**Freeciv - Bug #907977**

**Helping build a wonder in allied city doesn't send updated city info to city owner**

2020-12-20 07:55 PM - Ilkka Virta

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>Server</td>
</tr>
<tr>
<td>Sprint/Milestone</td>
<td>2.6.3</td>
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**Description**

In civ2civ3, it's possible to use a Caravan to help build a wonder in an allied city. It works fine, but the owner of the city doesn't get the updated city info but sees the old progress, until they change production or reconnect to the server.

Looks like a `send_city_info()` should be added to accompany the text message.

The same patch should apply to S2_6 and master.

**History**

**#1 - 2020-12-20 08:23 PM - Ilkka Virta**
- File freeciv-allied-caravan.png added

Screenshot of the issue

**#2 - 2020-12-21 06:54 AM - Marko Lindqvist**
- Status changed from New to Resolved
- Assignee set to Marko Lindqvist
- Sprint/Milestone set to 2.6.3

Please add reference to the tracking ticket (hrm ticket at the moment, but that may change soon) to the commit message in the future. No need to do anything for this patch - I edited the commit message myself in my tree.

**#3 - 2020-12-21 11:14 PM - Marko Lindqvist**

Haven't checked the code, but maybe it should send to city owner instead of caravan owner, not in addition to it. Why would caravan owner need an update that other allies are not getting?

**#4 - 2020-12-22 07:41 AM - Marko Lindqvist**

Marko Lindqvist wrote:

Haven't checked the code, but maybe it should send to city owner instead of caravan owner, not in addition to it. Why would caravan owner need an update that other allies are not getting?

Current patch is anyway an improvement, and safer to add than not sending to caravan owner. I think we can push this to 2.6.3, and leave the adjustment to a new ticket.

**#5 - 2020-12-22 12:32 PM - Ilkka Virta**

Marko Lindqvist wrote:

Haven't checked the code, but maybe it should send to city owner instead of caravan owner, not in addition to it. Why would caravan owner need an update that other allies are not getting?

Yes, that's a good question. As far as I can see, the Caravan should only affect production values, and they're not visible to other players anyway, even allies with shared vision. Only way to see them is to go investigate with a Spy, right? But a spurious update is in any case better than getting stuck with stale data.

There's also a call to `send_player_info_c(player, pplayer->connections);` in the function, and I'm not exactly sure if anything in player info can change here? However, it does beg the question if that, too, should be done for city owner along with the caravan owner if different.
Marko Lindqvist wrote:

leave the adjustment to a new ticket.

-> Feature #908746

#7 - 2020-12-24 07:14 AM - Marko Lindqvist
- Status changed from Resolved to Closed

<table>
<thead>
<tr>
<th>Files</th>
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<tbody>
<tr>
<td>0001-Update-city-info-to-owner-when-foreign-caravan-helps.patch</td>
<td>890 Bytes</td>
<td>2020-12-20</td>
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<tr>
<td>freeciv-allied-caravan.png</td>
<td>124 KB</td>
<td>2020-12-20</td>
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Ilkka Virta