

Freeciv - Feature #822790

Add XYZ's extra amplio2 unit sprites

2019-06-21 05:24 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Art	Estimated time:	0.00 hour
Sprint/Milestone:	3.0.0		
Description			
Include extra unit sprites from http://forum.freeciv.org/f/viewtopic.php?f=12&t=90244&start=29 to freeciv distribution. At first they should be added to a separate .png-file and not to units.png. Only when needed should individual sprites migrate from that extra_units.png to the main units.png			

History

#1 - 2019-06-21 05:53 AM - Marko Lindqvist

- File 0024-amplio2-Add-extra_units.png.patch added
- Status changed from In Progress to Resolved

#2 - 2019-06-24 07:00 PM - Marko Lindqvist

- File 0012-amplio2-Add-extra_units.png-spec.patch added
- png cropped
- .spec added with just a couple of tags in place (see comment in trident related patch Feature [#823068](#))
- .spec included to amplio2 and hexemplo .tilespecs

#3 - 2019-06-27 02:22 PM - Marko Lindqvist

- File 0033-amplio2-Add-extra_units.png-spec.patch added
- File 0010-amplio2-Add-extra_units.png-spec.patch added
- Sea Mine (unclear licensing) and Dragon (not GPLv2+) sprites removed
- Credits added
- master: installation of meson based builds updated (these new files are needed as part of hexemplo)

#4 - 2019-06-30 06:36 AM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

File Name	Size	Date	Author
0024-amplio2-Add-extra_units.png.patch	313 KB	2019-06-21	Marko Lindqvist
0012-amplio2-Add-extra_units.png-spec.patch	325 KB	2019-06-24	Marko Lindqvist
0033-amplio2-Add-extra_units.png-spec.patch	320 KB	2019-06-27	Marko Lindqvist
0010-amplio2-Add-extra_units.png-spec.patch	319 KB	2019-06-27	Marko Lindqvist