

Freeciv - Feature #752058

Introduce action has a sub target check

2018-05-08 07:21 AM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	100%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
<p>The function <code>action_requires_details()</code> is about mandatory client specified sub targets. Action's like "Pillage" has a sub target (the extra to pillage) but the server will pick a sub target if the client don't specify one.</p> <p>Introduce the new function <code>action_id_has_complex_target()</code> so it becomes possible to check if an action has a sub target at all.</p>			

History

#1 - 2018-05-08 10:25 AM - Sveinung Kvilhaugsvik

- File `0001-Introduce-action-has-a-sub-target-check.patch` added
- Status changed from *In Progress* to *Resolved*

#2 - 2018-05-11 10:26 AM - Sveinung Kvilhaugsvik

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

Files

0001-Introduce-action-has-a-sub-target-check.patch	19 KB	2018-05-08	Sveinung Kvilhaugsvik
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