"Quiet" field does not appear properly documented (2.6) in the readme.effects.

Specifically, it gives an example, but does not explain it.

The effects.ruleset file contains all effects in play in a Freeciv scenario. They have the following form (this is perhaps the most complicated example I could find):

```plaintext
[effect_hydro_plant]

type = "Output_Bonus"
value = 25

reqs =

  { "type", "name", "range", "present", "quiet"
    "Building", "Factory", "City", TRUE, FALSE
    "Building", "Hydro Plant", "City", TRUE, FALSE
    "OutputType", "Shield", "Local", TRUE, TRUE
    "Building", "Hoover Dam", "Player", FALSE, FALSE
    "Building", "Nuclear Plant", "City", FALSE, FALSE
  }
```

The text in the brackets is the entry name, which just has to be unique, but is otherwise not used. The type field tells Freeciv which effect you are defining. The value is the effect's value, which depends on which effect it is. The reqs table contain a list of requirements for this effect being in effect. You need to satisfy all requirements listed here for this effect to take effect in the game. Requirements with present = TRUE must be present, those with present = FALSE must not be present.

Value is integral amount parameter for many effects (must be in the range -32767 to 32767).

Requirement range may be one of: "None", "Local", "Local", "Global".
"CAdjacent" (Cardinally Adjacent), "Adjacent", "City", "Continent", "Player", "Allied", "World". Some requirement types may only work at certain ranges; this is not yet documented. In particular, at present, "Continent" effects can affect only cities and units in cities.

A requirement may have a 'survives' field, and if this 'TRUE', the effect survives destruction. This is supported for only a few conditions and ranges: wonders (at world or player range), nations, and advances (both at world range only).

A requirement may have a 'present' field, and if this is 'FALSE', the requirement is negated (the condition must not be true for the req to be met).

"Quiet" should also have a similar paragraph to "Survives" and "Present", starting with:

A requirement may have a 'quiet' field, and if this is 'TRUE', the requirement property suppresses the automatic help generation from adding information about them.

Related issues:
Blocks Freeciv - Feature #698197: Documentation updates for S2_6

History
#1 - 2018-02-18 06:32 PM - Griffon Spade
Edit: The last word should be 'it', not 'them'.

#2 - 2018-02-24 04:10 PM - Marko Lindqvist
- Blocks Feature #698197: Documentation updates for S2_6 added

#3 - 2018-05-28 11:26 AM - Jacob Nevins
- File m-30-26-req-doc-quiet-flag.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins

See gna patch 4723 for original rationale.

#4 - 2018-05-28 11:26 AM - Jacob Nevins
- Tracker changed from Task to Bug

#5 - 2018-05-29 11:48 PM - Jacob Nevins
- Status changed from Resolved to Closed

Files
m-30-26-req-doc-quiet-flag.patch 973 Bytes 2018-05-28 Jacob Nevins