

Doomsday Engine - Bug #412

Using different weapon ammo bug

2007-02-11 17:04 - reilsss

Status:	Closed	Start date:	2007-02-11
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		

Description

Hello, I discovered a bug by developing a mod for Jdoom

In version 1.9.4 I had no problems by switching the existing ammo types between the weapons. But in 1.9.5 and 1.9.5.1 I seem to notice a odd bug.

To understand easier what the bug is, I quickly report what I did to create the bug appearing:

in the values.ded file is set what weapon uses what kind of ammo. For example the shotgun uses shell ammo type.

```
2 {  
    Type = "shell"; // shell ammo used  
    Per shot = "1";  
    Up = "SGUNUP";  
    Down = "SGUNDOWN";  
    Ready = "SGUN";  
    Atk = "SGUN1";  
    Flash = "SGUNFLASH1";  
};
```

For my mod now I wanted the shotgun to use clip ammo (like pistol and chaingun use it). So I did edit in my custom vaules.ded the shotgun into follow:

```
2 {  
    Type = "clip"; // in 1.9.4 it used clip ammo now  
    Per shot = "1";  
    Up = "SGUNUP";  
    Down = "SGUNDOWN";  
    Ready = "SGUN";  
    Atk = "SGUN1";  
    Flash = "SGUNFLASH1";  
};
```

I also did turn shell ammo to 0 / 0 (0 max ammo) because the shell ammo did nowhere appear in my mod, and there was also no weapon that was expected to use it, (Supershotgun was nowhere to pickup legally, and on this way I could ensure that even with cheats you could not use this weapon)

When I ingame pickup now a shotgun, the weapon displays the clip ammo in the HUD, but as soon I try to fire the weapon, it switches back to the pistol. Like the shotgun wont have any ammo anymore, and need to be switched.

So kinda Doomsday refuses now to let the gun use the ammo I did set in the vaules.ded

To increase the weirdness a friend gave this a check and did follow:

Switch pistol to shotgun ammo.
Switch shotgun to pistol ammo.
Leave max ammo as it is in original.

When he shoots now a pistol, Jdoom take 1 clip ammo and 1 shell ammo.
When he shoots a shotgun, it takes also a clip ammo and a shell ammo.

What would mean that beside the weapon ammo I choose in the vaules.ded Doomsday / JDoom uses no matter what I setup a original ammo. Like the ammo usage is now hardcoded AND allowed to choose via the ded.

It would be now very nice if the next beta could fix this, so I can choose what ammo to use manual from the vaules.ded or costum vaules.ded

best regards
Reilsss

Labels: jDoom

History

#1 - 2007-05-28 06:31 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2007-05-29 12:19 - danij

Logged In: YES
user_id=849456
Originator: NO

I have been rewriting the player weapon management so that it can handle multiple ammo requirements (needed for Hexen). This is one of the remaining tasks and will be addressed before 1.9.0-beta6 is released.

#3 - 2009-05-05 17:51 - danij

Fixed in svn for 1.9.0-beta6.2