**Freeciv - Feature #771917**

**New lua signal - nuke exploded**

2018-09-01 11:38 AM - Anonymous

<table>
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<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<td>Priority:</td>
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<td>Due date:</td>
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<tr>
<td>Assignee:</td>
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<td>Category:</td>
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<td>Estimated time:</td>
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**Description**

Added nuke_exploded signal.

Transfers 'Tile' and 'Player' arguments to event.

Could be eg. used to count exploded nukes. Then do some nasty effect when limit is reached.

**History**

#1 - 2018-09-05 07:00 PM - Anonymous
- Status changed from Resolved to Closed

**Files**

<table>
<thead>
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<td>lua_nuke_exploded_signal.patch</td>
<td>1.22 KB</td>
<td>2018-09-01</td>
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