

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
585	Freeciv	Feature	New	Normal	Rename goods 'priority' as 'replace_priority'		05/11/2024 12:48 AM
584	Freeciv	Bug	In Review	Normal	Oceanic border sources incorrectly claim nearby bays and lakes	Alina Lenk	05/10/2024 06:45 PM
583	Freeciv	Feature	In Review	Normal	S3_1 civ2civ3/sandbox: "Settlers" flag for "Fortress" units	Marko Lindqvist	05/10/2024 05:51 PM
582	Freeciv	Feature	In Review	Normal	Nonnull parameters in sting_vector.c	Marko Lindqvist	05/10/2024 05:14 PM
581	Freeciv	Feature	In Review	Normal	Granularity: Housing	Marko Lindqvist	05/10/2024 04:40 PM
579	Freeciv	Feature	In Review	Normal	Unhardcode wld.map from action_prob_vs_stack()	Marko Lindqvist	05/09/2024 10:51 PM
578	Freeciv	Bug	In Review	Normal	TRANS comment: "chosen"	Marko Lindqvist	05/09/2024 07:03 PM
577	Freeciv	Bug	In Review	Normal	savecompat: Adding unit action ACTION_NONE for activity not working	Marko Lindqvist	05/09/2024 06:14 PM
576	Freeciv	Feature	In Review	Normal	CI: Drop autotools mac build	Marko Lindqvist	05/09/2024 04:30 PM
575	Freeciv	Feature	In Review	Normal	build_appimages.sh: Functionalize client Applmage build	Marko Lindqvist	05/09/2024 03:59 PM
574	Freeciv	Bug	In Review	Normal	HOWTOPLAY: One double space remains	Marko Lindqvist	05/09/2024 03:25 PM
573	Freeciv	Feature	In Review	Normal	Local range TechFlag requirement	Marko Lindqvist	05/09/2024 06:41 AM
572	Freeciv	Feature	In Review	Normal	Manual: Unit Classes page	Marko Lindqvist	05/09/2024 03:51 AM
571	Freeciv	Bug	New	Normal	3.1 -> 3.2 ruleup: "unused entry: actions.ui_name_clean_pollutiom"		05/09/2024 02:03 AM
570	Freeciv	Tasks	In Progress	Normal	NEWS-3.2.0	Marko Lindqvist	05/08/2024 02:31 AM
569	Freeciv	Tasks	New	Normal	Release 3.2.0-beta1	Marko Lindqvist	05/08/2024 02:27 AM
568	Freeciv	Feature	In Review	Normal	Unhardcode wld.map from unit_can_airlift_to()	Marko Lindqvist	05/08/2024 01:37 AM
567	Freeciv	Feature	In Review	Normal	Isotrident Nets	Marko Lindqvist	05/09/2024 05:32 PM
565	Freeciv	Feature	In Review	Normal	Granularity: Gather Wood	Marko Lindqvist	05/07/2024 08:57 PM
563	Freeciv	Feature	In Review	Normal	Improvement flag "Infra"	Marko Lindqvist	05/07/2024 01:52 AM
562	Freeciv	Feature	In Review	Normal	CI :Don't install SDL2_gfx for mac-meson	Marko Lindqvist	05/07/2024 04:20 PM
561	Freeciv	Feature	In Review	Normal	Ruledit: Helptext display for extras	Marko Lindqvist	05/07/2024 12:21 AM
560	Freeciv	Feature	In Review	Normal	Autotools build: Find Qt6 moc from /usr/libexec/qt6/moc	Marko Lindqvist	05/06/2024 11:33 PM
559	Freeciv	Feature	In Review	Normal	Qt: Tooltips for main-menu buttons	Marko Lindqvist	05/06/2024 06:57 PM
557	Freeciv	Feature	In Review	Normal	Lua: Method to get player's primary capital	Marko Lindqvist	05/06/2024 04:08 AM
556	Freeciv	Bug	In Review	Normal	Misspellings: "government"	Marko Lindqvist	05/06/2024 02:42 AM
555	Freeciv	Bug	In Review	Normal	Meson: Duplicate bzlib.h check	Marko Lindqvist	05/05/2024 04:33 PM
554	Freeciv	Feature	New	Normal	Detect infinite recursion when evaluating requirements	Alina Lenk	05/07/2024 12:45 AM
553	Freeciv	Feature	In Review	Normal	dai_manage_unit(): Use utype advisor cache instead of checking UTYF_WORKERS	Marko Lindqvist	05/04/2024 09:56 PM
552	Freeciv	Feature	In Review	Normal	helptext_unitclass()	Marko Lindqvist	05/04/2024 06:02 PM
551	Freeciv	Feature	In Review	Normal	Manual: Put terrain name consistently below the image	Marko Lindqvist	05/04/2024 03:43 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
550	Freeciv	Feature	In Review	Normal	Ruledit: Clear helptext of newly initialized objects	Marko Lindqvist	05/04/2024 02:18 PM
549	Freeciv	Feature	In Review	Normal	Unhardcode wld.map from action_prob_vs_unit()	Marko Lindqvist	05/04/2024 01:53 PM
548	Freeciv	Feature	In Review	Normal	advisors: Clear trailing spaces	Marko Lindqvist	05/04/2024 01:25 PM
547	Freeciv	Feature	In Review	Normal	Applmage: Put client type (gtk4) to Applmage name	Marko Lindqvist	05/04/2024 12:58 PM
546	Freeciv	Feature	In Review	Normal	Server lua to be able to tell client to show image	Marko Lindqvist	05/06/2024 01:01 AM
545	Freeciv	Bug	In Review	Normal	savegame: last_turn_change_time rounded to zero	Marko Lindqvist	05/03/2024 11:40 PM
544	Freeciv	Feature	In Review	Normal	Isophex nets	Marko Lindqvist	05/03/2024 10:33 PM
543	Freeciv	Feature	In Review	Normal	Granularity: Offensive Strategies policy	Marko Lindqvist	05/03/2024 09:51 PM
542	Freeciv	Feature	In Review	Normal	Remove double spaces from standard ruleset comments	Marko Lindqvist	05/03/2024 09:13 PM
538	Freeciv	Bug	In Review	Normal	Misspellings: "futher"	Marko Lindqvist	05/03/2024 08:39 PM
537	Freeciv	Feature	In Review	Normal	Unhardcode wld.map from city_can_be_built_here()	Marko Lindqvist	05/03/2024 08:06 PM
536	Freeciv	Bug	New	Normal	specvec.h inline functions lacking doxygen markup		05/03/2024 07:49 PM
535	Freeciv	Feature	In Review	Normal	specvec.h: NULL -> nullptr	Marko Lindqvist	05/03/2024 07:48 PM
534	Freeciv	Feature	In Review	Normal	sdl3: Theme	Marko Lindqvist	05/11/2024 02:53 AM
532	Freeciv	Feature	In Review	Normal	enum impr_flag_id by generate_enums.py	Marko Lindqvist	05/05/2024 12:45 PM
531	Freeciv	Feature	In Review	Normal	Nonnull parameters in capability.c	Marko Lindqvist	05/03/2024 02:36 PM
530	Freeciv	Bug	In Review	Normal	savegame: history.turn loss on load -> save cycle	Marko Lindqvist	05/03/2024 02:50 PM
529	Freeciv	Feature	In Review	Normal	Ruledit: Helptext display for terrains	Marko Lindqvist	05/02/2024 08:39 PM
526	Freeciv	Bug	New	Normal	amphibious_extra_cost() not CoastStrict aware		05/02/2024 12:44 PM
525	Freeciv	Bug	In Review	Normal	CoastStrict units not handled correctly on an Ocean city removal	Marko Lindqvist	05/03/2024 03:45 PM
524	Freeciv	Bug	In Review	Normal	check_units_single_tile() bad log message	Marko Lindqvist	05/03/2024 03:05 PM
522	Freeciv	Bug	In Review	Normal	Goods 'priority' not sent to the client side	Marko Lindqvist	05/11/2024 12:50 AM
521	Freeciv	Bug	In Review	Normal	Alien: Low-Level orbit helptext typo	Marko Lindqvist	04/30/2024 06:32 AM
520	Freeciv	Feature	In Review	Normal	Granularity: Bounty Hunter	Marko Lindqvist	04/30/2024 05:07 AM
518	Freeciv	Feature	In Review	Normal	Remove x-prefixing from autogen.sh	Marko Lindqvist	04/30/2024 04:37 AM
516	Freeciv	Feature	In Review	Normal	Amplio nets	Marko Lindqvist	04/29/2024 02:52 AM
515	Freeciv	Feature	In Review	Normal	Remove double spaces from ruleset file headers	Marko Lindqvist	04/29/2024 01:41 AM
514	Freeciv	Feature	In Review	Normal	registry.[ch] Coding Style improvements	Marko Lindqvist	04/28/2024 07:41 PM
509	Freeciv	Feature	New	Normal	README.packaging & co: Qt6Svg requirement for svgflags features		04/27/2024 01:36 PM
506	Freeciv	Bug	New	Normal	Ruleset selection available on scenario game pre-game screen		04/27/2024 06:42 AM
499	Freeciv	Feature	New	Normal	dos2unix nation rulesets		04/23/2024 06:52 AM
481	Freeciv	Bug	In Review	Normal	dependencies/SDL2_gfx compiler warnings	Marko Lindqvist	05/03/2024 07:31 PM
468	Freeciv	Feature	In Review	Normal	Nonnull parameters in timing.c	Marko Lindqvist	05/04/2024 04:44 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
443	Freeciv	Bug	New	Normal	init_nls() changes "grouping" to no-grouping without freeing it		04/12/2024 06:58 AM
442	Freeciv	Bug	New	Normal	Networking float/fixed-point naming issues		04/12/2024 01:29 AM
429	Freeciv	Feature	New	Normal	Document sdl3-client		04/08/2024 05:08 AM
426	Freeciv	Feature	New	Normal	"client_launch" audio tag		04/08/2024 03:46 AM
425	Freeciv	Bug	New	Normal	Storm unit gfx in "extra_units"		04/07/2024 11:28 PM
424	Freeciv	Feature	In Review	Normal	Update tutorial.sav to 3.2 format	Marko Lindqvist	05/09/2024 04:38 PM
423	Freeciv	Feature	In Review	Normal	Update tileset-demo.sav to 3.2 format	Marko Lindqvist	05/05/2024 02:37 PM
422	Freeciv	Feature	In Review	Normal	Update north_america.sav to 3.2 format	Marko Lindqvist	05/03/2024 08:23 PM
421	Freeciv	Feature	In Review	Normal	Update japan.sav to 3.2 format	Marko Lindqvist	04/30/2024 07:58 AM
400	Freeciv	Tasks	In Progress	Normal	"How to update ... from 3.1 to 3.2" wiki pages	Marko Lindqvist	04/20/2024 03:05 AM
398	Freeciv	Feature	In Progress	Normal	Scenarios to S3_2 format		04/21/2024 12:34 AM
397	Freeciv	Tasks	New	Normal	S3_2 datafileformat freeze (d3f)	Marko Lindqvist	05/11/2024 02:42 AM
380	Freeciv	Bug	In Review	Normal	rand_map_pos_characteristic() header claiming it can return FALSE	Marko Lindqvist	05/09/2024 04:19 AM
376	Freeciv	Bug	New	High	Assess whether CVE-2024-3094 liblzma backdoor affects distributed binaries		04/07/2024 12:47 AM
344	Freeciv	Bug	New	Normal	can_unit_do_activity_targeted_at() hardcoding actions, breaking fake generalization		03/23/2024 02:58 AM
292	Freeciv	Feature	New	Normal	Ambazonia nation		05/09/2024 04:11 AM
267	Freeciv	Bug	New	Normal	Surgical Strike Building selection dialog speaks of "Sabotage"		02/17/2024 12:53 AM
216	Freeciv	Feature	In Review	Normal	CI: Macos-14	Marko Lindqvist	05/04/2024 02:10 AM
199	Freeciv	Feature	New	Normal	Advisor data "paratroopers" to "teleporters"		01/22/2024 11:42 AM
183	Freeciv	Bug	New	Normal	Double mentions of tech-enabled extras		01/15/2024 08:10 AM
163	Freeciv	Feature	New	Normal	Msys2 Qt6x-client		01/09/2024 07:05 AM
122	Freeciv	Feature	New	Normal	MinBulbs requirement type		01/04/2024 11:12 PM
116	Freeciv	Feature	New	Normal	Unbuildable buildings		01/04/2024 11:17 PM
114	Freeciv	Bug	New	Normal	load_action_kind() does nothing with the information that kind is not ruleset settable		01/03/2024 10:50 PM
111	Freeciv	Feature	New	Normal	Altitude requirement		01/02/2024 12:01 PM
100	Freeciv	Bug	New	Normal	Funny escape message word order		01/02/2024 12:02 AM
87	Freeciv	Bug	New	Normal	AI player created midgame fails data phase assert		12/29/2023 12:36 AM
73	Freeciv	Bug	New	Normal	Editor: city improvements copied but not pasted		05/09/2024 07:07 PM
55	Freeciv	Feature	New	Normal	Universal converter functions for Lua API		12/12/2023 08:54 PM