ISXEVE - Bug #2188

ExplosionRadius and ExplosionVelocity returns NULL for missiles

2021-12-22 01:03 AM - smokemonkey

Status:	Feedback Required
Priority:	Normal
Assignee:	Amadeus
Category:	broken feature(s)
Target version:	
vbulletin_issue_id:	

Description

I tested with torpedo and failed to get these 2 attributes, but MaxFlightTime and MissileVelocity is retrieved correctly.

History

#1 - 2021-12-22 01:13 AM - Amadeus

- Category set to broken feature(s)

- Status changed from New to Feedback Required

- Assignee set to Amadeus

Give me an example loadout for a ship that has an missle/torpedo weapon with a that's the cheapest I can buy. I need to know the ship type/name, the weapon type/name, the missile/torpedo type/name, ...EVERYTHING.

For all bug reports, I need to know how to re-create the bug from nothing. I do not play the game, so I only have the ships/modules/knowledge required for the bug reports I get -- so, you need to give me ALL of the information I need for every bug report for re-creating the bug with an account that has nothing in it.

#2 - 2021-12-22 05:13 AM - smokemonkey

I tested with ammo 'Scourge rage torpedo' in weapon 'Torpedo Launcher II', fitted to a Golem. You can try to retrieve the attributes in the title and you will get NULL. I assume this should happen to all missile-like weapons, not necessarily to be T2 or battleship.

#3 - 2021-12-22 05:16 AM - smokemonkey

Script code related to this bug
https://github.com/SmokeMonkey/Tehbot/blob/e1d65a60f598936957073fe776efe451ccf2caa5/core/obj_Module.iss#L1166