**Freeciv - Feature #657143**

**fcdb: allow database.lua to set user's cmdlevel, delegation etc**

2017-05-03 05:01 AM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
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<td>Sprint/Milestone:</td>
<td>3.1.0</td>
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| % Done: | 100% |
| Estimated time: | 0.00 hour |

**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 ...
- Related to Freeciv - Feature #766520: Add fcdb hook for checking if player de...
- Blocked by Freeciv - Feature #657141: Lua 'fcdb' instance should not share se...
- Blocks Freeciv - Task #673656: S3_1 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
Blocks Task #673656: S3_1 datafile format freeze (d3f) added

#7 - 2019-02-11 10:51 PM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0 to 3.1.0

#8 - 2019-02-11 10:51 PM - Marko Lindqvist
- Blocks deleted (Task #656466: S3_0 datafile format freeze (d3f))