

Freeciv - Bug #848658

Inconsistent exit transport requirements

2019-11-22 08:13 AM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
A unit is forbidden from exiting a transport to its current tile if it is a fuel unit or is losing hit points at that tile and the tile doesn't have a city or an Extra where it can refuel. But it can exit the transport to the same tile by waiting for the transport to move one tile and then move to the tile it couldn't alight or unload on.			

History

#1 - 2019-11-22 08:27 AM - Sveinung Kvilhaugsvik

- File 0002-Make-exit-transport-requirements-consistent.patch added
- Status changed from In Progress to Resolved
- Sprint/Milestone set to 3.1.0

Make transport exiting to same tile consistent with transport exiting to an adjacent tile by allowing "Transport Alight" and "Transport Unload" for fueled and mp losing units.

Targeting 3.1. The 3.0 ruleset format is frozen. 3.1 will hopefully include an enabler controlled action for disembarking to an adjacent tile. That, together with enabler controlled actions for alight and unload, should allow potential ruleset authors that tried to ban exiting a transport outside a base or a city for fueled and/or hp-losing units to actually accomplish what they were trying to do.

#2 - 2019-11-24 05:22 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0002-Make-exit-transport-requirements-consistent.patch	2.65 KB	2019-11-22	Sveinung Kvilhaugsvik
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