Update and improve metaknowledge.c

Many requirement types are not supported by functionality of this file. Probably we need a switch-based code here. Maybe some things need correction (e.g. "Building", "Local" req is set by the actor and is always knowable, is there such a building in the city, is not the business of this functionality). I'll supply some patch for 2.6 a bit later. In the newer versions, we should make more use of this module (for fair AI behaviour and some client-to-server requests).

Related issues:
Related to Freeciv - Feature #922369: Metaknowledge for surviving tech requir... Closed

History
#1 - 2020-09-04 08:47 PM - Alexandro Ignatiev
- File 0002-Backport-player_tile_city_id_get-interface-function.patch added
This patch should be added to 2.6 version as a basic one for mine. It is not that important when the functionality is used for actions only and the actions are performed to seen cities, but in aphilosophical sence it's necessary.

#2 - 2020-09-04 08:55 PM - Alexandro Ignatiev
- File 0001-Improve-metaknowledge-functionality.patch added
This is the main 2.6 patch, seems to work at my client. (I needed it for further server tweaks but maybe it won't be bad in the main branch.)

#3 - 2020-12-31 05:30 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#4 - 2021-01-31 01:52 PM - Marko Lindqvist
- Assignee set to Sveinung Kvilhaugsvik

#5 - 2021-02-27 01:36 PM - Marko Lindqvist
Any comment on this, Sveinung?

#6 - 2021-02-27 06:27 PM - Sveinung Kvilhaugsvik
Marko Lindqvist wrote:

Any comment on this, Sveinung?

This was on my list of stuff that I either can do myself when I have a little limited time window for Freeciv or give as a "you are now good enough to do a real task in a real project" task to some friend I'm teaching C. I therefore didn't notice the attached patch when you assigned it to me.

Thank you for pointing it out, Marko. Sorry about the delay, Alexandro. I'll try to get it reviewed soon.

#7 - 2021-02-27 10:20 PM - Sveinung Kvilhaugsvik
Overall impression is good.
Needs a rebase. (Sorry about the late review)
I suggest (but don't require) splitting out the different things you do in different patches. So moving is_effect_val_known() is in one patch, converting to switch is one, adding more meta knowledge another, etc. A good rule of thumb is that you start a sentence in the commit message with "Also" you should probably split the patch.

#8 - 2021-03-01 10:19 PM - Alexandro Ignatiev
Hooh, splitting patches is not that fun as writing them... Well, let me try.

#9 - 2021-03-03 09:44 PM - Sveinung Kvilhaugsvik
Alexandro Ignatiev wrote:

    Hooh, splitting patches is not that fun as writing them...

Would the fact that you then will have more patches showing up under your name in OpenHub and GitHub help to motivate you?

    Well, let me try.

You didn't upload anything yet, right? Just making sure that your new patch(es) hasn't been eaten by a bug.

#10 - 2021-03-04 10:33 AM - Alexandro Ignatiev

Sveinung Kvilhaugsvik wrote:

    You didn't upload anything yet, right? Just making sure that your new patch(es) hasn't been eaten by a bug.

Latest my patch on this topic was 6 months ago.

#11 - 2021-03-12 11:32 AM - Sveinung Kvilhaugsvik

    Related to Feature #922369: Metaknowledge for surviving tech requirements added

#12 - 2021-03-12 11:43 AM - Sveinung Kvilhaugsvik

A correction to your current patch: Surviving tech reqs with the range "World" are visible to everyone. I added an explanation why in Feature #922369

I wished your clean up that changes stuff to use switch already had landed while I wrote it.

#13 - 2021-03-31 05:40 AM - Marko Lindqvist

    Sprint/Milestone changed from 2.6.4 to 2.6.5

#14 - 2021-05-22 07:13 AM - Marko Lindqvist

Any progress on this? We might go to code-freeze before 2.6.5 relatively soon (in a couple of weeks, not months)

#15 - 2021-06-25 09:08 PM - Marko Lindqvist

    Sprint/Milestone changed from 2.6.5 to 2.6.6

Files

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