Freeciv - Task #656467
S3_0 network protocol freeze (npf)
2017-04-29 06:59 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th>2020-03-07</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
<td>2020-03-07</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
<td>Milestone</td>
<td>Estimated time</td>
<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.0.0</td>
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**Description**

This ticket is for collecting things needed for next npf, namely that of S3_0.

**Related issues:**

- Blocked by Freeciv - Feature #657285: Make full veteran system info available... Closed
- Blocked by Freeciv - Feature #657293: Network protocol support for "emergency... Closed
- Blocked by Freeciv - Feature #662672: Editor support for unit "stay" property Closed
- Blocked by Freeciv - Feature #692371: Send server setting defaultness to client Closed
- Blocked by Freeciv - Feature #735534: Server to inform client about its exact... Closed
- Blocked by Freeciv - Feature #767936: Calculate buy cost at server side Closed
- Blocked by Freeciv - Feature #820730: Send player culture info to other playe... Closed
- Blocked by Freeciv - Bug #767130: Scenario start year ignored unless scenario... Closed
- Blocked by Freeciv - Feature #851220: Network protocol part of the editor sup... Closed
- Blocks Freeciv - Task #851229: S3_0 alpha4
- Blocked by Freeciv - Feature #854627: MAX_NUM_RULESETS = 16 looks a bit small... Closed
- Blocked by Freeciv - Feature #657284: EFT_MARTIAL_LAW_EACH and EFT_MARTIAL_LAW_MAX should not be evaluated client side added
- Blocked by Feature #657285: Make full veteran system info available to client added
- Blocked by Feature #657288: protocol: create a strvec field type added
- Blocked by Feature #657292: Floating point network representation added
- Blocked by Feature #657293: Network protocol support for "emergency" release version number part added
- Category set to Milestone
- Blocked by Feature #657295: Editor support for unit "stay" property added
- Blocked by Feature #681848: Editor can't create owned base added
- Blocked by Feature #692371: Send server setting defaultness to client added
- Blocks Freeciv - Task #851229: S3_0 alpha4

**History**

#1 - 2017-05-03 02:40 PM - Marko Lindqvist
- Blocked by Feature #657284: EFT_MARTIAL_LAW_EACH and EFT_MARTIAL_LAW_MAX should not be evaluated client side added

#2 - 2017-05-03 02:47 PM - Marko Lindqvist
- Blocked by Feature #657285: Make full veteran system info available to client added

#3 - 2017-05-03 02:56 PM - Marko Lindqvist
- Blocked by Feature #657288: protocol: create a strvec field type added

#4 - 2017-05-03 02:59 PM - Marko Lindqvist
- Blocked by Feature #657292: Floating point network representation added

#5 - 2017-05-03 03:01 PM - Marko Lindqvist
- Blocked by Feature #657293: Network protocol support for "emergency" release version number part added

#6 - 2017-05-03 09:23 PM - Marko Lindqvist
- Category set to Milestone

#7 - 2017-05-22 09:59 PM - Marko Lindqvist
- Blocked by Feature #662672: Editor support for unit "stay" property added

#8 - 2017-07-08 01:00 PM - Jacob Nevins
- Blocked by Feature #681848: Editor can't create owned base added

#9 - 2017-08-22 09:16 PM - Jacob Nevins
- Blocked by Feature #692371: Send server setting defaultness to client added

#10 - 2018-02-26 11:08 AM - Marko Lindqvist
- Blocked by Feature #735534: Server to inform client about its exact version number added

#11 - 2018-08-03 01:04 PM - Marko Lindqvist
- Blocked by Feature #767936: Calculate buy cost at server side added

#12 - 2018-10-22 02:23 AM - Marko Lindqvist
- Blocked by Feature #781139: show culture points in intelligence report added

#13 - 2019-06-09 03:06 AM - Marko Lindqvist
- Blocked by Feature #820730: Send player culture info to other players with embassy added

#14 - 2019-06-09 03:07 AM - Marko Lindqvist
- Blocked by deleted (Feature #781139: show culture points in intelligence report)

#15 - 2019-06-09 03:30 AM - Marko Lindqvist
- Blocked by Bug #767130: Scenario start year ignored unless scenario contains saved players added

#16 - 2019-12-05 08:39 PM - Marko Lindqvist
- Blocked by deleted (Feature #657292: Floating point network representation)

#17 - 2019-12-05 09:41 PM - Marko Lindqvist
- Blocked by deleted (Feature #657284: EFT_MARTIAL_LAW_EACH and EFT_MARTIAL_LAW_MAX should not be evaluated client side)

#18 - 2019-12-05 10:45 PM - Marko Lindqvist
- Blocked by Feature #851220: Network protocol part of the editor support for owned extras added

#19 - 2019-12-05 10:45 PM - Marko Lindqvist
- Blocked by deleted (Feature #681848: Editor can't create owned base)

#20 - 2019-12-05 11:04 PM - Marko Lindqvist
- Blocked by deleted (Feature #657288: protocol: create a strvec field type)

#21 - 2019-12-05 11:32 PM - Marko Lindqvist
- Due date set to 2020-02-08
- Start date set to 2020-02-08

#22 - 2019-12-05 11:36 PM - Marko Lindqvist
- File 0015-Freeze-network-protocol.patch added
- Status changed from In Progress to Resolved

#23 - 2019-12-05 11:41 PM - Marko Lindqvist
- Blocks Task #851229: S3_0 alpha4 added

#24 - 2020-01-02 11:40 PM - Jacob Nevins
- Blocked by Feature #854627: MAX_NUM_RULESETS = 16 looks a bit small these days added

#25 - 2020-01-05 10:15 PM - Marko Lindqvist
- File 0006-Freeze-network-protocol.patch added

Rebased

#26 - 2020-01-21 04:22 AM - Marko Lindqvist
- Due date changed from 2020-02-08 to 2020-03-07
- Start date changed from 2020-02-08 to 2020-03-07

We'll concentrate on getting 2.6.2 release out first. Postponing S3_0 npf one month.
- Status changed from Resolved to Closed

<table>
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<tr>
<th>Files</th>
<th>Size</th>
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<th>Author</th>
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<td>2019-12-05</td>
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<tr>
<td>0006-Freeze-network-protocol.patch</td>
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<td>2020-01-05</td>
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