

ET: Legacy Development - Bug #266

fs_game does not recognize profile

25.03.2013 00:46 - lottin

Status: New	% Done: 70%
Priority: Low	
Assignee:	
Category: Client	
Target version: 2.78	
OS:	Arch:
Description see this forum thread for details: http://www.dev.etlegacy.com/boards/3/topics/349	
Related issues:	
Related to ET: Legacy Development - Bug # 1023: Loading profile overwrites cv...	In Progress 20.03.2017
Related to ET: Legacy Development - Bug # 415: ET:L is creating two different...	Fixed 09.12.2013

History

#1 - 25.03.2013 01:24 - RaFaL

- Subject changed from *fs_game does not do what it's supposed to do* to *fs_game does not recognize profile*
- Target version set to 2.71rc2

#2 - 25.03.2013 08:46 - IR4T4

- Category set to *Client*

lottin wrote:

...
If I start etl with "etl +set fs_game etpub" I'm asked to create a new profile, so I'm afraid this is not it.

This is exactly the way it should work - this isn't a bug. Each mod has got it's own profile. If you start a new mod the first time you have to create a profile for the running mod. When you connect to a server with a new mod the profile is created w/o the profile create dialog automatically.

Profiles are stored in fs_homepath/<MOD>/profile/<profilename>

Different mods have different CVARS so you are able to set CVAR values per modification! On the other hand you don't mess up a mod's profile with CVARS of other mods.

#3 - 25.03.2013 08:46 - IR4T4

- Status changed from *New* to *Invalid*

#4 - 25.03.2013 11:01 - lottin

I had a profile but I was lacking a "defaultprofile.dat" file, that was what was causing the problem.

#5 - 25.03.2013 14:07 - Radegast

- Status changed from Invalid to New

user:IR4T4, this bug is not invalid. It happens because we changed the default mod from etmain to legacy. Since legacy is not in the search path, defaultprofile.dat is not found even if a profile was already created. I was going to add legacy mod as the last search path, but I wanted to test first if it could bring any unwanted effects.

#6 - 25.03.2013 15:36 - IR4T4

I would keep it as it is. A defaultprofile.dat file is created per mod path. In case the legacy profile cfg is read you may also collect CVARS of legacy mod the 'loaded' mod doesn't use (which is a vanilla bug fix beside the not known side effects if you add legacy to the search path) ...

#7 - 25.03.2013 17:01 - Radegast

OK, I will add a top-level defaultprofile.dat in fs_homepath

#8 - 25.03.2013 17:01 - Radegast

- Assignee set to Radegast

#9 - 26.03.2013 17:26 - Radegast

- Assignee deleted (Radegast)

I can't fix it that way and we can't add Legacy to the default search paths.

#10 - 27.03.2013 07:14 - IR4T4

We might do this:

If fs_game is set and != "legacy" and profile name is our default value try to read the name of player directly from fs_homepath/legacy/defaultprofile.dat.

#11 - 05.06.2013 14:03 - IR4T4

- % Done changed from 0 to 100

I've had a closer look: A defaultprofile.dat file is created with the UI createProfile command/process which is the way to go for running a mod the very first time.

lottin wrote:

If I start etl with "etl +set fs_game etpub" I'm asked to create a new profile, so I'm afraid this is not it.

This is it. Done once we keep the mod config clean with mod only used cvars - this fixes genuine behaviour of importing etmain (or in our case legacy) cvars into the mod.

Write defaultprofile.dat on disconnect and on ETL exit if there is no dat in path for given fs_game (should fix direct connect to mod case w/o exec createProfile before)

#12 - 26.07.2013 09:05 - IR4T4

- % Done changed from 100 to 70

#13 - 20.08.2013 19:48 - IR4T4

- Target version changed from 2.71rc2 to 2.78

#14 - 03.10.2013 05:45 - IR4T4

- Description updated

#15 - 11.02.2017 17:51 - Spyhawk

- Target version changed from 2.78 to 2.76

This should be solved once and for all.

#16 - 20.03.2017 16:02 - IR4T4

- Priority changed from Normal to Low

#17 - 20.03.2017 16:18 - IR4T4

- Target version changed from 2.76 to 2.78

#18 - 20.03.2017 23:32 - Spyhawk

- Related to Bug #1023: Loading profile overwrites cvars / fix CVAR_ROM flagged cvars behaviour added

#19 - 21.03.2017 18:57 - Spyhawk

- Related to Bug #415: ET:L is creating two different etconfig.cfgs added