminating game on demand...
[12:01] <MapPack> Loading level c&c_bunkersts.mix
[12:01] <MapPack> Level loaded OK
[12:01] <MapPack> Host: [BR] Settings for c&c_bunkersts.mix: Time Limit: 0, Mine Limit: 40,
Vehicle Limit: 8.Donations are allowed after 5 minutes.
[12:02] <T0RN> !ve
[12:02] <MapPack> Current Vehicles:
[12:02] <MapPack> GDI Vehicles: 1 GDI Harvester, 2 GDI Guard Tower
[12:02] <MapPack> Nod Vehicles: 2 Nod Turret, 1 Nod Harvester

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Subject: Re: Vehicle bug
Posted by Omar007 on Fri, 09 Mar 2012 18:13:59 GMT
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Turrets and Guard Towers are actually vehicles.
Same goes for the weapons of the AGT and Obelisk afaik, although I haven't ever checked that
tbh

Subject: Re: Vehicle bug
Posted by iRANian on Fri, 09 Mar 2012 18:17:18 GMT
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AGT and Obelisk aren't, but their weapons are. That's why it's counting 5 "AGTs".

Subject: Re: Vehicle bug
Posted by T0RN on Fri, 09 Mar 2012 18:58:15 GMT
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But this has never happened before. What can be causing this?
Seems to have started since beta 4 update

Subject: Re: Vehicle bug
Posted by iRANian on Fri, 09 Mar 2012 19:09:43 GMT
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Probably because the change introduced to log certain vehicle objects as buildings, Turrets and Guard Towers previously didn't display as the engine considers them vehicles and not buildings.

Subject: Re: Vehicle bug
Posted by T0RN on Fri, 09 Mar 2012 20:26:41 GMT
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iRANian wrote on Fri, 09 March 2012 14:09Probably because the change introduced to log certain vehicle objects as buildings, Turrets and Guard Towers previously didn't display as the engine considers them vehicles and not buildings.
I don't like it
Change it back TT people please

Subject: Re: Vehicle bug
Posted by Xpert on Fri, 09 Mar 2012 20:41:50 GMT
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Haha, not bragging, but I don't experience those issues because I edited the code to have the same method as the old ssgm 2.0.2. It will classify Turrets and Guard Towers as buildings and I also put in the fix for the double created event bug when attaching scripts in the level loaded hook.

I wonder if TT will decide to change it like the old way.

Subject: Re: Vehicle bug
Posted by iRANian on Fri, 09 Mar 2012 21:59:26 GMT
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Xpert wrote on Fri, 09 March 2012 13:41Haha, not bragging, but I don't experience those issues because I edited the code to have the same method as the old ssgm 2.0.2. It will classify Turrets and Guard Towers as buildings and I also put in the fix for the double created event bug when attaching scripts in the level loaded hook.

I wonder if TT will decide to change it like the old way.
Oh that's what the level loaded issues I had were about, thought that was fixed. Could you send me the method to workaround the double created event bug?

Subject: Re: Vehicle bug
Posted by Xpert on Sun, 11 Mar 2012 00:10:50 GMT
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iRANian wrote on Fri, 09 March 2012 16:59Xpert wrote on Fri, 09 March 2012 13:41Haha, not bragging, but I don't experience those issues because I edited the code to have the same method as the old ssgm 2.0.2. It will classify Turrets and Guard Towers as buildings and I also put in the fix for the double created event bug when attaching scripts in the level loaded hook.

I wonder if TT will decide to change it like the old way.
Oh that's what the level loaded issues I had were about, thought that was fixed. Could you send me the method to workaround the double created event bug?

Bug me on IRC. You know where to find me. Just hope that I'm not AFK during the times you poke me.

Subject: Re: Vehicle bug
Posted by jonwil on Sun, 11 Mar 2012 07:09:34 GMT
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Fixed. base defenses will now output the correct messages so brenbot will treat them as buildings and not vehicles.