

Freeciv - Feature #824555

Bump master tileset capstrings

2019-07-02 06:09 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Client	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Soon master will be requiring unit activity icons for cultivating and planting from a tileset. This makes master tileset format different from S3_0 one. Bump the master capstrings before that.			

History

#1 - 2019-07-02 07:40 PM - Marko Lindqvist

- File 0047-Bump-.tilespec-and-.spec-capstrings.patch added
- Status changed from New to Resolved

#2 - 2019-07-14 08:57 AM - Marko Lindqvist

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

Files

0047-Bump-.tilespec-and-.spec-capstrings.patch	49.9 KB	2019-07-02	Marko Lindqvist
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