

Freeciv - Feature #826830

Placed extras to appear at turn change

2019-07-16 01:47 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Change placed extras not to appear immediately. In first phase make them appear at turn change. Later it should be possible for their building to take multiple turns.			

History

#1 - 2019-07-16 02:04 AM - Marko Lindqvist

- File 0039-Make-extra-placing-to-take-place-at-turn-change.patch added
- Status changed from In Progress to Resolved

#2 - 2019-10-12 05:44 AM - Marko Lindqvist

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

Files

0039-Make-extra-placing-to-take-place-at-turn-change.patch	12 KB	2019-07-16	Marko Lindqvist
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