Description

Current code adjusts worker and founder wants to be much lower at wonder city that should not let itself to shrink reducing productivity, and which should concentrate on wonders and what is necessary for itself. However, there's also a hard check that wonder city won't build workers or settlers.

That later check is rather unfortunate in a situation where wonder city would be the only city capable of building city founders (civ1 ruleset with just one city in the beginning, any ruleset with the second city placed on bad place) and limits city founder building too much in the early game even when there is another city also capable of building them.

Attached fix removes the hard limitation, and adjust the want adjustment code a bit.

History

#1 - 2017-05-13 11:18 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

WonderCitySettlers.patch 1.42 KB 2017-05-12 Marko Lindqvist