Freeciv - Bug #764299

When using default/nationlist.ruleset, can't set ruleset default_government to one not in its allowed_govs

2018-07-10 10:21 AM - Gyubal Wahazar

<table>
<thead>
<tr>
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<th>Closed</th>
<th>Start date:</th>
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<tr>
<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>% Done:</td>
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<td>Category:</td>
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<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.5.12</td>
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Description

Tribal government was added to civ2civ3 ruleset, but it is not possible to change it as default or initial government, because it is not enlisted in allowed_govs.

History

#1 - 2018-07-10 10:31 AM - Marko Lindqvist
- Subject changed from Lack of Tribal in allowed_govs list in default/nationlist.ruleset to Lack of Tribal in allowed_govs list for civ2civ3

default/nationlist.ruleset (and the nations it includes) are meant for all standard rulesets, not only civ2civ3. Allowing tribal would break rulesets that do not have it.

#2 - 2018-07-11 09:12 AM - Jacob Nevins

#3 - 2018-07-11 09:25 AM - Jacob Nevins
I can see their problem. This is better in 2.6 than 2.5.

I think they edited default_government in their nations.ruleset in their 2.5-based ruleset. This is a ruleset-specific file, so it's reasonable to reference ruleset-specific governments in it, but you still get an error from the generic nationlist restriction: 'Nation Abkhaz: init_government "Tribal" not allowed.'

2.6 doesn't have this problem. I think this is because in 2.5, the ruleset's default_government was simply propagated into nations at ruleset load time, but in gna patch #7278, I made a stronger distinction between ruleset and nation government. (To fix what I thought was a cosmetic issue, but it seems to have helped with this.)

The allowed_govs restriction in the generic nation list is there for a good reason, but it's getting in the way of legitimate constructs in 2.5, so it would be nice to lift the restriction in this case if it's easy. I don't think there's anything that needs doing for later branches.

#4 - 2018-07-11 10:13 AM - Gyubal Wahazar
EDIT: I found workaround, just copied nationlist.ruleset to my ruleset dir and change include statement in my nations.ruleset. Ticket can be closed.

#5 - 2018-07-11 09:57 PM - Jacob Nevins
- File 25-init-default-allowed-gov-check.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins
- Sprint/Milestone set to 2.5.12

Sure, but you shouldn't have needed a workaround; the first thing you did should have worked. The point of default/nationlist.ruleset is for people to be able to use it in custom rulesets.

Attached a patch. Slightly faffy because I had to inline bits of lookup_government(), but it dies with S2_5, so I can live with that.

#6 - 2018-07-11 10:00 PM - Jacob Nevins
- Subject changed from Lack of Tribal in allowed_govs list for civ2civ3 to When using default/nationlist.ruleset, can't set ruleset default_government to one not in its allowed_govs

#7 - 2018-07-13 04:29 PM - Jacob Nevins
- Status changed from Resolved to Closed

### Files

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<td>3.08 KB</td>
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