

Freeciv - Bug #872218

find_something_to_kill() reserve calculation assumes virtual unit with movement of 1

2020-05-07 12:41 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	AI	Estimated time:	0.00 hour
Sprint/Milestone:	2.6.4		
Description			
The unit of invasion.attack is number of attacks, not unit's attacking, yet find_something_to_kill() unconditionally adds exactly 1 to 'reserves' for the virtual unit under consideration.			

History

#1 - 2020-05-07 01:39 PM - Marko Lindqvist

- File 0033-AI-Use-considered-unit-s-attack-count-in-city-bashin.patch added
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.3

#2 - 2020-12-28 07:44 AM - Marko Lindqvist

- Sprint/Milestone changed from 2.6.3 to 2.6.4

#3 - 2020-12-29 03:54 PM - Marko Lindqvist

I've now finally been run some autogames with this for testing purposes, and plan to push this soon after 2.6.3 has been released.

#4 - 2021-01-02 07:52 PM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

0033-AI-Use-considered-unit-s-attack-count-in-city-bashin.patch	1.27 KB	2020-05-07	Marko Lindqvist
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