Freeciv - Feature #657113
More refined notion of world size for Output_Waste_By_Rel_Distance etc
2017-05-03 02:33 AM - Marko Lindqvist

Status: New  Start date: 
Priority: Normal  Due date: 0%  
Assignee:  % Done: 0%  
Category: General  Estimated time: 0.00 hour  
Sprint/Milestone: 3.0.4

Description
Jacob Nevins wrote on gna.org about game effects that try to adapt to world size:

"But the measure of world size they use is quite crude: MAX. xsize/ysize are native coordinates, so for iso/hex topologies, they
doesn't relate entirely obviously to distance-used-for-waste, and the maximum distance-for-waste can differ from this measure
depending on the map's aspect ratio (I think).

Use a more refined measure, of the maximum distance two tiles can be apart on the map. (Halving for wrapping maps; if not desired
this can be adjusted by the ruleset author.)"