Freeciv - Feature #776792
Combine "Overhead" and "Iso" tileset settings to single "Square" setting
2018-09-30 12:18 PM - Marko Lindqvist

Status: Closed  Start date: 
Priority: Normal  Due date: 
Assignee: Marko Lindqvist  % Done: 0%
Category: Client  Estimated time: 0.00 hour
Sprint/Milestone: 3.0.0

Description
The most reported issue with S2_6 is that it's not easy to use overhead tilesets with iso topology map, or iso tileset with overhead topology map. While we should still seek ways to mitigate the problem in S2_6, this patch address situation in S3_0 and later (where it can be implemented since datafile formats have not yet been frozen). It combines separate tileset settings for "Overhead" and "Iso" to a single "Square" tileset setting. Both overhead and iso tilesets are applicable to be used as Square tileset, and value of this setting is used for both overhead and iso topology maps.

Related issues:
Related to Freeciv - Bug #685235: 2.6 tileset selection is still a bit incohe... New
Related to Freeciv - Feature #777520: Tileset topology compatibility levels n... Closed
Blocks Freeciv - Task #656466: S3_0 datafile format freeze (d3f) Closed 2019-10-05

History
#1 - 2018-09-30 12:20 PM - Marko Lindqvist
- Blocks Task #656466: S3_0 datafile format freeze (d3f) added

#2 - 2018-09-30 12:26 PM - Marko Lindqvist
- File 0014-Combine-Overhead-and-Iso-tileset-settings-to-single-.patch added
- Status changed from In Progress to Resolved

#3 - 2018-10-03 06:07 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

#4 - 2018-10-04 12:38 AM - Marko Lindqvist
- Related to Bug #685235: 2.6 tileset selection is still a bit incoherent added

#5 - 2018-10-05 11:03 PM - Marko Lindqvist
- Related to Feature #777520: Tileset topology compatibility levels now that overhead and iso tileset settings have been combined added

Files
0014-Combine-Overhead-and-Iso-tileset-settings-to-single-.patch  8.92 KB  2018-09-30  Marko Lindqvist