Freeciv - Feature #922323
Make "Unreachable" and unreachableprotects (more) soft coded

2021-03-11 01:17 PM - Sveinung Kvilhaugsvik

| Status:  | New                | Start date: |                           |
| Priority: | Normal             | Due date:   |                           |
| Assignee: |                   | % Done:     | 0%                        |
| Category: |                   | Estimated time: | 0.00 hour              |
| Sprint/Milestone: | |                           |                           |

Description
I had a plan for soft coding the Unreachable flag and its interaction with the unreachableprotects server setting but I forgot it. The details about how to split the attack actions, convert the existing rulesets and set up rscompat haven't come back but I was reminded after Ignatus asked for this at the Freeciv forum [http://forum.freeciv.org/f/viewtopic.php?f=11&t=91907&p=103664](http://forum.freeciv.org/f/viewtopic.php?f=11&t=91907&p=103664)

Related issues:
- Related to Freeciv - Feature #873294: Ruleset defined boolean server settings... New
- Related to Freeciv - Feature #854185: InNativeExtra unit state property Closed
- Related to Freeciv - Feature #648804: Allow requirement vectors to check visible boolean server settings Closed

History
#1 - 2021-03-11 01:18 PM - Sveinung Kvilhaugsvik
- Related to Feature #873294: Ruleset defined boolean server settings (user server settings) added

#2 - 2021-03-11 02:38 PM - Sveinung Kvilhaugsvik
- Related to Feature #854185: InNativeExtra unit state property added

#3 - 2021-03-11 02:39 PM - Sveinung Kvilhaugsvik
- Related to Feature #648804: Allow requirement vectors to check visible boolean server settings added