

Freeciv - Feature #824596

Granularity: Base city_unhappy_size

2019-07-03 12:52 AM - Marko Lindqvist

| | | | |
|--|-----------------|------------------------|-----------|
| Status: | Closed | Start date: | |
| Priority: | Normal | Due date: | |
| Assignee: | Marko Lindqvist | % Done: | 0% |
| Category: | Rulesets | Estimated time: | 0.00 hour |
| Sprint/Milestone: | 3.1.0 | | |
| Description | | | |
| Set base city_unhappy_size effect to granularity ruleset, so that cities are not always unhappy. | | | |

History

#1 - 2019-07-03 12:54 AM - Marko Lindqvist

- File 0052-Granularity-Set-base-City_Unhappy_Size-effect.patch added
- Status changed from In Progress to Resolved

#2 - 2019-07-17 05:29 AM - Marko Lindqvist

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

Files

| | | | |
|--|-----------|------------|-----------------|
| 0052-Granularity-Set-base-City_Unhappy_Size-effect.patch | 919 Bytes | 2019-07-02 | Marko Lindqvist |
|--|-----------|------------|-----------------|