Subject: Massive amounts of items in sectors becoming unreachable
Posted by easterngames on Fri, 20 Jun 2014 15:38:23 GMT
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V 7240.

About 30 hours into campaign, and throughout occasionally certain things would become unreachable in the campaign item screen. usually didn't matter all that much, but suddenly an entire sector stockpile is now flagged as all unreachable. The sector is G9.

I mention this because this sector has had other insane inventory anomalies before. Once the sector began spawning all the items that were in the drassen airport sector, only multiplying it every time I opened the window. 2x, 3x, 4x. Luckily I had just reloaded a recent savegame and it went back to normal.

Unfortunately the locked item problem happened after half a dozen brutal defense battles and whatnot, and the closet save when its not a problem is days earlier. Is there anyway to force the items to unlock?

But at any rate, this sector seems to be having inventory problems.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by silversurfer on Sat, 21 Jun 2014 07:23:26 GMT
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Are you sure that these items are not just in a locked house? I don't see any inaccessible places in G9, just plain ground with buildings.
If you cannot locate them anywhere and they are outside of the map border then yes, this should be fixed. Actually there should be a check for invalid tiles already but I'm not familiar with the map code.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by easterngames on Tue, 24 Jun 2014 13:30:18 GMT
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I reloaded way back to figure out what happened. Eventually I figured that when using the Doctor feature with Thor to do surgery on the sector map screen, it auto moved the entire haul of items in the sector in a jail directly under his feet (he was on the roof). I recreated this about 10 times in row successfully. had to move him off the roof, and this no longer happened. Why this is linked together I have no idea but it is interesting. Once I figured out where it was all teleported to, I just went into the jail cell in the future savegame I found it all hidden in a locked jail cell.

As far other sectors losing items. Is it possible to move the point vehicles appear on the map? I am guessing when the vehicle arrives, people pile out, start tossing around items in inventory its getting lost off the sector borders because of the location of where the vehicle arrives.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by M16AMachinegun on Tue, 24 Jun 2014 13:39:36 GMT
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@ easterngames

Can you recreate this with other mercs using doctor assignment on rooftops?

Have you tried doing this in other sectors, with Thor or others?

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Gorro der Grüne on Wed, 25 Jun 2014 15:05:34 GMT
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had this bug, too it is on of the new inventory bugs

1)unreachable items
2)items destroid in sector (eg all ammo)
3)one item in weapon cache is unreachable (usuall a 10 scope), any time You enter the sectore crates are refilled
4) handheld arucs loose their content but still have the blue star
5) one item is unreachable (shift E strategic) it will disappear if You go in tactics and back to strategic (sometimes taking others with it)
6)handheld arucs have the content of other handheld/dropped arucs on the map (doubling not swapping), normally associated with 2

I have found no way to recrate any of them - only sollution is to go to an older save

my guess is "loss of inventories bug" when the gamer does something at the very same moment as the game does something internally

since I didn't have a save with a smoking gun (where I could proof it had just happened) and annother one "just before" I did not report it so far

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Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Buggler on Wed, 25 Jun 2014 16:55:50 GMT
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Gorro der Gr

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Gorro der Grüne on Tue, 01 Jul 2014 14:24:33 GMT
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Got a save where any Inventory managing in a sector leads to (partial) deletion of invenbtory in that sector. Where to mail it (with description and inis oc)

Edith: "after fooling around with the save it lokes like an "ammorelated" bug"

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by wolf00 on Wed, 02 Jul 2014 11:54:55 GMT
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i have same problem's in afs 4.48 some items are in grey field/canont be pickup from sector inventory or from tactcal map svn 2050/7205

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Fri, 26 Feb 2016 09:01:01 GMT
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I've bumped into the "unreachable items" glitch again but this time I have more information and a base to conduct tests.

ja2-1.13 v8047 (but it reports as 8043).

In my previous game I had the problem in G9 cambria but this time decided to try my item stockpile in G8 to see it it made a difference. All was going well. I had just liberated Tixa and was heading back to base. I ordered Maddog to "getitems" from I8 (sam site). When the squad arrived in G8 I unloaded all the excess stuff and Maddog had not yet returned anything. While re-equipping my squad, I noticed a few unreachable items. I had just over 500 items in the sector, no idea if that is a significantly high number, I suspect not.

I activated one merc and used shift-M to move all items to their location/tile. All the good items moved there and the 'unreachable items' appeared exactly 2 tiles north (by the map). They glowed but were unselectable. They seem to be 'out of phase' with the other items, as if they're too high (or low). The one thing I've yet to try is to move into a flatroof building, do shift-M and see if they appear on the roof (I really hope it's as simple as that). No-one has ever been on a roof in G8.

Fortunately I was able to step back to an earlier save just after the Tixa battle where my squad is returning home and all G8 items are fine. I've switched off the Maddog "getitems" order and once my squad returns I will be able to experiment to see if I can recreate any unreachable items. I don't yet have a vehicle so that's not involved in possible causes.

My initial thought is that some items (for some reason) are being placed somewhere other than at ground level. In any case I want to try and discover the circumstances for this so we might be able to squash this bug...or at least work out where to look.

Suspect actions...to check. These are the only things that happened before I found the

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unreachable items.

Getitems order.
Shift click or ctrl-shift click to unload items from a merc.
Too many items in the sector.

I'll report back after my experiments (it'll be a few days before I get internet access again).

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Wed, 02 Mar 2016 08:54:17 GMT
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Unreachable items, further research.

I continued my game having eliminated some "unreachable items" in G8 after reverting to an earlier save.

My strategy was to stop "getitem" commands if possible and to stop ctrl-clicking items from merc to sector inventory. This essentially worked. I didn't have any bad items at all so I got adventurous.

Dimitri was in H2 and I used him to "getitems" from H3, no problem. So I had him clear G2 and G1. This is where I found some bad items. I reverted to an earlier save and tried again. He cleared G2 and all was good. He then cleared G1 and again no problems. H1 also got cleared without bad items. The only difference from earlier was that I checked H2 after clearing each neighbour sector. Dimitri was the only person in any of those sectors and so I don't believe there could be any interference from other sources.

So, the only conclusion I can draw is that "getitems" is fine but there's some issue when items are added to the sector inventory and it's intermittent or it's when a new item (new/unique to that sector) need to have a slot created for it...or the number of unique items in a sector hits a certain level.

Another thing I spotted, not sure whether it's by design or not.

If a merc in a sector drops an object on the map, the item appears (obviously) and can be picked up from the map. If the merc is on the strategic map and moves an item from himself to the sector inventory, then pops into the sector map, the object he just dropped is visible next to him but cannot be picked up from the map. It's as if the transferred object is out of phase with the map and the merc. When looking at the object via the sector inventory, the object shows a small white dot (as expected) but it can now only be accessed via the sector inventory box.

If anyone has read this, thanks for your patience.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Wed, 09 Mar 2016 09:03:47 GMT

In the course of playing the game, (finishing one and 70% through the current game), I've continued to investigate the "unreachable items" problem.

For this period, I've avoided using the "getitems" activity and have manually moved items from merc to sector inventory rather that using ctrl-click...it's slow!

In this time, I've moved many hundreds of items multiple times and have not had any unreachable items.

The conclusion I get from this is that there may be some routine (or routines) that are called by "getitems" and the ctrl-click transfer that are not working on some occasions, causing unreachable items to be created. However, this doesn't happen all the time, just occasionally. Unfortunately I'm not at all familiar with the source code so I've no idea where to look and even if I did I doubt I'm knowledgeable to see any problem.

When an item is stored in sector inventory, does it have a tile or x/y co-ord saved so we know where it is? My thought is that this information is wrong for those unreachable items, placing it 'off the map' somehow so when mousing over the sector item it doesn't show a white dot showing its location. For example, if the map co-ords were 1:1 to 100:100 then any x/y that was set to 0 or >100 would be off the map.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Flugente on Wed, 09 Mar 2016 11:08:21 GMT

The fact that while you can recreate the bug, but it always only happens on some of the moved items, not all of them (as I understand you), is very odd. I can think of one issue why an item would be unreachable, but that should then affect all items. Hmm.

For the record, if you can reliably recreate the error in some occasion - does the error also occur if you load the sector you are moving items to (where Dimitri is) in tactical before the items are moved? Or does it only happen in sectors currently not loaded?

A savegame from before the error occurs (and info on what exe and/or mods) would be appreciated.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Wed, 09 Mar 2016 14:50:32 GMT

Actually, it's more of a case that I can avoid the problem by not doing certain "item moving" actions.

However, I'll see if I can create a scenario where it does happen so we have something to work with. I've a horrible feeling that it might happen while I'm not necessarily looking in the sector where the problem appears...or worse, the problem appears but looks ok in the sector I'm in, I look elsewhere and when I look back at the original sector the problem manifests itself.

I wish the problem wasn't so intermittent but I'll see what I can do. I want to beat this bug into the ground.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Nasenbaer on Wed, 09 Mar 2016 17:38:05 GMT
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Hey folks,

I had plenty of similar experiences with AR+SDO (i guess - it is quite a time ago).

Maybe this is of help.
If i remember right, there were some actions/things, that caused items to disappear:
- having Maddog in the sector and/or letting him repair things(thieving background?)
- unloading the truck inventory made the items disappear. This could be avoidet by sorting the inventory after unloading the truck with a merc chosen that was not into any duty. This worked only if the sector inventory was not closed between this two actions.
- sorting items in inventory screen with a merc selected that was doing doctoring, repairing etc.

As i said, this experiences are quite a while ago and might not be completely true. But maybe it helps your research...

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Flugente on Wed, 09 Mar 2016 20:10:45 GMT
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I've altered the functions in r8100. While I hope this resolves the issue, unless I have a savegame where the error occured I am not certain, so a savegame is still very much appreciated.

I also added a check: if for some reason, we do not find a valid item dropoff point, nothing is moved (and a warning is printed out). By entering the sector one should then be able to solve this issue (this should force the mercs doing the assignment to get valid positions, which are then used to drop the items. How mercs can get invalid positions in the first place I am not sure).

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Thu, 10 Mar 2016 08:25:44 GMT
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Ok. When I get r8100 (or later) I'll have a look at this. I expect to be doing some work on this issue over the weekend so if I get a savegame showing the problem I'll get it to you next week.

Thanks for your continued work on this.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Wed, 23 Mar 2016 08:40:50 GMT
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Ok, I have a savegame with a bad item (a kevlar vest). The item is accessible via the sector inventory but once you go into the sector itself the item becomes unreachable. It is in a locked/trapped building in L11 (centre of the map) but even teleporting a merc into that building doesn't mean the item is selectable.

There are some other strange effects going on in there, a merc already in there dropping items to the sector inventory will have those items dropping into that building, not where they're standing...even if you're in the tactical map.

One thought did strike me, could this situation be associated with vehicle inventories? A previous game had a vehicle loading/unloading in an affected sector but it could simply be coincidence.

In this game, I've been ctrl-clicking items to/from mercs (and vehicles) but I haven't yet used the 'getitem' function so that part is as yet untested.

I don't seem to be able to get the savegame file uploaded here...so how can I get it to you?

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Flugente on Wed, 23 Mar 2016 11:14:14 GMT
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Any file uploading site that doesnt require me to register or jump to other hoops will do. Please also specify the exe used, and whether any mods or other noteworthy stuff was used.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Shrugger on Sun, 27 Mar 2016 11:09:49 GMT
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Rev 8110:
Without using vehicles or the GetItem command, I also suffered from hundreds of unreachable items in various sectors. Unfortunately this included both items previously owned by me and completely unknown ones. There were dozens of pistols, magazines and other knicknacks lying around in the sector invenory, without being visible in tactical.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by Shrugger **on Wed, 06 Apr 2016 09:02:12 GMT**
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So there've been builds since. Has this issue been fixed? Deliberately or otherwise? Anyone know?

Thanks for telling!

Subject: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by ATigersClaw **on Fri, 08 Apr 2016 18:33:39 GMT**
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Version: 1.13 (7609) + AR (Strohmann's 1.4) + AR-Patch (CVB's)

I've encountered some of the before mentioned bugs as well.

At B2 (Chitzena mine) many items became unaccessible after Deidranna's troops attacked my militia. The unaccessible items had been placed on the eastern cliff. The attack occurred from either south, east or both, I can't remember. I don't know if it matters but shortly before I used the MoveItem assignment in this sector.

A similar bug occurred to me at C5 (Tony's shop) when I entered the sector with the icecream truck from the east. Using SHIFT + W I unloaded all the inventories (incl. the one from the truck). When I then hit the inventory button to remove all attachments, all of the attachments became instantly unaccessible.
Hitting the inventory button to group same items removed those unaccessible attachements from the inventory permanently (strategic and tactical). They were just gone.
I was able to reproduce this bug every time I tried.
Still the bug was easily avoided by going into tactical and moving a merc into the middle of the map. After that, all the before mentioned processes worked fine.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by Flugente **on Sat, 09 Apr 2016 16:21:00 GMT**
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Using a savegame from 3iff, I found quite a few bugs to squish in r8136:
 Fix: Get Item assignment: if no valid gridno is found, let the game find one upon loading the sector instead of risking a wrong gridno assignment Fix: When dropping an item in strategic inventory, height values are not set Fix: When looking for a valid gridno to drop items t via strategic inventory, WORLD_ITEM_REACHABLE is not reliable, as updated map topology trumps this. Instead rely upon finding a valid gridno once the sector is entered. Fix: when searching for a new item dropoff gridno, search for new height too Fix: if items are spawned mid-air, the player cannot retrieve themQuite a few issues here. The basic crux is that when we drop an item in strategic inventory, we need to assign a location (termed gridno) to it, but if the map is unloaded, we have no idea whether a position is reachable or not. We then ca do 4 things:

Use gMapInformation.sCenterGridNo for a location, which the game does - but is very bad, if that sector isn't the currently loaded one. Use the position of a merc in the sector. Good idea, but there might not be mercs here, and their positions might be invalid (tragedy occurs if you teleported a merc in strategic, as their positions aren't correctly set to invalid). Use the position of another item in the sector that can be reached. Sounds very good, but, as 3iff's savegame showed, does not always worl. In that savegame, a kevlar vest inside a house is set as WORLD_ITEM_REACHABLE, so we use that location for other items. But once we enter the map, that location cannot be reached (we need to break a door to physically get there), so all those items are deemed unreachable after inventory update. The best solution is likely this: set gridno to invalid, but also set WORLD_ITEM_GRIDNO_NOT_SET_USE_ENTRY_POINT. This causes the gridno to be set to gMapInformation.sCenterGridNo upon loading the map - at that point, we know that this is the data of the current sector.The fourth solution is now what I use in the 'Get Items' assignment (and 3 isn't used anymore).

Additionally, there were some instances where items could be spawned in mid-air, where our mercs cannot reach them. I hope that is resolved now. In any case, they can now grab these floating items anyway.

I really hope this solves this bug for good, because I'm really running out of ideas.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by silversurfer on Sat, 09 Apr 2016 17:08:49 GMT
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Nice work. Thank you.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Mon, 11 Apr 2016 07:48:20 GMT
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Great news. Delighted that my savegame helped. When this is committed to a new version I'll give it another test.

I did think that items were dropped off in mid-air (or something similar)...happy I was right with that thought.

Your efforts are appreciated (by everyone, I guess).

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Mon, 18 Apr 2016 07:13:37 GMT
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V8156 (but it reports as 8131).

A preliminary test of the "unreachable items" fix. Just using ctrl-click to move stuff on and off mercs and vehicles. So far, no 'bad' items discovered. It definitely needs more testing (I didn't have much time and encountered a separate bug that made play annoying). However, things look very promising.

Once I've done more testing with ctrl-click moving I'll try the getitem command. If ctrl-click works then I would expect getitem to work too but I don't want to mix them in case one of them still causes issues.

Hopefully this bug is now squished. More information later.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by Elestir on Sat, 21 May 2016 07:24:11 GMT
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Same problem just happened to me in r8212 in sector C5 without any vehicles involved. Not completely sure how it happened, but possibly another sector was loaded as active when I was unloading the problematic items in C5 (I may have used shift-E shortcut in that particular case, but this is not 100%). Strange is it happened just for 2 pistols, so probably affected just single merc unloading equipment while I likely did more unloading at that time (not all via shift-E though).

Anyway, is there a way to get rid of those misplaced items now? And if not, could we get a workaround for this? I mean something like destroying the items via shift+ctrl+alt+left click while in strategic sector inventory view while cheating is enabled (after all the items can easily be recreated in cheat mode if they are important).

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Mon, 23 May 2016 07:21:32 GMT
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Sorry about the delay in continued testing but I was waiting for a new version.

A new problem has appeared. V8128 from 16th May.

Move a merc/squad/vehicle to a COMPLETELY empty sector, one with no enemy, mercs or items. DON'T go into the tactical map. Now from the strategic map with the sector inventory open, ctrl/click an item from a merc or vehicle and it becomes unreachable. If you manually move an item, it works fine - for me items appear at the top left corner...but that's fine, and they can be picked up again.

I'd appreciate it if somebody could test this to make sure it's not just me. I noticed this at the start of a new session where the sector has not yet been opened during this session, (it happened in F9 Cambria long after I'd captured it, a squad was returning after a patrol). I don't know if it might happen later in the session once the sector had been opened...only just thought about that possibility.

If this is indeed another bug I'm guessing that the sector hasn't yet been initialised so a ctrl/click transfer doesn't set something right...

However, all other ctrl/clicks in sector with stuff in them have had no instances of unreachable items so I'm thinking this bug is 95% fixed. I have yet to test 'getitem'.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Thu, 22 Dec 2016 10:20:37 GMT

Inaccessible items.

Using v8345, I'm still seeing these things happening, BUT I now know why it happens and I have a workaround until it can be fixed.

It mostly happens when moving items from a merc/vehicle into sector inventory when that sector tactical map hasn't been opened for a long time. To test, try moving an item from a merc into sector inventory. If a white dot appears in the mini-map (to show the location of the dropped item} then everything is fine. If no such dot appears then the item is likely to become ghosted at some point in the future.

The workaround.

Move the item back to the merc/vehicle, open the tactical map then close it again. Now try the item move again. There should now be a white dot showing it's successfully registered in the sector. You are now clear to move as many items as you like for that sector.

As long as you check that a white dot appears in the mini-map for the first item move then you're safe. If not, then just open the tactical map and jump straight back to the sector map. If you're careful then you shouldn't lose any items.

The problem is most noticable when mercs have just arrived in a new sector or if existing mercs are standing near the edge of the sector. Just opening a tactical map might be enough but if not, have a merc move a few tiles.

Hopefully that might allow a permanent fix to be found.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by ratpaz on Sun, 25 Dec 2016 01:06:54 GMT

Nice find, Thank you, i did not know about the white dot
i'm sure this will help players to avoid this bug until hopefully it get fixed.

Subject: Re: Aw: Re: Massive amounts of items in sectors becoming unreachable
Posted by Gambigobilla on Sun, 25 Dec 2016 06:53:49 GMT
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Yea this happened me too. As 3iff said, I transferred items from a vehicle to sector inventory without loading the sector first. Lost some expensive items. Lessons learned but i want to fix it. I can use debugger but i'm not sure where can i catch the unreachable items. I've look my way around "Map Screen Interface Map Inventory.cpp" but i couldn't find how to edit item's coordinates or skip item's unreachable status. Can someone tell me where to break and what to look for?

I'm just a casual gamer why do i fiddle with debuggers and c++ and waste my vacation days. Just let it go or play another game you dumb bozo. Damn i hate myself.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by 3iff on Thu, 05 Jan 2017 11:06:35 GMT
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Well I've played some tens of hours since the last post and have been careful when transferring items. The result is I've had ZERO instances of unreachable items despite moving many thousands of items. So, hopefully the issue can eventually be fixed properly but for now I'm happy to live with things as they are.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by bouchacha on Mon, 22 Oct 2018 05:14:15 GMT
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I'm playing through the Urban Chaos mod for 1.13 put together by Wil473 and run into disappearing and inaccessible items constantly. I have a save file from version 1.13.8507 that has a few items that can be seen from the sector inventory screen but have no 'place' in the minimap and therefore are not accessible. This almost always happens when the sector itself is not loaded, but often times I don't notice until after some other manipulation. What's particularly annoying about this specific instance is that the item that has no 'place' is 5.56 magazines, so when I ctrl-click from a merc into the sector inventory all the magazines go into this one-way 'nothing place'.

Would there be any interest in the save file?

Additionally, is there any cheat or save game editing I can do to just delete these misbehaving

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items? They're more irritating than anything else.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by townltu on Mon, 22 Oct 2018 09:28:45 GMT

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bouchacha wrote on Mon, 22 October 2018 08:14...
Additionally, is there any cheat or save game editing I can do to just delete these misbehaving items? They're more irritating than anything else.

Hold [Del] and click on inaccesible item do delete it, add [shift] to delete whole stack.

Subject: Re: Massive amounts of items in sectors becoming unreachable
Posted by bouchacha on Mon, 22 Oct 2018 18:31:58 GMT

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townltu wrote on Mon, 22 October 2018 09:28Hold [Del] and click on inaccesible item do delete it, add [shift] to delete whole stack.

I love you.