

Freeciv - Feature #877856

Optimize city_can_be_built_here()

2020-06-16 02:26 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Use cached value in can_utype_do_act_if_tgt_diplrel() rather than looking through the action enablers each time a check is needed.			

History

#1 - 2020-06-16 02:33 PM - Sveinung Kvilhaugsvik

- File 0030-Optimize-city_can_be_built_here.patch added
- Status changed from In Progress to Resolved
- Sprint/Milestone changed from 3.0.0 to 3.1.0

The no NoCities flag hard requirement isn't obligatory in 3.0 so this is 3.1 only.

#2 - 2020-06-18 07:00 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0030-Optimize-city_can_be_built_here.patch	3.56 KB	2020-06-16	Sveinung Kvilhaugsvik
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