

## Freeciv - Feature #647101

### Allow non hack users to disable timeout

2017-03-22 02:00 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>	100%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	2.6.4		
<b>Description</b>			
Requested by drdogbot7 at the Freeciv forum.			

#### History

##### #1 - 2017-03-22 02:36 PM - Sveinung Kvilhaugsvik

- File 0001-Allow-non-hack-users-to-disable-timeout.patch added
- Status changed from In Progress to Resolved
- % Done changed from 0 to 90

A non hack user may enable timeout by setting it to a value above 30 seconds. Let him disable it too.

##### #2 - 2017-03-24 11:55 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed
- % Done changed from 90 to 100

##### #3 - 2021-01-30 09:20 AM - Marko Lindqvist

- Status changed from Closed to In Progress
- Sprint/Milestone changed from 3.0.0 to 2.6.4

Shouldn't this be the case in S2\_6 too?

##### #4 - 2021-01-30 12:59 PM - Sveinung Kvilhaugsvik

- File 2.6-Allow-non-hack-users-to-disable-timeout.patch added
- Status changed from In Progress to Resolved

##### #5 - 2021-02-02 08:43 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

#### Files

0001-Allow-non-hack-users-to-disable-timeout.patch	2.31 KB	2017-03-22	Sveinung Kvilhaugsvik
2.6-Allow-non-hack-users-to-disable-timeout.patch	2.31 KB	2021-01-30	Sveinung Kvilhaugsvik