A complicated problem I've spotted in 3.0 ([#775424](https://github.com/freeciv/freeciv/commit/504e3f0dfa2b8ba6b08bbfdd7226277800c9cc32)) but then discovered it dates back to 2.6. Many places in the code still assume that an extra is a hut if its cause is EC_HUT, thus extras caused by EC_APPEARANCE don't treated as ones. Specially, Wikia says that hutenter signal is now called for any entrance on a tile with bonus extra, but since in the file common/unittools.c unit_enter_hut() call is wrapped into

```c
if (tile_has_cause_extra(pdesttile, EC_HUT))
```

the changes are not in effect if there is no hut-placer generated extra here. And this is far not the only case.

Next, the lua function in sandbox ruleset assumes that the hut is still there to get its type; but no, it is erased before the callback is called. And we are not supposed to erase Ruins. Pass the extra type to the callback AND use the callback's value to know if we erase it to function as it was intended, and/or invent some huts flag (which anyhow is necessary for e.g. placing barbarians.) There maybe should be also some hint for autoexplorers on how much different huts are interesting to visit, but this should be filed as separate feature.

And finally, seems like in srv_main.c the appearance of an extra does not depend on the tile occupation by units, shouldn't it?

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**History**

**#1 - 2018-09-24 10:53 AM - Marko Lindqvist**

- Status changed from New to Rejected
- Assignee set to Marko Lindqvist

There's no EC_APPEARANCE in S2_6.

**#2 - 2018-09-25 09:17 AM - Alexandro Ignatiev**

Well, yes, I've looked at the wrong branch. But the changes at [https://github.com/freeciv/freeciv/commit/504e3f0dfa2b8ba6b08bbfdd7226277800c9cc32](https://github.com/freeciv/freeciv/commit/504e3f0dfa2b8ba6b08bbfdd7226277800c9cc32) still work as it seems not as it was intended; the ruins are not treated as a hut just because the EC_HUT-dependent framing of unit_enter_hut() call blocks the whole mechanism unless hut and another bonus share the same tile.

**#3 - 2018-09-25 09:22 AM - Alexandro Ignatiev**