Use tech_cost_style "Linear" in civ2civ3

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

Status: Closed
Priority: Normal
Assignee: Jacob Nevins
Category: Rulesets
Sprint/Milestone: 3.0.0

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
m-30-civ2civ3-linear-tech-costs.patch 34 KB 2018-05-05 Jacob Nevins