Freeceiv - Bug #704730
AI Skill level forgotten when saved game is loaded
2017-10-18 10:52 AM - Ken Seehart

Status: Closed
Priority: Low
Assignee: Marko Lindqvist
Category: Freeciv-web
Sprint/Milestone: 3.1.0

Description
Create a new game with AI level set to "Hard"
Play awhile, then save the game
Exit and refresh
Load the saved game
Note that AI level is "Easy"

Workaround is trivial, as it is easy to change it back to "Hard", but it would be easy to miss if the player isn't aware of the bug.

Related Issue: #704729

Related issues:
Related to Freeciv - Bug #765061: Client's AI skill level control in pregame ...
Closed

History
#1 - 2017-10-18 04:25 PM - Marko Lindqvist
- Category set to Freeciv-web
- Sprint/Milestone set to 3.1.0

That's probably bug only in the displaying the skill level. At least the already created AI players should still have correct skill level.

#2 - 2017-10-24 01:09 AM - frank e
Marko Lindqvist wrote:

That's probably bug only in the displaying the skill level. At least the already created AI players should still have correct skill level.

Yes, and the display nit is a reported nit: Gna! #24899 Also mentioned on the forum: exhibit A + exhibit B However, I'm not talking about Freeciv-web here, that was Gtk2 on Windows as far as I'm concerned,

#3 - 2019-12-26 11:42 PM - Jacob Nevins
The problem Frank mentions with the desktop clients was fixed in bug #765061.

Don't know what the status in freeciv-web is.

#4 - 2019-12-26 11:42 PM - Jacob Nevins
- Related to Bug #765061: Client's AI skill level control in pregame page is out of sync with server state added

#5 - 2022-06-19 06:26 PM - Marko Lindqvist
- Status changed from New to Closed
- Assignee set to Marko Lindqvist

Jacob Nevins wrote:

The problem Frank mentions with the desktop clients was fixed in bug #765061.

So, duplicate.

Files