Freeciv - Feature #697689
UI to pin selected city workers
2017-09-17 02:47 PM - Jacob Nevins

Status: New
Priority: Normal
Assignee: 
Category: 
Sprint/Milestone: 3.2.0

Description
We've had a long-standing problem where city workers get auto-arranged, fighting the player's preference that certain tiles be worked.

On the other hand, if we didn't auto-arrange, it would be too easy for cities not to adapt to changing circumstances, requiring (even more) micromanagement.

Here's a possible UI idea (discussed on IRC in the context of bug #697685) to mitigate that conflict, by letting the player specify that certain tiles should always be worked. We can build on UI we already have for worker tasks.

I don't know how hard it will be to feed such a constraint into auto-arrange-workers / CM.

16:59 < jtn> Other than that, I bet the auto-arrange-workers behaviour is going to behave in some way that annoys someone, because it usually does. ...

... 17:38 < jtn> ... the game likes to randomly rearrange your citizens whenever a foreign boat wanders past. Annoying!
17:39 < jtn> We do have this pre-existing problem with auto-arrange-workers. I think we ought to do something like this to mitigate it:
17:40 < jtn> Be able to right-click on tiles in the city map and say "work this if possible. Whenever workers are rearranged, try to get those tiles worked. [...]" 17:40 < jtn> This would means that after any temporary fogging due to unit loss, when the tiles are unfogged, they are worked once more.

Related issues:
Blocks Freeciv - Task #939772: S3_2 datafile format freeze (d3f) New

History
#1 - 2017-09-17 02:48 PM - Jacob Nevins
- Blocks Bug #697685: Sort out city vision smaller than city work radius added

#2 - 2022-02-03 04:36 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0 to 3.0.1

#3 - 2022-04-13 03:11 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.1 to 3.0.2

Jacob Nevins wrote:

by letting the player specify that certain tiles should always be worked.

That kind of solution would be a d3f issue (savegame format).

Retargeting within S3_0 for this time (for 3.0.1 release), but unless there's proposal soon how to make this within a stable branch, will retarget to non-stable branch.

#4 - 2022-06-11 06:38 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.2.0

Marko Lindqvist wrote:

unless there's proposal soon how to make this within a stable branch, will retarget to non-stable branch.
3.2.0 + making this d3f issue.

#5 - 2022-06-11 06:38 AM - Marko Lindqvist
- Blocks Task #939772: S3_2 datafile format freeze (d3f) added

#6 - 2022-06-30 04:18 PM - Marko Lindqvist
- Blocks deleted (Bug #697685: Sort out city vision smaller than city work radius)