Unit vision radius should be recalculated at TC

2020-05-15 09:58 PM - Louis Moureaux

Status: New
Priority: Normal
Assignee: 
Category: Rulesets
Sprint/Milestone: 3.0.4

Description

For gameplay reasons, I'm trying to give increased vision to explorers in the first turns of the game:

; Increased vision for Explorers on T0
[effect_explorer_vision_t0]
type = "Unit_Vision_Radius_Sq"
value = 7
reqs =
  { "type", "name", "range", "present"
    "UnitType", "Explorer", "Local", TRUE
    "MinYear", "-3999", "World", FALSE
  }

; Increased vision for Explorers from T1 to T10
[effect_explorer_vision_t1]
type = "Unit_Vision_Radius_Sq"
value = 6
reqs =
  { "type", "name", "range", "present"
    "UnitType", "Explorer", "Local", TRUE
    "MinYear", "-3499", "World", FALSE
  }

I do get increased vision on T0, but it's not reduced afterwards if you don't move the explorer. So by keeping explorers idle you can keep the early bonus forever.

I'm seeing this on 2.6.2 (quick look didn't spot any relevant commit to S2_6 since then), don't know yet if other branches are affected.

History

#1 - 2020-05-16 02:09 AM - Marko Lindqvist
Maybe it would be more correct to say that unit vision radius is not recalculated often enough. The requirement would give correct result if checked.

#2 - 2020-05-16 12:46 PM - Louis Moureaux
- Subject changed from Not all MinYear requirements are updated at TC to Not all effects with MinYear requirements are updated at TC

#3 - 2020-12-31 05:40 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#4 - 2021-03-31 06:12 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.4 to 2.6.5

#5 - 2021-06-25 09:14 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.5 to 2.6.6

#6 - 2021-12-09 11:50 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.6 to 3.0.1

#7 - 2022-04-13 04:04 AM - Marko Lindqvist

2022-08-27
- Subject changed from Not all effects with MinYear requirements are updated at TC to Unit vision radius should be recalculated at TC
- Sprint/Milestone changed from 3.0.1 to 3.0.2

#8 - 2022-06-11 07:05 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.0.3

#9 - 2022-08-05 01:50 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.3 to 3.0.4