Freeciv - Feature #920423
Own tile targeted hut entry and frightening
2021-02-18 02:03 PM - Sveinung Kvilhaugsvik

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Sveinung Kvilhaugsvik</td>
<td>% Done: 0%</td>
</tr>
<tr>
<td>Category:</td>
<td>General</td>
<td>Estimated time: 0.00 hour</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>3.1.0</td>
<td></td>
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</tbody>
</table>

Description
Only done once on the tile

Related issues:
- Related to Freeciv - Feature #920424: Unit moved to tile action auto performer
- Related to Freeciv - Feature #920427: Handle both Frighten and Enter huts on ...
- Blocks Freeciv - Bug #920425: Unit in transport with Nothing hut_behavior no ...

History
#1 - 2021-02-18 02:05 PM - Sveinung Kvilhaugsvik
- Related to Feature #920424: Unit moved to tile action auto performer added

#2 - 2021-02-18 02:09 PM - Sveinung Kvilhaugsvik
- Blocks Bug #920425: Unit in transport with Nothing hut_behavior no longer pops huts added

#3 - 2021-02-18 02:19 PM - Sveinung Kvilhaugsvik
- Related to Feature #920427: Handle both Frighten and Enter huts on the same tile added

#4 - 2021-02-18 02:21 PM - Sveinung Kvilhaugsvik
- Category set to General
- Assignee set to Sveinung Kvilhaugsvik
- Sprint/Milestone set to 3.1.0