

Ryzom - Bug # 1355

Status:	New	Priority:	Normal
Author:	nimetu	Category:	
Created:	09/02/2011	Assignee:	
Updated:	09/02/2011	Due date:	

Subject: Free zone / Guild zone PVP relation code

Description

In game situation:

A enters PVP zone and waits 30second timer to become vulnerable. A then leaves PVP zone, 120sec countdown timer begins. B sees A before 120sec is up and is able to attack A. A cannot attack B because B is not vulnerable to PVP.

Code responsible to this should be in CPVPFreeZone::getPVPRelation() and CPVPGuildZone::getPVPRelation()

Both functions lack proper check to make sure that both user and target PVP modes match and they simply return Enemy. if PVP modes do not match, then I think NeutralPVP should be returned.

History
