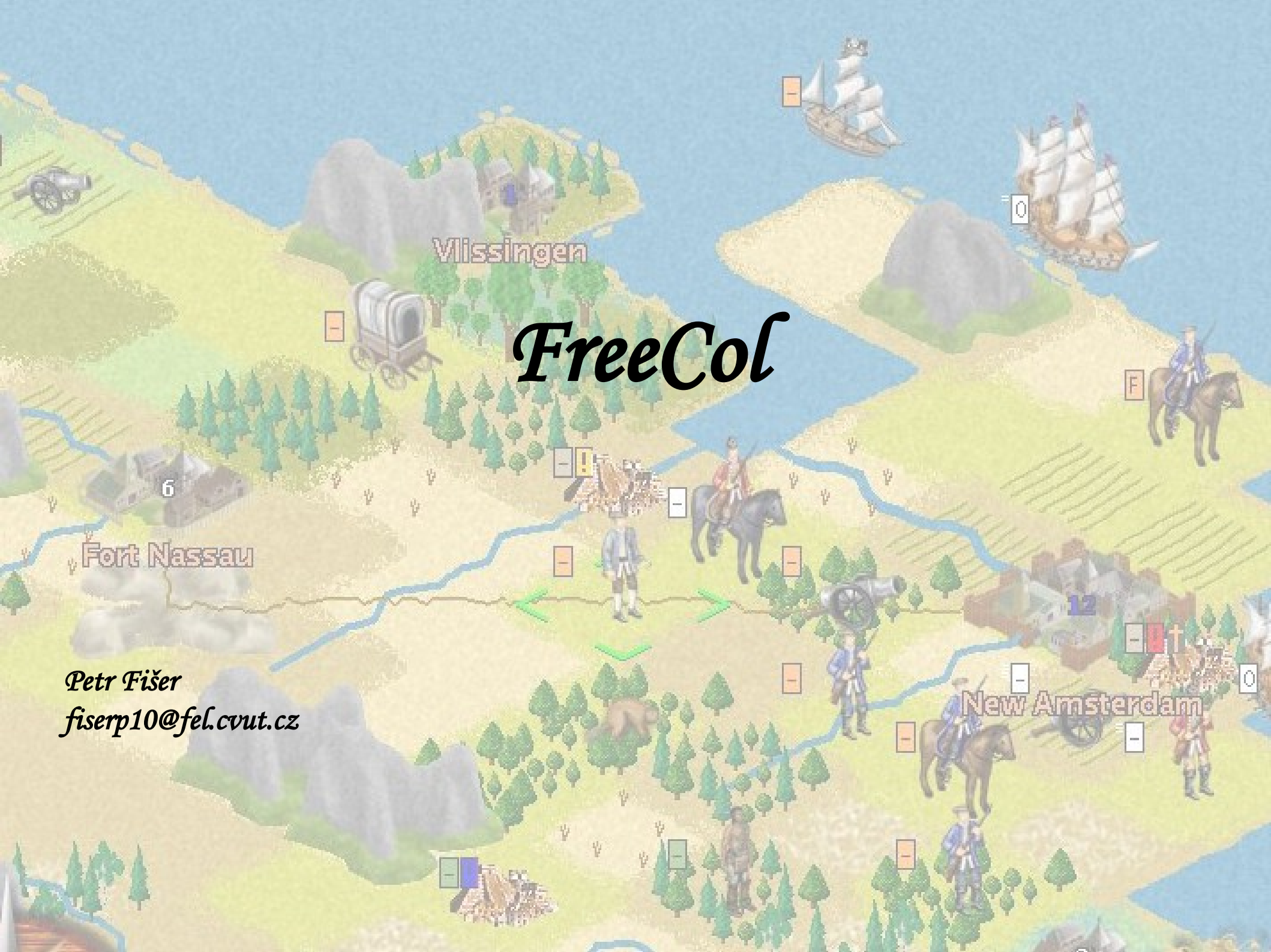


FreeCol

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Co bylo cílem?

- *Bug #2684*

- *Indiáni získávali koně i když neměli*



Hledání problému

- Tip od jednoho z hlavních vývojářů
- *ServerIndianSettlement.java*

```
public void csNewTurn(Random random, ChangeSet cs) {  
    logger.finest("ServerIndianSettlement.csNewTurn, for " + toString());  
    ServerPlayer owner = (ServerPlayer) getOwner();  
    Specification spec = getSpecification();  
  
    // Produce goods.  
    List<GoodsType> goodsList = spec.getGoodsTypeList();  
    for (GoodsType g : goodsList) {  
        addGoods(g.getStoredAs(), getTotalProductionOf(g)); //zde pribyvaji kone odnikud  
    }  
}
```

Návrh řešení

- Přeskočit `addGoods(...)` pokud jde o koně
- Při prvním setkání indiánů a evropanů dát indiánům dva koně
- Odmítnuto

```
/**
 * Trivial constructor for all ServerModelObjects.
 */
@@ -240,6 +242,10 @@ public class ServerIndianSettlement extends IndianSettlement
 // Produce goods.
 List<GoodsType> goodsList = spec.getGoodsTypeList();
 for (GoodsType g : goodsList) {
 + //horses are goods but are bred, not grown. skip them
 + if(g.toString().equals("model.goods.horses")){
 + continue;
 + }
 addGoods(g.getStoredAs(), getTotalProductionOf(g));
 }

diff --git a/src/net/sf/freecol/server/model/ServerPlayer.java
b/src/net/sf/freecol/server/model/ServerPlayer.java
index f56bfe3..905af9b 100644
--- a/src/net/sf/freecol/server/model/ServerPlayer.java
+++ b/src/net/sf/freecol/server/model/ServerPlayer.java
@@ -352,6 +352,37 @@ public class ServerPlayer extends Player implements
ServerModelObject {
        + sb.toString().substring(2));
    }
}
+
+ /**
+ * Used in first contact between european and indian nation.
+ * The indians acquire possibility to breed horses by getting 2 horses into
+ * their capital (or first suitable settlement if the capital is not
+ available).
+ * Is called only on native player and only through
+ * <code>InGameController.nativeFirstContact</code>.
+ *
+ */
+ public void acquireHorsesFromEuropeans() {
+ if (!isIndian()){
+ logger.finest("acquireHorsesFromEuropeans() failed for " + getName()
+ " reason: not indian");
+ return;
+ }
+
+ //get name of indian player capital
+ IndianSettlement target = getIndianSettlementByName(capitalName);
+ //capital is null, therefore choose first suitable settlement
+ if (target == null && getIndianSettlements().size() > 0) {
+ logger.finest("acquireHorsesFromEuropeans() capital is null, using
other settlement");
+ target = getIndianSettlements().get(0);
+ }
+ // player has no settlements so we will not waste horses
+ if (target == null) {
+ logger.finest("acquireHorsesFromEuropeans() target is null, exiting
routine");
+ return;
+ }
+ //add two horses
+ GoodsType horsesType = getSpecification().getGoodsType("model.goods.hors
es");
+ target.addGoods(horsesType, ServerIndianSettlement.FIRST_CONTACT_ACQ_HOR
SES_COUNT);
+ }
}
```

Finální oprava

- *Skutečný požadavek*

- *Indiáni získají koně pouze pomocí obchodu, darů, nebo jako válečnou kořist*

- *Pouze zamezit*

*aby koně
přibývaly
odnikud*

```
From f1a587ec80c5e5dbc0e92172da86a146edf17d1 Mon Sep 17 00:00:00 2001
From: Petr Fiser <priestcz@gmail.com>
Date: Mon, 14 Apr 2014 22:24:34 +0200
Subject: [PATCH] fixed horses appearing out of nowhere, ref #2684
```

```
---
src/net/sf/freecol/common/model/IndianSettlement.java | 2 +-
1 file changed, 1 insertion(+), 1 deletion(-)

diff --git a/src/net/sf/freecol/common/model/IndianSettlement.java
b/src/net/sf/freecol/common/model/IndianSettlement.java
index b16d793..a217ea6 100644
--- a/src/net/sf/freecol/common/model/IndianSettlement.java
+++ b/src/net/sf/freecol/common/model/IndianSettlement.java
@@ -1165,7 +1165,7 @@ public class IndianSettlement extends Settlement {
    */
    public int getTotalProductionOf(GoodsType type) {
        if (type.isRefined()) {
-           if (type != goodsToMake()) return 0;
+           if (type.isBreedable() || type != goodsToMake()) return 0;
            // Pretend 1/3 of the units present make the item with
            // basic production of 3.
            return getUnitCount();
        }
    }
}
```

```
1.7.11.msysgit.0
```

Začlenění do trunku

- Patch začleněn do hlavní větve
 - `git.61ee4e`
 - Správce přesunul opravu do volání o metodu výš



Děkuji za pozornost

- *Dotazy?*

