Freeciv - Bug #922066

civ1, civ2: no tech has "Build_Airborne" flag

2021-03-08 03:18 PM - Alexandro Ignatiev

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Rulesets
Sprint/Milestone: 3.0.3

Description
That means, military AI never considers building air units. Correct me if I'm wrong but I think there should be one.

History

#1 - 2021-03-26 03:37 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.4 to 2.6.5

Have patch for this one yet? Having it in would better expose your other work in autogame testing.

#2 - 2021-03-28 03:21 PM - Alexandro Ignatiev
I did some autogames for the flag at "Flight" in 2.6 but no bombers were built. Likely, just rocket cruisers and mech infs seem more reliable to the AI. Instead in civ2 I got some unused helicopters but it seems to be an unrelated bug.

#3 - 2021-06-25 09:16 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.5 to 2.6.6

#4 - 2021-12-09 11:55 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.6 to 3.0.1

#5 - 2022-04-13 04:12 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.1 to 3.0.2

Alexandro Ignatiev wrote:

  I did some autogames for the flag at "Flight" in 2.6 but no bombers were built. Likely, just rocket cruisers and mech infs seem more reliable to the AI. Instead in civ2 I got some unused helicopters but it seems to be an unrelated bug.

Regardless, is there a reason not to add the flag? Even if the AI is not smart enough to take advantage of it, it would seem like semantically right thing to have, if it does not break anything.

#6 - 2022-06-11 07:08 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.0.3

#7 - 2022-06-14 08:09 AM - Marko Lindqvist
- File 0042-civ-2-Allow-AI-to-build-air-units.patch added
- Status changed from New to Approved
- Assignee set to Marko Lindqvist

#8 - 2022-06-14 08:09 AM - Marko Lindqvist
- Status changed from Approved to Resolved

#9 - 2022-06-21 01:08 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files