Freeciv - Feature #745596
Make it possible to switch between JSON and native on a connection basis
2018-04-08 11:58 AM - Louis Moureaux

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th>Due date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td></td>
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</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
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<tr>
<td>Category:</td>
<td>General</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.1.0</td>
<td>Estimated time:</td>
<td>0.00 hour</td>
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</tbody>
</table>

**Description**

The goal is to have the server support both native and JSON clients at the same time.

Patch on top of master. I can make patches for other branches too.

**History**

**#1 - 2018-04-08 12:35 PM - Marko Lindqvist**

Louis Moureaux wrote:

Patch on top of master. I can make patches for other branches too.

These features have been planned for master only.

About the patch: Shouldn't json_mode be initialized (to FALSE) also when FREECIV_JSON_CONNECTION is not set?

**#2 - 2018-04-08 12:35 PM - Marko Lindqvist**

- Category set to General
- Status changed from New to In Progress
- Sprint/Milestone set to 3.1.0

**#3 - 2018-04-08 12:53 PM - Louis Moureaux**

Marko Lindqvist wrote:

About the patch: Shouldn't json_mode be initialized (to FALSE) also when FREECIV_JSON_CONNECTION is not set?

I think it's safer not to have it at all when JSON mode isn't compiled in, just like json_packet.

**#4 - 2018-04-08 12:54 PM - Marko Lindqvist**

- Status changed from In Progress to Resolved

**#5 - 2018-04-14 07:32 AM - Marko Lindqvist**

- Assignee set to Marko Lindqvist

Just a hint for future submissions: Preferred form of patch files is one created by 'git format-patch ...' so that there's already a proper commit message and some other metadata.

**#6 - 2018-04-14 07:45 AM - Marko Lindqvist**

- Status changed from Resolved to Closed

**Files**

connection-json-native.patch 19.5 KB 2018-04-08 Louis Moureaux