

Freeciv - Feature #877755

Simplify auto_settlers_speculate_can_act_at()

2020-06-15 10:28 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			
The special checks are redundant. That are done in the action_speculate_*() functions too.			

History

#1 - 2020-06-15 10:29 PM - Sveinung Kvilhaugsvik

- File 0021-redundant.patch added

- Status changed from In Progress to Resolved

#2 - 2020-06-17 10:33 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0021-redundant.patch	3.9 KB	2020-06-15	Sveinung Kvilhaugsvik
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