

## ET: Legacy Development - Bug #1288

### Weapon disappear after being revived

12.05.2019 12:17 - Spyhawk

<b>Status:</b>	Feedback	<b>% Done:</b>	90%
<b>Priority:</b>	Urgent	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Aranud		
<b>Category:</b>	Mod generic		
<b>Target version:</b>	2.77		
<b>OS:</b>		<b>Arch:</b>	

#### Description

Weapon seems to disappear after being revived. This doesn't seem to happen all the time. Check if picking up a weapon on the ground is related.

Not being able to swap weapon, but it was triggered after being revived like 2nd or 3rd time for me. I witnessed the same 3 times now, but only when i was just revived. My weapon didn't show and i couldnt shoot. I was able to reload and switch weapon (according to the ammo showing)

#### Associated revisions

##### Revision 125ad60e - 15.05.2019 16:37 - Aranud

mod: fixed previous exploit fix introducing no weapon on revive issue #1288 + fixed riflenade disappearing for no reason (fast switch)

##### Revision 6655c17e - 17.07.2019 13:09 - Aranud

game: fix weapon disappear after revived while dropping weapon before dead

##### Revision d9f669ca - 04.09.2019 16:47 - Aranud

game: ensure weapon anim is reset after revive, refs #1288

#### History

##### #1 - 13.05.2019 21:36 - kimi

- File 2019-05-13-202607-adlernest.dm\_84 added

##### #2 - 15.05.2019 18:32 - Aranud

- Status changed from New to Feedback

- Assignee set to Aranud

- % Done changed from 0 to 90

##### #3 - 22.06.2019 20:26 - Spyhawk

- Status changed from Feedback to Fixed

- % Done changed from 90 to 100

##### #4 - 10.07.2019 17:17 - Spyhawk

- Status changed from Fixed to In Progress

- % Done changed from 100 to 90

This happened again on TM with latest test snapshot (reported by Bystry). Reopening.

##### #5 - 17.07.2019 13:16 - Aranud

- Status changed from *In Progress* to *Feedback*

Applied in changeset commit:6655c17e8243da349ba3914d7115ab14f2e032b5

Need feedback to be sure

**#6 - 19.08.2019 10:11 - artium**

Aranud wrote:

Applied in changeset commit:6655c17e8243da349ba3914d7115ab14f2e032b5

Need feedback to be sure

I re-encountered this bug yesterday.

Was playing as cvops, if I recall correctly I got killed when being/reloading in scoped mode.

**#7 - 20.08.2019 11:38 - Spyhawk**

- Status changed from *Feedback* to *In Progress*

**#8 - 04.09.2019 14:53 - Aranud**

- File *Trace1.PNG* added

Note 1:

This issue appear while the player is switching weapon and get killed while the drop time, which lastes 250ms.

The server set the weapon 0 (WP\_NONE) and we can clearly see than the predicted player state code is ok. (See *Trace1.png*)

Why the weapon is set to 0 .... that's the point to clarify.

Note 2:

Looking at the transition between wounded state to revive state it seems the problem occur while the server revive the player (see *Trace2.png*)

At this point, on revive player the server reset the player state and keep the old weapon before "respawn" (see *Trace3.png*)

Note 3:

Overwriting weapon to WP\_NONE and weaponstate to old state in *ReviveEntity* doesn't block player to switch ... something else prevent player to switch and that not linked to WP\_NONE.

**#9 - 04.09.2019 15:17 - Aranud**

- File Trace2.PNG added

- File Trace3.PNG added

**#10 - 04.09.2019 16:13 - Aranud**

- File Trace4.PNG added

Found the problem. After revive, the weapAnim value isn't not reset propely. (See Trace4.png)

We got a bad value that tell us player is currently "alt switch" ... obviously that wrong.

We never got this problem in vanilla because this check was added in 2.75 to control weapon anim while switching...

That work as expected but that proof than reviveEntity function don't clear properly player statement.

Let figure what we can do.

**#11 - 04.09.2019 16:48 - Aranud**

- Status changed from In Progress to Feedback

Let try again, feedback is need !

**Files**

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2019-05-13-202607-adlernest.dm_84	1.78 MB	13.05.2019	kim
Trace1.PNG	39.9 KB	04.09.2019	Aranud
Trace2.PNG	5.92 KB	04.09.2019	Aranud
Trace3.PNG	63.6 KB	04.09.2019	Aranud
Trace4.PNG	27.6 KB	04.09.2019	Aranud