Freeciv - Bug #685279
Unit movement trails at non-default zoom level
2017-07-23 11:08 AM - Jacob Nevins

| Status: New | Start date: |
| Priority: Normal | Due date: 0% |
| Assignee: | % Done: 0% |
| Category: gui-gtk-3 | Estimated time: 0.00 hour |
| Sprint/Milestone: | |

Description
Attached shows a "trail" left by a moving unit. I just moved the Explorer off the tile with the Legion (who came from a hut and haven't moved since); the Explorer had focus throughout.

These trails disappear readily on redraws.

This is --with-zoom, "freeciv-gtk3 --tiles trident -- --zoom 2.0". S2_6 commit:c8cad4d8dd.

Related issues:
Blocks Freeciv - Task #696027: Zoom: get from beta to production quality

History
#1 - 2017-09-10 12:15 PM - Jacob Nevins
- Blocks Task #696027: Zoom: get from beta to production quality added

#2 - 2017-10-01 03:39 PM - Marko Lindqvist
This is with blocking animation mode, as it was the only mode at the time of the report.

#3 - 2017-10-01 04:10 PM - Christian Knoke

Bug #685279: Unit movement trails at non-default zoom level
http://www.hostedredmine.com/issues/685279

It might you assuming a little absurd..

I think unit movement trails are a very good idea!

That is, trails of movements of enemy units, that are, or have just been, "in sight" of a client, but were not inevitably noticeable by a player, who is looking, acting, or fighting elsewhere on the map.

This is of course another ticket, or, at least, should have been..

Maybe, add some tooltip to the trail, remembering what unit it was.

Christian

--
Christian Knoke * * * http://cknoke.de

• * * * * * * Ceterum censeo Microsoft esse dividendum.

Files
gtk3_unit_move_zoom2.png 27.9 KB 2017-07-23 Jacob Nevins