Ryzom - Bug # 1353

Status:	New	**Priority:**	Normal
Author:	sfb	**Category:**	Services: General
Created:	08/26/2011	**Assignee:**	
Updated:	08/26/2011	**Due date:**	
Subject:	Increase Damage Restrictrion Brick Parameters are never checked in Combat Phrase application.		

Description

The INC_DMG brick parameter uses a CDamageFactor. In *combat_phrase.cpp* it reads this in (using CSBrickParamIncreaseDamage) and populates the PowerValue, MinFactor and MaxFactor of the CDamageFactor (which inherits its factoring functionality from CDynFactor). The other brick parameters are read in and apply to additional variables on CDamageFactor:

Brick Parameter	Brick Parameter Class	CDamageFactor Variable
INC_DMG_TYPE_RSTR	CSBrickParamIncDmgTypeRestriction	Classification
INC_DMG_RACE_RSTR	CSBrickParamIncDmgRaceRestriction	Race
INC_DMG_ECOS_RSTR	CSBrickParamIncDmgEcosystemRestriction	Ecosystem
INC_DMG_SEASON_RSTR	CSBrickParamIncDmgSeasonRestriction	Season

These parameters are read in and applied to the CDamageFactor which is actually the class member _DamageFactorOnSuccess. It is used in CCombatPhrase::launchAttackOnTarget to apply a damage factor but the restrictions are ignored:

```
1        // brick damage modifiers (only on right hand attack)
2     if (rightHand)
3          factor += _DamageFactorOnSuccess.applyValue(_WeaponSabrinaValue) - 1.0f;
```

I think it should have an additional check like:

```
1if (rightHand)
2   // Verify that the damage modifier restrictions are met by the defender.
3   if(_DamageFactorOnSuccess.entityMatchRequirements(defender))
4      factor += _DamageFactorOnSuccess.applyValue(_WeaponSabrinaValue) - 1.0f;
```

History