

Freeciv - Feature #919971

Internal action support.

2021-02-13 10:56 PM - Sveinung Kvilhaugsvik

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Sprint/Milestone:			
Description			
An internal action is only used by Freeciv itself, not by the rulesets. This is because it isn't ready for the ruleset yet.			
If a ruleset tries to write an enabler for an internal only action: "Sorry. City Build Unit is not ready for ruleset exposure yet."			
Can't appear in requirement vectors in the ruleset. Refuses to load requirement vectors requiring an internal action. Skips writing effects etc that refers to internal actions.			
Related issues:			
Related to Freeciv - Feature #850503: Internal action "City Build Unit"		In Progress	
Related to Freeciv - Feature #919970: "Unit Move" action enabler.		Closed	

History

#1 - 2021-02-13 10:56 PM - Sveinung Kvilhaugsvik

- Related to Feature #850503: Internal action "City Build Unit" added

#2 - 2021-02-13 10:57 PM - Sveinung Kvilhaugsvik

- Related to Feature #919970: "Unit Move" action enabler. added

#3 - 2021-02-14 12:02 AM - Sveinung Kvilhaugsvik

Just to make sure I don't forget:

- block Lua API (find.action(), the signal, edit.perform_action())
- block autodoc generation
- maybe: add text to action rule name specifying that this action is internal or maybe even add a text that is randomly generated on every server load just to be sure