

Freeciv - Bug #879104

Illegal_Action_Move_Cost is triggered when trying to perform the illegal action doesn't reveal new information

2020-06-25 12:37 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Server	Estimated time:	0.00 hour
Sprint/Milestone:	3.0.0		
Description			
This bug is a part of the ruleset format for 2.6 and 3.0. I will therefore start by fixing it in 3.1 and give people a week to object to me fixing it in 3.0 too. Fixing it for 2.6 is probably way too late but the issue is present there too.			

History

#1 - 2020-06-25 01:00 PM - Sveinung Kvilhaugsvik

- File 0006-Don-t-punish-non-revealing-illegal-moves.patch added
- Status changed from In Progress to Resolved

Resolved for 3.1 only.

#2 - 2020-06-27 06:53 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to In Progress

An argument for keeping this change master only is that the detection of what the player knows still don't recognize many situations where the player knows.

#3 - 2020-07-07 11:45 AM - Sveinung Kvilhaugsvik

- File 3.0-Don-t-punish-non-revealing-illegal-moves.patch added
- Status changed from In Progress to Resolved
- Sprint/Milestone changed from 2.6.3 to 3.0.0

#4 - 2020-07-10 08:55 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0006-Don-t-punish-non-revealing-illegal-moves.patch	8.37 KB	2020-06-25	Sveinung Kvilhaugsvik
3.0-Don-t-punish-non-revealing-illegal-moves.patch	8.37 KB	2020-07-07	Sveinung Kvilhaugsvik