

## Freeciv - Bug #840865

### Remove effect Happiness\_To\_Gold

2019-10-08 04:19 PM - Zoltán Žarkov

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
This effect can be composed of Output_Inc_Tile and Make_Content/Make_Happy. Currently the way it is implemented does not reflect its description in readme.EFFECTS- "instead" is incorrect. This effect keeps the happiness effects and gives cities additional income in addition.			

#### History

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#1 - 2019-10-09 01:02 PM - Marko Lindqvist

Hardest part of this patch will be ruleset upgrade code.