

Freeciv - Feature #751193

unit_get_actions: guess when no extra tgt

2018-05-04 02:05 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	100%
Category:	Server	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
The unit_get_actions packet asks the server what actions a unit may be able to perform against certain targets. If no target unit is specified the server will pick the first unit at the target tile the actor unit may be able to perform any action against. Do the same for target extras.			

History

#1 - 2018-05-04 02:06 PM - Sveinung Kvilhaugsvik

- File extra.patch added
- Status changed from In Progress to Resolved

#2 - 2018-05-06 05:45 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Files

extra.patch	7.18 KB	2018-05-04	Sveinung Kvilhaugsvik
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