

## Freeciv - Bug #864579

### universal\_name\_translation() thinks that city center is the only tile property

2020-03-13 02:18 AM - Sveinung Kvilhaugsvik

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Sveinung Kvilhaugsvik	<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	2.6.3		
<b>Description</b>			

#### History

##### #1 - 2020-03-13 02:38 AM - Sveinung Kvilhaugsvik

- File 0002-Show-correct-name-for-the-Claimed-CityTile-req.patch added
- Status changed from In Progress to Resolved
- Sprint/Milestone set to 2.6.3

##### #2 - 2020-03-14 04:22 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

##### #3 - 2020-04-15 06:05 PM - Marko Lindqvist

CityTile related code in metaknowledge.c seems suspicious too, though I have not thought it very carefully.

##### #4 - 2020-12-04 12:52 PM - Marko Lindqvist

Marko Lindqvist wrote:

CityTile related code in metaknowledge.c seems suspicious too, though I have not thought it very carefully.

-> Task [#903049](#)

#### Files

0002-Show-correct-name-for-the-Claimed-CityTile-req.patch	1.42 KB	2020-03-13	Sveinung Kvilhaugsvik
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