Freeciv - Feature #765940
building.name to lua API
2018-07-21 10:43 AM - Marko Lindqvist

Status: Rejected
Priority: Normal
Assignee: Marko Lindqvist
Category: Scripting API
Sprint/Milestone: 3.0.0

Start date: 
Due date: 
% Done: 0%
Estimated time: 0.00 hour

Description
Currently lua API knows buildings by their internal id only. Building name should be accessible.

Related issues:
Blocks Freeciv - Feature #695007: "building_lost" signal
Closed

History
#1 - 2018-07-21 10:44 AM - Marko Lindqvist
- Blocks Feature #695007: "building_lost" signal added

#2 - 2018-07-21 11:02 AM - Marko Lindqvist
- Status changed from New to Rejected
- Assignee set to Marko Lindqvist

Err... there are building:rule_name() and frients.