

## Freeciv - Feature #657148

### Lua handling of cardinal directions

2017-05-03 05:29 AM - Marko Lindqvist

<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> 3.2.0	
<b>Description</b> Pepeto requested ability to check in lua script if a Direction is cardinal one.  Attached WIP patch	
<b>Related issues:</b> Related to Freeciv - Bug #688119: Intermittent segfault invoking Lua directio... <b>Closed</b> Blocks Freeciv - Task #939772: S3_2 datafile format freeze (d3f) <b>New</b>	

#### History

##### #1 - 2017-05-03 05:29 AM - Marko Lindqvist

- Blocks Task #656466: S3\_0 datafile format freeze (d3f) added

##### #2 - 2018-01-05 11:12 PM - Marko Lindqvist

- Related to Bug #688119: Intermittent segfault invoking Lua direction functions added

##### #3 - 2019-05-29 02:23 PM - Marko Lindqvist

- Sprint/Milestone deleted (3.0.0)

##### #4 - 2019-05-29 02:24 PM - Marko Lindqvist

- Blocks deleted (Task #656466: S3\_0 datafile format freeze (d3f))

##### #5 - 2022-01-07 11:57 AM - Marko Lindqvist

- Sprint/Milestone set to 3.2.0

Lua handling of Directions has improved in general. Maybe we can finally get this one implemented too?

##### #6 - 2022-01-07 11:57 AM - Marko Lindqvist

- Blocks Task #939772: S3\_2 datafile format freeze (d3f) added

#### Files

IsCardinalDir.patch	2.01 KB	2017-05-03	Marko Lindqvist
---------------------	---------	------------	-----------------