

Lua scripts for the Legacy mod - Feature #234

XP save

05.03.2013 14:48 - Harlekin

Status: Fixed	% Done: 100%
Priority: Normal	
Assignee: Radegast	
Category: Lua scripts	
Target version: ALL	
Description XP save system would be nice. Save XP while reconnect (eg. 1 map), or reset XP after X maps after connecting. ETPub like XP save would be also nice	
Related issues: Related to Lua scripts for the Legacy mod - Feature # 181: Add some kind of u... In Progress 29.01.2013	

Associated revisions

Revision f184d0d2 - 06.03.2013 19:10 - IR4T4

game: set/reset XP Lua functions activated refs #234

Revision 5862386c - 17.11.2013 22:13 - Radegast

lua: added XP Save script

Revision ea55f531 - 17.11.2013 23:45 - Radegast

lua: (xpsave) clean up

Revision de568515 - 18.11.2013 13:06 - Radegast

lua: (xp save) prevent sql injections with modified cl_guid, refs #234

History

#1 - 05.03.2013 18:07 - IR4T4

- Target version set to 2.71rc2

#2 - 06.03.2013 19:22 - IR4T4

- Assignee set to RaFaL

- % Done changed from 0 to 20

G_XP_Set(clientNum , xp, skill, add) and G_ResetXP(clientNum) Lua functions are available.

#3 - 27.04.2013 12:50 - Dragonji

- Subject changed from xpsave to XP save

- Description updated

#4 - 03.06.2013 11:57 - IR4T4

- Priority changed from Low to Normal

#5 - 25.07.2013 21:32 - IR4T4

- Target version changed from 2.71rc2 to 2.77

#6 - 25.07.2013 21:32 - IR4T4

- Assignee deleted (RaFaL)

#7 - 05.09.2013 23:13 - IR4T4

- Target version changed from 2.77 to 2.71rc3

#8 - 06.10.2013 17:53 - IR4T4

- Target version changed from 2.71rc3 to 2.71rc4

#9 - 17.11.2013 22:25 - Radegast

- Assignee set to Radegast

- Target version changed from 2.71rc4 to 2.77

- % Done changed from 20 to 30

I started working on a Lua module which will provide XP save functionality using a database. It's the first Lua module that I've written and I have only tested it between two maps, so it is not ready yet and needs some clean up and improvement.

It should be useful to server admins until we add engine-side database support.

luasql module with sqlite3 driver is required, but other database drivers may be used instead with a small change. It could also be tweaked to use file backend instead of a database.

EDIT: here is the script: https://github.com/etlegacy/lua_scripts/blob/master/xpsave/xpsave.lua

#10 - 17.11.2013 22:27 - Radegast

One more thing, when engine-side database support is ready, it will be easy to migrate and import XP data from this script.

#11 - 18.11.2013 14:58 - Radegast

- % Done changed from 30 to 60

I added a check in the script for valid guid which prevents sql injections, so people can now start testing this on their servers.

The right way to prevent sql injections would be using con:prepare with bind_names, but this should be sufficient.

#12 - 18.11.2013 17:04 - Radegast

- Project changed from ET: Legacy Development to Lua scripts for the Legacy mod

- Category changed from Mod QAGAME to Lua scripts

- Status changed from New to Fixed

- Target version changed from 2.77 to ALL

- % Done changed from 60 to 100

#13 - 11.12.2015 19:42 - eLBati

Radegast wrote:

EDIT: here is the script: https://github.com/etlegacy/lua_scripts/blob/master/xpsave/xpsave.lua

Hi,

I tried saving this script to **legacy** dir. I tried several versions of LuaSQLite3, saving **sqlite3.so** to **legacy/lualibs/luasql/sqlite3.so**, but it seems the **sqlite3.so** library is not able to run standard LUA functions, like **lua_settop** and **lua_checkstack**. See <http://dev.etlegacy.com/boards/2/topics/431?r=2253#message-2253>

How should this script be used?

Thanks

#14 - 11.12.2015 21:37 - Spyhawk

Again, pretty much sure LuaSQL should be compiled with symbols so the Lua API can communicate with the database. The files provided by the package managers seem not to provide them. I'm not a compiler expert but I'll try to have a look into this in the following days.

#15 - 12.12.2015 00:05 - eLBati

Solved with <http://dev.etlegacy.com/boards/2/topics/431?r=2280#message-2280>

#16 - 15.12.2015 00:02 - eLBati

Hi,
I'm using xpsave.lua script and I get into the following problem: after having collected some XP, when I disconnect and reconnect, server log says

Lua API: et_ClientBegin error running lua script: [string "xpsave.lua"]:186: bad argument #2 to 'G_XP_Set' (number has no integer representation)
and XP is partially or totally not restored.

Do you know why this happens?
Thanks

#17 - 15.12.2015 00:33 - Spyhawk

XP is actually a float, not an integer. In previous Lua, [all numbers were float](#). You might want to force initialization by using "0.0" instead of "0" only.

note: XP are float because of XP sharing between engineers, which divides points earned when constructing between them instead of only giving the whole set of points to the last engineer. If your issue happens only with engineers... then that's the issue.

#18 - 15.12.2015 08:14 - eLBati

Spyhawk wrote:

XP is actually a float, not an integer. In previous Lua, [all numbers were float](#). You might want to force initialization by using "0.0" instead of "0"

only.

Do you mean like this

https://github.com/eLBati/etlegacy-lua_scripts/commit/b71a57dc1caf8a147da72139ce4203f62da39461

?

note: XP are float because of XP sharing between engineers, which divides points earned when constructing between them instead of only giving the whole set of points to the last engineer. If your issue happens only with engineers... then that's the issue.

Actually it surely happened when I was medic: I lost all 'light weapons' XP

#19 - 20.12.2015 15:07 - eLBati

I am now testing

<https://github.com/Zelly/ZellyLuas/blob/master/ZXpSave.lua>

on my server.

It seems to work so far