

Freeciv - Feature #778280

Introduce MAX_NUM_BUILDINGS

2018-10-08 11:12 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Define max number of buildings separately from MAX_NUM_ITEMS. No functional change as the value is kept the same.			

History

#1 - 2018-10-08 11:18 AM - Marko Lindqvist

- File 0027-Introduce-MAX_NUM_BUILDINGS.patch added
- Status changed from In Progress to Resolved

#2 - 2018-10-12 04:00 AM - Marko Lindqvist

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

Files

0027-Introduce-MAX_NUM_BUILDINGS.patch	1.43 KB	2018-10-08	Marko Lindqvist
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