

## Ryzom - Bug # 1353

<b>Status:</b>	New	<b>Priority:</b>	Normal															
<b>Author:</b>	sfb	<b>Category:</b>	Services: General															
<b>Created:</b>	08/26/2011	<b>Assignee:</b>																
<b>Updated:</b>	08/26/2011	<b>Due date:</b>																
<b>Subject:</b>	Increase Damage Restriction Brick Parameters are never checked in Combat Phrase application.																	
<b>Description</b>																		
<p>The INC_DMG brick parameter uses a CDamageFactor. In <i>combat_phrase.cpp</i> 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:</p>																		
<table border="1"><thead><tr><th>Brick Parameter</th><th>Brick Parameter Class</th><th>CDamageFactor Variable</th></tr></thead><tbody><tr><td>INC_DMG_TYPE_RSTR</td><td>CSBrickParamIncDmgTypeRestriction</td><td>Classification</td></tr><tr><td>INC_DMG_RACE_RSTR</td><td>CSBrickParamIncDmgRaceRestriction</td><td>Race</td></tr><tr><td>INC_DMG_ECOS_RSTR</td><td>CSBrickParamIncDmgEcosystemRestriction</td><td>Ecosystem</td></tr><tr><td>INC_DMG_SEASON_RSTR</td><td>CSBrickParamIncDmgSeasonRestriction</td><td>Season</td></tr></tbody></table>				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
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<p>These parameters are read in and applied to the CDamageFactor which is actually the class member <code>_DamageFactorOnSuccess</code>. It is used in <code>CCombatPhrase::launchAttackOnTarget</code> to apply a damage factor but the restrictions are ignored:</p>																		
<pre>1 // brick damage modifiers (only on right hand attack) 2 if (rightHand) 3     factor += _DamageFactorOnSuccess.applyValue(_WeaponSabrinaValue) - 1.0f;</pre>																		
<p>I think it should have an additional check like:</p>																		
<pre>1 if (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;</pre>																		

## History

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