Freeciv - Bug #874123

README.effects: 'value' for Airlift effect meaning capacity is not documented

2020-05-18 10:40 AM - Marko Lindqvist

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:	Marko Lindqvist		**% Done:**	0%
Category:	Documentation		**Estimated time:**	0.00 hour
Sprint/Milestone:	2.6.2.1			

Description

History

#1 - 2020-05-19 08:17 AM - Marko Lindqvist

- File 0026-README.effects-Document-meaning-of-value-of-Airlift-.patch added

- Status changed from New to Resolved

#2 - 2020-05-22 05:27 AM - Marko Lindqvist

- Status changed from Resolved to Closed

- Assignee set to Marko Lindqvist

#3 - 2020-05-25 02:37 PM - Lexxie L

This new wording accurately reflects how the bug fix patch works at FCW, which I highly recommend you use because" 1) besides fixing the bug, 2) you will ALSO get the much wanted, desperately needed, sorely missing ability to have finer control over airlift volume, rather than just 1 (too low for multiplayer on large maps) or infinity (absolutely OP and game-breaking).

Special note: this current documentation patch **does NOT accurately document** how the bugged version of airlift in current freeciv master works, and continues to cause "Airlift-gate" types of problems. Not understanding airlift AND having it wrongly documented, is a recipe for very upset players when they find they got pwned by this extremely powerful dynamic.

If you wish to keep the bug in place, then this **inaccurate** line:

"If airlifts are set to unlimited, they are enabled by any positive value of this
effect."

would have to be worded to represent the real behaviour of the bug, something like:

"If airlifts are set to unlimited, they are enabled by any positive value of this
effect, but only in outgoing cities. For incoming airlifts, the unlimited setting
nullifies the standard behaviour of needing a positive value for this effect:
i.e., for incoming cities, airlifts are enabled and absolutely unlimited, regardless
of the value of this effect."

#4 - 2020-05-25 02:49 PM - Marko Lindqvist

Lexxie L wrote:

> For incoming airlifts, the unlimited setting
> nullifies the standard behaviour of needing a positive value for this effect:
> i.e., for incoming cities, airlifts are enabled and absolutely unlimited, regardless
> of the value of this effect."

-> Bug [#874937](#)

If you have a fix, care to submit it to that ticket?

#5 - 2020-11-16 02:13 AM - Marko Lindqvist

- Sprint/Milestone changed from 2.6.3 to 2.6.2.1

Files