**Freeciv - Task #657407**

**civ2civ3: review government help**

2017-05-03 11:16 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
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<tr>
<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
</tr>
<tr>
<td>Category:</td>
<td>Documentation</td>
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<td>Sprint/Milestone</td>
<td>2.6.0</td>
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<td>Estimated time:</td>
<td>0.00 hour</td>
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**Description**

Jacob Nevins <jtn>:

"the set of effects for which autogenerated help is generated will be different from 2.5."

**Related issues:**

- Related to Freeciv - Feature #696065: civ2civ3: Tribal +1 content, Federation... Closed
- Blocks Freeciv - Feature #698197: Documentation updates for S2_6 Closed

**History**

#1 - 2017-06-12 01:33 AM - David Fernandez (bard)

I've been checking this one. The missing info seems to be:
- Tile penalty for Despotism, Tribal, Anarchy.
- Senate effect for Democracy and Federation.
- Partisans for Democracy and Communism.
- Communism: "Cancels the bonus from Mysticism and Theology (to Temples and Cathedrals)".

I'm testing a pending patch to replace martial law by 1 extra content for Tribal. Else, as pointed by cazfi, the current help description doesn't fit well. I'll link the patch here when ready.

#2 - 2017-09-09 07:44 PM - Marko Lindqvist

David Fernandez (bard) wrote:

I'll link the patch here when ready.

Any progress?

#3 - 2017-09-09 09:22 PM - David Fernandez (bard)

About this ticket, I posted here to list things that have to be taken into account for civ2civ3, but it was not my plan to write the help texts for the missing info. The required texts (Tile penalty, Senate effect, Partisans appearance) would be shared by all rulesets, not only civ2civ3, and I think it is a task for someone with better English.

About my planned patch for Tribal government: After some tests I noticed that AIs liked this extra content so much, that they used to prefer Tribal over Monarchy, even with the penalty to tile output.

In my latest autogames, I have been testing a fix by using "ai_better" in government file (by setting Republic better than Tribal, and Monarchy better than Despotism), and it seems to be an improvement, but I'm still not sure if ready for 2.6 (I'd need some more autogames).

I noticed that AI also likes too much my latest change to Federation, that grants +3 extra luxury per city (was +2, but I increased it to compensate the new 2nd Palace that reduces the advantages of no corruption by distance). In this case, AI might be right, so I have been testing +2 in my latest games, and I would like to include this fix in 2.6 too.

I also noticed that anarchy bypasses the waste of food by distance, but it was not intended, and it is not documented.

I was planning to open a new ticket with those changes (I'll do it this weekend), but I was also waiting to see if my previous pack of patches was applied successfully.

#4 - 2017-09-09 09:31 PM - Jacob Nevins

I do intend to review help texts as usual and governments are definitely on my list, but I don't expect to get to it before beta1.

#5 - 2017-09-10 08:14 PM - David Fernandez (bard)

- Related to Feature #696065: civ2civ3: Tribal +1 content, Federation +2 luxury added
Jacob Nevins wrote:

I do intend to review help texts as usual and governments are definitely on my list, but I don’t expect to get to it before beta1.

I appreciate that you always revise the help texts of civ2civ3. When it is a rule that I designed, I try to write the help text myself the best I can, so all the relevant info is included, even if it requires some later corrections by you. But when the rule is a default one like this one, I guess it is not very useful that I try to explain it in English, when you are going to rewrite it anyway, that is what I meant.

but I don’t expect to get to it before beta1.

OK. I’m trying to test how the AI plays this ruleset by watching some autogames, and my latest patches before each release use to be to governments because I like to adjust them, if needed, until I see the AI can use them all. But I’d not like to introduce changes to help texts once you have started to revise them.

#7 - 2017-09-19 07:54 PM - Marko Lindqvist
- Blocks Feature #698197: Documentation updates for S2_6 added

#8 - 2018-06-03 12:00 AM - Jacob Nevins
- File m-30-civ2civ3-gov-help.patch added
- File 26-civ2civ3-gov-help.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins

I’ve reviewed the civ2civ3 (and sandbox) help output against effects.ruleset, and updated accordingly. As contemplated in gna bug 24508, I’ve made extensively use of the “quiet” attribute to suppress duplicate information.

The missing info seems to be:
- Tile penalty for Despotism, Tribal, Anarchy.
- Senate effect for Democracy and Federation.

These already show up in help for other rulesets, but not autogenerated for civ2civ3 due to its more complex effects structure. I’ve adapted the autogenerated text.

- Partisans for Democracy and Communism.
- Communism: " Cancels the bonus from Mysticism and Theology (to Temples and Cathedrals)".

These apply equally to other rulesets, so I’ve left them alone here for now.

#9 - 2018-06-03 08:45 AM - Jacob Nevins
I’ve reviewed a selection of other rulesets’ government help between S2_5 and S2_6 (classic, civ1, multiplayer, alien), and concluded that only civ2civ3-derived rulesets are complex enough to need review.

#10 - 2018-06-04 08:20 PM - Jacob Nevins
- Status changed from Resolved to Closed

Files

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