

Freeciv - Feature #691637

Escape split the action "Poison City"

2017-08-18 02:19 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	100%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.0.0		

Description

Stop relying on the "Spy" unit type flag to decide if performing the action "Poison City" consumes the actor unit. Split out a new action called "Poison City Escape" from the original action. The new action will have its actor try to escape. The original will always consume the actor unit.

This is the last use of the "Spy" utype flag to determine if an action consumes a unit.

History

#1 - 2017-08-18 06:48 PM - Sveinung Kvilhaugsvik

- File 3.0-Escape-split-the-action-Poison-City.patch added
- File 3.1-Escape-split-the-action-Poison-City.patch added
- Status changed from In Progress to Resolved
- % Done changed from 0 to 90

#2 - 2017-08-20 11:12 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Files

3.0-Escape-split-the-action-Poison-City.patch	46.4 KB	2017-08-18	Sveinung Kvilhaugsvik
3.1-Escape-split-the-action-Poison-City.patch	43.4 KB	2017-08-18	Sveinung Kvilhaugsvik