

ET: Legacy Development - Bug #301

session<NUM> and sessionstats<NUM> cvars are not cleaned/reset after /map_restart

10.05.2013 11:33 - IR4T4

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category: Mod generic	
Target version: 2.78	
OS:	Arch:
Description	
As the title says - clients don't start with empty stats.	

History

#1 - 03.06.2013 11:40 - IR4T4

- Target version changed from 2.71rc2 to 2.78

#2 - 13.11.2014 22:54 - Spyhawk

I cannot reproduce, is this issue still valid? Stats seem reset after map_restart.

#3 - 14.11.2014 18:18 - Saukko

Yeah. Same here, can't reproduce.

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#4 - 14.11.2014 19:13 - IR4T4

- Subject changed from *Client weapon stats aren't reset after /map_restart cmd* to *session<NUM> and sessionstats<NUM> cvars are not cleaned/reset after /map_restart*

Title is updated and more precise. Basically we don't call G_WriteClientSessionData while map_restart process.

#5 - 14.11.2014 20:42 - Spyhawk

IR4T4 wrote:

Basically we don't call G_WriteClientSessionData while map_restart process.

I'm actually not sure we should do that. For example, *client→sess.sessionTeam* or *client→sess.playerWeapon* shouldn't be reset, right? We might want to call G_deleteStats() instead.

#6 - 09.08.2015 11:12 - IR4T4

We have to have a closer look here. I'm not sure if all these stat values should be cleaned in campaign mode f.e.