Han Dynasty inclusion

1. November 28, 2020 - Stan`

Hey Nescio,

I plan to include the Han Dynasty in the main repository for A24. I think I have gotten rid of most problems but would you mind taking a look with your precise eyes to see whether I missed some things ?

I'd like to have a clean commit 😃

2. November 30, 2020 - Nescio

Hi Stan,

While I'd love to see the Han included in the public mod, I don't think it's ready. The most important issue is the major anachronisms. I certainly do not claim to be an expert on Chinese history, but multiple things are clearly wrong. A few examples:

- The <History> of the siege_tower.xml talks about Ming and Qing sieges.
- The city walls seem to be based on Ming stone architecture; the Qin and Han built massive city walls from earth.
- The Song were the first to built a navy, and the mod's large warships resemble those.
- Rice cultivation is dominant in Southern China, but the Han and other dynasties prior to the Song were Northern Chinese, with wheat, barley, and millet cultivation.
- The examination system only started to emerge under the Tang.

Minor problems include that nobody has looked at gameplay balance yet, and the technologies, civ bonuses, special structures, and ministers certainly need a hard look; also strings; art file names perhaps too.

Kind regards,

Nescio

3. November 30, 2020 - Stan`

For gameplay and balance I asked hannibal_barca to look at it and he did for a time. The goal of this PM was to settle such matters 😃

```
On 30/11/2020 at 12:19 PM, Nescio said:

Rice cultivation is dominant in Southern China, but the Han and other dynasties
prior to the Song were Northern Chinese, with wheat, barley, and millet
cultivation.
```

Pretty sure it uses a barley field for now?

```
On 30/11/2020 at 12:19 PM, Nescio said:

The Song were the first to built a navy, and the mod's large warships resemble
those.
```

Source? This has been discussed in the past, and it seemed to be agreed upon that the ships were fine.

```
On 30/11/2020 at 12:19 PM, Nescio said:

he city walls seem to be based on Ming stone architecture; the Qin and Han built
massive city walls from earth.
```

I trusted Ayakashi's references and the RedWall movie, but if you have better source I could maybe make some adjustments.

```
On 30/11/2020 at 12:19 PM, Nescio said:

The <History> of the siege_tower.xml talks about Ming and Qing sieges.
```

The tower is a bit ugly by itself, but removing the History tooltip could work I guess.

4. November 30, 2020 - Nescio

Those were just some points that sprang to my mind from the top of my head. I've updated the Han China mod, removed some things, and made it compatible with the svn version earlier, but I haven't taken the time to have a critical look at everything.

Yes, history strings can be purged, but that's beside the point. I mentioned it to illustrate the mod is apparently Chinese first, and only afterwards focussed on the Han, though apparently including post-Han references. At some point I even wondered whether it wouldn't be better to convert the Han into Tang and include them in Millennium A.D. (I didn't propose that, because I'd like to see the Han included in the public mod, eventually).

Anyway, altering gameplay balance is a lot less work than redoing art. The soldiers seem fine, but I have serious doubts about some structures and ships.

By the way, having D2886 and D2801 committed would simplify some templates, also for Millennium A.D.

5. November 30, 2020 - Stan`

```
On 30/11/2020 at 3:04 PM, Nescio said:

Anyway, altering gameplay balance is a lot less work than redoing art. The
soldiers seem fine, but I have serious doubts about some structures and ships.
```

Well I guess everything can't be perfect. It was planned for them to be included years ago, when they were much less accurate... I tried to fix as many things as I could, but I didn't live in -200BC though so of course there will be some inaccuracies, just like every faction I assume.

```
On 30/11/2020 at 3:04 PM, Nescio said:

Anyway, altering gameplay balance is a lot less work than redoing art. The
soldiers seem fine, but I have serious doubts about some structures and ships.

I've updated the Han China mod, removed some things, and made it compatible with
the svn version earlier, but I haven't taken the time to have a critical look at
everything.
```

Are you able to take that time?

6. November 30, 2020 - Nescio

```
On 30/11/2020 at 3:12 PM, Stan` said:

Well I guess everything can't be perfect.
```

None of the civs present in the public mod is perfect. However, getting something changed once it's committed is a lot harder than fixing it beforehand.

```
On 30/11/2020 at 3:12 PM, Stan` said:

Are you able to take that time?
```

Not today, maybe next week. Finding reliable sources is rather time-consuming.

7. November 30, 2020 - Stan

> On 30/11/2020 at 3:21 PM, Nescio said:
>
> None of the civs present in the public mod is perfect. However, getting something
> changed once it's committed is a lot harder than fixing it beforehand.

I agree, this is why I want the actors and templates to be good 😃 Cosmetic changes like updating buildings are easier to fix for me (When i'm not completely busy doing programming)...

8. December 8, 2020 - Nescio

A few things to start with:

- When selecting the Han civic centres in Atlas, I get the following errors:

  ```
  ERROR: Could not load mesh 'art/meshes/structural/han_cc_nature.dae'
  ERROR: CObjectEntry::BuildVariation(): Model
  art/meshes/structural/han_cc_nature.dae failed to load
  ERROR: Failed to build prop model
  "props/structures/han/civic_center_nature.xml" on actor
  "civil_centre_no_towers"
  ERROR: Could not load mesh 'art/meshes/structural/han_cc_nature.dae'
  ERROR: CObjectEntry::BuildVariation(): Model
  art/meshes/structural/han_cc_nature.dae failed to load
  ERROR: Failed to build prop model
  "props/structures/han/civic_center_nature.xml" on actor "civ
  ```

- The trader needs a Bactrian camel (dromedary camels don't live in East Asia)

- https://code.wildfiregames.com/D2886 needs to be committed

- https://code.wildfiregames.com/D2801 would make things easier too

- As I wrote earlier, the defensive walls need to be completely redesigned. I posted some information on Chinese city walls at https://wildfiregames.com/forum/topic/34162-reference-han-dynasty-chinese-architecture/?tab=comments##comment-411808 Speaking of walls, I've made a pull request for Millennium A.D. nearly a month ago: https://github.com/0ADMods/millenniumad/pull/67

  > On 30/11/2020 at 1:46 PM, Stan` said:
  >
  > Source? This has been discussed in the past, and it seemed to be agreed
  > upon that the ships were fine.

Could you provide links to that discussion and the sources used?

9. December 9, 2020 - Stan

1. Done.

2. For bactrian camel I will see what's possible, but due to the lack of good internet by alexandermb this might be a blocker.

3. I'd like to have some kind of balancing tryout somehow (I know this is frustrating)

4. I'm not sure how?

5. I will try to look into this. Having no existing texture will be an issue though 😕 We only have brick stuff Maybe, I can reuse the wall material somehow.

6. PR looks alright I think you can merge it

7. Here I think https://wildfiregames.com/forum/topic/14075-0-ad-rise-of-the-east-mod/

10. December 9, 2020 - Nescio

1. Thanks! Maybe give them a horse-drawn cart for now? While not great, it's less wrong than a dromedary.
2. The Han have both crossbowmen and archers, therefore there needs to be separate templates for them. D2886 introduces template_unit_*_crossbowman.xml templates and to keep things more or less balanced, gives them the same damage per second as archers (the mace champion crossbowman currently has only one-sixth of the damage per second of its archer counterparts).
3. The Han have stables by default; having the Han barracks inherit from the Persian barracks is quite ugly; having stables available by default and keeping the barracks for infantry for all civilizations is much cleaner; the same applies to most Millennium A.D. factions.
4. It's not just the texture, the entire wall design is wrong. While I can push to the Terra Magna mods (Han China, Thracians, etc.), I don't have commit access to Millennium A.D. or the other mods, hence why I made a pull request.
5. Yes, I skimmed that thread; I saw some nice information on troops and weapons (especially by @wolflance), but didn't see anything meaningful on ships.

11. December 9, 2020 - Stan`

```
On 09/12/2020 at 11:44 AM, Nescio said:

Maybe give them a horse-drawn cart for now? While not great, it's less wrong than
a dromedary.
```

Maybe, as last resort.

3. Sure I got that.

4. Makes sense...

5. Yeah. But making the wall is easy for me, the problem is making it realistic and looking nice

6. Oh, sorry about that. Any other mods you'd like to have access to? That's strange cause github says you do have write access…

7. Then it wasn't meaningful 😕