Freeceiv - Task #696027

Zoom: get from beta to production quality

2017-09-10 12:14 PM - Jacob Nevins

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
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<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
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<td>Category:</td>
<td>gui-gtk-3</td>
<td>Estimated time:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.0.4</td>
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Description

There are still a few glitches in the Gtk3 clients' zoom functionality. This is an umbrella for ones that aren't fatal.

Currently targeting 2.6.0, but probably won't block it if not done in time.

Related issues:

Blocked by Freeciv - Bug #638737: Zoomed out, black background too small
Blocked by Freeciv - Bug #685279: Unit movement trails at non-default zoom level
Blocked by Freeciv - Bug #696026: Zoom: line artifact in fogged tiles at top ...
Blocked by Freeciv - Bug #697657: Zoom: explosions not drawn properly

History

#1 - 2017-09-10 12:15 PM - Jacob Nevins
- Blocked by Bug #638737: Zoomed out, black background too small added

#2 - 2017-09-10 12:15 PM - Jacob Nevins
- Blocked by Bug #685279: Unit movement trails at non-default zoom level added

#3 - 2017-09-10 12:16 PM - Jacob Nevins
- Blocked by Bug #696026: Zoom: line artifact in fogged tiles at top of mapview added

#4 - 2017-09-18 11:01 PM - Jacob Nevins
- Blocked by Bug #697657: Zoom: explosions not drawn properly added

#5 - 2018-07-17 09:21 AM - Jacob Nevins
- Sprint/Milestone changed from 2.6.0 to 2.6.1

I haven't investigated the specific glitches in related tickets, but I don't recall Gtk3 zoom being obviously dodgy when I've briefly tried it in recent times. I think it is probably usable.

#6 - 2018-07-17 06:47 PM - Anonymous
There is easy way to make such zoom perfect. It would be 3X faster without glitches and easy ( still using a lot of cpu but about 200% less)
1) - remove all that crap
2) - Just scale mapview
3) - scale mouse clicks to fit mapview
4) - draw lines/text after mapview is scaled.

With current zoom every tile is drawn average with 1-5 sprites and each that sprite is scaled.
So probably for 1 tile on average 3 sprites with size of that tile are scaled.
In new zoom it would be 1 scale operation instead 500 like now ( and without scaling 3 sprites to draw 1 tile)

#7 - 2019-12-18 12:02 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.1 to 2.6.2

#8 - 2020-02-01 03:06 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.2 to 2.6.3

#9 - 2020-12-28 07:42 AM - Marko Lindqvist
Anonymous wrote:

With current zoom every tile is drawn average with 1-5 sprites and each that sprite is scaled.

Yep, but only the tiles that have changed are redrawn, not entire canvas like with your suggestion.

That said, it seems likely that gtk4 will force us to redraw entire canvas anyway, so with gtk4-client we probably implement exactly what you said.