Freeciv - Feature #847256

Unhardcode the "OneAttack" unit type flag

2019-11-14 08:17 AM - Sveinung Kvilhaugsvik

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

Description

Related issues:
- Related to Freeciv - Feature #875954: Action_Success_Actor_Move_Cost cache
- Blocked by Freeciv - Feature #846773: Action_Success_Actor_Move_Cost effect
- Blocked by Freeciv - Feature #847267: Auto help: document unit turn ending actions added
- Blocked by Freeciv - Feature #849449: unit_pays_mp_for_action(): add attack cost
- Blocked by Freeciv - Feature #870554: helpdata: unhardcode the OneAttack unit type flag added
- Blocked by Freeciv - Feature #870986: ai: Unhardcode the OneAttack unit type flag added
- Blocks Freeciv - Task #673656: S3.1 datafile format freeze (d3f)
- Related to Freeciv - Feature #875954: Action_Success_Actor_Move_Cost cache added
- Blocks Freeciv - Task #673656: S3.1 datafile format freeze (d3f)

History

#1 - 2019-11-14 08:17 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #846773: Action_Success_Actor_Move_Cost effect added

#2 - 2019-11-14 09:56 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #847267: Auto help: document unit turn ending actions added

#3 - 2019-11-26 05:22 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #849449: unit_pays_mp_for_action(): add attack cost added

#4 - 2020-04-24 07:06 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #870554: helpdata: unhardcode the OneAttack unit type flag added

#5 - 2020-04-27 05:01 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #870986: ai: Unhardcode the OneAttack unit type flag added

#6 - 2020-06-02 08:02 AM - Sveinung Kvilhaugsvik
- Related to Feature #875954: Action_Success_Actor_Move_Cost cache added

#7 - 2021-01-31 08:54 PM - Sveinung Kvilhaugsvik
- Blocks Task #673656: S3.1 datafile format freeze (d3f) added

#8 - 2021-01-31 08:55 PM - Sveinung Kvilhaugsvik
- Sprint/Milestone set to 3.1.0

#9 - 2021-02-16 07:20 PM - Sveinung Kvilhaugsvik
- File 0001-Unhardcode-the-OneAttack-unit-type-flag.patch added
- Category set to General
- Status changed from New to Resolved
- Assignee set to Sveinung Kvilhaugsvik

Has a soft dependency on Feature #875954 since Freeciv gets really slow with this and without it.
Sveinung Kvilhaugsvik wrote:

Freeciv gets really slow with this and without it.

I think I was wrong. The timer on my auto games isn't significantly different from what it used to be. I was probably impatient.

#11 - 2021-02-18 09:52 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed

Files

<table>
<thead>
<tr>
<th>File Name</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
</tr>
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<tbody>
<tr>
<td>0001-Unhardcode-the-OneAttack-unit-type-flag.patch</td>
<td>21.8 KB</td>
<td>2021-02-16</td>
<td>Sveinung Kvilhaugsvik</td>
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