Freeciv - Feature #871252

Control bouncing of units working to change terrain

2020-04-28 06:07 PM - Alexandro Ignatiev

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:	General	**Estimated time:**	0.00 hour
Sprint/Milestone:	3.1.0		

Description

Currently, when units e.g. reclaim land from sea from a boat, the boat bounces in a predictable but uncontrolled way and sometimes gets traped in an inland lake where it is useless; wether it happens, depends on the geometry:

```
This ship   This ship
 stucks:    gets away:

   ###~       ~###
   #~u~       ~u~#
   ###~       ~###
```

Changing terrain is a voluntary action that needs better control, there should be an order where to bounce your unit (orders of untransported units are kept in this situation and currently can sometimes be set in a tweaked client, but are executed from the bounced position). Bouncing order should have a direction specified where the transporter will go if it can't be at the tile any more; orders execution should be stopped on this order. (If one feels it fitting into this ticket, may the whole brigade get some orders to continue the work of connecting land masses by given path?)

History

#1 - 2020-04-28 06:26 PM - Alexandro Ignatiev

*EDIT: the first ship won't stuck, but this one will:

```
   ####~
   #~u~~
   ###~~
```

"orders execution should be stopped on this order" until the terrain gets unsuitable (maybe stack conflicts might be dealed by the same order?)