### Freeciv - Task #696004

**Re-evaluate inclusion of sandbox to S2_6 tarball**

2017-09-09 09:59 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>Bootstrap</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0-beta2</td>
</tr>
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</table>

**Description**

When sandbox ruleset was initially added, it was not added to tarball as being too identical to civ2civ3 to make sense for both to be distributed. Now that some development has been made, re-evaluate the situation before 2.6.0-beta2.

**Related issues:**

Related to Freeciv - Bug #695022: sandbox autogame: in auto_arrange_workers(...)

**History**

**#1 - 2017-09-16 11:02 PM - Marko Lindqvist**

- Related to Bug #695022: sandbox autogame: in auto_arrange_workers(): assertion "cmr->found_a_valid" failed. added

**#2 - 2017-09-22 08:39 AM - frank e**

On the Freeciv wiki the sandbox page is now the ruleset redirected to experimental

The Wiki sandbox is now a Wiki project page (Freeciv:Sandbox == Project:Sandbox)

**#3 - 2018-01-05 06:09 PM - Marko Lindqvist**

README.sandbox lists 6 differences to civ2civ3.

**#4 - 2018-01-06 04:10 PM - Marko Lindqvist**

- File 0005-sandbox-Add-to-tarball.patch added
- Category set to Bootstrap
- Status changed from New to Resolved

Patch attached.

I plan to commit this if no comments in disagreement come in a couple of days.

In addition to current 6 differences between the rulesets it's quite possible that more get implemented during S2_6 lifetime, for example as regression test cases for found and fixed bugs.

**#5 - 2018-01-10 06:42 PM - Marko Lindqvist**

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**

| 0005-sandbox-Add-to-tarball.patch | 3.04 KB | 2018-01-06 | Marko Lindqvist |