Freeciv - Feature #657143
fcdb: allow database.lua to set user's cmdlevel, delegation etc
2017-05-03 05:01 AM - Marko Lindqvist

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Scripting API
Sprint/Milestone: 3.2.0

Description
Jacob Nevins <jtn>:

"An obvious extension for an authentication database would be to store access levels (cmdlevels) in it. I don't think this is possible with the current fcdb arrangements, however, as database.lua has no way to cause the cmdlevel to be changed.

The obvious thing is to give the script access to issue arbitrary server commands such as 'cmdlevel' (assuming we open up the security model per bug #19729). However, at the point where the script is naturally invoked (checking credentials), it's probably not practical to do this, so there'd probably need to be a further callback into Lua once the connection structure was set up and the server could accept further commands.

Delegation feels like something that could live in a database, too. However, this applies to players rather than users, so I'm less clear how that would work precisely. Possibly the script would need access to game structures (patch #3385?)"

Subtasks:
Feature # 778018: Add fcdb function to allow take and observe

Related issues:
Related to Freeciv - Feature #657142: fcdb: provide Lua instance with access to game data, signals etc
Related to Freeciv - Feature #657141: Lua 'fcdb' instance should not share security restrictions with 'game' instance
Blocked by Freeciv - Task #939772: S3_2 datafile format freeze (d3f)

History
#1 - 2017-05-03 05:02 AM - Marko Lindqvist
- Blocks Task #656466: S3_0 datafile format freeze (d3f) added

#2 - 2017-05-03 05:36 AM - Marko Lindqvist
- Blocked by Feature #657141: Lua 'fcdb' instance should not share security restrictions with 'game' instance added

#3 - 2018-07-24 10:46 PM - Jacob Nevins
This was gna patch #3388.

(assuming we open up the security model per bug #19729)

This became feature #657141, and was fixed.

 Possibly the script would need access to game structures (patch #3385?)

This became feature #657142.

#4 - 2018-07-24 10:47 PM - Jacob Nevins
- Related to Feature #657142: fcdb: provide Lua instance with access to game data, signals etc added

#5 - 2018-07-24 10:50 PM - Jacob Nevins
- Related to Feature #766520: Add fcdb hook for checking if player delegation is allowed added

#6 - 2019-02-11 10:51 PM - Marko Lindqvist
Marko Lindqvist wrote:

However, at the point where the script is naturally invoked (checking credentials), it's probably not practical to do this, so there'd probably need to be a further callback into Lua

-> https://osdn.net/projects/freeciv/ticket/43464

I'm working on this, but at the same time thinking that we could postpone this to 3.2, i.e., to commit to master only. There's no pressing need to have this in 3.1, and all of the patch series is not that trivial change (I'd rather test it in master for a bit longer time). This might help freeciv-web's fcdb usage development, but that is master only.

Delegation part split to -> https://osdn.net/projects/freeciv/ticket/43771

Reserving this ticket to cmdlevel part only.

- File 0033-fcdb-lua-Add-auth.get_cmdlevel-and-auth.set_cmdlevel.patch added
- Status changed from New to Resolved
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

<table>
<thead>
<tr>
<th>File</th>
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<tbody>
<tr>
<td>0033-fcdb-lua-Add-auth.get_cmdlevel-and-auth.set_cmdlevel.patch</td>
<td>3.42 KB</td>
<td>2022-02-03</td>
<td>Marko Lindqvist</td>
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