

## ET: Legacy Development - Bug #367

### Maxlives not correctly displayed when following teammates.

14.10.2013 14:56 - Spyhawk

<b>Status:</b>	New	<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>			
<p>When using the "maxlives" setting, the scoreboard doesn't show the remaining lives. Instead, "" is displayed which means the players don't have lives left and are out of the game. Etpub/silent mod running on ET:L engine aren't affected.</p> <p>Another seemingly related bug is when being killed and following a teammate before a respawn. The "remaining lives" counter of the followed players isn't up-to-date, and the number displayed seems to be your last known number of remaining lives instead of the life number of the followed player. This bug is also present when running etpub/silent with ET:L engine.</p>			

#### Associated revisions

##### Revision bd9b962e - 14.10.2013 15:27 - Spyhawk

game: fixed scoreboard left lives display, ref #367

##### Revision 2037cf60 - 25.10.2013 21:35 - Spyhawk

cgame: fixed display issue with maxlives and small scoreboard

refs #367

##### Revision e4d7a1b0 - 26.10.2013 10:36 - Spyhawk

cgame: fixed 'spectator' misalignment issue on small scoreboard, refs #367

#### History

##### #1 - 14.10.2013 20:58 - Spyhawk

Sorry I missed the proper referencing in the commit

The scoreboard issue is fixed in

<http://www.dev.etlegacy.com/projects/etlegacy/repository/revisions/bd9b962efbe35178581e7cc774025f76e76c65fa>

The spec issue is however not fixed yet.

##### #2 - 18.10.2013 16:58 - IR4T4

- Target version changed from 2.71rc3 to 2.71rc4

##### #3 - 19.10.2013 10:31 - Spyhawk

- Subject changed from Maxlives not displayed in scoreboard to Maxlives not correctly displayed when following teammates.

##### #4 - 05.12.2013 14:31 - Spyhawk

- Description updated

#### **#5 - 22.01.2014 19:39 - IR4T4**

Maxlives is based on `cg.snap→ps.persistent[PERS_RESPAWNS_LEFT]` and is decreased on respawn.

#### **#6 - 22.01.2014 22:22 - Spyhawk**

If this is of any help: commenting out the "savedScore" in `SpectatorClientEndFrame()` in `g_active.c` actually solves the above issue, at the expense of your own liveleft counter being completely messed up in the scoreboard.

#### **#7 - 24.01.2014 23:51 - Spyhawk**

So I spend again another couple of hours on this issue, without positive results I'm afraid.

The best I can do with the trick just above is hiding the faulty result in the scoreboard, but I can't display the old (and correct) value when following someone.

In another attempt, I've tried to display `cg.scores[cg.snap→ps.clientNum].respawnsLeft` instead of `cg.snap→ps.persistent[PERS_RESPAWNS_LEFT]` in `cg_draw_hud.c`, by refreshing the whole score when entering the 3D world (`ClientBegin`), respawning or following another player (probably a bit overkill). Here, it seems the score displayed in the maxlives counter isn't always consistent with the one displayed in the scoreboard. There is clearly something I don't understand here, and I'll need fresh eyes to have a look at this issue.

#### **#8 - 16.02.2014 11:51 - Spyhawk**

- *Target version changed from 2.71rc4 to 2.78*