

Freeciv - Feature #918887

Introduce tile extras targeted actions

2021-02-01 01:58 PM - 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			
Add support for enabler controlled actions that targets all extras at a tile. The difference from tile targeted actions is that local DiplRel requirements are evaluated against the extra owner.			
Can be tested by creating an extras targeted user action.			
Related issues:			
Blocks Freeciv - Feature #850508: New action "Conquer Extras"		Closed	

History

#1 - 2021-02-01 02:08 PM - Sveinung Kvilhaugsvik

- File 0016-Introduce-tile-extras-targeted-actions.patch added
- Status changed from In Progress to Resolved

#2 - 2021-02-01 07:09 PM - Sveinung Kvilhaugsvik

- Blocks Feature #850508: New action "Conquer Extras" added

#3 - 2021-02-03 08:41 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0016-Introduce-tile-extras-targeted-actions.patch	38.7 KB	2021-02-01	Sveinung Kvilhaugsvik
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