

Freeciv - Feature #871844

impr_estimate_build_shield_cost()

2020-05-05 12:43 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			
Split from Bug #870966			
Implement <code>impr_estimate_build_shield_cost()</code> that gives best possible estimate for building cost even when the city is not known, and use it where appropriate.			
Related issues:			
Related to Freeciv - Bug #870966: <code>get_building_bonus()</code> [effects.c::807]: asse... Closed			

History

#1 - 2020-05-05 12:44 AM - Marko Lindqvist

- Related to Bug #870966: `get_building_bonus()` [effects.c::807]: `assertion '((void *)0) != pcity && ((void *)0) != building'` failed. added

#2 - 2020-05-05 12:47 AM - Marko Lindqvist

- File `0030-Implement-impr_estimate_build_shield_cost.patch` added

- Status changed from *In Progress* to *Resolved*

#3 - 2020-05-10 09:17 AM - Marko Lindqvist

- Status changed from *Resolved* to *Closed*

- Assignee set to Marko Lindqvist

Files

<code>0030-Implement-impr_estimate_build_shield_cost.patch</code>	4.13 KB	2020-05-04	Marko Lindqvist
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