

Freeciv - Bug #803217

Tex: Cities/units present already when thread starts never added to tex map

2019-02-17 10:50 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	AI	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Tex adds cities/units to tex map only if thread is running when they are added to main map. If they are first added to main map and thread started only after that, they are never added to tex map. This happens for example when loading saved game / scenario.			

History

#1 - 2019-02-17 10:55 AM - Marko Lindqvist

- File 0010-Tex-Add-existing-cities-units-to-tex-map-when-thread.patch added
- Status changed from In Progress to Resolved

#2 - 2019-02-20 02:51 PM - Marko Lindqvist

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

Files

0010-Tex-Add-existing-cities-units-to-tex-map-when-thread.patch	1.08 KB	2019-02-17	Marko Lindqvist
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