

## Nexuiz - Patches # 17: Weapon Accuracy Patch

<b>Status:</b>	Resolved	<b>Priority:</b>	Normal
<b>Author:</b>	DiaboliK	<b>Category:</b>	HUD
<b>Created:</b>	05/04/2009	<b>Assigned to:</b>	DiaboliK
<b>Updated:</b>	07/15/2009	<b>Due date:</b>	
<b>Subject:</b>	Weapon Accuracy Patch		
<b>Description:</b>	Features: *+showallstats in order to see all stats *+showhitscanstats to see just hitscan stats *+showsplashstats to see just splash stats *sbar_hud_accuracy 1 to see accuracy on the HUD  What is needed: *being able to see spectatee's accuracy		

### History

#### 05/06/2009 06:03 AM - morfar

- Project changed from Alientrap.org Forum to Nexuiz
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#### 05/06/2009 06:03 AM - morfar

- % Done changed from 70 to 50
- Target version set to 2.5.2

#### 05/11/2009 03:34 PM - DiaboliK

- Assigned to set to mand1nga

#### 05/12/2009 11:25 PM - -z-

- Category set to 1

#### 05/16/2009 03:18 PM - mand1nga

- Assigned to changed from mand1nga to DiaboliK

This stats subsystem is not modular, for example if +one wants to add a new weapon that would require modifications in non-expected places+. For example functions like GetWeaponHits and GetWeaponFired where the weapon types are hardcoded should never exist. The same applies for the cvars `_sbar_accuracy_weapon*`, these are redundant because +server and client share this information+, as you added an extra parameter to `register_weapon` telling wheter the weapon is hitscan or not.

With each accuracy stat sent to the client, the id of the weapon used should be sent as well, as a new stat or "inside" `STAT_DMGDONE_HITS` / `STAT_MAXDMG_FIRED` (using some bits there to identify the weapon).

Other issues:

This patch is not synced to SVN (see `qcsrc/common/items.qc`)

Indentation

Define two constants to identify the new "weapon type" parameter for `register_weapon`. I suggest the names `WEP_STAT_HITSCAN`, `WEP_STAT_SPLASH`, `WEP_STAT_NONE`.

#### 05/18/2009 03:41 PM - morfar

- Tracker changed from Feature to Patches

#### 05/19/2009 10:28 PM - DiaboliK

- File `weaponAccuracy.patch` added
- % Done changed from 0 to 90

Hopefully this one is more modular and will patch without problems.

**05/20/2009 11:57 AM - DiaboliK**

- File *weaponAccuracyV3.patch* added

**05/20/2009 12:33 PM - mand1nga**

- Assigned to changed from *DiaboliK* to *mand1nga*

**05/23/2009 02:26 PM - mand1nga**

- File *weapon-accuracy-rc1.diff* added

- Assigned to changed from *mand1nga* to *DiaboliK*

New patch with minor fixes and changes.

I have changed the command `+showallstats` to the more intuitive `+showaccuracy`

The only bug I have found is while shooting the skybox with a splash weapon these shots are not tracked at all.

Please test it again in many scenarios because the intention is to commit this code soon.

**05/31/2009 01:23 AM - -z-**

- Category changed from *Request* to *HUD*

**06/01/2009 01:05 AM - DiaboliK**

- File *weapon-accuracy-rc2.diff* added

- Assigned to changed from *DiaboliK* to *mand1nga*

Adding a new patch. This patch is kinda of annoying because it takes maxdamage when button is pressed so that when it travels into space it is still calculated. Some other issues are that the damage isnt displayed because it is added to the stat in `RadiusDamage` which isnt called unless exploded.

So it displays the next time the weapon is exploded. I wasnt sure where you wanted me to move these lines in order to get a proper display:

```
attacker.damage_hits = attacker.weapon + 64 * rint(attacker.actual_damage[attacker.weapon]);
```

```
attacker.maxdamage_fired = attacker.weapon + 64 * rint(attacker.max_damage[attacker.weapon]);
```

This makes it less modular for a person to create new weapons but I dont see another way around this unfortunately.

**06/01/2009 01:10 PM - mand1nga**

- Assigned to changed from *mand1nga* to *DiaboliK*

Please try to add an extra `_maxdamage_` parameter to `W_SetupShot` and `W_SetupShot_ProjectileSize`, update the max damage stat inside `W_SetupShot_ProjectileSize`, update all calls to these functions on splash weapons. I really doubt there is a better way to do this.

Please use my latest patch from scratch so I can review it more quickly.

**06/01/2009 11:40 PM - DiaboliK**

- File *weapon-accuracy-rc4.diff* added

- Assigned to changed from *DiaboliK* to *mand1nga*

**06/04/2009 11:44 PM - DiaboliK**

- File *weapon-accuracy-rc5.diff* added

just a small crylink fix because maxdamage for it requires the shots\*damage

**06/06/2009 04:44 PM - FruitieX**

Has this been tested with the new HUD? Is stuff aligned correctly?

**06/10/2009 04:13 PM - DiaboliK**

- File *weapon-accuracy-rc6.diff* added

- Status changed from New to Assigned

- % Done changed from 90 to 100

\*aligned with new HUD

\*added tuba

**06/11/2009 02:32 PM - morfar**

- Status changed from Assigned to Resolved

It's committed, so I mark it as Resolved

**06/28/2009 07:41 PM - Spaceman**

- Status changed from Resolved to New

- % Done changed from 100 to 90

<http://www.ukimagehost.com/uploads/b056782622.jpg>

I don't understand how the splash weapons (rocket launcher, electro etc) can have >100% accuracy and -ve damage wasted.

**06/28/2009 09:47 PM - mand1nga**

- Assigned to changed from mand1nga to DiaboliK

Please if you find any other bug related with stats open a separate issue so we keep things simpler. Forwarding to DiaboliK.

**06/30/2009 02:27 PM - DiaboliK**

- File *accuracyspecfix.diff* added

- % Done changed from 90 to 100

As of right now this patch fixes how you see stats as a spec. You can only see your own. For some reason I haven't quite figured out how it can function properly.

As for the >100 accuracy and <0 wasted, I believe that it should stay that way because it shows that you are getting more for one shot. If people disagree with this i can cap it at 100 and 0.

**06/30/2009 02:27 PM - DiaboliK**

- File *accuracyNEWEST.patch* deleted

**06/30/2009 02:27 PM - DiaboliK**

- File *weaponAccuracy.patch* deleted

**06/30/2009 02:27 PM - DiaboliK**

- File *weaponAccuarcyV3.patch* deleted

**07/01/2009 09:33 AM - FruitieX**

DiaboliK wrote:

> As for the >100 accuracy and <0 wasted, I believe that it should stay that way because it shows that you are getting more for one shot. If people disagree with this i can cap it at 100 and 0.

Please keep it as it is now.

**07/06/2009 03:56 AM - FruitieX**

Isn't this committed already? Could it be closed?

**07/15/2009 10:01 AM - morfar**

Asking again. Is this committed?

I know accuracy is in svn. But dunno if it's the latest version.

07/15/2009 01:03 PM - morfar

- Status changed from New to Resolved

committed

## Files

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weapon-accuracy-rc1.diff	45.3 KB	05/23/2009	mand1nga
weapon-accuracy-rc2.diff	52.4 KB	06/01/2009	DiaboliK
weapon-accuracy-rc4.diff	59.7 KB	06/01/2009	DiaboliK
weapon-accuracy-rc5.diff	59.7 KB	06/04/2009	DiaboliK
weapon-accuracy-rc6.diff	56.2 KB	06/10/2009	DiaboliK
accuracyspecfix.diff	1.3 KB	06/30/2009	DiaboliK