

Freeciv - Feature #920424

Unit moved to tile action auto performer

2021-02-18 02:05 PM - Sveinung Kvilhaugsvik

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Sprint/Milestone:	
Description Actions that always should be done once a unit has (been) moved to a tile.	
Related issues: Related to Freeciv - Feature #920423: Own tile targeted hut entry and frighte... New Related to Freeciv - Feature #920427: Handle both Frighten and Enter huts on ... New Blocks Freeciv - Bug #920425: Unit in transport with Nothing hut_behavior no ... New	

History

#1 - 2021-02-18 02:05 PM - Sveinung Kvilhaugsvik

- Related to Feature #920423: Own tile targeted hut entry and frightening added

#2 - 2021-02-18 02:09 PM - Sveinung Kvilhaugsvik

- Blocks Bug #920425: Unit in transport with Nothing hut_behavior no longer pops huts added

#3 - 2021-02-18 02:19 PM - Sveinung Kvilhaugsvik

- Related to Feature #920427: Handle both Frighten and Enter huts on the same tile added