

Freeciv - Feature #877390

Declare "Pillage" a hostile action

2020-06-11 11:23 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			
Freeciv keeps track of if an action should be considered hostile for use by internal reasoning like path finding, AI and auto settlers. Declare "Pillage" to be a hostile action.			

History

#1 - 2020-06-11 11:26 AM - Sveinung Kvilhaugsvik

- File *pillage_hostile.patch* added

- Status changed from *In Progress* to *Resolved*

#2 - 2020-06-13 10:15 AM - Sveinung Kvilhaugsvik

- Status changed from *Resolved* to *Closed*

Files

pillage_hostile.patch	1.1 KB	2020-06-11	Sveinung Kvilhaugsvik
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