

## Freeciv - Feature #874440

### Lua script API: add tile owner

2020-05-20 05:21 PM - Sveinung Kvilhaugsvik

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Sveinung Kvilhaugsvik	<b>% Done:</b>	0%
<b>Category:</b>	Scripting API	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
Export a tile's owner to Lua.			

#### History

##### #1 - 2020-05-20 05:22 PM - Sveinung Kvilhaugsvik

- File 0007-tile\_owner.patch added

- Status changed from In Progress to Resolved

##### #2 - 2020-05-22 11:34 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

#### Files

0007-tile_owner.patch	686 Bytes	2020-05-20	Sveinung Kvilhaugsvik
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