

Freeciv - Feature #905090

struct multiplier_value

2020-12-10 07:34 PM - 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			
Wrap multiplier's current value and target value to a struct. Instead of having two separate int arrays in player struct, have one array of these multiplier_value structs.			

History

#1 - 2020-12-10 07:51 PM - Marko Lindqvist

- File 0040-Wrap-multiplier-value-and-target-to-a-new-multiplier.patch added
- Status changed from In Progress to Resolved

#2 - 2020-12-18 06:47 AM - Marko Lindqvist

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

Files

0040-Wrap-multiplier-value-and-target-to-a-new-multiplier.patch	13.5 KB	2020-12-10	Marko Lindqvist
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