

## Freeciv - Feature #870420

### dai\_effect\_value(): Rename 'ai' as 'adv'

2020-04-23 01:07 PM - Marko Lindqvist

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marko Lindqvist	<b>% Done:</b>	0%
<b>Category:</b>	AI	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
dai_effect_value() has a adv_data parameter currently named 'ai'. As it's not ai specific, rename it as 'adv'. (The old naming is older than division between advisors and ai code)			

#### History

##### #1 - 2020-04-23 01:43 PM - Marko Lindqvist

- File 0022-dai\_effect\_value-Rename-ai-as-adv.patch added
- Status changed from In Progress to Resolved

##### #2 - 2020-04-29 05:57 PM - Marko Lindqvist

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

#### Files

0022-dai_effect_value-Rename-ai-as-adv.patch	9.46 KB	2020-04-23	Marko Lindqvist
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