

Freeciv - Feature #879143

Non TerrainSpeed are native by terrain

2020-06-25 11:51 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Rulesets	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Transportable units in alien, civ2civ3, classic, experimental, multiplayer and sandbox that doesn't have the TerrainSpeed unit type flag are on native terrain when they load.			
Remove redundant "Transport Disembark" action enabler and !present requirement for "Transport Disembark 2".			

History

#1 - 2020-06-25 11:52 PM - Sveinung Kvilhaugsvik

- File 0016-redundant.patch added

- Status changed from In Progress to Resolved

#2 - 2020-06-27 12:26 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0016-redundant.patch	6.7 KB	2020-06-25	Sveinung Kvilhaugsvik
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