

Freeciv - Bug #765923

forced_tileset_name not respected for scenarios

2018-07-20 10:42 PM - Marko Lindqvist

| | | | |
|--|-----------------|------------------------|-----------|
| Status: | Closed | Start date: | |
| Priority: | Normal | Due date: | |
| Assignee: | Marko Lindqvist | % Done: | 0% |
| Category: | Client | Estimated time: | 0.00 hour |
| Sprint/Milestone: | 2.6.1 | | |
| Description | | | |
| At http://forum.freeciv.org/f/viewtopic.php?f=8&t=90134 javaxubuntu reported that 'freeciv-gtk3 --tiles amplio2' still loads trident when starting a scenario game. | | | |

History

#1 - 2018-07-20 10:47 PM - Marko Lindqvist

- File 0002-Respect-forced_tileset_name-when-starting-a-scenario.patch added
- Status changed from In Progress to Resolved

#2 - 2018-07-23 05:11 AM - Marko Lindqvist

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

Files

| | | | |
|---|---------|------------|-----------------|
| 0002-Respect-forced_tileset_name-when-starting-a-scenario.patch | 2.04 KB | 2018-07-20 | Marko Lindqvist |
|---|---------|------------|-----------------|