

## ET: Legacy Development - Bug #1001

### End of game stats not always displayed in console

16.02.2017 11:25 - Spyhawk

<b>Status:</b> Confirmed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b>	
<b>Category:</b> Mod generic	
<b>Target version:</b> 2.78	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> The end of game stats is not always displayed in client console.  Either the "ws" command is not sent for some reason (see Cmd_WeaponStat_f in g_cmds.c) or the cgs.dumpStatsTime variable (CG_ServerCommand in cg_servercmds.c) prevents it to be displayed. Investigate and fix.	
<b>Related issues:</b> Related to ET: Legacy Development - Feature # 403: Add bayesian skill rating <b>Fixed</b> <b>23.12.2018</b>	

#### History

##### #1 - 16.02.2017 11:25 - Spyhawk

- Related to Feature #403: Add bayesian skill rating added

##### #2 - 16.02.2017 20:55 - Spyhawk

- move the pretty print of G\_printMatchInfo() on the client side.

##### #3 - 10.05.2017 14:04 - Aranud

My current observation are as follow :

The "ws" command is sent properly.  
And indeed, cgs.dumpStatsTime variable (CG\_ServerCommand in cg\_servercmds.c) prevents it to be displayed.

cgs.dumpStatsTime never change. It's all the times set to 0.

The only way to update is in CG\_dumpStats\_f which is call from CG\_DrawIntermission :

```
if (cg_autoAction.integer & AA_STATSDUMP)
{
    CG_dumpStats_f();
}
```

By default, cg\_autoAction is set to 0. In the case the value is set to 4, it work properly (AA\_STATSDUMP = 0x04).

EDIT :

As IR4T4 said :

cg\_autoAction cvars controls several options for the user  
one option is: print endgame - or not

**#4 - 10.05.2017 15:12 - IR4T4**

- Status changed from New to Confirmed
- Priority changed from Normal to Low
- % Done changed from 0 to 80

**#5 - 10.05.2017 17:30 - IR4T4**

I'll close this.

Spyhawk, adjust the default value if there is a real need for this. But I think most players are focussing the 2D stats in intermission so it's fine as it is.

**#6 - 10.05.2017 17:30 - IR4T4**

- Status changed from Confirmed to Invalid
- % Done changed from 80 to 100

**#7 - 10.05.2017 17:57 - Mateos**

IR4T4 wrote:

But I think most players are focussing the 2D stats in intermission.

Seriously?

**#8 - 11.05.2017 11:19 - Spyhawk**

- Status changed from Invalid to Confirmed
- % Done changed from 100 to 0

This is a real bug. This has nothing to do with cg\_autoAction.

**#9 - 02.07.2017 12:05 - IR4T4**

- Priority changed from Low to Normal

**#10 - 24.02.2018 19:04 - keMoN**

- File *etlegacyclassesmenu.jpg* added

Does this cover the empty stats in the intermission window as well, or only in the console?

**#11 - 24.02.2018 22:03 - Spyhawk**

Console. I don't remember having seen empty stats in the intermission window...

**#12 - 24.02.2018 23:54 - keMoN**

- File *nostatintermission.jpg* added

**#13 - 24.02.2018 23:54 - keMoN**

- File deleted (*etlegacyclassesmenu.jpg*)

**#14 - 25.02.2018 00:15 - Spyhawk**

Ah, that. This was a bug that was quickly solved after the 2.75 release. From changelog:

Fixed main debriefing stats not displayed when skill rating is disabled (also causing intermission chat issues)

**#15 - 10.09.2018 12:46 - IR4T4**

- *Target version changed from 2.76 to 2.78*

**Files**

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nostatintermission.jpg	294 KB	24.02.2018	keMoN
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