"You sight your first foreign shore!" comes a turn too late (2.6.1+, civ2civ3)

2020-01-21 11:19 AM - Chippo Elder

<table>
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<tr>
<th>Status:</th>
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<th>Start date:</th>
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<tr>
<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
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<tr>
<td>Category:</td>
<td>Rulesets</td>
<td>Estimated time: 0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.3</td>
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**Description**

In the attached savegame, you can see your first foreign shore - it's at [l tgt="tile" x=72 y=90 /]. But you have to press Turn Done to get the message. You could have a Diplomat on a mountain elsewhere seeing an apparent island and not know which is foreign (vs a peninsula of this continent). If the message was printed the moment your unit sighted the tile, you'd know which is which.

**History**

**#1 - 2020-01-21 03:31 PM - Marko Lindqvist**

That's a ruleset defined message for an achievement. Changing the timing would require changing the rules as current rule is that achievements are granted at turn change. This is partly to make game fair if an achievement is defined unique and multiple players meet its requirements at the same turn, especially when phasemode is something else than concurrent movement. Achievement should not automatically go to the first player moving units, but everyone should have equal chance of getting it.

**#2 - 2020-01-21 04:56 PM - Chippo Elder**

Aah, how sensible and cool. Pls close this ticket.

**#3 - 2020-01-21 05:05 PM - Marko Lindqvist**

Chippo Elder wrote:

> Pls close this ticket.

I'd keep ticket open. There is user experience problem you reported. I wonder if we could improve the situation as simply as by changing the wording of the message?

**#4 - 2020-01-21 05:53 PM - Chippo Elder**

Marko Lindqvist wrote:

> I wonder if we could improve the situation as simply as by changing the wording of the message?

Absolutely, from my point of view! If the message said "You sight your first foreign shore at (x,y)!", that would completely solve my issues. And certain clients could suppress/modify that message from the server and put a tile link around the tile, or whatever.

I'm assuming that the chatline links are a private client thing supported only by those clients that want to (qt, gtk) and not a server protocol thing. If they are part of the server protocol, the message could include a link.

**#5 - 2020-01-21 09:57 PM - Jacob Nevins**

Maybe use the past tense more in achievement messages?

- *"Your people were the first in history to sight a foreign shore!"*
- *"You sighted your first foreign shore!"*

**#6 - 2020-10-08 08:36 PM - Marko Lindqvist**

- File 0017-Use-past-tense-in-Land-Ahoy-achievement-messages.patch added
- Category set to Rulesets
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.3

**#7 - 2020-10-11 12:26 PM - Marko Lindqvist**

- Status changed from Resolved to Closed
### Files

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<td>Chippo Elder</td>
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<td>0017-Use-past-tense-in-Land-Ahoy-achievement-messages.patch</td>
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