

## Freeciv - Feature #904053

### sdl2 coding style: Rename struct Theme and members

2020-12-07 06:16 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>	gui-sdl2	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			

#### History

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##### #1 - 2020-12-07 08:22 PM - Marko Lindqvist

- File 0008-sdl2-Rename-struct-Theme-and-members-to-adhere-codin.patch added
- Status changed from In Progress to Resolved

Unused members not renamed. This will ease their detection and removal (or other handling) in the future.

##### #2 - 2020-12-14 02:18 AM - Marko Lindqvist

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

#### Files

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0008-sdl2-Rename-struct-Theme-and-members-to-adhere-codin.patch 149 KB

2020-12-07

Marko Lindqvist