Freeciv - Bug #855938
"Multicultural" achievement described wrongly in rulesets
2020-01-14 01:12 AM - Jacob Nevins

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>% Done: 0%</td>
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<td>Category:</td>
<td>Rulesets</td>
<td>Estimated time: 0.00 hour</td>
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<td>Sprint/Milestone</td>
<td>2.6.2</td>
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Description
I introduced an error in one of my "string tweaks" (#689474), in 2017.

I changed the text for the "Multicultural" achievement in various rulesets from

- "In your nation there are citizens of 2 different nationalities!"

...to...

- "One of your cities has 2 different nationalities!"

But looking more closely at the code, the first version was correct -- achievement_check() counts total nationalities across all cities. And indeed I've seen this in a game after I first conquered a city.

As far as I can tell this is intentional; I find no evidence that anyone other than me was ever confused about this. (This achievement was added in gna patch #4161.)

I'll correct this (it's just strings), and also state more explicitly in README.achievements what the criterion is.

History
#1 - 2020-01-14 01:12 AM - Jacob Nevins
- Subject changed from "Multicultural" achievement described wrongly in rulesets to "Multicultural" achievement described wrongly in rulesets

#2 - 2020-01-14 09:53 AM - Jacob Nevins
- File m-30-26-multicultural-description.patch added
- Status changed from New to Resolved

#3 - 2020-01-15 10:29 PM - Jacob Nevins
- Status changed from Resolved to Closed

Files
m-30-26-multicultural-description.patch 2.56 KB 2020-01-14 Jacob Nevins