

## Freeciv - Bug #920425

### Unit in transport with Nothing hut\_behavior no longer pops huts

2021-02-18 02:08 PM - Sveinung Kvilhaugsvik

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
<b>Related issues:</b>			
Related to Freeciv - Feature #919139: Action enabler controlled hut popping		<b>Closed</b>	
Blocked by Freeciv - Feature #920424: Unit moved to tile action auto performer		<b>New</b>	
Blocked by Freeciv - Feature #920423: Own tile targeted hut entry and frighte...		<b>New</b>	

#### History

##### #1 - 2021-02-18 02:09 PM - Sveinung Kvilhaugsvik

- Blocked by Feature #920424: Unit moved to tile action auto performer added

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

- Blocked by Feature #920423: Own tile targeted hut entry and frightening added

##### #3 - 2021-02-18 02:20 PM - Sveinung Kvilhaugsvik

- Related to Feature #919139: Action enabler controlled hut popping added