**Freeciv - Feature #821608**

**Bump S3_0 version number to indicated d3f candidate**

2019-06-13 08:44 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>Bootstrap</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>3.0.0</td>
</tr>
<tr>
<td>Description:</td>
<td>Indicate by bumped version number that short of setting capstrings to their final form we are not expecting datafile format changes to S3_0 any more. Maybe even set VERSION_LABEL to something like &quot;d3f-rc&quot;</td>
</tr>
</tbody>
</table>

**Related issues:**
- Blocked by Freeciv - Feature #821960: "std-terrains" ruleset capability
- Blocked by Freeciv - Feature #821962: Set all map-only scenarios ruleset_locked=FALSE added
- Blocked by Freeciv - Feature #821117: Rename player.culture field in savegame as player.history added

**History**

1. **2019-06-13 09:27 PM - Marko Lindqvist**
   - File 0012-Bump-version-number-to-2.95.90-alpha2.patch added
   - Status changed from In Progress to Resolved

   Patch attached.

   Marko Lindqvist wrote:
   
   Maybe even set VERSION_LABEL to something like "d3f-rc"
   
   Didn't do that.

2. **2019-06-17 01:24 AM - Marko Lindqvist**
   - Blocked by Feature #821960: "std-terrains" ruleset capability added

3. **2019-06-17 01:24 AM - Marko Lindqvist**
   - Blocked by Feature #821962: Set all map-only scenarios ruleset_locked=FALSE added

4. **2019-06-17 01:32 PM - Marko Lindqvist**
   - Blocked by Feature #821117: Rename player.culture field in savegame as player.history added

5. **2019-06-22 09:58 AM - Marko Lindqvist**
   - Status changed from Resolved to Closed
   - Assignee set to Marko Lindqvist

**Files**

<table>
<thead>
<tr>
<th>File</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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</thead>
<tbody>
<tr>
<td>0012-Bump-version-number-to-2.95.90-alpha2.patch</td>
<td>686 Bytes</td>
<td>2019-06-13</td>
<td>Marko Lindqvist</td>
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