Freeciv - Feature #742039

Ruleset conversion for Output_Waste_By_Distance granularity change

2018-03-24 09:43 PM - Jacob Nevins

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Description

Feature #733815 changed the granularity of the Output_Waste_By_Distance effect, so existing rulesets need to have their values multiplied by 100. Presumably the ruleset conversion arrangements (for ruleup etc) need to do this.

Related issues:

Related to Freeciv - Feature #733815: Output_Waste_By_Distance granularity Closed

History

#1 - 2018-03-24 09:43 PM - Jacob Nevins
- Related to Feature #733815: Output_Waste_By_Distance granularity added

#2 - 2018-03-24 09:49 PM - Marko Lindqvist
Feature #733815 itself already added this to S3_0 rscompat.c:effect_list_compat_cb():

```c
if (peffect->type == EFT_OUTPUT_WASTE_BY_DISTANCE) {
    peffect->value *= 100;
}
```

What is still missing?

#3 - 2018-03-24 10:02 PM - Jacob Nevins
- Status changed from New to Rejected

So it does.

I was looking at master, and hadn't grasped that we don't support 'skip' upgrades (across more than one major version). My mistake.