Subject: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 14:34:19 GMT

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Is there a reason for this to happen? Same story as my other post regarding duplicate stock scripts. In the map C&C_Hourglass.mix I have found that on LoadLevel the preset Nod_Turret_MP has a NULL WeaponClass pointer in their weapon list.

EDIT:
It appears that it concerns 2 different turrets with IDs:
1500244 and 1500245 they both have one NULL weapon in their weapon list.

EDIT #2:
The same turrets do appear to have their correct weapon aswell:
Weapon_Turret_Cannon

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Wed, 31 Dec 2014 14:39:23 GMT

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Neijwiert wrote on Wed, 31 December 2014 07:34Is there a reason for this to happen? Same story as my other post regarding duplicate stock scripts. In the map C&C_Hourglass.mix I have found that on LoadLevel the preset Nod_Turret_MP has a NULL WeaponClass pointer in their weapon list.

EDIT:
It appears that it concerns 2 different turrets with IDs:
1500244 and 1500245 they both have one NULL weapon in their weapon list.
I assume its for like in single player when you don't have any guns. They probably just leave the option to switch to the null weapon there so they don't have to add some hacky way to add a null weapon for empty hands/no weapon if no weapon gets selected. Or maybe your just seeing the end pointer of the list?

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 14:46:14 GMT

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Then why is it called Nod_Turret_MP?
MP = Multiplayer.
Also you could just do Commands->Select_Weapon(obj, NULL); whichs deselects your weapon even if you have one. So there must be some logic for that.

EDIT:
Also there's a function called Deselect in WeaponBagClass.

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Wed, 31 Dec 2014 14:49:30 GMT
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Neijwiert wrote on Wed, 31 December 2014 07:46Then why is it called Nod_Turret_MP?
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even if you have one. So there must be some logic for that.

EDIT:
Also there's a function called Deselect in WeaponBagClass.
And those functions might just switch to the NULL weapon is all I'm saying.

Either that or your just seeing the end of the list IE:
Weapon1->next = Weapon2
Weapon2->next = NULL

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 14:54:50 GMT
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Jerad Gray wrote on Wed, 31 December 2014 07:49Neijwiert wrote on Wed, 31 December 2014
07:46Then why is it called Nod_Turret_MP?
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And those functions might just switch to the NULL weapon is all I'm saying.

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Weapon1->next = Weapon2
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Yeah it could be indeed for deselecting but It's not the end of the list. I'm using a for loop starting
with index 0 and going until WeaponBagClass::Get_Count(). Then every iteration I use
WeaponBagClass::Peek_Weapon(int index) which is simply return WeaponList[index];

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by danpaul88 on Wed, 31 Dec 2014 15:06:34 GMT
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As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could
confirm that though.

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Wed, 31 Dec 2014 15:28:56 GMT

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danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could confirm that though.
Which would make sense, far easier to have a slot for no weapon then hacking in a special "no weapon" state into all the weapon functions.

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 16:46:02 GMT

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Jerad Gray wrote on Wed, 31 December 2014 08:28danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could confirm that though.
Which would make sense, far easier to have a slot for no weapon then hacking in a special "no weapon" state into all the weapon functions.

Well how I would do it is to have the WeaponIndex variable be -1. That saves 4 bytes of memory so you don't have to store the NULL pointer in the weapon list

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Thu, 01 Jan 2015 15:29:46 GMT

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Neijwiert wrote on Wed, 31 December 2014 09:46Jerad Gray wrote on Wed, 31 December 2014 08:28danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could confirm that though.
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However, if they stored them in an array instead of a linked list -1 could cause some pretty serious issues

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by dblaney1 on Thu, 01 Jan 2015 21:09:37 GMT

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Jerad Gray wrote on Thu, 01 January 2015 08:29Neijwiert wrote on Wed, 31 December 2014 09:46Jerad Gray wrote on Wed, 31 December 2014 08:28danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil

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Arrays in c++ allows you to do some really bad things lol.

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Fri, 02 Jan 2015 02:36:01 GMT
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Jerad Gray wrote on Thu, 01 January 2015 08:29Neijwiert wrote on Wed, 31 December 2014 09:46Jerad Gray wrote on Wed, 31 December 2014 08:28danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could confirm that though.
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However, if they stored them in an array instead of a linked list -1 could cause some pretty serious issues

Or you could just do a quick check if it's -1 before accessing the array

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Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Fri, 02 Jan 2015 13:01:36 GMT
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Well if your using an array to be fast why throw some of those gains with an index check each time ;p

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Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by dblaney1 on Fri, 02 Jan 2015 21:28:56 GMT
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Jerad Gray wrote on Fri, 02 January 2015 06:01Well if your using an array to be fast why throw some of those gains with an index check each time ;p

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Not to mention you can walk right off the end of an array in c++ as well and even start changing adjacent memory.

Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Sat, 03 Jan 2015 00:55:17 GMT
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Fine fine let's stop with: who finds the best solution. Lol it's 2015 and I feel like marty mcfly on my hoverboard with my shiny new nikes.