Freeciv - Feature #769212
Client - draw unscaled tiles in city map dialog
2018-08-13 08:51 PM - Anonymous

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
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<td>Priority:</td>
<td>Normal</td>
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<tr>
<td>Assignee:</td>
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<tr>
<td>Category:</td>
<td>Client</td>
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<td>Sprint/Milestone:</td>
<td>2.6.1</td>
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Status: Closed
Priority: Normal
Assignee: |
Category: Client
Sprint/Milestone: 2.6.1

Description
That patch forcess unscaled tileset to stay in memory and be used when drawing city map tiles in city dialog. Using not scaled units in city dialog clients must do on his own.

Related issues:
Related to Freeciv - Feature #769214: Qt client - use unscaled units in city ... Closed

History
#1 - 2018-08-13 10:08 PM - Anonymous
- Related to Feature #769214: Qt client - use unscaled units in city dialog, unit report, unit orders added

#2 - 2018-08-17 12:40 AM - Anonymous
- Status changed from Resolved to Closed

Files
<table>
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<td>2018-08-13</td>
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