

## Freeciv - Feature #824074

### ACTIVITY\_CULTIVATE, ACTIVITY\_PLANT

2019-06-29 04:19 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>   |                 |                        |           |
| Add new activities ACTIVITY_CULTIVATE and ACTIVITY_PLANT that can do just the tile transformative forms of ACTIVITY_IRRIGATE and ACTIVITY_PLANT. Do not touch ACTIVITY_IRRIGATE or ACTIVITY_MINE, but let them still do both extra building and transformative actions, as a lot of code still rely on that. |                 |                        |           |

#### History

##### #1 - 2019-06-29 04:55 AM - Marko Lindqvist

- File 0048-Add-ACTIVITY\_CULTIVATE-ACTIVITY\_PLANT.patch added

- Status changed from In Progress to Resolved

##### #2 - 2019-07-09 09:11 PM - Marko Lindqvist

- Status changed from Resolved to Closed

- Assignee set to Marko Lindqvist

#### Files

|  |         |            |                 |
|--|---------|------------|-----------------|
| 0048-Add-ACTIVITY_CULTIVATE-ACTIVITY_PLANT.patch | 15.1 KB | 2019-06-29 | Marko Lindqvist |
|--|---------|------------|-----------------|