Subject: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Sun, 20 Apr 2014 18:13:55 GMT
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Commands->Select_Weapon no longer seems to work client side, it works fine on LAN, but when I was testing on a 4.0 server with 4.0 clients it didn't seem to switch their weapons.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Sun, 20 Apr 2014 23:25:58 GMT
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We use that extensively in AR with 4.1 (and previously in 4.0) and it's always worked for us... are you trying to select a weapon in the same engine tick as granting it? I seem to recall that used to be an issue, not sure if it still is, I tend to do things like that after a 0.1 second delayed custom to move it into a different engine tick.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Mon, 21 Apr 2014 21:19:10 GMT
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danpaul88 wrote on Sun, 20 April 2014 17:25We use that extensively in AR with 4.1 (and previously in 4.0) and it's always worked for us... are you trying to select a weapon in the same engine tick as granting it? I seem to recall that used to be an issue, not sure if it still is, I tend to do things like that after a 0.1 second delayed custom to move it into a different engine tick.
Nah, I've tried selecting the pistol in the players inventory (exact same code as I use in ECW) however it doesn't switch weapons in base Renegade.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Tue, 22 Apr 2014 00:18:55 GMT
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That is a bit odd, perhaps post the code you're using? For reference, all of the following work in 4.0 and 4.1;

Commands->Select_Weapon (obj, Get_Powerup_Weapon (Get_Parameter("veteran_weaponPowerup")));

Commands->Select_Weapon (obj, "Weapon_IFV_None");

// Set the supercharged state
void dp88_AR_Tesla_Coil::setSuperchargedState(GameObject* obj, bool state)
{
  if (!m_superchargedWeapon.Is_Empty())
  {

```
    // If we are setting supercharged to true then switch weapons
    if ( state )
    {
      Commands->Select_Weapon(obj, m_superchargedWeapon);
      primary_maxRange = m_superchargedWeaponRange;
    }
    else
    {
      Commands->Select_Weapon(obj, m_defaultWeapon);
      primary_maxRange = m_defaultWeaponRange;
    }

    m_isSupercharged = state;
  }
}
```

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Thu, 24 Apr 2014 23:31:54 GMT
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We do things like this:

```
const char *weap = Get_Current_Weapon(obj);
if (weap)
{
    Commands->Select_Weapon(obj,"");
    Commands->Select_Weapon (obj,weap);
}
```

To disable sniper rifles when a player is moving (it relies on weapon switch time); however, in the Renegade map I'm making that piece of code didn't work and the weapons could still shoot while moving. In the end I had to remove all bullets from the gun to get the somewhat desired effect; however, it is far more confusing for most people.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Fri, 25 Apr 2014 09:58:14 GMT
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Passing an empty string to Select_Weapon makes them select the first weapon in their weapon bag. If they only have one weapon or the sniper rifle is their primary weapon (index 0) then your code is not causing a weapon switch and thus will not trigger switching time.

```
void WeaponBagClass::Deselect()
{
  this->Select_Index (0);
```

}

0 is a valid weapon index, thus they select the weapon at position 0.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Fri, 25 Apr 2014 17:13:50 GMT
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danpaul88 wrote on Fri, 25 April 2014 03:58Passing an empty string to Select_Weapon makes them select the first weapon in their weapon bag. If they only have one weapon or the sniper rifle is their primary weapon (index 0) then your code is not causing a weapon switch and thus will not trigger switching time.

void WeaponBagClass::Deselect()
{
   this->Select_Index (0);
}

0 is a valid weapon index, thus they select the weapon at position 0.
Calling it by itself does indeed work, however that doesn't leave them holding the original weapon.

Calling this:

const char *weap = Get_Current_Weapon(obj);
if (weap)
{
   Commands->Select_Weapon(obj,"");
   Commands->Select_Weapon (obj,weap);
}

Works in both 3.4.4, and 4.1 single player LAN, it only doesn't work in 4.1 when on-line (as a client to the server).

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by jonwil on Fri, 25 Apr 2014 23:09:41 GMT
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The script M00_Select_Empty_Hands does this
Commands->Select_Weapon(obj,0);
Passing 0 to Select_Weapon will cause WeaponBagClass::Deselect to be called. I should point out that index 0 in a WeaponBagClass is always empty (i.e. "No weapon") because of the code in the WeaponBagClass constructor.
Try passing 0 instead of "" and see what happens. (although from a reading of the code for WeaponBagClass::Select_Weapon_Name it may not make much difference)

Also you could try calling Select_Weapon once, then Send_Object_Update (from engine_tt.cpp) on the object then Select_Weapon another time. Although I dont know how it would work...

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Fri, 25 Apr 2014 23:29:31 GMT
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jonwil wrote on Fri, 25 April 2014 17:09The script M00_Select_Empty_Hands does this
Commands->Select_Weapon(obj,0);
Passing 0 to Select_Weapon will cause WeaponBagClass::Deselect to be called. I should point out that index 0 in a WeaponBagClass is always empty (i.e. "No weapon") because of the code in the WeaponBagClass constructor.
Try passing 0 instead of "" and see what happens. (although from a reading of the code for WeaponBagClass::Select_Weapon_Name it may not make much difference)

Also you could try calling Select_Weapon once, then Send_Object_Update (from engine_tt.cpp) on the object then Select_Weapon another time. Although I dont know how it would work...

I tried select "0" and that didn't have any effect (I almost feel like the first select weapon gets ignored and the second one just happens, almost as if the code was optimized in such a way that it goes "Oh hey look, he selected another weapon right after this select, ignore the first and do the second).

I will give that Send_Object_Update a try later, I'd do it right now but my router just decided to be a piece of shit and isn't letting me negotiate the firewall lol.

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Thu, 01 May 2014 14:33:03 GMT
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Send_Object_Update does work; however, it works better than it did in 3.4.4, and you actually start to see the weapon switch animations, whereas in 3.4.4 there was no indication that the server was switching your weapons besides the weapon icons on the hud lighting up and being unable to fire.

Beings it now tries to animate switching the weapons (thus making it look like your a spazz) I decided to go with it just switching you to the pistol when you move if your holding a sniper rifle (beings I can't get a clean weapon disable and 0 ammo confused people too much).

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Thu, 01 May 2014 16:05:57 GMT
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Why not just select weapon index 0 (empty hands) until they stop running? Then you only get the switch animation when they stop and it re-selects their weapon (plus you get some free post-running cooldown before shooting is allowed for free this way!)

Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Thu, 01 May 2014 16:53:52 GMT
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danpaul88 wrote on Thu, 01 May 2014 10:05Why not just select weapon index 0 (empty hands) until they stop running? Then you only get the switch animation when they stop and it re-selects their weapon (plus you get some free post-running cooldown before shooting is allowed for free this way!)
Oh its only sniper rifles I was disabling, I'm fine with other weapons, sniper rifle you can walk slowly with, and n00b jet you have to remain stationary.

I'm just not a fan of people back peddling away from bears that only have melee for attack and firing the n00bjet through multiple bears as they do, have to make sure some skill is required.