Freeciv - Feature #653904
Populate the server setting module
2017-04-20 11:45 AM - Sveinung Kvilhaugsvik

Status: Closed
Priority: Normal
Assignee: Sveinung Kvilhaugsvik
Category: General
Sprint/Milestone: 3.0.0

Description
Build server setting access functions on top of the functions exported in the interface.

Related issues:
Blocks Freeciv - Feature #648804: Allow requirement vectors to check visible ... Closed

History
#1 - 2017-04-23 01:52 PM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

#2 - 2017-05-11 10:46 AM - Sveinung Kvilhaugsvik
- Blocks Feature #648804: Allow requirement vectors to check visible boolean server settings added

Files
0010-Module.patch 3.71 KB 2017-04-20 Sveinung Kvilhaugsvik