

Freeciv - Feature #877325

ai: assess_danger(): simplify harmless check

2020-06-10 06:16 PM - 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			
City conquest and unit attacking are hostile actions. A "civilian" than can do hostile actions isn't harmless.			

History

#1 - 2020-06-10 06:34 PM - Sveinung Kvilhaugsvik

- File 0030-redundant.patch added

- Status changed from In Progress to Resolved

#2 - 2020-06-12 07:50 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0030-redundant.patch	1.14 KB	2020-06-10	Sveinung Kvilhaugsvik
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