

Openage

Antonín Květoň

Reminder

- Open source Linux clone of successful 1999 RTS Age of Empires 2
- 81 contributors, 2070 commits
- C++-based
- Assignment: fix the “Archers can’t attack enemy sheep” bug

Progress

- Getting the game to compile : 8 hours
- Getting familiar with the source : 2 days
- Finding the source of the bug : 3 hours

The bug

```
bool AttackAbility::can_invoke(Unit &to_modify, const Command &cmd) {  
  
    if (cmd.has_unit()) {  
        Unit &target = *cmd.unit();  
        bool target_is_resource = has_resource(target);  
        return &to_modify != &target &&  
            to_modify.location &&  
            target.location &&  
            target.location->is_placed() &&  
            to_modify.has_attribute(attr_type::attack) &&  
            has_hitpoints(target) &&  
            (is_enemy(to_modify, target) || target_is_resource) &&  
            (cmd.has_flag(command_flag::attack_res) ==  
            target_is_resource);  
    }  
    return false;  
}
```

The „fix“



Kvetoant commented on Feb 27

The `command_flag::attack_res` flag was not being added, and therefore the `AttackAbility::can_invoke` method was returning false. Please review my changes.

Fixes #369.

```
5 ■■■■■ libopenage/unit/command.cpp 100644 → 100755 View  
```

☆	@@ -28,6 +28,11 @@ Command::Command(const Player &p, Unit *unit, coord::phys3 position)	
28	28	:
29	29	Command{p, unit, true, nullptr} {
30	30	this->pos = position;
	31	+
	32	+ //allow units to attack enemy sheep
	33	+ if(unit->unit_type->unit_class == gamedata::unit_classes::SHEEP &&
	34	unit->unit_type->owner.is_enemy(p))
	35	+ this->add_flag(command_flag::attack_res);
31	36	}
32	37	
33	38	Command::Command(const Player &p, UnitType *t)
☆		

The response



TheJJ commented on Feb 27

[SFT]Technologies member

1. please add yourself to `copying.md`
2. please adhere to the [code and indentation style](#)
3. You somehow changed the file mode from 644 to 755 :)
4. I think we should try a more generalized approach and not only add sheep as a "special exception". I'm not sure how the `command_flag::attack_res` flag is set normally (I'd have to dig a bit first), but I suspect that we should place the sheep fix somewhere else, e.g. [when creating the data pack](#) if necessary)




Jon0 commented on Feb 27

[SFT]Technologies member

The `command_flag::attack_res` was made to prevent attacking being prioritised over gathering, allowing the gather action to be placed on stack first and set correct graphics. Recent changes (villagers now change unit types fixing graphic issues, and global priority of abilities in `ability.h` which shows gathering is highest) might mean this flag can be removed, and the logic in `AttackAbility::can_invoke` could be refactored.

Gathering must be a higher priority, otherwise the target is killed and the villager returns to an idle state. When gather is used, it automatically stacks the attack on top, so when the target is killed, the villager begins gathering.

create nyan - yet another notation #28

 Open

TheJJ opened this issue on Oct 28, 2014 · 12 comments



TheJJ commented on Oct 28, 2014

[SFT]Technologies member

nyan is the future data storage format for openage.

It's designed for moddability and human-readability.

Development takes place here:

<https://github.com/SFTtech/nyan>

Tasks:

- format specification
- implement the [nyan engine](#)
- add openage engine support
- implement convert generator

Want to back this issue? **Post a bounty on it!** We accept bounties via [Bountysource](#).

Conclusion

- Bug fixed, but not in a general enough way
- The code structure related to units is being reworked
- Any other rework of the current data structure would be pointless