

Freeciv - Feature #879062

Shorten auto_settlers_speculate_can_act_at()

2020-06-25 05:38 AM - 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			
Prepare the function auto_settlers_speculate_can_act_at() for replacement by something that takes action rather than activity by having it use actions rather than activities internally.			

History

#1 - 2020-06-25 05:38 AM - Sveinung Kvilhaugsvik

- File 0005-Shorten-auto_settlers_speculate_can_act_at.patch added
- Status changed from In Progress to Resolved

#2 - 2020-06-27 06:35 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0005-Shorten-auto_settlers_speculate_can_act_at.patch	7.12 KB	2020-06-25	Sveinung Kvilhaugsvik
---	---------	------------	-----------------------