Freeceiv - Bug #758450

AI won't build mine or irrigation

2018-06-07 12:07 PM - Sveinung Kvilhaugsvik

Status: Closed
Priority: Normal
Assignee: Sveinung Kvilhaugsvik
Category: AI
Sprint/Milestone: 3.1.0

Description
Side effects of Feature #753716 and Feature #754873

Related issues:
- Related to Freeceiv - Feature #753716: Action enabler controlled mine building
- Related to Freeceiv - Feature #754873: Action enabler controlled irrigation building
- Blocked by Freeciv - Feature #757520: Speculative action enabler evaluation for all target kinds
- Blocks Freeciv - Bug #758718: Autosettlers broken for action enabler controlled actions

History

#1 - 2018-06-07 01:11 PM - Sveinung Kvilhaugsvik
- File 0002-Make-agents-build-mines-and-irrigation-again.patch added
- Status changed from In Progress to Resolved

Untested patch.

#2 - 2018-06-07 01:23 PM - Sveinung Kvilhaugsvik
(There are probably other areas that can be ported too. The amount of changes have been kept small here so the relative large improvement in AI performance can be had.)

#3 - 2018-06-07 01:24 PM - Sveinung Kvilhaugsvik
- Blocked by Feature #757520: Speculative action enabler evaluation for all target kinds added

#4 - 2018-06-07 01:24 PM - Sveinung Kvilhaugsvik
- Related to Feature #753716: Action enabler controlled mine building added

#5 - 2018-06-07 01:24 PM - Sveinung Kvilhaugsvik
- Related to Feature #754873: Action enabler controlled irrigation building added

#6 - 2018-06-08 07:29 AM - Sveinung Kvilhaugsvik
- Related to Bug #758718: Autosettlers broken for action enabler controlled actions added

#7 - 2018-06-08 07:30 AM - Sveinung Kvilhaugsvik
Test result: the Ai built some mines and irrigations in an auto game. (This is an improvement.)
Autosettlers is still broken. -> #758718

#8 - 2018-06-08 01:58 PM - Sveinung Kvilhaugsvik
- Related to deleted (Bug #758718: Autosettlers broken for action enabler controlled actions)

#9 - 2018-06-08 01:59 PM - Sveinung Kvilhaugsvik
- Blocks Bug #758718: Autosettlers broken for action enabler controlled actions added

#10 - 2018-10-13 08:41 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

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