

ET: Legacy Development - Bug #594

Soldiers can't have two Thompsons or MP40s

09.10.2014 01:49 - Saukko

Status:	Fixed	% Done:	100%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Spyhawk		
Category:	Mod CGAME		
Target version:	2.74		
OS:		Arch:	
Description			
Ok I know this is intended but the bug here is that when you choose primary and secondary weapons both MP40 or Thompson, it says that but you only get 1 MP40/Thompson. Maybe restrict to be able to choose them from both primary and secondary weapons.			
- *S			
Related issues:			
Related to ET: Legacy Development - Feature # 546: Show secondary weapon in t...		Fixed	08.06.2014
Related to ET: Legacy Development - Bug # 700: Class selecting by using commands		Fixed	09.12.2014
Related to ET: Legacy Development - Bug # 678: Soldier with HW lvl4 cannot pi...		Fixed	28.11.2014
Related to ET: Legacy Development - Feature # 1154: b_panzerhack: level 4 hea...		New	26.12.2018

Associated revisions

Revision b4138e41 - 14.11.2014 20:51 - Spyhawk

cgame: fixed double Thompson or MP40 message, refs #594

Revision ddb413d1 - 10.12.2014 22:45 - Spyhawk

cgame: fixed double MP40/Thomson message with class cmd, refs #594 #700

Revision 2bca0e8d - 19.01.2015 00:16 - Spyhawk

cgame: prevent double Thomson/MP40 in limbo panel, refs #594

Revision d8aa8031 - 20.01.2015 12:56 - Spyhawk

cgame: fixed plural strings, fixes #594

History

#1 - 13.11.2014 01:06 - Spyhawk

- Related to Feature #546: Show secondary weapon in the message after the selection on limbo menu and remove useless { and } added

#2 - 14.11.2014 21:03 - Spyhawk

- % Done changed from 0 to 50

I fixed the double Thomson/MP40 message in b4138e41b0edb32b2b26e54a6389a89b29e30219.

I am however not sure about restricting the choice in the menu: In fact, this might prove to be annoying. By selecting Thomson as primary, you would not be able to choose it as secondary weapon before selecting another primary weapon (and vice versa).

Suggestions are welcome here. The message now shows that only 1 weapon will be selected, and if people think this is enough, I'd consider this bug fixed.

#3 - 27.11.2014 22:48 - Spyhawk

- Status changed from New to Feedback
- Target version changed from 2.78 to 2.71
- % Done changed from 50 to 100

#4 - 28.11.2014 13:27 - Saukko

I think it is disadvantageous for a soldier to have only one weapon to shoot with. I think the best solution would be that selecting two MP40s/Thompsons would be restricted and you would be just able to pick MP40 as primary and pistol or two as secondary.

Otherwise the message is now fixed but I don't keep this as a permanent solution.

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#5 - 29.11.2014 01:05 - Spyhawk

- Status changed from Feedback to In Progress
- % Done changed from 100 to 80

#6 - 30.11.2014 18:40 - Spyhawk

Saukko wrote:

I think the best solution would be that selecting two MP40s/Thompsons would be restricted and you would be just able to pick MP40 as primary and pistol or two as secondary.

No. The purpose of HW lvl 4 skill is to have MP40/Thomson in addition to the main HW weapon (instead of having HW + pistol). Restricting it to primary is a no go. Any other suggestion?

#7 - 30.11.2014 19:08 - Saukko

I might have explained myself unclearly here. What I meant was that when you select MP40/Thompson as primary, then limbomenu restricts the MP40/Thompson possibility and forces you to pick a pistol or akimbo. So you won't end up having only MP40/Thompson which literally makes no sense.

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#8 - 30.11.2014 19:27 - Spyhawk

Have you read what I wrote above restricting it in the menu? What are your thoughts about it?

As a workaround, we could also change the message to "You will spawn as a soldier with a Thomson/MP40 ONLY".

#9 - 30.11.2014 19:49 - Saukko

Yeah that's something I might have missed. I don't really find it annoying myself. And in my opinion it looks the most logical way to solve this issue.

When you have chosen that primary MP40/Thompson, then you can't get it as secondary. But why would one choose secondary first anyway? Well then it works the other way around.

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#10 - 02.12.2014 18:16 - Spyhawk

- Target version changed from 2.71 to 2.78

#11 - 10.12.2014 18:33 - Saukko

- File MP40jee.jpg added

I got an update to this. When you choose your class by console commands it gives the messages shown on the new screenshot.

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#12 - 10.12.2014 19:01 - Saukko

- Related to Bug #700: Class selecting by using commands added

#13 - 11.12.2014 14:50 - Saukko

As a sidenote I would like to consider changing some of the class selection texts. Here's an example of it's faultiness: "... with a MP40 and a Akimbo Lugers.

It's not "a Akimbo Lugers" anyway.

Also considerable feature to replace the weapon texts with icons possibly.

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#14 - 12.12.2014 22:32 - Spyhawk

- Related to Bug #678: Soldier with HW lvl4 cannot pickup enemy weapon on ground added

#15 - 20.01.2015 13:10 - Spyhawk

- Status changed from In Progress to Fixed

- % Done changed from 80 to 100

Applied in changeset commit:d8aa803101da4c19f401fe50c7a30ae1967c42a7.

#16 - 20.01.2015 13:12 - Spyhawk

- Assignee set to Spyhawk

- Target version changed from 2.78 to 2.74

#17 - 26.12.2018 22:22 - Spyhawk

- Related to Feature #1154: b_panzerhack: level 4 heavy weapons moved smg to weaponbank 2 added

Files

2014-10-09-024500-oasis.jpg	192 KB	08.10.2014	Saukko
MP40jee.jpg	379 KB	10.12.2014	Saukko