**Freeciv - Feature #681848**

**Editor can't create owned base**

2017-07-08 12:59 PM - Jacob Nevins

<table>
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<th>Status:</th>
<th>New</th>
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<td>Sprint/Milestone:</td>
<td>3.0.4</td>
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**Description**

(originally from bug #25119)

The editor doesn't have a way to edit the extras_owner of a tile directly.

This means scenario authors can't easily create owned buoys, for instance -- they will likely start unowned, unless the tile happens to already have a non-NULL (invisible) extras_owner.

Fixing this would need network protocol support.

It's not completely impossible to add owned extras without hacking the savefile; you can do it by hand with Lua:

```lua
/lua cmd edit.create_base(find.tile(43,57) , "Buoy", find.player(0))
```

**History**

#1 - 2017-07-08 01:00 PM - Jacob Nevins
- Blocks Task #656467: S3_0 network protocol freeze (npf) added

#2 - 2017-07-08 01:02 PM - Jacob Nevins
I think we should fix this for 3.0. (Really it's a gap in 2.6, but it's too late for that branch.)

I don't have immediate plans to work on it, though.

I think it's still the case on all branches that ownership is only meaningful for bases; so in the editor UI, it should be sufficient to add a nation control to the base editing UI (no need for road/special), I think.

#3 - 2017-07-11 07:43 PM - Marko Lindqvist
Jacob Nevins wrote:

> in the editor UI, it should be sufficient to add a nation control to the base editing UI (no need for road/special), I think.

Since all the extras in a tile share same extra owner, it should not be controlled by editors of individual extra classes, but should be edited as tile property.

#4 - 2017-07-11 07:58 PM - Jacob Nevins

Hm, that's true.

It'll make editing annoying if you have to go to the tile dialog for every owned base, though. It's probably reasonable to set the extra owner to player X when creating an ownable base as player X.

Should we make a special effort to clear the extra owner when the last ownable base is removed? Otherwise there'll be hidden state that could show up when the global observer creates a buoy or whatever.

#5 - 2019-12-05 10:45 PM - Marko Lindqvist
Network protocol part split to -> Feature #851220

#6 - 2019-12-05 10:45 PM - Marko Lindqvist
- Blocks deleted (Task #656467: S3_0 network protocol freeze (npf))

#7 - 2022-02-03 04:35 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0 to 3.0.1

#8 - 2022-04-13 03:06 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.1 to 3.0.2

#9 - 2022-06-11 06:35 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.0.3

#10 - 2022-08-05 01:43 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.3 to 3.0.4