

Freeciv - Task #939772

S3_2 datafile format freeze (d3f)

2022-01-06 02:37 PM - Marko Lindqvist

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Milestone	Estimated time:	0.00 hour
Sprint/Milestone:	3.2.0		
Description			
This ticket is for collecting hrm tickets needed for S3_2 d3f. While most of the things happen in osdn now, some older tickets are still in hrm.			
Related issues:			
Blocked by Freeciv - Feature #657143: fcdb: allow database.lua to set user's ...		Closed	
Blocked by Freeciv - Feature #657142: fcdb: provide Lua instance with access ...		New	
Blocked by Freeciv - Feature #920843: max_attacks_per_turn		New	
Blocked by Freeciv - Feature #920422: Move cost of move to / from non native ...		In Progress	
Blocked by Freeciv - Feature #870139: OriginalOwner		New	
Blocked by Freeciv - Feature #657148: Lua handling of cardinal directions		New	
Blocked by Freeciv - Feature #819758: Gold support for unhomed units		New	
Blocked by Freeciv - Feature #924536: Wipe Units variant that captures captur...		New	
Blocked by Freeciv - Feature #695469: Add requirement vector "Tile" range		Closed	
Blocked by Freeciv - Feature #919179: Split Growth_Food effect into separate ...		New	
Blocked by Freeciv - Feature #683532: citizens_graphic / citizens_graphic_alt...		Closed	
Blocked by Freeciv - Bug #809590: Combat Rounds exploit may need server setti...		New	
Blocked by Freeciv - Feature #858206: Turn AI defaults into regular server se...		Closed	
Blocked by Freeciv - Feature #738016: Stack bribe		New	
Blocked by Freeciv - Feature #920366: Abandon "embark" list		New	
Blocked by Freeciv - Feature #873295: Casus_Belli_Success for all actions		New	
Blocked by Freeciv - Bug #857724: Mid-turn Governor (CMA) changes not saved w...		New	
Blocked by Freeciv - Bug #846784: An existing building may not fulfill impr_req		Closed	
Blocked by Freeciv - Bug #863343: Qt client's user configurable keyboard shor...		New	
Blocked by Freeciv - Task #868475: Effects of spaceship parts		New	
Blocked by Freeciv - Feature #697689: UI to pin selected city workers		New	
Blocked by Freeciv - Bug #660056: Huts don't appear on Glacier terrain		Closed	
Blocked by Freeciv - Bug #701752: Starting of scenario game should auto-take ...		New	
Blocked by Freeciv - Feature #846779: Generalize unit type build requirements		New	
Blocked by Freeciv - Feature #825479: Requirements for extra rmcause "Enter"		New	
Blocked by Freeciv - Feature #865055: Soften "coastal bombardment" rule		New	

History

#1 - 2022-01-06 02:40 PM - Marko Lindqvist

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

#2 - 2022-01-06 02:40 PM - Marko Lindqvist

- Blocks Feature #657142: fcdb: provide Lua instance with access to game data, signals etc added

#3 - 2022-01-06 02:40 PM - Marko Lindqvist

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

#4 - 2022-01-06 02:41 PM - Marko Lindqvist

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

#5 - 2022-01-07 11:07 AM - Marko Lindqvist

- Blocked by Feature #920843: *max_attacks_per_turn* added

#6 - 2022-01-07 11:11 AM - Marko Lindqvist

- Blocked by Feature #920422: *Move cost of move to / from non native tile to the ruleset* added

#7 - 2022-01-07 11:26 AM - Marko Lindqvist

- Blocked by Feature #870139: *OriginalOwner* added

#8 - 2022-01-07 11:57 AM - Marko Lindqvist

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

#9 - 2022-01-11 08:57 AM - Marko Lindqvist

- Blocked by Feature #819758: *Gold support for unhomed units* added

#10 - 2022-01-11 01:32 PM - Marko Lindqvist

- Blocked by Feature #924536: *Wipe Units variant that captures capturable units* added

#11 - 2022-01-26 12:18 AM - Marko Lindqvist

- Blocked by Feature #695469: *Add requirement vector "Tile" range* added

#12 - 2022-01-27 05:18 AM - Marko Lindqvist

- Blocked by Feature #919179: *Split Growth_Food effect into separate effects depending on whether the city is growing or shrinking* added

#13 - 2022-02-01 06:19 PM - Marko Lindqvist

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

#14 - 2022-03-12 09:33 AM - Marko Lindqvist

- Blocked by Bug #809590: *Combat Rounds exploit may need server settings or flags to balance it.* added

#15 - 2022-03-23 04:04 AM - Marko Lindqvist

- Blocked by Feature #858206: *Turn AI defaults into regular server settings* added

#16 - 2022-03-23 04:20 AM - Marko Lindqvist

- Blocked by Feature #738016: *Stack bribe* added

#17 - 2022-03-26 05:39 PM - Marko Lindqvist

- Blocked by Feature #920366: *Abandon "embark" list* added

#18 - 2022-03-27 11:30 PM - Marko Lindqvist

- Blocked by Feature #873295: *Casus_Belli_Success* for all actions added

#19 - 2022-04-09 01:07 AM - Marko Lindqvist

- Blocked by Bug #857724: *Mid-turn Governor (CMA) changes not saved when game is saved manually* added

#20 - 2022-04-12 05:10 AM - Marko Lindqvist

- Blocked by Bug #846784: *An existing building may not fulfill impr_req* added

#21 - 2022-04-18 01:29 PM - Marko Lindqvist

- Blocked by Bug #863343: *Qt client's user configurable keyboard shortcuts lost on upgrade* added

#22 - 2022-04-28 12:51 AM - Marko Lindqvist

- Blocked by Task #868475: *Effects of spaceship parts* added

#23 - 2022-06-11 06:38 AM - Marko Lindqvist

- Blocked by Feature #697689: *UI to pin selected city workers* added

#24 - 2022-06-14 01:30 PM - Marko Lindqvist

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

#25 - 2022-06-19 06:24 PM - Marko Lindqvist

- Blocked by Bug #701752: Starting of scenario game should auto-take a player added

#26 - 2022-07-05 06:34 AM - Marko Lindqvist

- Blocked by Feature #846779: Generalize unit type build requirements added

#27 - 2022-07-15 10:12 AM - Marko Lindqvist

- Blocked by Feature #825479: Requirements for extra rmcause "Enter" added

#28 - 2022-07-15 10:19 AM - Marko Lindqvist

- Blocked by Feature #865055: Soften "coastal bombardment" rule added