FreeCiv - Feature #659408
Setting visibility to access level checker
2017-05-11 10:43 AM - Sveinung Kvilhaugsvik

Status: Closed  Start date: 
Priority: Normal  Due date: 
Assignee: Sveinung Kvilhaugsvik  % Done: 100%
Category: Server  Estimated time: 0.00 hour
Sprint/Milestone: 3.0.0

Description
Make it possible to check if a server setting is visible to any player with a certain access level rather than checking if a server setting is visible to a specific player (based on his access level).

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

History
#1 - 2017-05-11 10:45 AM - Sveinung Kvilhaugsvik
- Blocks Feature #648804: Allow requirement vectors to check visible boolean server settings added

#2 - 2017-05-13 09:25 PM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Files
0002-Setting-visibility-to-access-level-checker.patch  2.41 KB  2017-05-11  Sveinung Kvilhaugsvik