

## Freeciv - Feature #852054

### Automatically pick the correct "Explode Nuclear"

2019-12-11 07:42 PM - Sveinung Kvilhaugsvik

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Client	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
Pick "Nuke City" if the target tile has a city. Pick "Nuke Units" if target tile has one or more enemy units.			
Should probably only be done for generic nuke menu item. If the user has explicitly specified the action (go to and...) he should get it.			
<b>Related issues:</b>			
Blocked by Freeciv - Feature #850219: Split "Explode Nuclear" based on if it ...			<b>Closed</b>

#### History

#1 - 2019-12-11 07:43 PM - Sveinung Kvilhaugsvik

- Blocked by Feature #850219: Split "Explode Nuclear" based on if it is against the current tile or against an adjacent tile added