Freeciv - Feature #692487
Convert small oceans to lakes when cut off by land bridge

2017-08-23 10:12 AM - frank e

| Status: | New |
| Priority: | Normal |
| Assignee: | |
| Category: | Server |
| Sprint/Milestone: | |

**Description**

See attached 'Bad whales 256.png': The ocean with whales consists of only two tiles after I built a land bridge to the wheat. The ocean should be converted to a lake with no whales.

**History**

#1 - 2017-08-26 05:03 PM - Jacob Nevins
There's no game engine feature that can be used to meet this goal currently.

It might be possible with a ruleset-specific script, although it might be too slow to be usable.

#2 - 2017-08-26 05:05 PM - Jacob Nevins
- Tracker changed from Bug to Feature
- Subject changed from Bad whales 256 to Convert small oceans to lakes when cut off by land bridge

#3 - 2017-09-01 10:58 AM - frank e
Jacob Nevins wrote:

It might be possible with a ruleset-specific script, although it might be too slow to be usable.

In 2.6 or 2.5 I've only seen a function to add labels to tiles, but not a function to change the terrain or resources. I'd be interested to get rid of the "nocities" flag for some glaciers, but after testing the "add label" feature I guess that map-manipulations per script for each turn are just too slow :-(

OTOH some code exists (and works) to detect "lake is now ocean", "coastal city is not more coastal" (or vice versa), or "number of continents changed caused by a new land bridge" with effects for trade routes, and presumably also the opposite (land bridge transformed to ocean.)

**Files**

Bad whales 256.png  66.8 KB  2017-08-23  frank e