

## Freeciv - Feature #732767

### tex: Use tex ai player data unit list in military\_advisor\_choose\_build()

2018-02-12 06:55 PM - Marko Lindqvist

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marko Lindqvist	<b>% Done:</b>	0%
<b>Category:</b>	AI	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			

#### History

##### #1 - 2018-02-12 07:20 PM - Marko Lindqvist

- File 0078-tex-Use-tex-ai-player-data-unit-list-in-military\_adv.patch added
- Status changed from In Progress to Resolved

##### #2 - 2018-03-14 08:09 PM - Marko Lindqvist

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

#### Files

0078-tex-Use-tex-ai-player-data-unit-list-in-military_adv.patch	7.11 KB	2018-02-12	Marko Lindqvist
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