**Freeciv - Feature #857904**

**Make Req(s) for ruleset effects to not have forced ignorance about original city founder, presence of foreign citizens**

2020-01-30 04:14 AM - Lexxie L

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>General</td>
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<td>Sprint/Milestone:</td>
<td>3.1.0</td>
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**Description**

Ruleset abilities are coming along well for more programmatic balance and features such as found in modern versions of Civ and similar games.

This feature request perhaps an easy one to program and will unlock lots of future rich abilities by inter-combining with things.

The ability to know if a city was originally founded can be used for all kinds of programmatic effects that are realistic, make sense, and are used in similar games.

1."Player_is_Founder" / "City" / TRUE/FALSE
2."Has_Foreign_Citizens" / "City" / TRUE/FALSE

**Use cases:**
1. Could eliminate "Great Wall" exploit of instant wall in conquered city.
2. Fine tune control over any possible programmable effect in a city, in ways to complement and enhance current abilities
3. Increase action_odds for diplomatic actions, etc., etc. etc.

Admittedly, TRUE/FALSE is kinda too boolean for "Has_Foreign_Citizens". It should most definitely have shades of grey. I only introduced it that way only to first get the simple point across.

It would be far better in the form of "MinForeignPercent", "50", City implemented the same way like the req: "MinYear", "1000", "World". This would allow the ruleset designer to set thresholds for different effects triggered by different foreign population percentages. Combining with knowing original founder and other reqs, rich worlds of possibilities await!

**Related issues:**
Blocks Freeciv - Task #673656: S3_1 datafile format freeze (d3f) Closed

**History**

#1 - 2020-01-30 04:27 AM - Lexxie L

It's worth brainstorming how it could really be done powerfully. This is likely too much to do for one ticket and shouldn't be considered as part of this feature request. But if someone feels ambitious to do a masterpiece, they can also consider these ideas:

I could see the above things in action_enablers and/or effects tied to actions. Not just for triggered effects inside a player's own domestic cities.

1. Certain actions could be allowed/disallowed based on foreign citizen % (should be able to check also domestic citizen % for doing actions on foreign citizens that have a large population of your own citizens inside.)
2. Certain effects could be triggered (or not triggered) by actions based on foreign % / your own ethnicity % presence in the target city.

#2 - 2020-01-30 05:45 PM - Marko Lindqvist

- Blocks Task #673656: S3_1 datafile format freeze (d3f) added

#3 - 2020-01-30 05:46 PM - Marko Lindqvist

- Category set to General
- Sprint/Milestone set to 3.1.0

#4 - 2020-02-02 07:22 PM - Marko Lindqvist

Original Owner part split to -> Feature #858238

Let's reserve this ticket for citizens' nationality part.

We should probably go with "ForeignCitizensPct" or the reverse "NativeCitizensPct" requirement type first (in this ticket). That's not getting obsolete...

2022-08-28
even if we later decide to have also finer grained requirement types based on what kind of relations we have with the other nation, bit like trade route income currently is controlled; "EnemyCitizensPct", "AlliedCitizensPct", etc.

#5 - 2020-04-21 11:58 PM - Marko Lindqvist
- File 0015-Add-MinForeignPct-requirement-type.patch added
- Status changed from New to Resolved

Attached patch implements MinForeignPct requirement type.

#6 - 2020-04-25 08:32 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

<table>
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<tr>
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<th>Size</th>
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<th>Assignee</th>
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<td>0015-Add-MinForeignPct-requirement-type.patch</td>
<td>13.2 KB</td>
<td>2020-04-21</td>
<td>Marko Lindqvist</td>
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