

ET: Legacy Development - Bug #507

Some MOD aren't caught

12.02.2014 16:27 - Spyhawk

Status: Fixed	% Done: 100%
Priority: High	
Assignee: Ododo	
Category: Mod CGAME	
Target version: 2.77	
OS:	Arch:
Description I've seen this more than once, but I'm still unable to pinpoint exactly the issue. When you die, sometimes the obituaries don't display the reason of your death (nor does the console output). The best I could tell is that the MOD doesn't display when you die by some big explosion/splash damage(?). In the code: FIXME: ... some MODs are not caught - check all! My best guess would be that some Mean Of Death got caught by the default message = NULL, so it is filtered out. For reference, here are also some MOD that aren't used at all in the events list: <ul style="list-style-type: none">• MOD_GRENADE (related to some explosion stuff?)• MOD_KICKED (unused in Legacy)• MOD_SYRINGE (unused in Legacy)• MOD_AMMO (unused in Legacy)• MOD_SMOKEBOMB (unused in Legacy)	
Related issues:	
Related to ET: Legacy Development - Bug # 714: Fix flamethrower	New 13.12.2014
Related to ET: Legacy Development - Bug # 1201: Improve/extend hitsounds	New 08.02.2019
Duplicated by ET: Legacy Development - Bug # 712: Kills with airstrike don't ...	Invalid 13.12.2014
Duplicated by ET: Legacy Development - Bug # 1200: Obituary messages (and als...	Invalid 07.02.2019

Associated revisions

Revision 2813f1c8 - 04.03.2015 20:37 - Spyhawk

cgame: CG_CheckEvents() cleanup, refs #507

Revision 12184ce5 - 04.03.2015 20:37 - Spyhawk

cgame: check for all event-only entities, refs #507

Revision 50fb9a3a - 13.12.2015 23:14 - IR4T4

mod: event message for MOD_TRIGGER_HURT refs #507, decreased damage for MOD_TELEFRAG (just not to waste damage stats in case of usage somewhere)

Revision a077041c - 27.07.2017 17:16 - IR4T4

cgame: missing MOD_GRENADE added to CG_Obituary refs #507

Note: This MOD is used for direct damage of barrels, alarm clocks etc. see map uje_the_ghetto. Barrels might create MOD_EXPLOSIVE (indirect kill) or MOD_GRENADE (direct kill) obituary events!

cgame: fixed temp entities aren't reset correctly, refs #507

History

#1 - 12.02.2014 18:46 - IR4T4

I did add that note in the code. MOD_GRENADE (see unused propExplosionLarge()) and MOD_KICKED can be removed. Keep in mind to update noq lua scripts too.

The other MODs might be used (we should have a closer look) in G_Damage function of Bullet_Fire_Extended → GetAmmoTableData(attacker→s.weapon)→mod)

#2 - 16.02.2014 12:05 - Spyhawk

- Target version changed from 2.71rc4 to 2.78

#3 - 13.12.2014 19:49 - Spyhawk

- Related to Bug #714: Fix flamethrower added

#4 - 13.12.2014 19:50 - Spyhawk

- Related to Bug #712: Kills with airstrike don't always show up in console and HUD added

#5 - 14.12.2014 01:09 - Spyhawk

- Related to deleted (Bug #712: Kills with airstrike don't always show up in console and HUD)

#6 - 14.12.2014 01:10 - Spyhawk

- Duplicated by Bug #712: Kills with airstrike don't always show up in console and HUD added

#7 - 10.02.2015 06:43 - IR4T4

- Target version changed from 2.78 to 2.74

#8 - 19.02.2015 00:41 - Spyhawk

- Description updated

#9 - 19.02.2015 00:41 - Spyhawk

- Subject changed from Some MOD aren't caught to Some MOD aren't caught

#10 - 19.02.2015 00:54 - Spyhawk

I'm wondering if NUM_PM_STACK_ITEMS isn't big enough... eg_popupStayTime and eg_popupFadeTime are set to 2.0 and 2.5 sec by default respectively, so if we have more than 32 events during these 4.5 sec some events might not be queued as expected. See CG_FindFreePMItem(). Nope, it's good.

Edit: After adding some checks, it seems the CG_Obituaries function is not called at all in some circumstances. I'd look into "ent→splashMethodOfDeath" (indirect death, see G_RadiusDamage()) as this might not be taken into account by the current code—and matches the cases I've seen that bug happening. Edit: Nope, splashMethodOfDeath works as expected...

Server side is actually fine, but something weird might happen in CG_CheckEvents().

#11 - 04.03.2015 20:49 - Spyhawk

The return in the event-only entities check part of CG_CheckEvents() seems to catch some of the events while it shouldn't. When commenting this return, I cannot reproduce the issue - although the game gets spammed by all kinds of temp events (obituaries, sounds, gfx effect, etc.).

The "cent→previousEvent" parameter is sometime not reset - see CG_ResetEntity(), especially in CG_TransitionEntity(). This is related to the client interpolation code, and concerns all kind of temp entities, not only death events.

#12 - 07.03.2015 12:42 - Spyhawk

- Target version changed from 2.74 to 2.78

Touching anything about the interpolation code is risky - delaying this ticket to 2.74.

#13 - 28.01.2019 20:56 - Spyhawk

- Target version changed from 2.78 to 2.77

We should have a look at these discarded temp entities in the prediction code for 2.77. These might explain quite a few weirdness.

#14 - 28.01.2019 21:07 - Spyhawk

- Priority changed from Normal to High

#15 - 07.02.2019 19:13 - Timothy

- Duplicated by Bug #1200: Obituary messages (and also other events?!) are not always reaching/executed by clients added

#16 - 08.02.2019 16:24 - IR4T4

- Related to Bug #1201: Improve/extend hitsounds added

#17 - 22.02.2019 17:17 - Ododo

I think it may come from the fact that this piece of code from cg_snapshot.c (TransitionSnapshot) L293 is not doing what it should be doing:

```
for (i = 0 ; i < cg.snap->numEntities ; i++)
{
    id = cg.snap->entities[i].number;
    CG_TransitionEntity(x%x%cg_entities[id]);

    // ent doesn't exist in this frame, reset it.
    // this is to fix the silent landmines bug, which is caused
    // by a stale miscTime in the cent
    if (cg_entities[id].currentValid == qfalse x%x%x%x% oldValid[id] == qtrue)
    {
        CG_ResetEntity(x%x%cg_entities[id]);
    }
}
```

We are iterating on cg.snap→entities after doing cg.snap = cg.nextSnap; so id is always an entity number that is present on the nextSnap.

1)
cg_entities[id].currentValid will always be qtrue (see CG_TransitionEntity) so Cg_ResetEntity is never reached.
~~I think we are supposed to reset the entity before doing TransitionEntity.~~

2)
I think that the programmer wanted to reset the entities that were valid on the oldSnap but that are not present on the nextSnap.
~~(and pass them to TransitionEntity?)~~

but because we are iterating on entities in the nextSnap we may not catch some of the old entity numbers that are not present on the new snap. (the one that we are interested in).

I tried to modify the code without success at the moment but maybe i'm missing something.

#18 - 23.02.2019 15:51 - Ododo

- File 507.patch added

So i attached a patch on cg_snapshot.c that should work unfortunately i have to add a for loop so i dont know if it fits the required performances.

let me know if the problem is solved (or not)

#19 - 25.02.2019 19:41 - Spyhawk

Patch looks good to me, but IR4 has some reserve (please add them in the ticket IR4).

#20 - 25.02.2019 21:02 - IR4T4

I'm not convinced the bug is client side and I have two other ideas about it:

1.) Freeing ents: In G_FreeEntity I did a patch so ents are reused much earlier keeping the game ents 'more' sorted I've kept a cvar so we can test missing death messages are still occurring when G_FreeEntity isn't optimized:
set l_free 1 at server start

2.) Increasing event life time: I can also imagine default life time of events = 300 msec is too short. The legacy mod is firing more events compared to vanilla ET and adjusting EVENT_VALID_MSEC might do the trick.

#21 - 09.03.2019 20:53 - Spyhawk

Being curious, I've tested the proposed patch locally.

While it seems to solve the missing MOD issue, the patch doesn't work correctly. I can see "Player X was blaster by Spyhawk's support fire" (Axis airstrike) in obituaries area and console, while I'm playing as engineer (Allies).

#22 - 10.03.2019 02:12 - Ododo

Spyhawk wrote:

Being curious, I've tested the proposed patch locally.

While it seems to solve the missing MOD issue, the patch doesn't work correctly. I can see "Player X was blaster by Spyhawk's support fire" (Axis airstrike) in obituaries area and console, while I'm playing as engineer (Allies).

I can't reproduce but maybe resetting the entities here is just a bad idea so remove all the loop for (i = 0; i < oldFrame->numEntities; i++) that i added in the patch.
The other piece of code will cover the missing MOD issue by itself.

#23 - 13.03.2019 17:51 - Spyhawk

There was an interference with #1219. So far, the proposed patch seems to work properly.

#24 - 14.03.2019 11:45 - Spyhawk

- *Status changed from New to Feedback*

- *Assignee set to Ododo*

Pushed the fix. Further server-side optimizations can always be done later.

#25 - 22.03.2019 09:59 - Spyhawk

- *Status changed from Feedback to Fixed*

- *% Done changed from 0 to 100*

Files

507.patch	2.81 KB	23.02.2019	Ododo
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