Freeciv - Feature #750152

Standardize putting unit under server side agent control

2018-04-26 11:14 PM - Sveinung Kvilhaugsvik

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Description

A server side agent is an "ai", like auto settler and auto explore, that controls the units a player gives it. Standardizing how a unit is put under server side agent control allows creating something once and getting the benefits for all kinds of server side agents. (Like the standardized actions allows the auto generated "Go to and..." menu etc.)

Start by putting auto settler under the general server side agent control system.

Related issues:

- Related to Freeciv - Feature #875872: autoattack: restore player ability to s... New
- Related to Freeciv - Feature #876885: Auto explore is a server side agent Closed

History

#1 - 2020-06-01 02:59 PM - Sveinung Kvilhaugsvik
- File 0011-Start-unifying-server-side-agent-unit-control.patch added
- Category set to General
- Status changed from In Progress to Resolved

Put auto settler under server side agent control. Once the same is done for auto explore much more can move to the new way.

#2 - 2020-06-01 05:43 PM - Sveinung Kvilhaugsvik
- Related to Feature #875872: autoattack: restore player ability to specify who can autoattack added

#3 - 2020-06-03 09:05 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed

#4 - 2020-06-08 06:20 AM - Sveinung Kvilhaugsvik
- Related to Feature #876885: Auto explore is a server side agent added

Files

0011-Start-unifying-server-side-agent-unit-control.patch 22.5 KB 2020-06-01 Sveinung Kvilhaugsvik