Freeciv - Feature #866262

Server command(s) to create players and assign nations

2020-03-25 01:20 AM - Louis Moureaux

<table>
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<th>Status:</th>
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<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
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<td>Category:</td>
<td>General</td>
<td>Estimated time: 0.00 hour</td>
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<td>Sprint/Milestone</td>
<td>3.1.0</td>
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Description

At longturn.net the player list for a game is known before it starts. Players can register and choose their nation from the website weeks before the server is started. When the game eventually starts the admin checks the list of players in the database and uses a custom server command to setup the teams and players. It reads a special file format and sets up the game state. The implementation is poor and can leave the server in an inconsistent state.

Currently adding players on the command line is possible using a combination of /create, /aitoggle and /team. Setting the nation is only possible through the /lua command (eg /lua edit.create_player("louis94", find.nation_type(\"\")))

I see two possible solutions:

1. Extend the /create command as follows:

   `create <username> [AI type|human] [nation] [team]`

   This would break compatibility for any AI module called "human". I'd say that naming an AI this way was a bad idea to begin with :P

2. Add player management to fcdb. It's not as scary as it sounds: it would require two new lua functions (player:set_team(string), player:set_ai(bool)) and exposing the edit module.

I would strongly prefer something that can land in the 2.6 branch already, since longturn.net will likely be using it for a while. If not possible I can still provide patches for newer versions -- and evaluate how their 2.6 counterpart behaves in production.

Related issues:

- Related to Freeciv - Feature #768292: Add /playernation command for setting n... Closed

History

#1 - 2020-03-25 01:39 AM - Marko Lindqvist

I think Feature #768292 is another approach for this same use-case.

#2 - 2020-03-25 01:55 AM - Louis Moureaux

Right. The discussion here is a bit more general ("what's the best solution" rather than proposing a specific one), so I don't think it's a pure duplicate.

#3 - 2020-03-25 01:56 AM - Louis Moureaux

- Related to Feature #768292: Add /playernation command for setting nation and leader name added

#4 - 2020-04-16 08:11 PM - Marko Lindqvist

Louis Moureaux wrote:

   Right. The discussion here is a bit more general ("what's the best solution" rather than proposing a specific one), so I don't think it's a pure duplicate.

I just updated Feature #768292 with a patch version that could be commit candidate. Now we need to decide if it's the way to go. You know the use-case better than I do, so please comment.

In a way, now one of the pros of Feature #768292 approach is that the patch exist, and there's no need to wait for someone to implement it.

#5 - 2020-04-17 02:27 AM - Louis Moureaux

After some thinking Feature #768292 would work even without randomization. The dice rolls can be performed by the caller since he knows the
parameter space (the options are chosen by the player on a web page and validated before saving).

#6 - 2020-04-20 03:27 PM - Marko Lindqvist
Do we need something more for this now that Feature #768292 has been pushed?

#7 - 2020-04-20 03:54 PM - Louis Moureaux
I don't think so. I may have time to try and integrate master with longturn before d3f, will reopen if needed.

edited turns out I cannot close

#8 - 2020-10-08 07:56 PM - Marko Lindqvist
- Category set to General
- Status changed from New to Closed
- Assignee set to Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 3.1.0