Freeciv - Bug #867817
Duplicate city name "Washington-on-the-Brazos"

2020-04-05 08:23 PM - John E. Beach

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Low</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
</tr>
<tr>
<td>Category:</td>
<td>Rulesets</td>
<td>Estimated time:</td>
</tr>
<tr>
<td>Sprint/Milestone</td>
<td>2.6.3</td>
<td></td>
</tr>
</tbody>
</table>

Description
City name Washington-on-the-Brazos exists both with and without -. Recommend without - as name.

History
#1 - 2020-04-17 09:57 PM - Marko Lindqvist
- Tracker changed from Task to Bug
- Subject changed from city name to Duplicate city name "Washington-on-the-Brazos"

One is in texan.ruleset, the other on confederate.ruleset.

#2 - 2020-10-08 07:54 PM - Marko Lindqvist
- Due date deleted (2020-04-05)
- Start date deleted (2020-04-05)

#3 - 2020-10-19 12:22 AM - Marko Lindqvist
- Category set to Rulesets
- Status changed from New to In Progress
- Sprint/Milestone set to 2.6.3

Actually texan and confederate rulesets share a lot of city names. But when the city names in two rulesets are identical, they usually won't occur in the same game. The two different ways to write this one cause them to be considered distinct city names and thus they may appear in the same game.

Obvious solution is to unify the way it's written. Wikipedia and most other sources seem to use "Washington-on-the-Brazos"

#4 - 2020-10-19 12:26 AM - Marko Lindqvist
- File 0018-Unify-writing-of-Washington-on-the-Brazos-between-ru.patch added
- Status changed from In Progress to Resolved

#5 - 2020-10-22 11:51 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files
0018-Unify-writing-of-Washington-on-the-Brazos-between-ru.patch 840 Bytes 2020-10-18

Marko Lindqvist