### Description

S2_6, Gtk3, zoom x2, Amplio2 tileset: there's a zig-zag dark line between the top two visible rows of fogged tiles. If I move the viewport, the line stays at the top of the viewport. It doesn't extend into unfogged tiles.

I see it with Trident too (except of course it's not a zig-zag). I don't see it with Hexemplio. (Which uses client-specific fog drawing, which might be significant.)

### Related issues:

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

### History

- **#1 - 2017-09-10 12:16 PM - Jacob Nevins**
  - Blocks Task #696027: Zoom: get from beta to production quality added

- **#2 - 2018-07-17 09:20 AM - Jacob Nevins**
  - Sprint/Milestone changed from 2.6.0 to 2.6.1

- **#3 - 2019-12-18 12:01 PM - Jacob Nevins**
  - Sprint/Milestone changed from 2.6.1 to 2.6.2

Still the same.

- **#4 - 2020-02-09 03:12 PM - Jacob Nevins**
  - Sprint/Milestone changed from 2.6.2 to 2.6.3

- **#5 - 2020-12-31 05:32 AM - Marko Lindqvist**
  - Sprint/Milestone changed from 2.6.3 to 2.6.4

- **#6 - 2021-03-31 05:44 AM - Marko Lindqvist**
  - Sprint/Milestone changed from 2.6.4 to 2.6.5

- **#7 - 2021-06-25 09:09 PM - Marko Lindqvist**
  - Sprint/Milestone changed from 2.6.5 to 2.6.6

### Files

- 26_gtk3_zoom_fog_line.png 95.4 KB 2017-09-10 Jacob Nevins