
Subject: Duplicate stock scripts?

Posted by [Neijwiert](#) on Mon, 29 Dec 2014 16:05:28 GMT

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For reasons I was looping trough the ScriptableGameObj list from GameObjManager (Parsing the BaseGameObj to a ScriptableGameObj) and then iterating over all their scripts. I have found that some objects contain duplicate stock scripts. I don't know if this was intended, the following presets at level load had duplicate scripts:

pct_zone_gdi - scripts: M00_PCT_Pokable_DAK twice.

pct_zone_nod - scripts: M00_PCT_Pokable_DAK twice.

mp_GDI_Advanced_Gaurd_Tower - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_GDI_War_Factory - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_GDI_Refinery - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_GDI_Power_Plant - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_GDI_Barracks - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_Hand_of_Nod - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_Nod_Airstrip - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_Nod_Power_Plant - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

mp_Nod_Refinery - scripts: M00_BUILDING_EXPLODE_NO_DAMAGE_DAK twice.

Nod_Turret_MP - scripts: M00_Disable_Transition

I'm 100% they are duplicates, because I've checked their script ID's and they differ (so I'm not iterating over the scripts wrong).

This is in the stock map C&C_Hourglass.mix (No changes to the map whatsoever in LE).

The only running plugin is my own plugin and I'm not changing anything at all. In the OnLoadLevel event I go straight to iterating over the objects (reading only).

I do not know if this happens in other maps aswell, haven't checked yet.

I'm running the latest scripts on both server and client as of writing this topic (not the 4.2 private beta).

EDIT:

Also no custom objects file or any other files are modded. Only the plugin is loaded trough SSGM.

EDIT #2:

I have now tested this on C&C_City_Flying.mix and the same thing happens. Though I did not check if it were the exact same presets, since it's a long list of debug messages I have to go trough.
