**Freeciv - Feature #777520**

**Tileset topology compatibility levels now that overhead and iso tileset settings have been combined**

2018-10-04 12:34 AM - Marko Lindqvist

<table>
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<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
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**Description**

Feature #653727 (included also in S2_6) introduced tileset topology compatibility levels and set non-hex overhead and iso topologies to be TOPO_INCOMP_SOFT. This indicates that there's no real incompatibility between the two but that they still are different tileset topologies for the purposes of client settings.

Feature #776792 (for S3_0 and later) combined client settings for overhead and iso topologies, so now they are compatible even in that sense.

I haven't checked if those topologies should now always be considered TOPO_COMPATIBLE, but at least some adjustments are needed where tileset_map_topo_compatible() returns TOPO_INCOMP_SOFT for them and caller then thinks that the tileset from different setting category should be loaded.

**Related issues:**

Related to Freeciv - Feature #653727: Possibility to force tileset with different topology (like v2.5) added

Closed

Related to Freeciv - Feature #776792: Combine "Overhead" and "Iso" tileset settings to single "Square" setting added

Closed

**History**

#1 - 2018-10-04 02:26 AM - Marko Lindqvist
- File 0012-Keep-current-tileset-when-topology-changes-between-o.patch added
- Status changed from New to Resolved

#2 - 2018-10-05 11:01 PM - Marko Lindqvist
- Related to Feature #653727: Possibility to force tileset with different topology (like v2.5) added

#3 - 2018-10-05 11:03 PM - Marko Lindqvist
- Related to Feature #776792: Combine "Overhead" and "Iso" tileset settings to single "Square" setting added

#4 - 2018-10-05 11:03 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**

0012-Keep-current-tileset-when-topology-changes-between-o.patch 967 Bytes 2018-10-04  Marko Lindqvist