Freeciv - Feature #771917
New lua signal - nuke exploded
2018-09-01 11:38 AM - Anonymous

Description
Added nuke_exploded signal.
Tranfers '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
lua_nuke_exploded_signal.patch 1.22 KB 2018-09-01 Anonymous