

Freeciv - Task #656466

S3_0 datafile format freeze (d3f)

2017-04-29 06:58 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	2019-10-05
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Milestone	Estimated time:	0.00 hour
Sprint/Milestone:	3.0.0		
Description			
This ticket is for collecting things needed for next d3f, namely that of S3_0.			
Related issues:			
Related to Freeciv - Feature #766520: Add fcdb hook for checking if player de...			Closed
Related to Freeciv - Feature #802523: Refactor fcdb calls to be more flexible			Closed
Blocked by Freeciv - Feature #657130: Make all river outlet sprites mandatory			Closed
Blocked by Freeciv - Feature #657136: Inifile should accept tables with no en...			Rejected
Blocked by Freeciv - Feature #657139: More noticeable warning when saving fails			Closed
Blocked by Freeciv - Feature #657140: edit.change_terrain() to scripting API			Closed
Blocked by Freeciv - Feature #657141: Lua 'fcdb' instance should not share se...			Closed
Blocked by Freeciv - Feature #657145: Convert citizens if a city is conquered			Closed
Blocked by Freeciv - Feature #660202: Update scenarios to S3_0 format			Closed
Blocked by Freeciv - Feature #662023: Store remaining turn timeout in savegame			Closed
Blocked by Freeciv - Feature #664192: Drop DEV_SAVE_COMPAT completely from st...			Closed
Blocked by Freeciv - Feature #672612: Pick what "Attack" target reqs should b...			Closed
Blocked by Freeciv - Feature #694097: Make expected steal depend on the action			Closed
Blocked by Freeciv - Feature #695007: "building_lost" signal			Closed
Blocked by Freeciv - Feature #695972: Add civ2civ3's tech_cost_style to engine			Closed
Blocked by Freeciv - Feature #697656: List of AI types to savegame			Closed
Blocked by Freeciv - Feature #698981: Extrastyles other than Single1 should b...			Closed
Blocked by Freeciv - Feature #699156: Whether city conquest gives a tech shou...			Closed
Blocked by Freeciv - Feature #732541: "Combat_Rounds" effect			Closed
Blocked by Freeciv - Feature #733815: Output_Waste_By_Distance granularity			Closed
Blocked by Freeciv - Feature #734544: Rename E_UNIT_WIN as E_UNIT_WIN_DEF			Closed
Blocked by Freeciv - Feature #738265: Separate specialist rule_name and graph...			Closed
Blocked by Freeciv - Bug #740114: Inconsistent naming of action ui_name entries			Closed
Blocked by Freeciv - Feature #741273: Separate extras from action targets in ...			Closed
Blocked by Freeciv - Feature #743602: Replace Conquer_Techs_Min Max with Conq...			Closed
Blocked by Freeciv - Feature #764944: Control over tech leakage rate			Closed
Blocked by Freeciv - Feature #764943: Separate tech trading chance from tech ...			Closed
Blocked by Freeciv - Bug #756718: Multiplayer: Small Wonders buy cost halved			Closed
Blocked by Freeciv - Bug #692480: 2.5.x convert_time not behaving as expected			Closed
Blocked by Freeciv - Bug #775424: Detect hut by bonus type instead of cause			Closed
Blocked by Freeciv - Feature #770804: Add a multiplier to climate change rates			Closed
Blocked by Freeciv - Feature #776792: Combine "Overhead" and "Iso" tileset se...			Closed
Blocked by Freeciv - Bug #780730: Sort out hut entering finally			Closed
Blocked by Freeciv - Feature #804292: only_killing_makes_veteran ruleset setting			Closed
Blocks Freeciv - Task #781145: S3_0 alpha3			Closed 2019-10-19
Blocks Freeciv - Feature #820798: Adjust master datafile capstrings in relati...			Closed
Blocks Freeciv - Feature #820799: Update master RULESET_COMPAT_CAP after S3_0...			Closed

History

#1 - 2017-05-03 04:17 AM - Marko Lindqvist

- Blocked by Bug #657128: *Capital_City* is evaluated on the client added

#2 - 2017-05-03 04:17 AM - Marko Lindqvist

- Blocked by Feature #657130: *Make all river outlet sprites mandatory* added

#3 - 2017-05-03 04:23 AM - Marko Lindqvist

- Blocked by Feature #657136: *Inifile should accept tables with no entries* added

#4 - 2017-05-03 04:28 AM - Marko Lindqvist

- Blocked by Feature #657139: *More noticeable warning when saving fails* added

#5 - 2017-05-03 04:35 AM - Marko Lindqvist

- Blocked by Feature #657140: *edit.change_terrain()* to scripting API added

#6 - 2017-05-03 04:57 AM - Marko Lindqvist

- Blocked by Feature #657141: *Lua 'fcbd' instance should not share security restrictions with 'game' instance* added

#7 - 2017-05-03 05:01 AM - Marko Lindqvist

- Blocked by Feature #657142: *fcbd: provide Lua instance with access to game data, signals etc* added

#8 - 2017-05-03 05:02 AM - Marko Lindqvist

- Blocked by Feature #657143: *fcbd: allow database.lua to set user's cmdlevel, delegation etc* added

#9 - 2017-05-03 05:16 AM - Marko Lindqvist

- Blocked by Feature #657144: *Setting for method of transferring unit upkeep from cities lost to conquering enemies* added

#10 - 2017-05-03 05:20 AM - Marko Lindqvist

- Blocked by Feature #657145: *Convert citizens if a city is conquered* added

#11 - 2017-05-03 05:27 AM - Marko Lindqvist

- Blocked by Feature #657146: *Improve handling of "already-stolen-from-this-city" -case* added

#12 - 2017-05-03 05:29 AM - Marko Lindqvist

- Blocked by Feature #657148: *Lua handling of cardinal directions* added

#13 - 2017-05-03 05:30 AM - Marko Lindqvist

- Blocked by Bug #657149: *Qt-client set rally points lost if connection to server lost* added

#14 - 2017-05-03 09:23 PM - Marko Lindqvist

- *Category set to Milestone*

#15 - 2017-05-13 08:06 AM - Marko Lindqvist

- Blocked by Feature #660202: *Update scenarios to S3_0 format* added

#16 - 2017-05-19 03:59 PM - Marko Lindqvist

- Blocked by Feature #662023: *Store remaining turn timeout in savegame* added

#17 - 2017-05-25 04:36 AM - Marko Lindqvist

- Blocked by Feature #664192: *Drop DEV_SAVE_COMPAT completely from stable S3_0* added

#18 - 2017-05-30 01:53 PM - Sveinung Kvilhaugsvik

- Blocked by Feature #672612: *Pick what "Attack" target reqs should be evaluated against* added

#19 - 2017-06-08 04:17 PM - Marko Lindqvist

- *Due date set to 2018-01-02*

Preliminary date for S3_0 d3f set to 02-Jan-18.

#20 - 2017-07-30 08:21 AM - Marko Lindqvist

- Blocked by Bug #686635: Patrol Activity Icon does not use activity icon offset added

#21 - 2017-08-04 02:53 PM - Marko Lindqvist

- Blocked by Feature #688329: Drop misleading "version information" from filenames of supplied scenarios added

#22 - 2017-08-28 06:36 PM - Marko Lindqvist

- Blocked by deleted (Feature #688329: Drop misleading "version information" from filenames of supplied scenarios)

#23 - 2017-08-30 04:32 PM - Marko Lindqvist

- Blocked by Feature #694097: Make expected steal depend on the action added

#24 - 2017-09-04 08:41 PM - Marko Lindqvist

- Blocked by deleted (Bug #657149: Qt-client set rally points lost if connection to server lost)

#25 - 2017-09-04 08:45 PM - Marko Lindqvist

- Blocked by Feature #695007: "building_lost" signal added

#26 - 2017-09-09 06:43 PM - Marko Lindqvist

- Blocked by Feature #695972: Add civ2civ3's tech_cost_style to engine added

#27 - 2017-09-10 01:28 PM - Jacob Nevins

- Blocked by Feature #657113: More refined notion of world size for Output_Waste_By_Rel_Distance etc added

#28 - 2017-09-16 11:50 PM - Marko Lindqvist

- Blocked by Bug #693065: 'read' is allowed to execute 'lua unsafe-*' but can come from a mod pack added

#29 - 2017-09-17 08:39 AM - Marko Lindqvist

- Blocked by Feature #697656: List of AI types to savegame added

#30 - 2017-09-17 11:42 AM - Jacob Nevins

- Blocked by Feature #697672: Show resource availability in cities added

#31 - 2017-09-17 02:47 PM - Marko Lindqvist

- Blocked by deleted (Bug #686635: Patrol Activity Icon does not use activity icon offset)

#32 - 2017-09-21 12:05 AM - Marko Lindqvist

- Blocked by Bug #660056: Huts don't appear on Glacier terrain added

#33 - 2017-09-22 01:35 PM - Marko Lindqvist

- Blocked by Feature #698981: Extrastyles other than Single1 should be supported for resources added

#34 - 2017-12-28 03:19 PM - Marko Lindqvist

- Blocked by Feature #699156: Whether city conquest gives a tech should be ruleset controlled added

#35 - 2018-01-29 02:27 PM - Marko Lindqvist

- Blocked by deleted (Bug #660056: Huts don't appear on Glacier terrain)

#36 - 2018-02-11 10:45 PM - Marko Lindqvist

- Blocked by Feature #732541: "Combat_Rounds" effect added

#37 - 2018-02-13 11:55 PM - Marko Lindqvist

- Due date changed from 2018-01-02 to 2019-01-02

Current estimate for 2.6.0 final is June 2018. We'll want to learn from what people find 2.6 lacking, before freezing 3.0 so that things won't get

implemented there either. Setting current estimate for S3_0 d3f to 02-Jan-19.

#38 - 2018-02-17 03:13 PM - Marko Lindqvist

- Blocked by Feature #733815: *Output_Waste_By_Distance granularity added*

#39 - 2018-02-21 09:41 AM - Marko Lindqvist

- Blocked by Feature #734544: *Rename E_UNIT_WIN as E_UNIT_WIN_DEF added*

#40 - 2018-02-24 06:39 PM - Marko Lindqvist

- Blocked by Feature #683532: *citizens_graphic / citizens_graphic_alt don't do anything added*

#41 - 2018-03-08 01:30 PM - Marko Lindqvist

- Blocked by Feature #738265: *Separate specialist rule_name and graphics tag added*

#42 - 2018-03-15 02:13 PM - Marko Lindqvist

- Blocked by Bug #740114: *Inconsistent naming of action ui_name entries added*

#43 - 2018-03-21 02:33 AM - Marko Lindqvist

- Blocked by Feature #741273: *Separate extras from action targets in unit orders structures added*

#44 - 2018-04-01 01:31 AM - Marko Lindqvist

- Blocked by Feature #743602: *Replace Conquer_Techs_Min|Max with Conquer_Tech_Pct added*

#45 - 2018-06-07 01:17 PM - Sveinung Kvilhaugsvik

- Blocked by Feature #758477: *Unit order target and sub target added*

#46 - 2018-07-21 04:45 PM - Marko Lindqvist

- Blocked by Feature #764944: *Control over tech leakage rate added*

#47 - 2018-07-21 07:01 PM - Marko Lindqvist

- Blocked by Feature #764943: *Separate tech trading chance from tech stealing chance added*

#48 - 2018-07-21 07:09 PM - Marko Lindqvist

- Blocked by Bug #756718: *Multiplayer: Small Wonders buy cost halved added*

#49 - 2018-07-21 09:30 PM - Marko Lindqvist

- Blocked by Bug #692480: *2.5.x convert_time not behaving as expected added*

#50 - 2018-07-29 08:59 AM - Marko Lindqvist

- Blocked by Feature #743677: *Lua-5.4 added*

#51 - 2018-08-03 10:13 PM - Marko Lindqvist

- Blocked by deleted (Bug #657128: *Capital_City is evaluated on the client*)

#52 - 2018-08-03 10:29 PM - Marko Lindqvist

- Blocked by deleted (Feature #657144: *Setting for method of transferring unit upkeep from cities lost to conquering enemies*)

#53 - 2018-08-09 09:10 PM - Marko Lindqvist

- Blocked by Feature #768292: *Add /playernation command for setting nation and leader name added*

#54 - 2018-08-09 09:58 PM - Zoltán arkov

- Related to Feature #766520: *Add fodb hook for checking if player delegation is allowed added*

#55 - 2018-09-24 04:51 AM - Marko Lindqvist

- Blocked by Bug #775424: *Detect hut by bonus type instead of cause added*

#56 - 2018-09-28 10:17 PM - Marko Lindqvist

- Blocked by Feature #770804: Add a multiplier to climate change rates added

#57 - 2018-09-30 12:20 PM - Marko Lindqvist

- Blocked by Feature #776792: Combine "Overhead" and "Iso" tileset settings to single "Square" setting added

#58 - 2018-10-01 09:50 AM - Marko Lindqvist

- Blocked by deleted (Bug #693065: 'read' is allowed to execute '/lua unsafe-*' but can come from a mod pack)

#59 - 2018-10-10 02:45 AM - Marko Lindqvist

- Blocked by Bug #778668: Some new server settings in S3_0 SSET_RULES but should be SSET_RULES_FLEXIBLE added

#60 - 2018-10-10 05:18 AM - Marko Lindqvist

- Blocked by deleted (Bug #778668: Some new server settings in S3_0 SSET_RULES but should be SSET_RULES_FLEXIBLE)

#61 - 2018-10-26 02:54 AM - Marko Lindqvist

- Blocked by Bug #780730: Sort out hut entering finally added

#62 - 2019-02-09 10:53 PM - Marko Lindqvist

- Blocked by deleted (Feature #743677: Lua-5.4)

#63 - 2019-02-09 10:54 PM - Marko Lindqvist

- Blocked by deleted (Feature #697672: Show resource availability in cities)

#64 - 2019-02-11 10:51 PM - Marko Lindqvist

- Blocked by deleted (Feature #657142: fcdb: provide Lua instance with access to game data, signals etc)

#65 - 2019-02-11 10:51 PM - Marko Lindqvist

- Blocked by deleted (Feature #657143: fcdb: allow database.lua to set user's cmdlevel, delegation etc)

#66 - 2019-02-12 12:02 AM - Marko Lindqvist

- Blocked by deleted (Feature #657146: Improve handling of "already-stolen-from-this-city" -case)

#67 - 2019-02-13 10:35 PM - Zoltán arkov

- Related to Feature #802523: Refactor fcdb calls to be more flexible added

#68 - 2019-02-23 12:10 PM - Marko Lindqvist

- Blocked by Feature #804292: only_killing_makes_veteran ruleset setting added

#69 - 2019-02-25 11:18 PM - Marko Lindqvist

- Blocked by deleted (Feature #683532: citizens_graphic / citizens_graphic_alt don't do anything)

#70 - 2019-05-29 02:22 PM - Marko Lindqvist

- Blocked by deleted (Feature #657113: More refined notion of world size for Output_Waste_By_Rel_Distance etc)

#71 - 2019-05-29 02:24 PM - Marko Lindqvist

- Blocked by deleted (Feature #657148: Lua handling of cardinal directions)

#72 - 2019-05-31 10:05 PM - Marko Lindqvist

- Due date changed from 2019-01-02 to 2019-10-05

#73 - 2019-06-09 10:14 PM - Marko Lindqvist

- Blocks Task #781145: S3_0 alpha3 added

#74 - 2019-06-09 10:22 PM - Marko Lindqvist

- File 0012-Freeze-datafile-formats.patch added

#75 - 2019-06-09 10:27 PM - Marko Lindqvist

- Blocks Feature #820798: Adjust master datafile capstrings in relation to S3_0 d3f added

#76 - 2019-06-09 10:30 PM - Marko Lindqvist

- Blocks Feature #820799: Update master RULESET_COMPAT_CAP after S3_0 d3f added

#77 - 2019-06-13 09:28 PM - Marko Lindqvist

- File 0013-Freeze-datafile-formats.patch added

Rebased patch on top of Feature [#821608](#)

#78 - 2019-06-15 02:14 AM - Marko Lindqvist

- Blocked by deleted (Feature #768292: Add /playernation command for setting nation and leader name)

#79 - 2019-06-27 01:55 PM - Marko Lindqvist

- File 0016-Freeze-datafile-formats.patch added

Rebased on top of Bug [#822938](#), Feature [#823068](#), and Feature [#822790](#)

#80 - 2019-06-27 01:56 PM - Marko Lindqvist

- Blocked by deleted (Feature #758477: Unit order target and sub target)

#81 - 2019-07-23 05:40 AM - Marko Lindqvist

- File 0008-Freeze-datafile-formats.patch added

- Changed '.mpdl' capstring to have "mpdl" part instead of "modpack"

#82 - 2019-10-04 09:25 PM - Marko Lindqvist

- Status changed from In Progress to Closed

Files

0012-Freeze-datafile-formats.patch	95 KB	2019-06-09	Marko Lindqvist
0013-Freeze-datafile-formats.patch	95 KB	2019-06-13	Marko Lindqvist
0016-Freeze-datafile-formats.patch	95.8 KB	2019-06-27	Marko Lindqvist
0008-Freeze-datafile-formats.patch	95.8 KB	2019-07-23	Marko Lindqvist