Freeciv - Task #767082
Refresh old isometric maps and put them on modpack server
2018-07-28 02:09 PM - Jacob Nevins

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

Start date: 
Due date: 
% Done: 0%
Estimated time: 0.00 hour

Description
Our default tileset is isometric, but there aren't very many isometric scenarios out there. There are some old ones languishing in our contrib directory:

- europe-100x50-iso-v1.1.sav.gz (README, gif; GPL)
- europepw-130x70-iso.sav.gz (README; distribution OK with credit)
- iberian-peninsula-68x50-iso-v1.1.sav.gz (README, gif; GPL)

They could do with tidying up for modern versions of Freeciv, at least:

- Update to savegame2 format (2.6+ won't load older)
- Add deep ocean (cf gna bug #14857)
- Add lakes (cf gna bug #15610)
- Review start positions wrt core nationset (cf gna bug #21350)

I plan to publish them as a modpack called "iso_maps" or something like that.

Related issues:
Related to Freeciv - Bug #767127: Server can hang in find_dispersed_position(...) Closed
Related to Freeciv - Bug #767130: Scenario start year ignored unless scenario... Closed

History
#1 - 2018-07-29 03:07 PM - Jacob Nevins
- Related to Bug #767127: Server can hang in find_dispersed_position() if scenario has invalid start position added

#2 - 2018-07-29 03:26 PM - Jacob Nevins
- Related to Bug #767130: Scenario start year ignored unless scenario contains saved players added

#3 - 2018-07-29 03:45 PM - Jacob Nevins
- Status changed from In Progress to Closed

Now published, for 2.4, 2.5, 2.6, "test" (3.0), and "dev" (3.1).

I updated the save format only to 2.3, since I didn't need any later features. I've not published a savegame3 version.

I reviewed start positions wrt core nations. In the Europe scenarios, all start positions are more or less geographically appropriate and most are now for core nations, but one or two in each scenario are not. aifill is set so as not to require any non-core nations by default.
(The "europepw" scenario had some start positions in the sea, triggering bug #767127; I moved them. I also removed one start position that was too close to another.)

The interactive map at http://www.emodnet-bathymetry.eu/data-products was useful for drawing in the Deep Ocean. Lakes were added on the basis of whether the real-world analogue is saline (in the present day).

I had to get a bit creative translating the settings from the old savegame, since some of them have moved to the ruleset. I added as many Workers to startunits as the original had Settlers; that may turn out to be OP. I ignored some settings in the originals (like barbarian onset year).

The Iberian Peninsula scenario tries to set a start year of 2000 BCE (as does the one we ship). This is ignored due to bug #767130; it starts at 4000 BCE like any other.

#4 - 2018-07-29 03:50 PM - Marko Lindqvist
Jacob Nevins wrote:
I updated the save format only to 2.3

Oh, you did it manually? I would have used `S2_5 /scensave` to update to 2.5 format.