Several unique units may be given to a player

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<td>Priority:</td>
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<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>Server</td>
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<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.0.3</td>
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**Description**

Three cases when you can get a pair of unique units (maybe split):

1. Consider you have defined an unique unit of some starting role first in your ruleset and that any other units of this role are not buildable. If you have two letters of this role in your starting units, you get two such units.

2. Start a game and type command (fill any livable inner coords in place of 48,65)

   `/lua cmd edit.create_unit(find.player(0), find.tile(48,65), find.unit_type'Leader', 0, nil, -1)`

   Type it again. Now you have two leaders.

3. Just put a dozen of leaders in editing mode.

   Somebody would say it's feature but having NOT MORE THAN ONE unique unit is assumed in so many places that it's probably a bug.

   Analysis of 1: The function that gives these units is crole_to_unit_type() in server/gamehand.c: if it fails grant a buildable unit of the role to the player, it just takes the first ruleset's one resorting to get_role_unit() in common/unittype.c, and that function (used elsewhere, don't change) does not care about uniqueness.

**History**

#1 - 2020-10-23 02:57 AM - Marko Lindqvist
   - Tracker changed from Task to Bug

#2 - 2020-12-31 05:39 AM - Marko Lindqvist
   - Sprint/Milestone changed from 2.6.3 to 2.6.4

#3 - 2021-03-31 06:10 AM - Marko Lindqvist
   - Sprint/Milestone changed from 2.6.4 to 2.6.5

#4 - 2021-06-25 09:13 PM - Marko Lindqvist
   - Sprint/Milestone changed from 2.6.5 to 2.6.6

#5 - 2021-12-09 11:49 PM - Marko Lindqvist
   - Sprint/Milestone changed from 2.6.6 to 3.0.1

#6 - 2022-04-13 04:01 AM - Marko Lindqvist
   - Sprint/Milestone changed from 3.0.1 to 3.0.2

Alexandro Ignatiev wrote:

   Somebody would say it's feature but having NOT MORE THAN ONE unique unit

That's why they are called UNIQUE units. There should be no argument about having "multiple similar unique" unit being a bug.

#7 - 2022-05-27 03:43 AM - Marko Lindqvist
Alexandro Ignatiev wrote:

   1. Consider you have defined an unique unit of some starting role first in your ruleset and that any other units of this role are not buildable. If you
have two letters of this role in your starting units, you get two such units.

-> https://osdn.net/projects/freeciv/ticket/44685

#8 - 2022-06-11 07:04 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.0.3

Alexandro Ignatiev wrote:

3. Just put a dozen of leaders in editing mode.

-> https://osdn.net/projects/freeciv/ticket/44793

This leaves the lua case to this ticket.

#9 - 2022-06-22 12:47 AM - Marko Lindqvist
- File 0053-Lua-Disallow-creation-of-multiple-units-of-unique-ty.patch added
- File 0021-Lua-Disallow-creation-of-multiple-units-of-unique-ty.patch added
- Status changed from New to Resolved
- Assignee set to Marko Lindqvist

S3_0 version also to S2_6

#10 - 2022-06-29 04:38 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files

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<td>2022-06-21</td>
<td>Marko Lindqvist</td>
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