Subject: Burying the dead
Posted by Penta on Sun, 12 Aug 2018 11:38:40 GMT
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So, as I got annoyed once again by my characters reacting to the dead bodies after a battle (yes, you shot them; this is what happens when you kill people, morons!), I began to wonder.

How come nobody in Arulco buries the corpses, or otherwise disposes of them?

(I know Crepitus is a reason, but what if the Crepitus are disabled?)

For that matter, how come you can't? From a code perspective, it seems simple enough - gotta pay some money to get gravediggers, but then all the bodies in the sector go bye bye. Mass grave if you feel cheap, but individual graves gain you local opinion.

Cause, yes. Neanderthals buried their dead.

Subject: Re: Burying the dead
Posted by Flugente on Sun, 12 Aug 2018 12:36:19 GMT
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Hmm. Let me what I can throw together, might take a bit.

Edit: Done.

Subject: Re: Burying the dead
Posted by Penta on Sun, 12 Aug 2018 13:35:18 GMT
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Wow, me like. Gives me an actual reason to use the disease feature, which I had been avoiding til now. Thanks, Flugente!

Subject: Re: Burying the dead
Posted by Gopan on Tue, 14 Aug 2018 03:35:14 GMT
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   How about the town takes care of the corpses ? Can it be coded ? Seems like a much simpler solution if the corpses would just disappear overnight or in a matter of a day or two.