The problem with lua scripting for scenario and modpack creation is that most of the potential authors are not programmers. They would want much simpler syntax than that of lua programming language.

The idea of simple event definitions is that freeciv ships lua implementation of a parser for simple definitions that ruleset or scenario author can supply. So from the freeciv engine perspective the same old lua scripting is still used, but the scenario author has the option to write things in simple event definitions format instead of lua.

Subtasks:
- Feature # 661635: luadata.txt Closed
- Feature # 661644: parser.lua Closed

History
#1 - 2022-01-11 08:54 AM - Marko Lindqvist
- Sprint/Milestone deleted (3.1.0)

As development of this has not even begun, it's certainly going to make it to 3.1