Freeciv - Feature #920422
Move cost of move to / from non native tile to the ruleset
2021-02-18 02:02 PM - Sveinung Kvilaugsvik

<table>
<thead>
<tr>
<th>Status:</th>
<th>In Progress</th>
<th>Start date:</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Sveinung Kvilaugsvik</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
<td>General</td>
<td>Estimated time:</td>
<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.2.0</td>
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Description

Related issues:
Blocked by Freeciv - Feature #920421: Move cost of UCF_TERRAIN_SPEED to the r...  In Progress
Blocks Freeciv - Task #939772: S3_2 datafile format freeze (d3f)  New

History

#1 - 2021-02-18 02:02 PM - Sveinung Kvilaugsvik
- Blocked by Feature #920421: Move cost of UCF_TERRAIN_SPEED to the ruleset added

#2 - 2022-01-07 11:10 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.1.0 to 3.2.0

This has not been listed in S3.1 d3f blockers, so it can't really be targeted to 3.1, right?

#3 - 2022-01-07 11:11 AM - Marko Lindqvist
- Blocks Task #939772: S3_2 datafile format freeze (d3f) added