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| ft - Tileset |     Version 2.0.6     |     Franz  Mach      |
| =========== |    (for Freeciv 2.0)  |    < ft@uliq.net >   |
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## 0)  INDEX

## 1)  DESCRIPTION

The ft-Tileset is based on the HiRes Tileset;
some tiles are from the Trident Tileset.

It uses the nation-shields instead of the flags.
The most important Modification is the support for 8 (or 9) different
city-styles :

    European
        (Barbarian)
    Classical
        Mesopotamian
        Arabian
    Tropical
        Precolumbian
        African
    Asian

The city tiles will grow 4 times; when the city reaches the sizes
3, 5, 8, 12.

The ft-Tileset includes more units as needed in the normal game;
you can use the additional one for scenarios or modpacks
(a guide how to do that and one example modpack will come out with the next
version - 2.0.7)

## 2)  AUTHORS

All is based on the great work from Tim Smith's HiRes Civ II Modpack
    http://www.geocities.com/yoohootim/hires.htm
The city styles are a common work from F. Rodrigo and myself
    http://f.rodrigo.free.fr
The unit graphics are from the HiRes, Trident and r-hires tilesets.
The nation shields are drawn by myself because the standard shields're too
big.
Two ressource graphics from CapTVK
    http://forum.freeciv.org/profile.php?mode=viewprofile&u=18
small tiles graphics from unkown poster in the Freeciv forum
    http://forum.freeciv.org/viewtopic.php?t=553

## 3) HOW TO GET

   You can get the ft-Tileset from my page
      http://www.uliq.net/downloads/freeciv/ft/ft-2.0/ft-2.0.6.tar.gz
   or from this site
      ftp://ftp4.extreme-players.de/freegamearts/image/tilesets/ft-2.0.6.tar.gz

## 4) INSTALLING

   You just have to extract the compressed tar-archive into your freeciv-data-
directory.
   For playing with the ft-Tileset start the civclient with "civclient --tiles
ft" .
   Read point 5 for more information.

## 5) ADDITIONAL FILES

   At the moment Freeciv supports four different city-styles
   (European, Classical, Tropical and Asian)
   To use the other 4(5) styles from ft there was the ft-CityPatch.

   ft-CityPatch
      Since this ft version (2.0.6) the ft-CityPatch is outdated and shouldn't
      be used any more.
      The ft tileset no contains all you need and you've two possibillidies to
      use it:

      1) start the civservers with the command
            **rulesetdir ft**
         to load the ft ruleset.
         (recommended)
         Note: if you start your server this way the clients do not need the ft
               tile-/ruleset mandatory.

      2) copy the files cities.ruleset and nation.ruleset from the ft/ directory
         into the default/ directory to do this permanently.
         (Not recommended)

## 6) CHANGES FROM VERSION 1.0

   6a) from 1.0 to 1.1
   '''''''''''''''''''
      * New city style "Barbarian", two styles are renamed "Arabian" and
"Precolombian"
        replaces "Arabic" and "Mayan" (Mayan was changed to be compatible to
the r-Hires
        Tileset)
      * More city style tiles for African, Arabian and Babylonian style
      * Improved Fortress-Tiles (back- and frontside)
      * New explosion tiles
      * Better visibility of nation shields and city information
      * Better documentation

   6b) from 1.1 to 2.0.3
   '''''''''''''''''''''
      this is the currently on the Freeciv Download page available version,
      it is just the 1.1 version with some workarounds to get it running with
Freeciv 2.0
      (this work wasn't done by myself)

unfortunately there's a bug in ft.tilespec you've to remove
"hires/newgfx.spec" with
        "ft/newgfx.spec" and in newgfx.spec you've to remove "hires/newgfx" with
"ft/newgfx"
        to get it working otherwise the client would crash...

    6c) from 2.0.3 to 2.0.4 (detailed log)
    '''''''''''''''''''''''''''''''''''
        ft.tilespec:
        removed broken dependency /hires/newgfx.spec because hires isn't mandatory
for ft
        added dependency /misc/buildings.spec
        added dependency ft/levels.spec
        added dependency ft/shields_fantasy.spec
        added dependency ft/small.spec and removed misc/small.spec
        added version info
        disabled ft/dither as this currently doesn't work
        cities.png:
        redrawn and improved city-styles :D
        thanks to Frederic Rodrigo for his great arabian city style graphics
        cities.spec:
        nearly all is new here;
        NOTE:        for better compatibility with the Freeciv 2.0beta8 some city
style names have
                changed,
                unfortunately this breaks the compatibility to older ft tileset
versions
                that means you will get incorrect city styles when loading games
that have been
                started with ft 2.0.3 or older tileset versions!
        (it's possible to make it compatible for both but i don't want to mess up
the spec files
        completely, but let me know if you're interested in backward compatibility
then i'll        include this in ft 2.0.7)
        levels.png:
        new graphic file containing the new veteranian symbols
        levels.spec:
        new spec-file for the veteranian symbols
        shields.png:
        splittet into shields.png and shields_fantasy.png
        16 new shields added
        shields.spec:
        adjusted for the new shields.png file
        shields_fantasy.png:
        shields for non-country flags
        shields_fantasy.spec:
        new spec-file for non-country flags
        chiefs.spec:
        removed obsolet city flags because they're already in cities.spec
        tiles.png:
        added new tiles
        tiles.spec:
        added new tiles
        units.png:
        added awacs, worker and alternative fanatics graphic
        units.spec:
        added awacs, worker and alternative fanatics graphic
        newgfx.png:
        removed, this is now integrated into to ft tileset
        newgfx.spec:
        removed, this is now integrated into to ft tileset
        small.png:
        new small icons

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        small.spec:
        adjusted for modified icon sizes

    6d) from 2.0.4 to 2.0.5
    '''''''''''''''''''''''
        * added irrigation overlay tiles from the r-hires tileset
        * added the nice whale and orca ressource graphics from CapTVK
            http://forum.freeciv.org/viewtopic.php?t=648
        * changed some unit graphics and replaced a few of the original ones from
HiRes with the
        ones from r-hires
        * changed desert tile
        * changed vietnamese flag
            http://forum.freeciv.org/viewtopic.php?t=555
        * corrected positions of airport graphics
        * corrected ft version in radar screen

    6e) from 2.0.5 to 2.0.6
    '''''''''''''''''''''''
        * general cleanup
        * added up to date README file
        * added german README file "LIESMICH"
        * cleaned up incorrect version strings
        * corrected postions of fortresses
        * the tileset now contains a ruleset to use all the city styles -
          the usage of the ft-CityPatch is no longer recommended
```