

## Freeciv - Bug #922785

### granary\_savings() function header documents return value wrong way

2021-03-13 06:16 PM - Marko Lindqvist

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marko Lindqvist	<b>% Done:</b>	0%
<b>Category:</b>	Documentation	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	2.6.4		
<b>Description</b>			
granary_savings() function header says "...food that is lost..." while it's actually percentage that is kept.			
<b>Related issues:</b>			
Related to Freeciv - Feature #919179: Split Growth_Food effect into separate ...			<b>New</b>

### History

#### #1 - 2021-03-13 06:16 PM - Marko Lindqvist

- Related to Feature #919179: Split Growth\_Food effect into separate effects depending on whether the city is growing or shrinking added

#### #2 - 2021-03-13 06:22 PM - Marko Lindqvist

- File 0037-Correct-granary\_savings-function-header.patch added

- File 0021-Correct-granary\_savings-function-header.patch added

- Status changed from In Progress to Resolved

#### #3 - 2021-03-22 02:16 AM - Marko Lindqvist

- Status changed from Resolved to Closed

- Assignee set to Marko Lindqvist

### Files

0037-Correct-granary_savings-function-header.patch	988 Bytes	2021-03-13	Marko Lindqvist
0021-Correct-granary_savings-function-header.patch	988 Bytes	2021-03-13	Marko Lindqvist