Despotism penalty can apply to Lux and Science from wonders

In civ2civ3, some wonders, like Hanging Gardens, apply a Lux or Science bonus on the city tile, and the code actually applies the "Despotism penalty" for tiles that give > 2 of some production also to those bonuses. See screenshot, HG should give 4 lux, but only gives 3. The penalty is removed as usual if the city is made to celebrate.

The help texts don't seem to indicate the penalty could apply here, and the player really has no reason to assume tiles even could produce gold/lux/sci directly. While this may not be a big problem in civ2civ3, it should perhaps be fixed if only as a hint for ruleset designers who make use of similar bonuses for earlier/cheaper wonders (such ruleset is how I noticed this anyway).

This can be fixed in the ruleset by adding negated reqs for Gold, Luxury and Science to the Output_Penalty_Tile effects.

Help texts:

Despotism: "Each worked tile that gives more than 2 Food, Shield, or Trade will suffer a -1 penalty, unless the city working it is celebrating. (Cities below size 3 will not celebrate.)"

Hanging Gardens: This wonder also makes two content citizens happy in the city where it is located (4 extra luxury points)

Related issues:
Related to Freeciv - Bug #810525: Hanging garden with despotism in civ2civ3 Closed

History
#1 - 2020-12-22 02:15 PM - Ilkka Virta
- File 0001-Make-Despotism-penalty-not-apply-to-Gold-Luxury-Scie.patch added

Here's a ruleset patch for civ2civ3 and sandbox, seems to apply nicely to S2_6, S3_0 and master. Other rulesets don't seem to make use of direct bonuses to gold/lux/sci like that, so they don't functionally need a change. Of course they could also be patched just to make sure.

#2 - 2020-12-22 02:21 PM - Ilkka Virta
Ilkka Virta wrote:

Here's a ruleset patch for civ2civ3 and sandbox,

Hmm, hrm seems to show removed empty lines at the end of my patches. I can't see them in the raw patches, though, here or in others.

#3 - 2021-01-10 06:06 PM - Ilkka Virta
No thoughts on this?

#4 - 2021-01-10 07:09 PM - Marko Lindqvist
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.4

Is the despotism penalty the only tile based output modification that is problematic?

#5 - 2021-01-10 10:20 PM - Marko Lindqvist
- Assignee set to Marko Lindqvist
Marko Lindqvist wrote:

Is the despotism penalty the only tile based output modification that is problematic?

Now that I look, Pollution/Fallout (Output.Tile_Punish_Pct) also seem to have the same issue.

Also there's Output.Waste_By_Distance for barbarians without an Output_Type req, but it only lowers the waste rate and the code takes a negative value as equivalent to zero.

Apart from those, all the other Output.xxx effects seem to have an Output_Type req listed.

Ilkka Virta wrote:

Marko Lindqvist wrote:

Is the despotism penalty the only tile based output modification that is problematic?

Now that I look, Pollution/Fallout (Output.Tile_Punish_Pct) also seem to have the same issue.

Will you update this patch, or to open a new ticket? Either is fine for me, just set commit message wording accordingly.

Marko Lindqvist wrote:

Will you update this patch, or to open a new ticket? Either is fine for me, just set commit message wording accordingly.

Here.

Marko Lindqvist wrote:

- Status changed from Resolved to Closed

Marko Lindqvist wrote:

- Related to Bug #810525: Hanging garden with despotism in civ2civ3 added

Files

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