**Freeciv - Task #939772**

**S3_2 datafile format freeze (d3f)**

2022-01-06 02:37 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
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<tr>
<td>Assignee:</td>
<td></td>
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<tr>
<td>Category:</td>
<td>Milestone</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>3.2.0</td>
</tr>
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</table>

**Description**

This ticket is for collecting hrm tickets needed for S3_2 d3f. While most of the things happen in osdn now, some older tickets are still in hrm.

**Related issues:**

- Blocked by Freeciv - Feature #657143: fcdb: allow database.lua to set user's ... Closed
- Blocked by Freeciv - Feature #657142: fcdb: provide Lua instance with access ... New
- Blocked by Freeciv - Feature #920843: max_attacks_per_turn New
- Blocked by Freeciv - Feature #920422: Move cost of move to / from non native ... In Progress
- Blocked by Freeciv - Feature #870139: OriginalOwner New
- Blocked by Freeciv - Feature #657148: Lua handling of cardinal directions New
- Blocked by Freeciv - Feature #819758: Gold support for unhomed units New
- Blocked by Freeciv - Feature #924536: Wipe Units variant that captures captur... New
- Blocked by Freeciv - Feature #695469: Add requirement vector "Tile" range Closed
- Blocked by Freeciv - Feature #919179: Split Growth_Food effect into separate ... New
- Blocked by Freeciv - Feature #683532: citizens_graphic / citizens_graphic_alt... Closed
- Blocked by Freeciv - Bug #809590: Combat Rounds exploit may need server setti... New
- Blocked by Freeciv - Feature #858206: Turn AI defaults into regular server se... Closed
- Blocked by Freeciv - Feature #738016: Stack bribe New
- Blocked by Freeciv - Feature #920366: Abandon "embark" list New
- Blocked by Freeciv - Feature #873295: Casus_Belli_Success for all actions New
- Blocked by Freeciv - Bug #857724: Mid-turn Governor (CMA) changes not saved w... New
- Blocked by Freeciv - Bug #846784: An existing building may not fulfill impr_req Closed
- Blocked by Freeciv - Bug #863343: Qt client's user configurable keyboard shor... New
- Blocked by Freeciv - Task #864775: Effects of spaceship parts New
- Blocked by Freeciv - Feature #697689: UI to pin selected city workers New
- Blocked by Freeciv - Bug #660056: Huts don't appear on Glacier terrain Closed
- Blocked by Freeciv - Bug #701752: Starting of scenario game should auto-take ... New
- Blocked by Freeciv - Feature #846779: Generalize unit type build requirements Resolved
- Blocked by Freeciv - Feature #825479: Requirements for extra movecause "Enter" New
- Blocked by Freeciv - Feature #865055: Soften "coastal bombardment" rule New

**History**

**#1 - 2022-01-06 02:40 PM - Marko Lindqvist**

- Blocked by Feature #657143: fcdb: allow database.lua to set user's cmdlevel, delegation etc added

**#2 - 2022-01-06 02:40 PM - Marko Lindqvist**

- Blocks Feature #657142: fcdb: provide Lua instance with access to game data, signals etc added

**#3 - 2022-01-06 02:40 PM - Marko Lindqvist**

- Blocks deleted (Feature #657142: fcdb: provide Lua instance with access to game data, signals etc)

**#4 - 2022-01-06 02:41 PM - Marko Lindqvist**

- Blocked by Feature #657142: fcdb: provide Lua instance with access to game data, signals etc added
#5 - 2022-01-07 11:07 AM - Marko Lindqvist
- Blocked by Feature #920843: max_attacks_per_turn added

#6 - 2022-01-07 11:11 AM - Marko Lindqvist
- Blocked by Feature #920422: Move cost of move to / from non native tile to the ruleset added

#7 - 2022-01-07 11:26 AM - Marko Lindqvist
- Blocked by Feature #870139: OriginalOwner added

#8 - 2022-01-07 11:57 AM - Marko Lindqvist
- Blocked by Feature #657148: Lua handling of cardinal directions added

#9 - 2022-01-11 08:57 AM - Marko Lindqvist
- Blocked by Feature #819758: Gold support for unhomed units added

#10 - 2022-01-11 01:32 PM - Marko Lindqvist
- Blocked by Feature #924536: Wipe Units variant that captures capturable units added

#11 - 2022-01-26 12:18 AM - Marko Lindqvist
- Blocked by Feature #695469: Add requirement vector "Tile" range added

#12 - 2022-01-27 05:18 AM - Marko Lindqvist
- Blocked by Feature #919179: Split Growth_Food effect into separate effects depending on whether the city is growing or shrinking added

#13 - 2022-02-01 06:19 PM - Marko Lindqvist
- Blocked by Feature #683532: citizens_graphic / citizens_graphic_alt don't do anything added

#14 - 2022-03-12 09:33 AM - Marko Lindqvist
- Blocked by Bug #809590: Combat Rounds exploit may need server settings or flags to balance it. added

#15 - 2022-03-23 04:04 AM - Marko Lindqvist
- Blocked by Feature #858206: Turn AI defaults into regular server settings added

#16 - 2022-03-23 04:20 AM - Marko Lindqvist
- Blocked by Feature #738016: Stack bribe added

#17 - 2022-03-26 05:39 PM - Marko Lindqvist
- Blocked by Feature #920366: Abandon "embark" list added

#18 - 2022-03-27 11:30 PM - Marko Lindqvist
- Blocked by Feature #873295: Casus_Belli_Success for all actions added

#19 - 2022-04-09 01:07 AM - Marko Lindqvist
- Blocked by Bug #857724: Mid-turn Governor (CMA) changes not saved when game is saved manually added

#20 - 2022-04-12 05:10 AM - Marko Lindqvist
- Blocked by Bug #846784: An existing building may not fulfill impr_req added

#21 - 2022-04-18 01:29 PM - Marko Lindqvist
- Blocked by Bug #863343: Qt client's user configurable keyboard shortcuts lost on upgrade added

#22 - 2022-04-28 12:51 AM - Marko Lindqvist
- Blocked by Task #868475: Effects of spaceship parts added

#23 - 2022-06-11 06:38 AM - Marko Lindqvist
- Blocked by Feature #697689: UI to pin selected city workers added
#24 - 2022-06-14 01:30 PM - Marko Lindqvist
- Blocked by Bug #660056: Huts don't appear on Glacier terrain added

#25 - 2022-06-19 06:24 PM - Marko Lindqvist
- Blocked by Bug #701752: Starting of scenario game should auto-take a player added

#26 - 2022-07-05 06:34 AM - Marko Lindqvist
- Blocked by Feature #846779: Generalize unit type build requirements added

#27 - 2022-07-15 10:12 AM - Marko Lindqvist
- Blocked by Feature #825479: Requirements for extra rmcause "Enter" added

#28 - 2022-07-15 10:19 AM - Marko Lindqvist
- Blocked by Feature #865055: Soften "coastal bombardment" rule added