

Freeciv - Feature #658566

Add initial version of effect editor dialog

2017-05-08 09:18 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	freeciv-ruledit	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
<ul style="list-style-type: none">- Only available in --enable-ruledit=experimental builds- Only accessible from buildings tab (for editing building effects)- The only editing feature is changing type of the effect			
Meant for TRUNK only, but would probably apply to S3_0 as is.			

History

#1 - 2017-05-10 04:56 PM - Marko Lindqvist

- Status changed from New to Closed
- Assignee set to Marko Lindqvist

Files

EffectEdit.patch	13.1 KB	2017-05-08	Marko Lindqvist
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