

Freeciv - Feature #848018

Use Action_Success_Actor_Move_Cost for load/unload move fragment reduction

2019-11-19 06:32 AM - Sveinung Kvilhaugsvik

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Sprint/Milestone:			
Description			
This obviously means that (un)loading a unit to a transport must become action enabler controlled first.			
Related issues:			
Related to Freeciv - Feature #875954: Action_Success_Actor_Move_Cost cache		Closed	
Blocked by Freeciv - Feature #846773: Action_Success_Actor_Move_Cost effect		Closed	
Blocked by Freeciv - Feature #848435: New effect Action_Success_Target_Move_Cost		Closed	
Blocked by Freeciv - Feature #848430: New "Transport Alight" action		Closed	
Blocked by Freeciv - Feature #848492: New action "Transport Unload"		Closed	
Blocked by Freeciv - Feature #848637: New action "Transport Board"		Closed	
Blocked by Freeciv - Feature #848682: New action "Transport Disembark"		Closed	
Blocked by Freeciv - Feature #848684: Retire slow_invasions and BeachLander		Closed	

History

#1 - 2019-11-19 06:33 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #846773: Action_Success_Actor_Move_Cost effect added

#2 - 2019-11-21 11:44 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848435: New effect Action_Success_Target_Move_Cost added

#3 - 2019-11-21 11:45 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848430: New "Transport Alight" action added

#4 - 2019-11-22 04:52 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848492: New action "Transport Unload" added

#5 - 2019-11-22 04:52 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848637: New action "Transport Board" added

#6 - 2019-11-22 10:08 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848682: New action "Transport Disembark" added

#7 - 2019-11-22 10:13 AM - Sveinung Kvilhaugsvik

- Blocked by Feature #848684: Retire slow_invasions and BeachLander added

#8 - 2020-06-02 08:02 AM - Sveinung Kvilhaugsvik

- Related to Feature #875954: Action_Success_Actor_Move_Cost cache added