

Freeciv - Feature #893403

Make duration of celebration effects consistent

2020-11-01 06:21 AM - Marko Lindqvist

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: General	Estimated time: 0.00 hour
Sprint/Milestone: 3.1.0	
Description Requested by graf wasili. "the open question on what the correct duration is"	
Related issues: Blocks Freeciv - Feature #892734: Rename city_celebrating() and friends New Blocks Freeciv - Feature #892727: Better reflect current celebration mechanic... In Progress	

History

#1 - 2020-11-01 06:23 AM - Marko Lindqvist

- Blocks Feature #892734: Rename city_celebrating() and friends added

#2 - 2020-11-06 01:45 PM - Marko Lindqvist

graf wasili:

Celebration effects currently have a different duration based on which function they use to query this state.

The function base_city_celebrating() returns true if population requirements for celebration are met now and happiness requirements have been met last turn. The function city_celebrating() additionally checks if the happiness requirements still hold now.

This leads to the situation that wherever base_city_celebrating() is used, celebration effects last one more turn if population requirements are still met. Most notably this is true for tile outputs calculated by city_tile_cache_update(). Rapture growth and the Lua-API are notable examples of features that use city_celebrating() for checking celebration state.

The question remains which behavior should be the base line for a consistent implementation.

#3 - 2020-11-06 01:46 PM - Marko Lindqvist

- Blocks Feature #892727: Better reflect current celebration mechanics in client. added