An existing building may not fulfill impr_req

An existing building won't fulfill a unit type's impr_req unless the building itself can be built by the player. But the required building may have been built by the city's previous owner or by the current owner before one of its build requirements went away. Example of what this prevents: a ruleset where a unit training building only can be built during peace but can be used to produce units during war.

I think it is too late to change this in 2.6. Is it too late to change this in 3.0 too?

Related issues:
- Related to Freeciv - Bug #884993: impr_req for unittype doesn't work for Small Wonders added - Closed
- Blocks Freeciv - Task #673656: S3_1 datafile format freeze (d3f) - New

History

#1 - 2020-04-16 12:00 PM - Marko Lindqvist
Sveinung Kvilhaugsvik wrote:

An existing building won't fulfill a unit type's impr_req unless the building itself can be built by the player.

How does that work with the fact that (second instance of) building can't be built if it already exist?

#2 - 2020-11-14 05:25 AM - Marko Lindqvist
- Related to Bug #884993: impr_req for unittype doesn't work for Small Wonders added

#3 - 2020-12-31 11:54 PM - Marko Lindqvist
- Sprint/Milestone set to 3.1.0

#4 - 2021-03-23 04:25 AM - Marko Lindqvist
- Blocks Task #673656: S3_1 datafile format freeze (d3f) added