**Description**

An activity's action enabler can have a requirement that the actor unit isn't doing the activity right now. `can_unit_continue_current_activity()` checks if the activity can start. It will then forbid continuing the current activity.

`can_unit_continue_current_activity()` checks if a unit can do "Fortifying" to see if it still should be "Fortified". But "Fortifying" is illegal for "Fortified" units. (Hard requirement to prevent losing "Fortified" by accidentally giving the order to start "Fortifying")

**History**

#1 - 2021-01-30 11:47 PM - Sveinung Kvilhaugsvik
- Status changed from New to Rejected

I read a bit too fast. I missed that current activity is set to "Idle"