

Freeciv - Feature #851872

Explicitly set terrain placing_times in supplied rulesets

2019-12-10 09:16 PM - 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 | | | |
| Probably good rule of thumb is to set it to same value as road_time has for each terrain. | | | |

History

#1 - 2022-02-05 01:40 PM - Marko Lindqvist

- File 0040-Explicitly-set-placing_times-on-supplied-rulesets.patch added
- Status changed from New to Resolved
- Assignee set to Marko Lindqvist

#2 - 2022-02-15 01:12 AM - Marko Lindqvist

- Status changed from Resolved to Closed

Files

| | | | |
|--|---------|------------|-----------------|
| 0040-Explicitly-set-placing_times-on-supplied-rulesets.patch | 30.7 KB | 2022-02-05 | Marko Lindqvist |
|--|---------|------------|-----------------|