S3_0 alpha4 should be released soon after S3_0 network protocol freeze, with the frozen network protocols that make it compatible with all later 3.0 releases.

Related issues:
- Related to Freeciv - Bug #859139: Qt: Temporary QByteArrays often used after ...
- Blocked by Freeciv - Task #656467: S3_0 network protocol freeze (npf)
- Blocked by Freeciv - Feature #848624: Msys2-next after 191012
- Blocked by Freeciv - Feature #853949: Crosser-1.9
- Blocks Freeciv - Task #862054: S3_0: Enter beta mode
- Blocked by Freeciv - Bug #863755: Qt client HUD prints "Gold: ... (+-2)" if player is losing gold per turn added
- Blocked by Freeciv - Bug #868060: QPainterPath with incomplete type

History
#1 - 2019-12-05 11:41 PM - Marko Lindqvist
- Blocked by Task #656467: S3_0 network protocol freeze (npf) added

#2 - 2019-12-05 11:41 PM - Marko Lindqvist
- Blocked by Feature #848624: Msys2-next after 191012 added

#3 - 2020-02-23 11:32 PM - Marko Lindqvist
- Blocked by Feature #853949: Crosser-1.9 added

#4 - 2020-02-29 09:32 AM - Marko Lindqvist
- Blocks Task #862054: S3_0: Enter beta mode added

#5 - 2020-03-15 09:21 PM - Marko Lindqvist
- Blocked by Bug #863755: Qt client HUD prints "Gold: ... (+-2)" if player is losing gold per turn added

#6 - 2020-04-07 07:04 AM - Marko Lindqvist
- Due date set to 2020-04-18
- Start date set to 2020-04-18

It seems Bug #863755 gets resolved now. If no further blockers are found, we should be ready to make the alpha4 release weekend after the next (so that there is one full week to prepare)

#7 - 2020-04-07 10:59 AM - Marko Lindqvist
- Blocked by Bug #868060: QPainterPath with incomplete type added

#8 - 2020-04-09 03:51 PM - Marko Lindqvist
- Blocked by Bug #868533: clang-10 tautological-compare warnings added

#9 - 2020-04-10 01:10 PM - Marko Lindqvist
- Blocked by deleted (Bug #868533: clang-10 tautological-compare warnings)
Now that fix for Bug #859139 exist for S3_0, I'd like that included in alpha4. But I'd like it to have some testing in branch (supposedly it will be pushed wednesday morning) before releasing it as part of alpha4. So postponing alpha4 by a week.

S3_0-alpha4 is commit c319fab994f98076d502da78724c129830e5bd13
- Commits pushed
- Tarballs created
- FEATURES document prepared
- installer_cross Windows Installers available
- "How to update..." documents were in d3f level already in alpha3
- Modpacks listed by modpack installer were in d3f level already in alpha3

In progress:
- msys2 based Windows Installers

Msys2 builds ready and available.
Created OpenEmbedded S3_0 recipe (currently building alpha4) now that the branch is compatible with final 3.0 releases.