

Freeciv - Feature #855495

Set default player names, nations and AI difficulty

2020-01-10 12:36 AM - Flux F

Status: Closed	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Server	Estimated time: 0.00 hour
Sprint/Milestone: 3.1.0	
Description	
<p>Is there a way to set the default AI skill level, player names, and player nations in the menu for starting new games? I want to set some defaults so that I don't have to manually select the player nations every time I want to start a new game (this becomes tedious when the number of players is 30+).</p> <p>I know how to set the default number of AI players (using the aifill server option). But how can I set the default AI skill level, the default player names, and the default player nations?</p> <p>In other words, I'd like to be automatically presented with something like this when I want to start a new game:</p> <p>xMMDQ.png</p> <p>I've also asked the same question on Stack Exchange: https://gaming.stackexchange.com/questions/362581/how-to-set-default-player-names-nations-and-ai-difficulty</p>	
Related issues:	
Related to Freeciv - Feature #768292: Add /playernation command for setting n... Closed	

History

#1 - 2020-01-11 10:46 AM - Marko Lindqvist

- Related to Feature #768292: Add /playernation command for setting nation and leader name added

#2 - 2020-04-22 02:28 PM - Marko Lindqvist

- Category set to Server
- Status changed from New to Closed
- Sprint/Milestone set to 3.1.0

Now (in 3.1 development version) all the requested things can be controlled by server commands, and one can create .serv file out of those.