Sort out hut entering finally

2018-10-19 11:15 PM - Alexandro Ignatiev

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: General
Sprint/Milestone: 3.0.0

Description

Same problem as was addressed in Bug #775572, Bug #775424 for 3.0 and to less extent (since no rulesets for 2.6 use multiple huts) 2.6: hut_enter callback is not emitted for any bonus extra as advertised (but not as we want for Ruins) and can't know extra type. There was a semantical messup in what a hut is. In the patch attached (designed for 3.0) the huts are more or less clearly defined as extras with not appear but remove cause, the new cause ERM_ENTER. Not am shure if it goes for client's vision setting "Show huts", so it is left to EC_HUT. The callback receives the extra name and a boolean value if the unit is frightening (but the frighten beaviour is unhardcoded); additionally, lua is extended with (Unit_Type):hut_behavior() string callback.

Related issues:
Blocks Freeciv - Task #656466: S3_0 datafile format freeze (d3f) Closed 2019-10-05

History

#1 - 2018-10-20 09:48 AM - Alexandro Ignatiev
The scripts need minor improvement: default.lua must not check extra type and might not return false, it's the bottom fallback; sandbox/script.lua should inform the player if the Hermit has left nothing.

Plans for future development:
1. Different hut behaviours for same units for different huts;
2. Some hints for AIs and autotasks about different bonuses value (even normal hut is better not to be enteted if bulbs are low and freetech fine is high);
3. Different bonuses removed by different actions, with a callback bool bonus_removed(unit, type, rmcause).

#2 - 2018-10-26 02:53 AM - Marko Lindqvist
The idea is great, but I'm undecided if this should still go in to S3_0 or wait 3.1. Adding to S3_0 d3f blockers, so we need to at least to make a clear decision to postpone this to 3.1 before we can ignore it in S3_0 development.

#3 - 2018-10-26 02:54 AM - Marko Lindqvist
- Blocks Task #656466: S3_0 datafile format freeze (d3f) added

#4 - 2018-10-26 08:38 AM - Alexandro Ignatiev
At least, the type parameter for the callback should be added, it does not work without it. The frightening message also should be somehow configurable but it's of less importance. All the rest can be left for 3.1.

#5 - 2018-10-27 08:21 AM - Marko Lindqvist
Alexandro Ignatiev wrote:
I think, for here we can keep the rule "that is enter removed what has "Hut" cause", just revert for both 3.0 and 2.6.1 what has commit:13f4a8097821152907155bc0b560e25fe1e9a578 done to unittools.h (this does not workas expected and may work as not wanted, it's a bug). Then, for 3.0 add the second callback parameter and maybe char "frighten_message" to struct extra and corresponding optional line frighten_message = "Your unit is so fearful, the extra runs away!" to extra description format, since default one doesn't suit for Hermit's Nest. (with optional %s for unit type); in other aspects, frighten behaviour seems not needing unhardcoding. I can prepare the 3.0 patch in a week. All other ideas are to be planned more careful and left to 3.1 (wanna add appearing and quickly disappearing UFOs to sandbox which are "entered" by aircrafts).

#6 - 2018-10-27 08:21 AM - Marko Lindqvist
Alexandro Ignatiev wrote:
I think, for here we can keep the rule "that is enter removed what has "Hut" cause", just revert for both 3.0 and 2.6.1 what has commit:13f4a8097821152907155bc0b560e25fe1e9a578 done to unittools.h

Yes, that commit has been ill advised. Reverting it would be the first step, and the only one that affects also S2_6 -> please open a new ticket about that.

#7 - 2018-10-31 08:48 PM - Alexandro Ignatiev
Prepared the 3.0 patch. The most straightforward way to produce sensible frighten messages appeared to be just make a new callback for them, hut_frighten; so only default/default.lua and sandbox/script.lua are modified in datafiles for now. The behaviour, as I see it, should be much changed in 3.1, so no capital changes a made for now.

#8 - 2018-11-02 06:33 AM - Alexandro Ignatiev
- File huts_3_0.patch added

Aw, the Hermit frighten message by accident suppressed the standard one. Edited to not do so.

#9 - 2018-11-30 06:05 PM - Alexandro Ignatiev
Since the huts detection is reverted for 3.0 by #782719, two lines shold be excluded from the patch as already changed.

Also, it redefines a callback with one more parameter. This is said to not be done, but I propose to lax a bit the rules and allow to add parameters for a good reason if the callback which does not check it will work as before. Lua functions are not really called with prototypes, they just get from the stack as many arguments as they want and assume nil's for what they have not found; there is a way to check what's there in the actual Lua stack, but I can't pretend a sane mean to use it in callbacks.

#10 - 2019-02-11 09:29 PM - Marko Lindqvist
- File 0009-Scripting-API-Add-hut_frighten-signal.patch added
- File 0016-Scripting-API-Add-hut_frighten-signal.patch added
- Status changed from New to Resolved
- Sprint/Milestone set to 3.0.0

General refresh of the patch so they apply cleanly to current HEADs.

#11 - 2019-02-14 09:02 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

ERM_ENTER -> Feature #802768

Files

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