

Freeciv - Feature #824565

Tex: Use worker thread's copy of player unit list when evaluating city worker tasks

2019-07-02 07:59 PM - 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			
Use worker thread's copy of player unit list when evaluating city worker tasks, to avoid trouble when workers get killed in main thread while worker thread is going through tasks they could be doing.			

History

#1 - 2019-07-02 08:01 PM - Marko Lindqvist

- File 0048-Tex-Use-tex-map-unit-list-when-evaluating-city-worke.patch added
- Status changed from In Progress to Resolved

#2 - 2019-07-17 02:46 AM - Marko Lindqvist

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

Files

0048-Tex-Use-tex-map-unit-list-when-evaluating-city-worke.patch	2.17 KB	2019-07-02	Marko Lindqvist
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