

## Freeciv - Feature #768141

### Introduce clause\_enabled()

2018-08-05 07:39 AM - 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>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
Introduce clause_enabled(clause, from, to) function.			

#### History

##### #1 - 2018-08-05 08:24 AM - Marko Lindqvist

I was thinking this to be useful for adding menu item sensitivity adjustments to clients, but those should probably depend on clause\_info.enabled only. All kind of problems with need to refresh open diplomacy dialogs arise if sensitivity is set by something that is not constant over the course of a game.

##### #2 - 2019-12-04 03:43 PM - Marko Lindqvist

- File 0013-Introduce-clause\_enabled.patch added
- Status changed from New to Resolved

Marko Lindqvist wrote:

All kind of problems with need to refresh open diplomacy dialogs arise if sensitivity is set by something that is not constant over the course of a game.

The compromise in the attached patch is that this initial version of clause\_enabled() only cares about things constant over the game.

##### #3 - 2020-01-27 02:24 AM - Marko Lindqvist

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

#### Files

0013-Introduce-clause_enabled.patch	2.67 KB	2019-12-04	Marko Lindqvist
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