Make "Sentry" pure server side client state.

Ban "Sentry" in unit "Activity" requirements. This makes it pure server side client state again. This makes Sentry a non action. Remove the "Sentry Unit" action introduced in hrm Feature #879674.

I don't think the rules should change based on what the client does to implement a better user interface. Not having to think of upgrading rulesets that requires it gives us more freedom to move it to a server side client state sub system in the future.

Ban "Sentry" from appearing in any "Activity" requirement. Make the requirement system see a unit performing "Sentry" as being idle. Remove the "Sentry Unit" action.

Based on feedback from Ignatus on the Freeciv forum.

Related issues:
- Related to Freeciv - Feature #879674: Determine the faith of Sentry
- Blocked by Freeciv - Feature #918767: Ban "Explore" in unit "Activity" requirements.

History

#1 - 2021-01-30 11:59 AM - Sveinung Kvilhaugsvik
- File 0005-Make-Sentry-pure-server-side-client-state.patch added
- Status changed from In Progress to Resolved

#2 - 2021-01-30 12:00 PM - Sveinung Kvilhaugsvik
- Related to Feature #879674: Determine the faith of Sentry added

#3 - 2021-01-30 12:00 PM - Sveinung Kvilhaugsvik
- Blocked by Feature #918767: Ban "Explore" in unit "Activity" requirements. added

#4 - 2021-02-01 06:03 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed

Files

0005-Make-Sentry-pure-server-side-client-state.patch 30.9 KB 2021-01-30 Sveinung Kvilhaugsvik