

Freeciv - Feature #851696

GTK clients: deduplicate actor and target storage

2019-12-09 10:07 PM - Sveinung Kvilhaugsvik

Status:	In Progress	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	gui-gtk-3.9x	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
The id of the actor and the various targets are now stored in act_sel_dialog_data. Get them from there rather than storing them twice.			

History

#1 - 2019-12-09 10:10 PM - Sveinung Kvilhaugsvik

- File 0001-GTK-clients-deduplicate-actor-and-target-storage.patch added
- Status changed from In Progress to Resolved

#2 - 2019-12-09 10:23 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to In Progress

act_sel_dialog_data is deleted before it is accessed in the current version

Files

0001-GTK-clients-deduplicate-actor-and-target-storage.patch	12.6 KB	2019-12-09	Sveinung Kvilhaugsvik
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