

Ryzom - Bug # 1501

Status:	New	Priority:	Normal
Author:	usm4rin3	Category:	Services: General
Created:	10/09/2012	Assignee:	
Updated:	10/09/2012	Due date:	
Subject:	Tracking / Prospection failure message		
Description			
<p>When prospecting for mats in an area with more than 1 deposit, certain combinations might return an invalid message. Take the following scene:</p> <p>Deposit 1: 1 Choice material Deposit 2: 1 Supreme material - weather condition invalid Both deposits on the same area, or in the action range.</p> <p>If I prospect for supreme materials only, deposit 1 will be discarded with the error NFStatEnergyDifferent (NFStatEnergyTooHigh?) and deposit 2 will be discarded with the error NFInvalidCurrentWeather. The expected message is the weather failure, indicating that there is a material I want in the area (but unavailable), but the error returned is about a different class available.</p> <p>The current tracking/prospection implementation discards each of the available deposits in a sequence, and each deposit discarded returns a reason, that is stored in a list. If a material is not found, the first reason in a sequence is returned. The way this sequence is coded allows for a broader reason to replace a more strict one, like the one stated.</p> <p>This is the filter sequence:</p> <p>(Static Filter) NFNoDepositHere NFInvalidEcotype NFNoDepositForFilter (material group/family) NFStatEnergyDifferent NFStatEnergyTooHigh (Dynamic Filter) NFInvalidCurrentWeather NFInvalidCurrentTimeOfDay NFInvalidCurrentSeason NFSiteDepleted NFNoLocalMaterialForFilter NFStatEnergyDifferentLocal NFStatEnergyTooHighLocal NFCantSpawnSource</p> <p>This is the 'failure' sequence (the selection of the reason to be sent to the client):</p> <p>NFSiteDepleted NFStatEnergyDifferentLocal NFStatEnergyTooHighLocal NFNoLocalMaterialForFilter NFNoDepositForFilter NFStatEnergyDifferent NFStatEnergyTooHigh NFInvalidEcotype</p>			

NFInvalidCurrentSeason
NFInvalidCurrentTimeOfDay
NFInvalidCurrentWeather
NFNoDepositHere
NFDepositDepleted
NFCantSpawnSource

I still have to think more about it, but I think the 'failure' sequence should be the inverse of the filter, so the player knows how far he got in the selection process.

Suggested 'failure' sequence:

NFCantSpawnSource
NFStatEnergyTooHighLocal
NFStatEnergyDifferentLocal
NFNoLocalMaterialForFilter
NFSiteDepleted
NFInvalidCurrentSeason
NFInvalidCurrentTimeOfDay
NFInvalidCurrentWeather
NFStatEnergyTooHigh
NFStatEnergyDifferent
NFNoDepositForFilter
NFInvalidEcotype
NFNoDepositHere

Note that this way the dynamic errors (weather,season...) have a priority over the static ones.

This code is in the fg_prospection_phrase.cpp in the egs/phrase_manager folder.

History