**Use tech_cost_style "Linear" in civ2civ3**

2018-02-07 03:20 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status</th>
<th>Closed</th>
<th>Start date</th>
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<tr>
<td>Priority</td>
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<td>% Done: 0%</td>
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<tr>
<td>Assignee</td>
<td>Jacob Nevins</td>
<td>Due date:</td>
<td>Estimated time: 0.00 hour</td>
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<td>Category</td>
<td>Rulesets</td>
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<td>Sprint/Milestone</td>
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**Description**

Make civ2civ3 ruleset to use new "Linear" tech_cost_style from Feature #695972

**Related issues:**

Blocked by Freeciv - Feature #695972: Add civ2civ3's tech_cost_style to engine

**History**

#1 - 2018-02-07 03:20 PM - Marko Lindqvist
- Blocked by Feature #695972: Add civ2civ3's tech_cost_style to engine added

#2 - 2018-03-03 05:14 PM - Marko Lindqvist
- Assignee set to David Fernandez (bard)

#3 - 2018-03-05 11:52 AM - David Fernandez (bard)
I have not worked on this version (3.0) of civ2civ3 yet. I'd like to check it properly when I have some more time (hopefully this summer). I'd appreciate if someone else can do this patch for now.

#4 - 2018-05-05 05:43 PM - Jacob Nevins
- File m-30-civ2civ3-linear-tech-costs.patch added
- Status changed from New to Resolved
- Assignee changed from David Fernandez (bard) to Jacob Nevins

Verified no change in tech costs in civ2civ3 ruleset.

#5 - 2018-05-07 12:55 PM - Jacob Nevins
- Status changed from Resolved to Closed

#6 - 2018-05-07 09:52 PM - David Fernandez (bard)
Thank you for the patch.

#7 - 2018-06-02 01:55 PM - Jacob Nevins
I've just noticed that this changes the cost of Future Tech; I think it's changed for the better.

On S2_6, Fusion Power costs 1155, and Future Tech. 1 costs 2640.

On S3_0, Fusion Power still costs 1155, but Future Tech. 1 costs 1320, which is more in keeping.

(Future Tech always uses the "Civ I|II" style, game.info.base_tech_cost * presearch->techs_researched. base_tech_cost halved in this patch.)

**Files**

<table>
<thead>
<tr>
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<td>m-30-civ2civ3-linear-tech-costs.patch</td>
<td>34 KB</td>
<td>2018-05-05</td>
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