

ET: Legacy Development - Bug #506

Fix setautospawn variable in map scripts / Incorrect spawn count on command map

12.02.2014 16:07 - Spyhawk

Status:	New	% Done:	10%
Priority:	Low		
Assignee:			
Category:	Mod pak3.pk3		
Target version:	2.78		
OS:		Arch:	

Description

Although the bots spawn in the correct location, the spawn count on the command map isn't correct.

This issue appears only on some maps (ie, oasis, adlerness, ...), the others (such as goldrush, fuel dump, ..) don't have this issue so I'm not sure if the problem is map, code or even omni-bot related.

See attached screenshots (8vs8).

Edit: List of potential useful [mapscripts](#) by Antman.

Associated revisions

Revision c6f08be9 - 06.03.2017 14:05 - Spyhawk

misc: added original maps scripts, refs #506

Revision 46452fe3 - 06.03.2017 16:08 - Spyhawk

misc: fixed oasis spawn counter and added vanilla maps bug fixes, refs #506

History

#1 - 14.02.2014 12:33 - Spyhawk

- Category changed from Mod CGAME to Mod pak3.pk3

- % Done changed from 0 to 10

This isn't a bug in the code, but in the map scripts.

While having a closer look, I've tested the following maps on Legacy (8vs8):

buggy: adlerness, braundorf, frosbite, ice, oasis, transmitter

ok: fuel dump, gold rush, rail gun, battery, supply depot, radar

Then I tested NoQuarter 1.2.9, with same results apart from oasis which works correctly. Tried to use the NQ oasis.script with Legacy, and this indeed fixed the issue.

I guess we should try to deliver fixed map scripts for all major maps (at least those used in competition).

#2 - 14.02.2014 13:20 - IR4T4

We are already delivering some map scripts:

<http://dev.etlegacy.com/projects/etlegacy/repository/revisions/master/show/etmain/mapscripts>

#3 - 16.02.2014 12:18 - Spyhawk

- Target version changed from 2.71rc4 to 2.78

#4 - 18.02.2014 16:24 - Spyhawk

Here's the complete list of competition maps, according to our current competition config files:

NB: striked = working map

(6v6 + 5v5)

~~map fueldump~~
map sw_fueldump
~~map radar~~
~~map battery~~
~~map goldrush~~
map sw_goldrush_te
~~map oasis~~ (fixed)
map sw_oasis_b3
~~map railgun~~
map et_ice
map tc_base
map reactor_final
map dubrovnik_final
map braundorf_b4
map frostbite
map adlernest
map warbell
map supply
map supplydepot2
map sw_battery
map sp_delivery_te
map bremen_b2
map et_beach
map karsiah_te2
map wolken1_b1

(additional for 3vs3)

map mp_sillyctf
map the_station

(1vs1)

map osiris
map 1v1dm
map ctf_well
map ctf_multi2
map ctf_multi
map tournamentdm2
map multi_huntplace
map te_valhalla

All the scripts of the above maps should be verified and adapted if necessary.

Also, since it is possible to use a different script for public or competition settings (ie, stock scripts as delivered in the map pk3), I guess we'll ship the fixed scripts in etmain/maps to simply override the original, while the modified competition scripts will be shipped in etmain/maps/scripts. Is this way of doing so ok?

#5 - 20.02.2017 00:53 - Spyhawk

- Target version changed from 2.78 to 2.76

#6 - 20.02.2017 00:57 - Spyhawk

- Description updated

#7 - 11.04.2017 14:58 - IR4T4

Spyhawk, do you know what exactly causes this issue in the map scripts?

#8 - 11.04.2017 16:07 - Spyhawk

Yes, it's due to the setautospawn variable that isn't set correctly. I fixed the oasis script already, but it'd be good to fix other common maps as well (and adjust them for the new objective highlight on map feature).

#9 - 27.07.2017 15:50 - IR4T4

- Subject changed from *Incorrect spawn count on command map* to *Fix setautospawn variable in map scripts / Incorrect spawn count on command map*

#10 - 09.10.2017 13:15 - keMoN

I understand that it is related to setautospawn, but could you tell me the exact fix? The script routine from the original Frostbite hasn't changed (a lot) compared to ours, so the issue should still be present.

I could include a fix in a possible new release if I know exactly what to do.

Also, since this is a somewhat reoccurring issue and not limited to only the competition maps above, maybe the target version should not be 2.76, since we can't fix all of them now (except if we really only limit it to the comp maps above)

#11 - 24.01.2018 21:50 - keMoN

- Priority changed from *Normal* to *Low*

- Target version changed from 2.76 to 2.78

This should not be a priority in my opinion.

The problem is not with the game or mod, but only with the map.

As long as there are problems within the game/mod, this should always be a lower priority.

I suggest to put more focus on this when we also include our reworked maps (likely in 2.77).

#12 - 30.03.2018 14:29 - WuTangH

- File *spawncount fixes.zip* added

#13 - 24.01.2019 23:20 - Spyhawk

- Target version changed from 2.78 to 2.77

We should integrate the fixes provided by WuTangH above.

#14 - 14.03.2019 11:50 - Spyhawk

- Target version changed from 2.77 to 2.78

Files

2014-02-10-190001-adlernest.jpg	108 KB	12.02.2014	Spyhawk
2014-02-11-192524-oasis.jpg	178 KB	12.02.2014	Spyhawk
spawncount fixes.zip	108 KB	30.03.2018	WuTangH