

Freeciv - Feature #849446

AI: A unit can't pay more than MAX_MOVE_FRAGS.

2019-11-26 04:55 AM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	AI	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
MAX_MOVE_FRAGS represents all the movement a unit has. Cap the move fragment cost from Action_Success_Actor_Move_Cost and Action_Success_Target_Move_Cost when calculating the AI utility they provide.			

History

#1 - 2019-11-26 05:20 AM - Sveinung Kvilhaugsvik

- File 0001-AI-A-unit-can-t-pay-more-than-MAX_MOVE_FRAGS.patch added

- Status changed from In Progress to Resolved

#2 - 2019-11-27 06:26 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0001-AI-A-unit-can-t-pay-more-than-MAX_MOVE_FRAGS.patch	1.35 KB	2019-11-26	Sveinung Kvilhaugsvik
---	---------	------------	-----------------------