Freeciv - Feature #654153
Boolean server setting value access
2017-04-21 12:44 PM - Sveinung Kvilhaugsvik

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

Description
Add a function that gives access to the value of bool server settings to fc_interface. This can be used to implement a ServerSetting requirement type. It can also be used to check the value of Boolean server settings that aren't sent in PACKET_GAME_INFO.

Related issues:
Blocks Freeciv - Feature #648804: Allow requirement vectors to check visible boolean server settings

History
#1 - 2017-04-24 02:59 AM - 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
0011-Interface-server-setting-bool-val.patch 4.49 KB 2017-04-21 Sveinung Kvilhaugsvik